



Numina

Truth, Conflict, Revelation

A High Fantasy Game of
Exploration, Conflict, and Intrigue

Rulebook Version 6.1.1

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FOREWORD

Welcome and thanks for picking up the Numina rulebook. Numina, if you are not aware already, is an Accelerant LARP and you are taking your first steps into our world. The game is a labor of love artfully crafted by a number of creative minds working in concert. What you, the reader will find below is the world of Rues where you are an inhabitant. Trials, tribulations, discoveries...all of that and more await you. Before you delve into learning more about the game itself, I would like to make a few things clear which may not be apparent from the outset.

Numina is a game, plain and simple. It is a work of fantasy and should remain as such. We do not espouse belief in the fake religions detailed therein or believe that Elves, Alved, the Empire, or the Nomad Tribes are real. We trust that all players are mature enough to handle the fantasy religion and concepts that shall be played out in this game. If any of this makes you uncomfortable then perhaps our game is not for you. If you are still with us then congratulations, years of fun await you.

Player interaction is very important and you will be playing the part of a

protagonist in our little tale. Even so please understand that our game is not designed with the intent of player vs. player combat. If you wish to show up and assail other players you will quickly discover that there are dire consequences from both plot and the player population. This is not to say that PvP will never happen but that is not the purpose of this game.

Lastly I would like to take a moment to say thank you to the many people who have made this game possible. I apologize if this ends up looking like the insert of a CD. First thanks to Rob Ciccolini for creating the Accelerant System and rekindling my love of LARPing. Thanks to my roommate for kindly letting 8-18 people invade our home on any given weekend. Thank you to my design team. All of you have been invaluable and I am humbled to have had such help. Thanks to anyone who I have not mentioned that has given help along the way. And lastly I would like to thank you, the reader for validating the time invested in creating this game.

Once again welcome to our world and we can't wait to see you in-game.

Joshua Smith-Numina GM

Welcome to Fortune's Bend, the new and exciting addition to the continent of Rues. The acquisition of Fortune's Bend came about in a most unusual and providential manner. In fact, its revelation has been named a Miracle by the Examiners in the High Church of Inlyrico, the first event in centuries to earn the title and each time we believe we understand the totality of that miracle, new facets are revealed.

Fortune's Bend is located in Pyredown, the Imperial Seat, near the source of the Alentina River and the Batterklast mountain range. One of the many vicious summer storms that plague the mountain region set loose a rockslide of enormous proportion that by the benevolence of the gods not only spared the small towns and villages below, but diverted the Alentina into a new and prosperous course.

Just at the point where the river takes its new turn, the old riverbed has dried to reveal remarkable wonders, hidden from the eyes of the Purposed Races for countless ages. The nature and importance of the new discoveries will take decades to understand. As the ground has grown stable enough to support digging, hints of an ancient civilization have been uncovered. Early reports from the explorers indicate that many of the artifacts and buildings are likely to have weathered the ages well, as they were encased in a rock or mudslide before the river began to flow over them.

It is likely you have already heard rumors about the other structure uncovered at Fortune's Bend, which

seems to have survived the ages submerged below the angry current with no ill effects. You may know or have heard of someone who, upon passing from the world, was not put back into the Tallow Man's pot. Instead, they returned to themselves and continued to live, often to an old age. Many who have made this unusual journey speak of passing through a portal where they are spoken to by Death before being allowed to return to the world. The chamber uncovered in Fortune's Bend resembles the descriptions of this portal, covered in carved moths and glowing a faint purple. It would seem that, after being shrouded in mystery since the beginning of time, the entrance to Death's Realm has been found.

The town has proven to be a treasure trove for scholars of the Shade, who have identified it as a fulcrum point for affecting that strange land. A treasure trove for scholars of all stripes, really, for Isou University has opened an Annex there, where classes are offered and the findings of the town examined.

For those whose interests run in less ethereal directions, Fortune's Bend still has a great deal to offer. It is the only neutral territory in Rues, a place where anyone from any nation, or any number of nations, can meet for discussion. It was agreed by all parties that signed the treaty of neutrality that the protection of the area was paramount to any national claim of ownership, and care of the land and gate has been left in the hands of those who hold the Pact with the Lady of Moths. Regardless, Fortune's Bend is of great interest to the palaces of Pyredown and Tor Mythra, and those who find

ways to shine during their residence or employment there will surely gain notice and favor.

Look now, at the heroes who reside there, who held fast as Ravvin tried to destroy Rues. They are the beacon of hope who stood strong against the tide of Undead, and now we look to with the new challenges of the world after Ravvin.

It is clear that the Genesori uncovered Fortune's Bend for a reason, and it will be up to the pious and the courageous to discover the town's secrets. The Batterklast Mountains have always been

a haven for the fell beasts of Rues, and they threaten the hardy settlers who have begun to explore the miracle that we have been given. However, these settlers endure the hardship, for when the wonders of Fortune's Bend make it the next great city in the empire, their names will be remembered, their deeds celebrated. Welcome then, to Fortune's Bend, and may you be blessed each day that you remain here.

Welcome

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Rules of Etiquette

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

Rule of Etiquette

The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed.

References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

Game Actions

The system is designed to keep the game running as smoothly and fluidly as possible. The game takes place in a site full of props, buildings, and other players. The rules define how you interact with the environment and other players. The game has removed actions and effects players cannot actually perform from the gameplay. There are no creatures stepping through solid walls, no flying creatures, and no activities that cannot be played without interrupting the flow of the game. Characters that step into rifts and turn to spirit, or characters that die and rise as spirits are still visible as they walk off. You cannot attempt actions such as chopping up bodies or breaking down doors that cannot be performed for logistical or safety reasons.

Always In Game

Players stay in game and in character from the start of the event to its end. There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. The idea is to keep the game flowing so players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game. The system is also designed to minimize the times where you cannot act on what you see, hear and feel. You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you.

Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. Your character also will realize this and knows that sometimes dead men do tell tales. There is no information that is out of game. If you don't want other players to know something in game, don't talk about it out of game. Keep your in game secrets to yourself, and if you talk out of game about something other players can decide they learned that information in game if they feel that the conversation unfairly inflicts knowledge upon them they did not want to know. If you want in game secrets, keep out of game secrets.

The only caveat is that sometimes players experienced with a game play different characters altogether. Perhaps you have lost a previous character to death and are playing a new character. Perhaps, as a change of pace, you are participating as a non-player character or you are playing a plot character for a time. If you play a different character, creature, or plot role within the same game world we ask you do not transfer anything you learn to other characters.

To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem

resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called if there is a real problem and someone could be hurt.

Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance, role play the searching motion with both hands held out above their body, and tell them in a low voice "I am searching you." You may have items in your off hand during this process, but may not block with weapons. The player reveals items you have found. The player may make a pouch available for you to reach into and take items.

Search For...

Some skills can give you the ability to use a special searching effect on a dead or helpless creature after you have finished your normal search. This searching attempt is represented by the verbal "Search for <Item Type>" where the item type is specified in the skill. You cannot use this effect unless you have a skill or ability that allows you to do so. Using a skill with this Search effect might reveal additional items, or it might trigger a response effect targeted on you. The Search effect is the name for the

special search attempt, and the Search response is a resulting effect the targeted character calls out when you search them. *As an example, after you search an elemental you might have a skill that allows you to call out "With elemental harvesting, Search for True Elements." That NPC might give up additional items, it might reply "You find nothing," or it might even use a counter effect such as "Refresh 1 Fire." If searching some creatures is dangerous, the creature might even reply with a detrimental search response.*

It is also possible for games to create skills that let you use a defense against some or all search responses.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simply tell the person you are picking them up and role play carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you will also take that effect unless you "drop" the character immediately.

If you are being carried and someone "drops" you then you role play falling to the ground.

If you are being carried, you must role play an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after

dropping it as soon as that body stops moving.

Rule of Etiquette

Whenever you are required to role play an effect you must always do so in a safe manner. If you must adjust your role play or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.

No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use. You cannot be under the influence of these while on the premises of the game. Violators will be asked to leave the game. If any drug or substance appears to inhibit a player's judgement a staff reserves the right to ask that player to rest, away from the action, or to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are three restrictions on your activities.

The first is an environmental restriction.

When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them.

Prop Restrictions

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

Small circular stickers indicate special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it. Special items may also have a red sticker with a rune or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.

Items may also be marked by attaching a short green, yellow, or red ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If you have

an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Game Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with a yellow information sign. Areas marked with information signs are either special areas with additional rules described by the sign or they are out of game and impassable.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game. You may not enter these areas. The text of the sign indicates why, in game, this area cannot be entered. Some areas might be described as collapsed and ruined piles of rubble that have no real interior. Other areas might be marked as impassable swamp.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it. This sign will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and

they are not lit then you cannot go through that portal. The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign. White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas. Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character then you will become a spirit. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Turn Back Markers

Some games have locations in a game site are normally accessible to players, but are sometimes closed for specific encounters or modules. While this is usually handled with yellow information signs, it is often difficult to spot and read information signs without entering the encounter area to read them, especially at night. To make this easier, areas can be marked with circular information signs (rather than the usual octagonal signs) and at night these signs are lit with circular rings created with looped glow bracelets. If you spot these Turn Back Markers hanging in the area, it means that the area is inaccessible and you should stay away unless you are led to the area by a spirit, a scout, or a similar guide.

It is often left to the player to explain why they cannot proceed when they spot Turn Back Markers. One common reason is that the area ahead is impassable swamp. Another is that a mist has risen and players cannot find their way through the area. Sometimes players simply state that the area ahead looks uninteresting and turn back. It is left to you and your companions to come up with a plausible reason that you cannot proceed when you spot a Turn Back Marker.

Combat

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant effects upon you. Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

Verbals

A verbal is a short phrase that is called out when an ability is used to explain the effect of that attack. Each verbal can have an effect and a trait for that attack. The trait indicates the flavor of the attack so you may role play the effects and perhaps use a defense to negate the attack if it strikes you. The effect indicates what the attack does to you.

A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. If you hear the beginning of a verbal you must listen to the phrase and play out the effect. Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand. You call out a phrase that takes the form of [Effect] by [Trait]. For

example, a poison that freezes you in place would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows what happened. The verbal not only tells you the effect out of game, but it represents the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incantations, but they also end with a verbal. Remember that there are two rules that apply to all called attacks.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.
- All called hits must be acknowledged with role play. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't role play the effect, the attacker may assume that you were not struck and the skill not used.

Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A character trait is any trait that is somehow given to a character. An attack trait is added to an attack verbal and defines the flavor of that attack. A defense trait is added to a defense call. An item trait is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against that attack. A character or item trait can be used to determine if certain effects worked against you. If you had the "Undead" trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used. A character's race is always considered a trait. Characters with no explicit race have the Human trait. If you have a sub-race then both your sub-race and your general race will be considered to be traits. So a Wood Elf has the Elf trait as well as the Wood Elf trait.

Deliveries

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee attacks are delivered with a successful strike with a hand held weapon. Packet attacks are delivered by throwing a bean bag like projectile and striking an

opponent. Missile attacks are delivered by throwing or firing a special foam weapon prop, although some games use packet based arrows and bolts that are firing by aiming a missile weapon prop at an enemy and then throwing a packet prop and striking that opponent with the projectile.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

Melee Attacks

Melee attacks require special hand held padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of role playing, we expect our players to role play in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head and neck, the

hands, or the groin are illegal and are not counted.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

Skills and abilities that allow you to use called melee attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by role playing the effect or calling out a defense to negate the attack. The melee attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

Some skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits.

The Flurry Rule

A flurry is a series of melee swings delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their Flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

That's all you need to remember, everything else are clarifications and answers for specific questions.

- Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as flurry swings. Feints and swings that do not make contact against weapons, shield, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact before resuming attacks on that opponent.
- An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to get out of weapon range but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.
- Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon

maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response

to the strike.

Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet, then you are throwing too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit with role play or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use such as a Maim effect or shackles. Some packet based skills have additional requirements as well.

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt

your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to get off packet attacks during the Flurry pause. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

Like melee attacks, any packet attack that has no verbal causes 1 point of damage. Packet attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Packet attacks that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Rule of Etiquette

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

Concentrate

Concentrate is a special plot verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out Concentrate and can throw a number of follow up packet attacks,

including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks. Each skill or special ability that allows the use of Concentrate requires you to call out "Concentrate" when you use it.

Rule of Etiquette

If a character using Concentrate is in a swirling fight where new combatants are coming into fighting range, then the caster should call out "Concentrate" each time they willingly switch targets so everyone in the fight knows what is going on.

Missile Attacks (Packet)

For many games, missile attacks typically use packets that represent arrows or crossbow bolts. To differentiate missile attacks from normal packet attacks, the attacker has two additional requirements when attacking. First, you must have a prop in your free hand that is aimed at the target. Second, you must go through a firing motion for each missile attack. Bows require you make a drawing motion and bring the packet to your cheek before throwing. Crossbows require that you pull the packet along the stock of the crossbow and pull it up to aim. After your motion you throw the attack while still pointing at the target with your free hand.

Although this system is typically used for bows and crossbows, games can use this system for thrown weapons, wands, or other ranged attacks that can be, in that setting, blocked with weapons or shields.

Like melee attacks, any missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce

Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Like packet attacks, missile weapons cannot be used while you are being hit by a melee weapon unless you have the ability to use the Concentrate ability as described above. Some skills that allow you to use a weapon or shield to block melee attacks also allow that defender to block missile attacks.

Missile Attacks (Props)

Some games require special props for missile attacks. Foam balls for arrows and bolts, foam thrown weapons, nerf arrows, and other non-packet systems are possible in Accelerant games. Foam balls used as arrows or bolts require the attacker to point the launcher or implement at the target as described when using missile attacks with packets. Foam thrown weapons only need to be thrown at the target. Other missile props such as nerf bows, are aimed and fired when they are used.

Foam weapons are always blockable by those skilled with weapons or shields in a manner similar to melee attacks. Like melee attacks, any foam missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Touch Delivery

If a skill or ability is delivered with a touch, then the effect is delivered by touching a packet to the shoulder or arm of a willing or helpless recipient.

Special Attacks

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effect and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By My Gaze" followed by a verbal. A vampire might whisper "By My Gaze, Paralyze by Will." Other creatures might cause fear or other effects.

Gesture

Someone points at you with a hand or a weapon and calls out "By My Gesture" followed by a verbal. If the effect has a

duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

Name

Someone calls out "By Your Name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically if you know they are talking about you then you take the effect.

Room

Someone calls out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Search Response

Someone calls out an effect after you search them or use a special Search effect upon them. If multiple people are currently searching a creature (for some reason) then all searching characters take the effect.

Voice

Someone calls out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you.

If you are unconscious and you are unstable you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they

stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead. In Numina, each character has 2 Vitality points at creation. Vitality may be increased by purchasing extra Vitality with Character Points, to a maximum of 10. The cost of each point of Vitality is on a sliding scale of 2/2/3/4/5/6/7/8.

Vitality	Cost
3 rd Vitality	2CP
4 th Vitality	2CP
5 th Vitality	3CP
6 th Vitality	4CP
7 th Vitality	5CP
8 th Vitality	6CP
9 th Vitality	7CP
10 th Vitality	8CP

Example-If you wish to raise your Vitality from 2 to 5, it would cost a total of 7 CP. 2 CP to raise Vitality to 3, 2 CP to raise Vitality to 4, and 3 CP to raise vitality to 5. $2+2+3=7$.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Rule of Etiquette

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, you will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or unmoving, and then you may inflict a death

strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of The Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to

interact with you, reply "Spirit" and continue on your way.

In Numina, the Death area is the Gate of Death. This is the gate to the Realm of Death. When you arrive at the gate you must follow the posted instructions and ring the bell.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill while talking. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

Final Death

If the spirit cannot return from the Death area then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each

effect has a duration, but curing or removing that effect will end it.

Game Time

As the game progresses during an event, players generally spend time interacting with other characters, moving from place to place, and engaging in combat and other game activities. Some skills or game effects require a specific passage of time as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't generally exhaust the costs of using the skill or ability unless that ability explicitly says otherwise in its description. If you begin, for example, to Focus for one minute to use a skill which can only be used once per event, or which uses an attribute point, the skill or attribute is not generally used up if you are interrupted while trying to use the skill. Many games have a set of skills or attributes that can be refreshed when you have a chance to rest. Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or sanctuary while you focus or rest. This prevents you from using these resets or skills while you are out in the field or away from these areas.

Rest

Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt rest unless the specifics of the skill or ability you were using somehow made the call optional.

Rule of Etiquette

Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field.

Effects which require rest can overlap; what this means is that a single rest time can be used for multiple effects. If you had a game skill that allowed you to reset some kind of magical defense after a minute of rest, and you were affected by a Root effect, and you were affected by a Weakness effect you could rest for five minutes and apply the time to all three benefits. The Root would end, the Weakness would end, and the skill could be used to reset the defense. Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest.

"Rest for one minute to end this effect."

"Rest for ten seconds and call out "Heal 2 to Self" to use this skill.

You Are Well Rested

If you are in the process of resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your rest time is considered completed. Effects that end with rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Focus

Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time role playing in a manner appropriate for the skill or ability you are using. You may talk with others during this role play time if you wish so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you role play the activity. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus time. Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement the Focus time spent on one ability cannot be applied to any other activity. You have to role play each Focus time separately to use the associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or

refresh abilities. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the role play needed to act out the skill, followed by the result of the Focus. "Focus for one minute, repairing your armor at a forge, to refresh your armor points." "Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb. "Focus for three seconds, shaking off your fear, to purge one Fear effect."

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning. This means that calling any defense, optional or otherwise, interrupts your focus.

Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he role plays repairing his armor, to refresh his armor points. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to focus for one minute to refresh his armor.

Beneficial Effects

Effects that are intended to aid, bolster, or benefit a character are marked as Beneficial effects. If, for some reason, the recipient does not want to receive the benefit of one of these effects they may say "Refuse" to negate the attack or delivery.

Effect Listing

Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

Cure, Remove...

Beneficial Effect (Cure only)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

Travis, for example, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove either the Slow by Disease and the Slow by Will, and Travis can choose which one will end. A Cure Will would remove either the Slow by Will or the Drain by Will since they both have the Will trait. A Cure All Slow will remove both the Slow by Disease and the Slow by Will.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you touch a packet to the specified limb to indicate

which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead. Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination. A "Cure [Trait Name] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by race, skill, or the like. Remove is used to simulate dispels or forced removal of effects. Remove works just like Cure except it is not a beneficial effect. This has several side effects. Where Cure can be touch cast, Remove cannot be touch cast. Where Cure can be refused because it is beneficial, Remove cannot be refused. Where Cure will not interrupt Focus, Remove will interrupt Focus. Where Cure is not negated by and does not consume Shield, Elude and Guard defenses, Remove will be stopped by and consume Shield, Elude, and Guard. Otherwise Remove works like Cure.

Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue

and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section. Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

Destroy...

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will render your shield unusable.

The effect is permanent until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item. An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect.

Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal. Items

without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damage. To use Diagnose, touch the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been inflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a

simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

Rule of Etiquette

Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack, you must be making an effort to strike at the weapon.

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with your weapons. You cannot move towards any target. Everyone who is attacking you and

everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

Expose...

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called. Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person

who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or other disabling effect. You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant...

Beneficial Effect

You receive a boon, blessing or magical buff that enhances you in some way. There are a number of specific Grant effects, each with their own benefit. All Grant effects end if you die, and when the event ends. Grant effects have some restrictions.

~ As a default you can have no more than three Grant effects at one time.

~ Each type of Grant listed below also has its own additional restriction.

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all

existing Grant effects. Remove effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

There are five types of Grant effects.

... **Armor**

"Grant Armor"
"Grant 2 Armor by Inspiration"

This Grant adds additional armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted. You may only have one Grant Armor effect active.

... **Attribute**

"Grant Earth"
"Grant 2 Vitality by Magic"
"Grant 2 Karma by Inspiration"

This Grant adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... **Protection**

"Grant Protection"
"Grant 3 Protection by Inspiration"

This Grant adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points are not affected by Waste Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends. You may only have one Grant Protection effect active.

... **[Type] Defense**

"Grant Poison Defense, Shield"
"Grant Defense by Inspiration, Elude by Blur"
"Grant Melee Defense by Magic, Parry"
"Grant Packet or Missile Defense, Avoid"

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack. Once this defense is used the Grant effect ends.

Grant effects which give you Elude, Guard

or Shield effects must be used against the first appropriate attack that strikes you.

Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense.

The Purge defense requires you to role play for three seconds and call Purge to end an appropriate effect.

Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type. You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you cannot only have one Grant Defense effect that is unspecified.

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any melee, missile, or packet attack. You could choose to take an attack and save the defense for later. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Poison Defense, Shield" would give you one defense against any attack with the Poison trait. You would have to use this defense against the first Poison attack that strikes you. You would call out "Shield" when you used the ability.

A "Grant Missile Defense by Wind, Avoid by Air" would give you one Avoid defense against a missile attack. You could choose to take the attack and save the defense for later. You would call out "Avoid by Air" when you used the ability.

Sylla has an active grant effect with the verbal "Grant Poison Defense, Shield" on her. She receives a new Grant effect with the verbal "Grant Poison Defense by Faerie, Resist." Sylla cannot have two Grant Defense effects with the same type, so she must choose one and decides to take the resist and let the shield end. Later, Sylla receives a new Grant effect with the verbal "Grant Disease Defense, Resist." Sylla can accept that Grant effect since her current Grant works against Poison and the new Grant effect works against Disease.

Travis has an active Grant effect with the verbal "Grant Defense, Avoid." He knows he can call out "Avoid" to negate one melee, missile or packet attack because the type isn't specified. Travis receives a "Grant Defense, Shield" but decides to keep the avoid and the new Grant effect is lost. Later, Travis receives a "Grant Packet Defense, Avoid." He can keep that defense and his previous Grant because the type in the Grant verbal is not the same as one is unspecified and thus defaults to "Melee, Missile and Packet" and the other is specified as a "Packet" defense.

... [Delivery] Attack

"Grant Melee Attack, 2 Damage"

"Grant Missile Attack by Venom, Agony by Poison"

"Grant Packet Attack by Magic, Stun by Fear"

"Grant Attack by Arcane, 5 Damage by Fire"

"Grant Touch Attack, Heal 2"

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the

specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with role play or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack is a beneficial effect the delivery can also be specified as "Touch."

As a default you can have no more than one Grant Attack effect.

A "Grant Melee Attack by Shadow, Weakness by Shadow" would give you one melee attack with the Weakness by Shadow effect. You would call out "Weakness by Shadow" when you used the ability.

A "Grant Packet Attack, 2 Damage by Fire" would give you one packet attack and you would call out "2 Damage by Fire" when you used the ability.

A "Grant Attack, Paralyze by Will" would allow you to choose melee, missile, or packet as the delivery and you would gain one attack of that type with "Paralyze by Will" as the verbal.

"Grant Touch Attack by Divine, Cure Poison" would allow you to touch a packet to a willing subject to cure a poison effect. Like any beneficial effect, the recipient could refuse the effect.

Grant Extra...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

- ~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ Armor modified by a Grant effect can also

- have one "Grant Extra" effect that stacks.
- ~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.
- ~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.
- ~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.
- ~ Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

Travis has a "Grant 2 Armor" effect that brings his armor total to 4. A servant of his divine patron visits him before a big battle and gives him a "Grant Extra Armor" effect on him. He now has an armor total of 5, but he could not have an addition "Grant Armor" nor another "Grant Extra Armor" active.

Sylla has only a "Grant Extra Magic Defense, Resist" upon her. A friendly wizard gives her a "Grant Magic Defense, Shield" to her. She can accept this effect because her other "Grant ... Defense" effect is an "Extra" Grant effect.

Double and Triple

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only

one Grant effect with the Skill trait. Since numeric effects do not stack this is only relevant for Grant Attack and Grant Defense effects.

Heal...

Beneficial Effect

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term “All” then all of your Vitality is restored. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

Imbue...

Beneficial Effect

This effect can be used in one of two ways. An Imbue effect with the verbal “Imbue [Trait Name] Trait” will give you the specified trait for the remainder of the event. Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event.

Imbue effect cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities. If a player can use an Imbue effect, that ability will always have some in game action that must be accomplished before you can use the ability. You might need to gather

and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict...

This effect can be used in one of two ways. An Inflict effect with the verbal “Inflict [Trait Name] Trait” will give you the specified trait for the remainder of the event. Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card. Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate delivery or trait. If a player can use an Inflict effect, that ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the

ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh...

Beneficial Effect

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one

point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event. Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair...

Beneficial Effect

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor points is lower than the indicated amount. "Repair All Armor" will restore your armor to its maximum value.

Repel

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you

with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately. The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. You must still call out during Expose effects. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

Some great force knocks you back and off your feet. When you are struck with this effect you role play an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground as shake your head for three seconds. Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the

limb holding the shield.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

Beneficial Effect

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5 minute count. Otherwise you call "No Effect."

Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work.

Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

For example, if you have a Stricken by Poison and a Paralyze by Poison effect upon you, a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

Speak

Beneficial Effect

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant moves out of reasonable conversation range.

Waste...

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or

restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use. Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points, but is otherwise treated as a called Damage effect and will render you unstable if it removes the last of your Vitality points.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire. The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect. For

example, if you were hit by a "Stun by Force" from a visible enemy then you could add the role play of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice,

Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character.

Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately. Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the

normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types. When it is possible to apply multiple defenses to an attack the defender decides which defense to use. Although Elude, Guard, and Shield defense must be used if an attack would affect you, it is possible, for example, to use a skill that provides a Resist defense when an appropriate attack strikes you to "protect" and Shield type defense. You could, for example, use a Resist against Fear to save a Shield against any Mental trait.

Elude, Guard, Shield

You negate the first attack of the appropriate type that strikes you. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Avoid, Parry, Resist

You choose one attack of the appropriate

type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Reduce, Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is often used to indicate the effect has been lessened while Absorb often indicates that the attack had a different effect entirely. The verbal for this defense might be followed by "to" and the modified effect such as "Reduce to Maim" or "Absorb to Heal 2." You must role play the new effect appropriately.

Increased

While not exactly a defense, this call indicates that the effect had a greater than normal effect on the target. If the target calls "Increased" in response to a beneficial effect, the target might have an ability or skill that allows them to receive additional benefit from the effect in question. If the target calls "Increased" in response to an attack, the target might have a weakness or vulnerability to the effect or trait that was used against them. Some games might use "Increased to..." followed by an effect to specify extra information about the game effect.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block

doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move. Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side. Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway then you are forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the

character using the chained defense then the ability must use the Self trait and character must role play that effect as if they had been struck by it. For example, a Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense. For example, a strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, role plays for 3 seconds, calls out "Purge and 2 Damage to Self" and then role plays the damage effect. For example, a character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her. For example, a creature has an ability that can shoot attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing. You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored just as if they were exhausted by Damage. For example, Travis is wearing a 2 point of suit

of armor. He role plays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

In Numina, all characters may wear up to two points of physical armor. You must be skilled in the use of armor to effectively wear any more than two points. You may wear a prop worth more points without this skill, but the protection it will provide will be limited by your armor skill. A character with the Armor Smith skill can restore physical armor. The smith spends one minute of activity time role playing this repair at a forge to fix the suit of armor.

In Numina you must have an appropriate prop to use physical armor. You have six armor areas; your head, upper torso, lower torso, shoulders, arms, and legs. A full suit covers at least four of these areas. A partial suit covers fewer areas and for each area under four you wear reduce the overall value of the armor by one.

Light armor includes light suede, thin leather, and furs. This type of armor provides two points.

Medium armor includes rigid leather, and chain mail, This type of armor provides three points.

Heavy armor includes scale mail, plate mail, or chain mail reinforced with rigid leather or plate pieces in at least two areas. If you wear chain mail reinforced with rigid leather or plate pieces those pieces must be clearly visible to count as

heavy armor. This type of armor provides four points.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will not provide much help.

Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap

When these traps are set off and you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in. Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process. An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved

from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises. Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid.

You may use a skill that allows you to attempt to open a game lock on your own shackles.

Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly. Shackles can be removed by opening the lock or by using an appropriate skill to remove them.

Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and role playing. Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers

There are certain phrases that can be added to verbals to change the effect. These can modify the duration or add additional effects to an attack. For simplicity, a single attack can only be modified by one of verbal modifier.

Short

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

Permanent

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting, but may still be removed by the Cure effect. In Numina, Permanent effects might last indefinitely. If you end the event with a Permanent effect submit to plot a description of the effect and how you received it.

Ambient

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it. Although the effect itself remains unchanged, this indicates to the players that disabling the creature calling the effect will not prevent the effect. This modifier is usually used with plot deliveries to indicate plot driven effects.

If, for example, someone from plot called out "By My Voice, Ambient Agony by Fire" then the players would know that throwing a Silence effect or trying to Paralyze the creature calling the effect would not prevent

the plot person from calling the effect. A plot person could also call something like "By Your Name, Travis, Ambient Agony by Disease" to indicate that some plot condition is causing Travis pain but it isn't related to the creature calling the effect.

Double and Triple

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense. For example, a wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different

would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

For example, a spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack. For example, a wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

An Unbiased Introduction to the History of Rues

By Jerrod Pithik, Tutor to Bellasara Mercurio

*Upon this field where soldiers laid,
letters home penned, last wishes prayed.
Today has been the glory ground,
Tomorrow will see an empire found.*

These are the first recorded words of Myko Forte, close companion to Viscero Mercurio and the founding father of the Shiaran Bardic College. What we know of the time before the Mercurian Empire was founded is largely due to the philanthropic work of Myko and his first students, who traveled the perilous landscape of Rues a thousand years ago to collect stories, poems and plays. In his tradition, you will find this short history to be unbiased, a history not only of the glorious empire, but of the rest of Rues as well.

The earliest recorded history depicts a bleak picture of life on Rues; a fractured smattering of desperate peoples that I would hesitate to refer to as cultures, most of them starving or at war. It was the Age of Penance, and the divine punishment was deservedly harsh. Several kingdoms met their gruesome end during this time, and evidence of them has been lost to the ages. As though the kingdoms did not make enough war with each other, more than one skirmish created bitter blood between them and the nomadic peoples.

This unfortunate circumstance has made it difficult to come by a reliable history

for the Mehrdad'i, the Vascoll or the Wild Nation. One small fact that seems indisputable is that the Wild Nation was once composed of two separate peoples, one human and one elven, but by the time of the empire they had already united. Other reports indicate that the Vascoll still preferred to live upon the water, and the Mehrdad'i came out of the desert only to trade.

The fell creatures that today are confined to the mountains ran amok in ancient times, with results that are not fit to see the printed page. Between the monsters and the growing numbers of undead, the plagues, famines and disasters, it was a rare soul that saw their fiftieth birthday. Lives were short, and comfort was scarce.

As every child knows, the Age of Penance came to an end with Mercurio's Vision in the year 300, when exalted Varys, Angel of Reason, came to Viscero Mercurio with a vision of a new world and a new age. The new world would be united, without hunger or strife, bathed in the light of the Genesori. Viscero gathered to him the wisest of priests, who came together in the Beatific Council. They cloistered themselves for six months, and when they emerged they introduced the Laws of Piety, dictating the path that the Purposed Races must follow to usher in Mercurio's Vision. The new age had begun, and it was called the Age of Piety.

Following the Beatific Council, Viscero announced his plans to unify the kingdoms under the sign of the phoenix. Queen Elsutrah III of Anbara pledged

her kingdom immediately afterward, becoming the first regent in the new empire. News of the Vision and the Laws of Piety were spread throughout the kingdoms, and Viscero called together the prominent figures from each area. Patriarch Geoffrey Dwyre of Inlyrico and King Paloracci Silvia of Shiara swore fealty to the empire and their support to the cause of unification. Together with Queen Elsutrah and Viscero Mercurio at Fort Firetol, those four leaders from tumultuous, humble countries saw the infancy of the glorious Mercurian Empire.

Only three kingdoms were reluctant to join the empire; Volbrecht, Drakkenspar and Aeritheia. Along with the unfortunate nomadic peoples of Rues, they remained outside of the protection and divine favor granted to imperial subjects, and so they continued to struggle on. Plagues, wars and famines claimed many lives from these places in the following centuries. Perhaps because of this, the Mehrdad'i and the Vascoll became more heavily involved in imperial life, increasing their trade and, for the Vascoll, occupying a seat on the Council of Regents.

An exception to the rule was the noble Selda'nire, located on the Shar'deen Archipelago off the coast of Volbrecht. Though they did not join the empire, they were spared the divine wrath because their way of life was mostly in keeping with the Laws of Piety. Then as now, the empire and the elven society were staunch allies, alike in our goals but disparate in our methods.

Within Aeritheia, a faction began to form

in the area known as Braeus. The faction grew, seceded from its mother country, and became a kingdom in its own right. Four hundred years after the formation of the empire, in 727, Braeus came into the light of Viscero's Vision, bringing with them their ingenuity and the great University at Isou. Roughly in this same period, a second sentient race was discovered in the mountains. A far cry from the murky and reclusive Ereskial, the new race of Alved was curious and eager to contribute to the might of the empire.

There has been much speculation on the reasons that Aeritheia, Drakkenspar and Volbrecht did not join the empire, and an equal amount of speculation on how many lives might have been spared if they had. In this author's opinion, it boils down to arrogance. They took for granted the gifts and knowledge given them, and never found their way into the divine light.

Regardless of the cause, the tragic result is etched into the earth. In 947, the Aeritheans and Sparians brought their most powerful magics to bear against the imperial army. The precise nature of their attack is unknown, but it was rumored to be a monstrosity of Aerithean arcaneering combined with the raw force of Sparian spellswords. The result was countless corpses, and the reduction of the Sparian countryside to a desert even less hospitable than the Byse.

While there is none alive today who may testify to the blast, it was of such power that it robbed the world of more than a fertile kingdom. The wild source of

power that had been used by the Sparians and Aeritheans, identified as arcane in the Isou library, was burned out. Feats of magic that had been in the hands of the Purposed Races disappeared from the world, and those who had been able to tap into this powerful resource suddenly found their powers quenched. Even after the empire had given up on an accurate death toll from the blast itself, they found themselves faced with large numbers of quenched arcanists who had ended their own lives in a fit of madness.

During the buildup and in the aftermath of the tragedy, our brothers the Selda'nire opened the doors to imperial refugees, primarily but not exclusively from Volbrecht. Even today, there is a sizable population of former imperial citizens who reside on the island of Ambra in the Shar'deen Archipelago. What remained of the Sparian and Aerithean nobility swiftly surrendered to the empire, their lands ceded over to Braeus or kept as imperial territory. If anything good can be said to have come out of the Great Tragedy of 947, it is that Rues was united at last. Following the obliteration of Drakkenspar, pro-imperial forces in Volbrecht won the day, and Volbrecht joined the empire at last in 955.

The new unified empire saw another few decades of incredible growth, as new ideas flowed into and out of Braeus and Volbrecht, until by 1110, the Mercurian Empire had truly reached maturity. The empire of a hundred years ago bears a striking resemblance to the empire of today.

Though the empire forms the bones and flesh of Rues, this author would be remiss if he did not return to our friends the nomadic peoples. While again, little is known of their histories, their contact with the empire has been constant and increasing. Many from these scattered tribes and groups have become citizens of the regencies, an integral part of the everyday life and function of the empire.

Today, we are well on our way to achieving the bliss that Viscero Mercurio was sent in a vision. A united empire, a brotherhood of the Purposed Races, a world redeemed of the sins of its past.

Religion

The Five Churches of Rues

Religion is a powerful force throughout Rues. There are five distinct and separate churches within the regencies, with each of the five gods ruling over their respective domains. The five gods collectively are known as the Genesori. While they do not always see eye to eye, the faiths do not often intrude on each other, and none of the five churches has ever openly challenged another. Indeed though they are separate, some have found common purposes and formed alliances.

For all their differences, there are some laws that all five churches adhere to. No other faith or religion is recognized outside of the five. Each church seeks to root out blasphemers and bring heretical cults to justice. Every citizen of Rues is also required to pay a tithe to the churches. They are not required to follow any one particular faith if they do not choose to, but still must contribute a sum. Most citizens who do not follow a particular god split their tithe evenly amongst the five. And of course, each church expects their congregations to follow the Laws of Piety.



Garioch, The Shaper

Angels: Varys and Cosima
Matriarch: Currently Vacant
Colors: Purple and Gold
Divine Weapon: One Handed Hammer



Though he was not the first of the gods, Garioch quickly became an authority figure in the pantheon. As a keeper of structure and an agent of change, he is thought to be the most political of all the Genesori. He is a voice of reason as well as a catalyst for upheaval, the power behind logic but also luck. Even through the Shrouded Age, legends remain of Garioch's most celebrated accomplishment, the binding of the Genesori to a pact that protected the mortal races.

During the Age of Piety, Garioch has been the patron deity for the Imperial family and his church has benefited from this patronage. Priests of the Shaper have been able to devote themselves to a myriad of causes, though all seek to guide the development and progress of the Purposed Races through their advice, counsel, or strategy.

His followers come from all walks of life, but he is a favorite among officials, civil servants and strategists. His churches can be found spread all over Rues, the grandest of which rises next to the Imperial seat in Pyredown.

Koreel, Keeper of The Sacred Earth

Angels: Alise and Riel
Patriarch: Heyman Krassus (Urubér)
Colors: Green and Grey
Divine Weapon: One Handed Club

The most ancient of the deities, Koreel is quite literally as old as the earth. Koreel is the soil and the trees, the clouds and

the rain, the desert and the swamp. Though truly gender neutral, Koreel is typically represented as a goddess and seems content with that. She embodies the spirit and forms of the natural world, and long before the birth of the Purposed Races she had granted spirits to all living things.



Interdependence of creatures, plants and natural forces are her purview, and a very demanding one. She oversees all of the cycles and webs of nature from the turn of the seasons to the eventual flight of a caterpillar. She tends not only to the physical but also to the spiritual care of even the tiniest pebble, ensuring that the natural world remains balanced and harmonious.

The spirits that are Koreel's brood are varied in their power. There is rumor that she gifts some animals and plants with the same strength of spirit as the Purposed Races, giving them the ability to think, feel and speak.

Followers of Koreel are typically empathetic folk who take the time to look at both the exterior and interior of things. They also eschew typical church structures, instead paying homage to the Keeper in places of power or natural wonder. Consummate woodsmen, defenders of the natural world, and contemplative hermits alike pay the Keeper homage.

With the recent rising tide of Undead that plague Rues, many Keepers have devoted themselves to destroying of the vile creatures. To this end the Keepers

have forged a strong alliance with the church of Severrin, dedicated to the extinction of the undead threat.

Severrin, The Guardian of Essence

Angels: Amar

Patriarch: Currently Vacant

Colors: White and Black

Divine Weapon: One-handed Mace

Severrin arose for the Purposed Races, to care for them, their lives, and their enterprises. He favors no particular race or culture, but watches over all with equal attention. He is an advocate of the simple pleasures in life, giving his protection to marriages, births and holidays. He is the patron of agriculture, husbandry and healing.

It is also his duty to attend to the twilight of life, and he guides the sick and elderly until they rest

. He takes no joy in this part of his responsibilities, but will not leave anyone to suffer overlong.

Those who follow Severrin are disparate in their goals and personalities: some are the heart of their family; some are healers; some are veterans who have seen one too many warriors fall; some are great chiefs: some are acute minds that see that life must eventually lead to death.

Whatever their differences, the followers of the Guardian all hold the lives of the Purposed Races dear and abhor the

Undead. They have welcomed the alliance with the Keepers and together hope to forge a strong brotherhood dedicated to the destruction of the Undead.



Jormic, the Omniscient

Angels: Laylia and Vinita
Patriarch: Durante Scipio (Human)
Colors: Brown and Blue
Divine Weapon: Staff

Jormic contains all of the knowledge in existence. From the smallest and most insignificant fact to secrets so old they are unknown even to the other gods. It is Jormic's nature to know everything, but it is his duty to oversee the distribution of the knowledge. He safeguards the dangerous secrets and mysteries of the world, keeping them hidden from those who would abuse them.

Jormic shares his other knowledge generously, especially with those who pay him homage. An ancient legend contends that it was Jormic who revealed to the mortal races the names and existence of the gods. Temples around the land that are not dedicated to a specific deity often include a library as the altar to Jormic. The Great Library in Anbara is the high temple to the Omniscient god and is the most extensive known library, containing texts from all regencies and races.

Jormic is a popular god among scholars and politicians, each of whom have their own interests in information. He is also the patron god of artists, whose inspiration is drawn from the things that

Jormic shrouds in mystery.



Istarum, the Shepherd

Angels: Aeron and Siefer
Matriarch: Alandra Nemethial (Selda'nire)
Colors: Grey and Red
Divine Weapon: Long sword

The Shepherd desires peace, but also gives his favor to those capable of martial combat. His followers are warrior-priests who approach conflict with both hands extended, one open and offering peace, while the other readies the sword to protect those in need. The Shepherd rewards followers who can negotiate peace out of the most difficult situations, but also understands that it is in the nature of the Purposed Races to have conflict, and so chooses masters of the combat arts to make sure that violence is as brief and efficient as possible. He guides these holy warriors to fight so others do not have to. Priests of the Shepherd are often solitary individuals who willingly set aside a peaceful existence to protect the innocence of others. Istarum is the patron god of peacekeepers, guards, and mediators.

In many smaller settlements, Shepherds may be the only peacekeeping force present. It is also common to find Priests of Istarum patrolling the roads, offering protection to travelers and tradesmen alike. Small contingents of Shepherds are sometimes dispatched to areas of turmoil or conflict with the sole aim of

returning peace to the area. Indeed there are many stories of unfortunate dissidents who mistook the Shepherd's kindness for weakness.

Races

When creating a character, you must choose a race. Humans and elves are the most common races on Rues, and they are generally far more influenced by their culture than their race. Spirit Touched, Soulbound, Sorian, and Vecura may be a part of any culture, but their differences prevent them from being fully accepted in their chosen home. For those groups, race and culture are equally important. Finally there are the Alved and the Ereskial, whose race and culture are the same. It is not impossible for the races of the Underholme to live outside of their caves, but they will never fully integrate into another culture.

Humans

Stodious and hardy, humans are the most populous race on Rues. They are often the most adaptable and inventive of all the Purposed Races of the world. They are diverse in appearance, temperament, and intellect. Humans themselves have no racial makeup requirements outside of those designated by their culture. All humans have the "Human" Trait.

Human Racial Skill

Passion to Survive 0

You are passionate about life and the world around you and you may use this strength to accomplish more. Two times per event you may use this Skill in place

of a point of Fire when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Home Sweet Home (Varies)

You may purchase all Skills of your chosen culture by paying the normal cost for that Skill.

Elves

Dexterous movement and keen minds are the primary characteristics of the elven race. As the second most populous race of Rues they can be seen interspersed through all cultures. While not as adaptable as humankind they are more focused and once they set their mind to something they follow it through. Elves require pointed ear prosthetics but no make-up unless denoted by their culture. All elves have the "Elf" Trait.

Elven Racial Skill

Keen Senses 0

Your mental acuity is without peer. Two times per event you may use this Skill in place of a point of Air when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Home Sweet Home (Varies)

You may purchase all Skills of your chosen culture by paying the normal cost for that Skill.

The Spirit Touched

Stories have been told far and wide about the creation of the various races and beings upon the world that the

Genesori created. However, of all the races, only one can trace their lineage completely and definitively to Koreel.

Sometime in the early days of the world, Koreel turned her hand to the Purposed Races. She approached her most devout followers and offered them an even greater spirit than they already possessed. The legend says that those who accepted had the strength of an additional spirit woven in with their own, most often that of an animal or element.

Koreel had studied the Purposed Races and their ways. She chose her children carefully, ensuring that each set of spirits were a good match for each other. At the end of her work, there were eight large and distinct groups of Spirit Touched, centralized in certain groups or geographic regions.

The Lupidae, or those with the canine spirit, have traditionally been centralized in Pyredown, the Imperial Seat.

The Dana're, or those with the feline spirit, are centralized among the clans of the Wild Nation.

The Urubér, or those with the ursine spirit, are most prevalent among the clans of the Wild Nation.

The Erevu, or those with the mustelidae spirit, are found in greatest number in the Braeus regency.

The Cascada are infused with the element of water, and are most often found among the Vascoll.

The Avani, joined with earth spirits, frequently hail from the regency of Inlyrico.

The Ildri, or those with the fire spirit, have their greatest number amongst the Mehr'dadi.

The Mystral have been given a spirit of air, and originated from the Shar'deen Archipelago of the Selda'nire.

Each person touched by spirit changed. They took on the physical appearance of the essences they were touched with, but retained a humanoid form. These people changed by Koreel were known collectively as the Spirit Touched. All Animal Spirit Touched have the "Beast" Trait, and all Elemental Kin have the "Elemental" Trait.

Spirit Touched Racial Skills

Expose Claws 3

This Skill allows you to attack and parry with claws. You may fight with a red claw prop in each hand but may not fight with a claw rep and another weapon or a shield. You may use 2 medium claws that may be a maximum of 36".

Adaptive Living (Varies)

You may purchase a Skill from your chosen culture by paying the normal cost for that Skill. This skill may only be purchased once.

Lupidae (Canine)

Spirits touched with the canine aspect have the physical characteristics of a wolf. They will have a wolf-like nose

and wolf-like coloration (most often white and gray). Many have ears that are larger and pointed and some may even have fangs. They tend to dress in heavy leathers and whatever scraps of clothing they may find, anything that is suitable for fighting. When emotions are high, the Lupidae might act more animalistic, such as howling or snarling – especially when the moon is out.

Those gifted with the spirit of the wolf often have a pack mentality. They can become protective of their friends and imperial subjects and may instinctively attack if someone or something threatens their family or companions. These people often feel a great sense of duty and many live to serve as protectors of the empire or its people.

Lupidae Racial Skills

Fierce Determination 0

Lupidae are known for their determination. Twice per event, you can use this Skill in place of a point of Fire when paying for a Skill, spell, or ability. This Skill is not refreshable.

Might of the Pack 2

You are strongest when you are with your pack and as such may shrug off effects that would attempt to hinder you and those you are connected to. Twice per event you may resist one attack with a Will, Awe, or Fear Trait. You must call out “Resist” when using this Skill.

Dana’re (Feline)

Spirits touched with the feline aspect have the physical characteristics of a large, hunting cat. They will have a cat-

like nose, whiskers, and cat-like markings or stripes. Some may even have a tail or fangs. They tend to dress in soft leathers and clothes that help them blend well into their surroundings.

When emotions are high, a Dana’re might act more animalistic, such as hissing or roaring. They have a tendency to be curious and move smoothly or swiftly. When it comes to fighting, they love to hunt and may taunt or play with their "prey" for pleasure.

The Wild Nation views the feline Spirit Touched as one of their kind and work side by side with them. Because of their keen sight and their love of the hunt, they make great providers for the various Wild Nation clans. They have also been known to take on roles as scouts and night guards for the clans.

Dana’re Racial Skills

The Spirits’ Grace 0

Felines are known for their grace. Twice per event, you can use this Skill in place of a point of Water when paying for a Skill, spell, or ability. This Skill is not refreshable.

Cat-like Reflexes 2

When caught off guard your reactions are quick and as such have saved you from effects that would slow your escape. Twice per event you may purge any Maim, Slow, or Root effect. You must call out “Purge” after 3 seconds of Focus.

Urubér (Ursine)

Spirits touched with the ursine aspect have the physical characteristics of a bear. They will have a bear-like nose and bear-like fur and markings. Some may even have fangs. They tend to wear very basic clothing made of furs, leathers, small animal skins, or the most roughly woven cloths.

Urubér have a tendency to be quick to anger. They usually do not fear much and use intimidation to get their way – especially when fighting. The ursine Spirit Touched will also tend to be more stubborn and seek the most straightforward approach in all they do.

The Urubér live in harmony with the Wild Nation. They help to protect the peaceful and gentle people from further waning of their numbers. While they are great fighters, the Ursine also make up a good number of their clan's faith leaders.

Urubér Racial Skills

Feral Strength 0

Ursines are known for their strength. Twice per event, you can use this Skill in place of a point of Earth when paying for a Skill, spell, or ability. This Skill is not refreshable.

Tough Hide 3

Your hide increases the protective value of any armor you wear or armor effect you use by one, regardless of prop or limitation. If you aren't wearing any armor this Skill will act as a single point of armor that can be refreshed by taking a minute of Rest to stretch out and relax yourself.

Erevu (Mustelidae)

Spirits touched with the Mustelidae, Procyonids or Rodentia aspect have the physical characteristics of a small animal such as a badger, weasel, mink, or mongoose. They have a weasel-like nose and special markings and fur. Some may even have a tail, whiskers, or fangs. They tend to dress in what others would call eccentric clothing. For some Mustelidae, their clothing must be able to stand up to the harsh swamplands outside of the cities. Many of their clothing pieces have great meaning to them or a story attached.

The Erevu move closer to the ground, have a tendency to scavenge, and are attracted to shiny and valuable objects. Many of these Spirit Touched folk like to focus on trades, crafts, and the arts and often hold a high regard for education.

When it comes to fighting, the Erevu may seek the most thought out solution and avoid combat when possible. If there is no peaceful or logical solution, they are fierce fighters and use quick and aggressive fighting tactics to win the fight.

The Braens find the Mustelidae very curious and have been studying them since their discovery, but find that they are well suited for their scholarly ways. Many of the Mustelidae put their innovative thinking and their keen eye for valuable objects to work as craftsmen and scholars at the Isou University.

Erevu Racial Skills

Trickster's Mind 0

Mustelidae are known for their cleverness. Twice per event, you can use this Skill in place of a point of Air when paying for a Skill, Spell, or Ability. This Skill is not refreshable.

Rage 3

There are times when a foe brings out the worst in you so that you may only see destruction. Twice per event you may consume yourself in anger and Resist any Effect delivered with a weapon or packet that strikes you. Doing so overwhelms you so that you resort to your attack instinct. You must call out "Resist and Frenzy to Self" when using this Skill. This Skill may not be used on a Death Strike or an Inflict of any kind.

Cascada (Water)

Individuals touched with the Water aspect have skin that is tinted in different shades of blue and have marks upon their face that relate to their given elemental aspect, such as blue swirls, water droplets, etc. Their hair is most often shades of black, blue, silver, white, or blonde. The Cascada are fond of fine fabrics, often brightly colored – as if their clothes reflect something shimmering beneath the water and typically wear jewels and other visible signs of wealth.

They are always in motion and will talk with their hands and rarely pause even in combat. These people are not likely to be found sitting around doing nothing. Some Cascada will feel discomfort when

not in the sight of water or nearby a source and will often carry a water skin or bottle around with them. Most of the Cascada live among the Vascoll, who have accepted them, using their natural affinity for water to aid them in their trades. They are seen as different, but comrades all the same.

Cascada Racial Skills

Water Mastery 0

You master the element of water and use it for your will. Twice per event, you can use this skill in place of a point of Water when paying for a skill, spell, or ability. This skill is not refreshable.

Cleansing Tide 2

The tides of water flow within you. Twice per event, you may purge the effects of any attack with a Poison trait. You must Focus and role-play shaking off the effect for 3 seconds and then call out "Purge".

Avani (Earth)

Spirits touched with the earth aspect have skin that is tinted in different shades of green and have marks upon their face that relate to their given elemental aspect such as leaves, vines, and sometimes even flowers. Their hair ranges from the darkest browns to dirty blondes, although light or dark green hair is not unheard of. The Avani tend to dress in sturdy clothing, typically in dark earth tones to show as few stains as possible.

Most of these people are people of the land who usually work with their hands

as farmers or craftsmen; working with natural fibers and materials. The Avani only take what they need from the earth and have a great respect for it. Many Avani prefer not to use chairs but rather sit directly on the floor or ground to be as close to the earth as possible. In combat, the Avani can make excellent soldiers, follow orders extremely well, and work best with a plan of action. In Inlyrico, where most Avani come from, they make up the bulk of the warriors in the society. They are seen as protectors and guardians.

Avani Racial Skills

Earth Mastery 0

You master the element of earth and use it for your will. Twice per event, you can use this skill in place of a point of Earth when paying for a skill, spell, or ability. This skill is not refreshable.

Shake It Off 2

The power and strength of your ties with the earth and land enhance your inner strength. Twice per event you may negate any attack with a Force or Earth trait. You must call out “Resist” when using this skill.

Ildri (Fire)

Spirits touched with the Fire aspect have skin that is tinted in different shades of orange and red and have marks upon their face that relate to their given elemental aspect such as flames, sparks, and red, yellow, and orange swirls. Their hair ranges from black to red, to blonde to even an ashy grey. Most Ildri dress in light colors, often completely covered to protect themselves from the desert suns

and sand in simple attire.

The Ildri, much like their ancestors, can be very passionate people. This is often shown in their relationships and their studies, where they always give their best. Some may say that their greatest downfall is that they have a hard time hiding their emotions, always wearing them on their sleeve. Most Ildri lean towards using magic rather than traditional melee combat, feeling that their strong emotions are better suited to fuel their spells. Most Ildri live among the Mehr’dadi and are accepted as family, blending into their society seamlessly.

Ildri Racial Skills

Fire Mastery 0

You master the element of fire and use it for your will. Twice per event, you can use this skill in place of a point of Fire when paying for a skill, spell, or ability. This skill is not refreshable.

Flames of Pain 1

Your inner fire may be manifested to protect you when needed. Twice per event you may make an attack with a weapon or packet and call out “Agony by Fire” to cause extreme pain to an enemy.

Mystral (Air)

Spirits touched with the air aspect have skin that is tinted in white and grey and have marks upon their face that relate to their given elemental aspect such as white or grey swirls and other wispy patterns. Their hair ranges from white, blonde, to gray, although streaks of blue

in their hair are not unheard of. The Mystral tend to dress in light colors made out of sturdy fabrics.

Most of the Mystral are reserved, often seen as being cold to outsiders. Many rely heavily on tradition and place a high regard for all scholarly things, although they themselves do not receive much of an education. Out of all the Spirit Touched, the Mystral are the most commonly religious. They tend to be a very honorable people and very seldom lie. While they originated among the Selda'nire where they are seen as "untouchables" of the Delago caste, many have left the lands of the Federation and have made a place for themselves with new traditions in the various lands of the Mercurian Empire.

Mystral Racial Skills

Air Mastery 0
You master the element of air and use it for your will. Twice per event, you can use this skill in place of a point of Air when paying for a skill, spell, or ability. This skill is not refreshable.

Untouchable 2
The strength of the air can not be denied. Twice per event you may negate one Disarm or Silence effect. You must call out "Resist" when using this skill.

Soulbound

The Soulbound exist in duality; they belong in death and in life, in the physical world as well as the spiritual world. They are beings who, born as a normal member of the human or elven races, nearly passed from the mortal realm and returned from the experience much changed. Whether from sickness, violence, accident or choice, while their last breath faded they were faced with a spirit, some poor soul who for unknown reasons had been rejected by Death. What transpired next is kept private by most Soulbound, but the end result is that each returns from the border of Death's Gate as a changed being. Not dead but not alive, and no longer alone in their body. They are host to two spirits; their own and the one they encountered upon their death.

The relationship that the host and the rider develop depends upon the individual Soulbound. Some of them exist in an easy harmony, reporting that they feel more complete than they had before death. Others dislike or subjugate their guest, unhappy with the intrusion and constant companion.

Soulbound are a minority in the empire and their recognition as one of the Purposed Races did not come easily. It is not entirely clear when they first came into existence, but at their first appearance in the civilizations of the Purposed Races, they were hunted and killed. After nearing extinction a hundred years ago, the Soulbound were at last put under the protection of the church and the empire, with particular help from the churches of Jormic and Severrin.

As Soulbound slowly made their way into normal society, they were classified into two groups; the Shadowgeists and the Ghostwalkers. All Soulbound have the "Soulbound" and "Undead" traits.

Soulbound Racial Skills

Two Heads Are Better Than One 3

As a Soulbound, you are never without a second opinion. If you role-play focusing on your relationship (good or bad) with your companion spirit while you rest, you may reduce the time to refresh your Attributes with Void. So long as you role-play the whole time, you need only Rest for three minutes instead of five.

Alike and Apart (varies)

This skill allows you to purchase one Skill from your chosen culture. Since you are different from the majority of the culture, you may only access one of their Skills. This skill may only be purchased once.

Shadowgeists

Shadowgeists did not choose to become what they are; their fading mortal bodies were simply invaded by the extra soul. After their return from near death, many 'geists show a particular propensity for vengeance and darker pursuits, especially when an opportunity to destroy undead arises. Shadowgeists have an unhealthy gray or pale purple pallor to their flesh and hair that has turned pale or black. They tend toward darker colors and many show a preference for straps and buckles on

their clothing, as though trying to bind whatever is inside them.

Shadowgeist Racial Skills

Numb to Pain 0

Your body is no longer your own, and you are no longer slave to your nerves and blood. Two times per event you may use this Skill in place of a point of Earth when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Carry On 3

Once per Void Refresh, you may choose to keep on fighting after a person with only one soul might have fallen. When you have the “Dead” trait, you may choose to call “Imbue Reanimated to Self”. This represents that the second soul has given you the strength to rise, and you may role play that as you choose. Once you have used this Skill, you gain the “Reanimated” Trait and are reanimated as per the Garioch Prayer.

Ghostwalkers

Ghostwalkers are, for the most part, Soulbound by choice. They accepted whatever was proposed as they lay at death’s door and thus they tend to be of a lighter nature than their cousins. They are beneficial creatures, usually sustaining themselves by helping others. Ghostwalkers have an ethereal sheen to their pale skin, and pale hair to match. Most favor loose and gauzy clothing, as it feels more like their spiritual side.

Ghostwalker Racial Skills

Unity is Peace 0

You have the confidence that comes with knowing that you are never alone. Two times per event you may use this Skill in place of a point of Water when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Read the Wax 2

You have seen the other side and you have a connection with the other soul inside you. You may light a candle and concentrate as the wax drips to connect fully to your companion spirit. This allows you to pursue information about events, persons, and traditions whose time has passed. This is an information skill that does not require you to pay money. You submit a question between events as described in the Information Skills section in chapter seven.

Sorian

It is not known exactly when the time of the Sorian began or even how they came to be within Rues. Some believe that they are a gift from the Genesori, others speculate that they are an ancient magic that lays dormant in the blood and spirit of humans and elves. The known common fact is that they are touched by divinity. The Sorian are only known to be born of the human and elven races. It is recognized at birth that these children are special as their skin shines with metallic hues and there is a glittering sparkle around their eyes. As they grow older their hair may blend to silver or white, though this is not always the case. Many of the Sorian born of elves do bear the pointed ears, while human born Sorian do not.

It is thought by many in the divine community that the specific colors of their skin or the sparkle around their eyes is a representation of the touch given by the gods. Gold being the prime is thought to represent Garioch as wisdom and authority. White brings talk of Sevrin's touch as the child is often full of life and energetic. The blue is the rumored touch of Jormic, representing a deep love for knowledge. The touch of metallic silver is never mistaken as it is Koreel, the mother of all. Lastly the hint of red indicates Istarum the protector, whose children wish for peace but will fight until the fields run with blood if the need should arise.

Many of the first of the Sorian within the empire were adopted by monasteries within Inlyrico shortly after birth. They were believed to be special and more gifted than the Purposed Races. It was

during this time that they were taught the ways of the divine magic and not surprisingly it came naturally to them. The Sorian proved to be intelligent, strong willed and motivated amidst the Purposed Races. When they came of age many took places within the churches of the Genesori, though some left to live amongst the regencies of the Mercurian Empire. A short time after the empire recognized their existence the castes of the Federation grew in population of this new and interesting people. Even today it is not uncommon for Sorian children born into houses of lesser means to be sent to learn and gain an education within the walls of the churches. Throughout their many years, the race has been held in such high reverence that it is not uncommon for the Sorian to look down upon those who live outside of the civilizations of the Federation and Empire.

Sorian tend to dress in flowing and comfortable clothing and enjoy not being constricted in their movements. Most are civil and well respected and known for keeping to their word if given but will only give a personal promise when they believe in a cause. They tend to be a wise race and do not lose their heads easily, often making them skilled negotiators, clergy, or businessmen. All Sorian have the "Sorian" Trait.

Sorian Racial Skills

Passion from Within 0

Two times per event you may use this Skill in place of a point of Fire when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Privileged Life (varies)

This skill allows you to purchase one Skill from your chosen culture. Since you are different from the majority of the culture, you may only access one of their Skills. This skill may only be purchased once.

Divine Strength 2

Your deep connection to the Divine magics of the world can be manifested in your daily life. Twice per event, when using a Healing or called Damage effect you may choose to enhance it. Call out “Imbue by Divine” and add 3 to the Effect. This is a temporary increase and will not stack with other numeric modifiers.

Trusted in the Church 1

No Sorian will be turned away by the church. If you have this Skill, you do not need to pay the five copper for tithing.

Vecura

The word Vecura brings a mix of feelings and emotion to the people of Rues. This is because at any moment a child could be brought into this world as one touched by pure arcane energy. The flux of magic alters the child prior to birth into something different. It is recognizable at birth through by bone-like protrusions upon the face of human and elven children. Some of the growths are particularly gruesome and resemble demon-horns of myth yet some are nothing more than tiny spurs which barely break the surface of the skin. Regardless of the appearance, their existence confirms only one thing; that the unfortunate child is thereafter anathema to the average citizen. Shunted into orphanages and protected by the church they are allowed to live in society but are intentionally kept at its fringes.

No one knows the nature of Vecura for certain as there was no record of their existence prior to the Great Tragedy. It is theorized that magic cannot be destroyed, only dispersed and that the collected energy of the Great Tragedy forcibly redistributed itself through the fabric of the world. Fonts of wild magic are thought to be a direct result of this redistribution as well. Many believe it is no coincidence that the largest number of Vecura births come from the locations of the two largest arcane fonts upon Rues, the Shiara regency and the Isle of Erekon within the Federation. There are two orphanages for Vecura children, one in the city of Abbendown on the Isle of Erekon, and one within the Shiaran capital. These orphanages are where the vast majority of the Vecura reside until they are adults as most parents who birth

a Vecura are quick to disavow their child.

The churches of the Genesori have deemed the Vecura to be innocent and deserving to live like any of the other Purposed Races. Due to this decision, two orphanages were instituted by the combined churches to raise any Vecura who were abandoned by their parents. It is against the laws within the empire as well as the Federation to abandon any Vecura child. While authorities have taken great strides into the care of the Vecura, altruism is not their only motive. As with anything arcane in nature they wish to keep their eye upon it and the orphanages seemed to be the best answer for all parties involved.

The orphanages are not bad places to live despite the stigma attached to them. The orphans get fed daily; at least twice per day to be accurate. They are taught to read and write as well as other vocational skills. All in all it could be considered a decent but strict life. There is at least one ecclesiastical representative from every faith in residence at the orphanages and they, in concert, run the institutions. Often Vecura from the orphanages join or serve the church in some fashion upon becoming an adult. There are a growing number who have struck out on their own and turned their backs upon the church. This has caused no small amount of distress amongst the churches of the Genesori.

No two Vecura look exactly alike but all Vecura have two to three things in common. Firstly they all have some sort of bone growth protruding from the skin

of their face. It could be as simple as a series of small spurs to as gruesome as two long and twisted horns erupting from their forehead. The second common trait among Vecura is darkly-colored lips. It has been speculated that this is from when the child takes its first breath and pulls some of their inherent arcane nature to the surface. Regardless of the reasons why, it stands as another sure sign that the child has been touched by arcane energy. Lastly they might share a common ancestry as thus far only humans and elves have birthed Vecura. All Vecura have the “Arcane” and “Vecura” Trait.

so any magical Heal effects used on you are more effective. When any Heal effect “by Magic” is used upon you, you may call out “Increased” to heal 1 extra point of damage.

Vecura Racial Skills

It’s In My Blood 0

Once per event you choose 1 attribute Earth, Air, Fire, or Water. You may refresh 2 points of that attribute by calling out “Refresh 2 {attribute} to Self.”

Wild Negation 2

The flow of arcane magics rushes through you. Twice per event you may negate one effect that is “to Arcane”. You must call out “Resist” when using this Skill.

It Comes Naturally 2

The connections of the arcane world are strong within you. Twice per event you may change any one of your skills or spells to use the Arcane trait. Replace the normal trait of the effect with Arcane.

Magic’s Embrace 2

The touch of the Arcane magics make it

The Underholme

The Underholme is the name given to the system of caves and caverns below the Batterklast Mountains. While little is known of this underground realm, it is the home of two races; the Alved and the Ereskial. These two races are difficult to find outside of their caves, but it is not entirely unheard of for one to be found in the Federation or empire.

The Alved

With bodies of solid stone, the Alved appear as if statues have animated and walk among the living.

Despite the timelessness associated with the mountains under which they live, the Alved are one of the most recent additions to the known races. A self-sufficient people living deep underground, the Alved surfaced only recently to begin relations with the other peoples of the world, and are still considered quite rare on the surface. Though the Ereskial have known of the Alved for much longer, the solitary nature of Alved culture has kept them at arms length for centuries.

Among the Alved, the community is king. Each Alved contributes to the whole of the culture, each filling a vital role. This communal contribution has kept the Alved civilization thriving despite their isolation for centuries, each community being able to provide for its own needs. This is not to say that no Alved ever leave their original home, but rather that those who do travel usually do so to fill a role for their collective, be it trade, research, or any of a multitude of purposes.

The Alved often speak of the duality of their existence, the spirit and the body. They claim the body belongs to the community, and that each is required to do a job for everyone's benefit so that the community may flourish. Almost to accentuate this fact, many Alved appear to be very similar. Many family lines appear to be of the same stone, and it is not uncommon for surface dwellers to see an Alved they recognize, only to be surprised to find they are in fact meeting a wholly different individual with the same markings as their friend.

The spirit, however, is the true self and the source of individuality and expression. Hobbies, families, pets, and clothing are all aspects of the spirit, giving individuality to a people who are very similar in appearance. Most notably is the Alved habit of wearing signature items to set themselves apart, be it a fancy hat, extensive jewelry, or even something as simple as a constantly worn shirt style.

Religion among the Alved is very similar to the faiths of the surface races. Scholars debate whether Alved have always been among the faithful or whether their early contacts with the surface spread the church below the ground, and the Alved have remained quiet on the subject. What is known is that the Alved extend their racial pragmatism even to matters of faith, ensuring that each of the gods is given their due so as to ensure that a community does not incur the wrath of any of the Genesori. Many have likened Alved churches to guildhalls, pointing out that the Alved treat both with equal

measures of reverence, attention, and discipline.

Though outsiders are perfectly welcome amongst the Alved, almost none ever stay for more than a few days. The cave communities of the Alved are cold and dark to most surface dwellers, and the amenities available to those not built of living stone are few. Alved do not grow crops, keep livestock, or produce any foodstuff necessary for most races to live, and the water in their communities is laden with the heavy metals and minerals of their cave walls. Often an Alved community will trade for the necessary goods to supply a resident outsider with food and comfort, extending hospitality to ensure that everyone gets that which is necessary to remain productive. As the community supports this individual with these necessities, the recipient is in turn expected to give back in whatever way they are capable. The Alved have the “Alved” Trait.

Alved Racial Skills

One with the Earth 0

Your connection to the earth is strong. Two times per event you may use this Skill in place of a point of Earth when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Tough as Stone 3

Two times per event you may negate one effect with a Physical trait that is delivered with a weapon or packet. You must call out “Resist” when using this skill.

Body is Not Soul 2*

The physical form of the Alved is just a hardened case for their soul. Hardening this case protects the Alved from harm. One purchase of this Skill grants the Alved two points of Armor that can be reset by one minute of Rest. A second purchase of this Skill makes the Alved noticeably more durable granting two additional points of Armor. Prosthetics and additional makeup must represent this fact. This Skill may only be purchased twice. This Skill does not stack with any other types of Armor.

Self Sustained 2

An Alved has no need for food. An Alved with this skill may choose to forgo paying 5 copper for food, and does not suffer any effects of starvation, nor do they gain the “Starving” trait. An Alved who chooses to pay upkeep regardless has additional resources to draw on. If an Alved with Self Sustained pays upkeep, they gain the ability to Purge any Effect with a Metabolic trait twice per event after spending 3 seconds of Focus role-playing shaking off the effect. This Skill will not forgo paying the tithe.

Ereskial

Living in vast cave cities build under the earth, the Ereskial have a reputation for secrecy, keeping the wealth of their mining empires hidden from the surface.

It is rumored that in the earliest times, the Ereskial were elves who chose to travel into the depths of the earth to better mine and work the precious metals and gems found there. Whether this rumor is true, it has no relevance or

influence on the Ereskial today. Ereskial do not bear the telltale pointed ears of elves, and their skin shows the influence of generations underground in its pale complexion. Their blood is likewise adapted to the cold, thickening and darkening to the point that every Ereskial has networks of blue/black veins visible through their pale skin. Many people find Ereskial appearance terrifying on their first meeting, and the scarcity of Ereskial on the surface provides little opportunity for individuals to dispel the dark rumors that surround them.

Life in an Ereskial cave city is neither equitable nor easy. A rigid oligarchy, the privileged among the Ereskial have all the power and wealth of the city at their command, while the populace toils endlessly to provide for the grandeur of the city. The top of Ereskial society are the noble houses, where birth grants status and the rights of a full citizen of the Ereskial kingdom. Beneath the noble houses are the populace; merchants, craftsmen, foreigners, and individuals who possess useful skills and aptitudes. At the bottom are the slaves, forced to work in the deep mines pulling priceless goods from the bowels of the earth. Slaves who work long enough and hard enough may someday earn their freedom and ascension to the middle class, but it is a difficult task that not many live to achieve. Almost outside this structure are the warriors of the kingdom. Technically a part of the noble houses, the Ereskial warriors are adept at combat against the many and various monsters living underground. The training of these warriors is intense and brutal, and the few Ereskial warriors

who have left the kingdom to live on the surface fetch high prices as caravan guards, mercenaries, and bodyguards through the dangerous wild parts of the Empire.

The mines of the Ereskial provide the immense wealth of the kingdom. Nearly all the precious metal and gem mines in existence are owned by the Ereskial kingdom, and a large portion of the mines for lesser metals are also under their control. The access to these resources has made the Ereskial consummate smiths, producing the finest metalwork artifacts, most intricate jewelry, and strongest steel available. Ownership of Ereskial metalwork is considered in many places to be a symbol of great wealth and status, while in others is seen as a sign of wasteful decadence.

Trading with the Ereskial is always conducted at the surface entrance to one of their cave cities. The first and largest of these cities was the City Under the Sand in the great desert, which has been lost to the collapse of the cavern entrance and over run with corruption. The trade between the Mehrdad'i and the Ereskial suffered from this loss, but enterprising parties on both sides have found smaller entrances into the Underholm or begun massive projects to create new tunnels. In addition, in the wake of Ravvin's Perdition, new rivers have opened up crossing through the Underholm and the surface world alike. Vascol captains have taken to hiring Ereskial soldiers as guards along these profitable but dangerous new routes.

Relations between the Ereskial and the

surface lands have always been very cold. The Ereskial need many things that cannot be easily produced underground, and the surface world has an insatiable appetite for their metals and gems. This need has kept contact between the two worlds necessary, but both sides approach the arrangement as a necessity, not an enjoyable task. Few surface dwellers have ever chosen to move below the earth into the Ereskial kingdom. Those who have are almost exclusively artists or merchants who have decided to study the metal craft of the Ereskial first hand or have thought they can profit by their knowledge of trade on the surface. These few brave souls have found themselves in the Ereskial middle class, given rights but few privileges and expected to act as a citizen of the kingdom, not a foreign visitor. The Ereskial have the “Ereskial” Trait.

Ereskial Racial Skills

Taskmaster’s Call 0
The Ereskial are known to be diligent and focused. Two times per event you may use this Skill in place of a point of Air when paying for a Skill, spell, or ability. This Skill does not refresh with Void.

Hardships of Home 2
Living in dank and chilly caves has made the Ereskial resistant to some things that bother the surface races. Two times per event you may negate one Effect with a Shadow, Despair, Cold or Gloom trait that is delivered with a weapon or packet. You must call out “Resist” when using this skill.

Dread Gaze 3
Ereskial are terrifying to behold and have learned to use that to their advantage. Twice per event you make eye contact with a target and call out “By my Gaze, Short Paralyze by Fear”. You may only use this skill after 3 seconds of eye contact.

Craftsman 1*
You have a craft that allows you to make a living. Crafts provide 1 silver at the beginning of each event. You may purchase this skill more than once but you must specify a new craft every time you purchase this skill. This skill may only be purchased twice.

Cultures

When creating a character, you must choose a culture. While each culture has a predominance of certain racial groups, you may choose to be from any culture. Your culture does not necessarily reflect the place where your character was born, more the culture they were raised in and identify with. Alved and Ereskial may still choose a culture, but they do not have access to any of the cultural skills.

The Empire

Players who wish to hail from the expansive and powerful Mercurian Empire must also choose a home within the empire. (The Imperial Nobility is predominantly made up of humans and the largest racial demographic is humans, but all races have taken to residing within the empire, although Alved and Ereskial are very rare.)

Six areas and their internal cultures comprise the majority of the empire: Pyredown (the heart of the empire) and the five regencies; Inlyrico, Braeus, Shiara, Anbara and Volbrecht.

No matter their origin, all citizens and residents of the empire are expected to obey the Laws of Piety and the Imperial Dictate. These two codices have been left more or less untouched since the formation of the empire centuries ago.

The Laws of Piety

1. You shall worship no false gods, or anything less than a god.
2. You shall follow all the Proscriptions and Good Acts.

3. You shall not engage in blasphemy by disrespecting the name or image of any god.

4. You shall not subvert the authority of the Church or its representatives.

5. You shall give consideration to any who comes to you in the good faith of the Church.

6. You shall neither take nor allow any action that brings harm to the Church.

The Imperial Dictate

The destiny of the Purposed Races lies within their own hands, and with proper guidance the paradise of old can once again be achieved. The pious populace will invite reward from on high, bringing an end to hunger, strife and sickness. It is to the benefit of all that we of the Kingdoms do sacrifice our thrones and join together under a common banner. It is by these beliefs that we do form a Holy Empire;

- 1) The Purposed Races were each created equally, and none shall claim superiority over another.

- 2) The Imperial Family has been chosen by divine will to rule. To challenge the authority of the Empire is to challenge divine will.

- 3) Each Regent has the backing of the Imperial Family and the High Church. To challenge a regent is to challenge divine will.

- 4) The Laws of Piety will lead us to a greater life, and all will follow them.



Pyredown, The Imperial Seat

The power center of the Mercurian Empire lies on the western coast of Rues, surrounded by the thriving Vascoll trading rivers. While the majority of the empire's populace resides in the five regencies, there are some families that call the Imperial Seat home. There are a large number of important figures and soldiers, but the area relies on its farmers, blacksmiths and other common laborers just as the regencies do. Because of its location and significance, Pyredown is a melting pot of every race, culture and social station of the Mercurian Empire and the other groups of Rues.

Though the empire retains ownership of all of the land in Pyredown, the residents are given imperial land grants for their farms, homes and businesses. They are not taxed for the use of this land, but they also tend to be out of touch with their original regency. Some families who have lived outside of the regencies for several generations no longer even consider themselves a part of any. Fort Firetol is the capital city of the empire, and one of the most glorious cities on Rues. The first through third battalions of the imperial army are garrisoned there and are a noted presence in the streets, resplendent in their burgundy and gold uniforms. It is in this city that the imperial leadership strives to create the paradise that the first emperor envisioned long ago.

The current emperor is Cavalero

Mercurio, who inherited his position recently when his mother passed away. Other prominent families in Pyredown include: the Damiano, whose matriarch serves as the Imperial Trade Regulator; the Giovanizzi, among whose ranks are the emperor's Chief Inspector as well as the Quartermaster Prime; the Svanhild, a family of former serfs from Volbrecht whose patriarch captains the emperor's elite Firestorm Squad; and the Orselli, a small family devoted to the care of the imperial library.

Pyredown Cultural Skills

In the Thick of Things 1

You live in the central hub of the empire, and news gets around. Between events you may pay one silver to ask a question related to the Mercurian Empire and its capital. If your question is appropriate for the rumor mill of Pyredown, you may receive information relevant to your question. It may be wise to spend more on particularly difficult or sensitive questions.

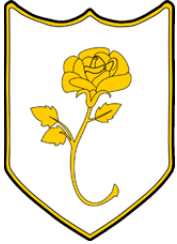
My Home, My Fortress 1

The empire is always looking out for the welfare of its citizens. You may put the mark of the Phoenix Feather on any cabin that sits on imperial land. This will serve to protect the cabin and those inside it from invasions or attacks (even voice attacks) from two in the morning until ten in the morning.

Heirloom (varies)

Your family emigrated to Pyredown either recently or generations ago. Regardless, they have passed down one bit of knowledge from your ancestral

home. You may purchase a Skill from your ancestral Imperial culture by paying the normal cost for that Skill. You may only purchase this Skill once.



Inlyrico

Inlyrico is also known as the Pure Land. It is a beautiful rolling countryside spotted with wildflowers and green arbors, with white marble cities that, in that curious way of marble, seem to have soft inner glow. While the rest of the empire works toward paradise, Inlyrico has already found it and works to maintain it. All who live there are well fed, well clothed, and sheltered; those who cannot provide for themselves are given charity by the church.

The Great Cathedral is in the capital city, thought to be the tallest building in the empire. Coated in white marble with gilt spires, the cathedral's towers reach for the sky, blending in with the sun's light. In addition to being the High Church of Severrin, the Great Cathedral contains altars to each of the gods.

In the regency of Inlyrico, they have taken to heart the words of the Beatific Council. "Those who please the gods shall be rewarded with health, beauty, and fields of bounty." They view diseases and deformities as outward signs of sin, and all those afflicted with them are banished from the Pure Land. Heretics and others who defy the Laws of Piety are put to death.

Notable families in Inlyrico include: the Onnathea, from whom the current regent hails, and from whom many regents have been chosen as they are known for their charity, piety and humility; the Zenovia, known for their foundation of

numerous missionary groups in other lands; the Halliday, who have maintained good relations with the Ereskial and whose younger sons traditionally enter the ranks of the Rose Knights; and the Dwyre, whose ancestry can be traced to the original Beatific Council that formed the Laws of Piety.

Inlyrico Cultural Skills

Provided For 2

No Inlyrican is permitted to go without proper food, clothing or shelter. If you have this Skill, you do not need to pay the five copper for upkeep. This Skill also provides a bonus to tithing; every five copper paid as tithe to a church will count as one silver.

Bless 2

If you are visibly and obviously wearing the symbol of your god, you may spend a minute of Focus and 2 points of Earth to bless a weapon. Once a weapon is blessed, the user may call "5 Damage by Magic" and strike. When blessing a weapon that is not your own, after the minute of role-play touch the player whose weapon is being blessed with a packet and call out "Grant Melee Attack, 5 Damage by Magic". The blessing is expended if the strike lands and is acknowledged with role-play or negated with a defense.

Bring to Purpose 2

By calling on your passion or piety, you may bring a wayward ally back into the fold. Spend one Fire and call "By your name, <name>, Cure Frenzy and Agony by Inspiration" or "By your name, <name>, Cure Trance and Agony by

Inspiration." Your target must role-play the effects of the Agony, but will be cured at the end of the ten seconds.



Braeus

On the eastern border of Inlyrico lies Braeus, which begins as swamp in the north, petering out to marshland in the south. The difficult landscape forced innovative engineering, which became a point of Braeic pride. They are the unchallenged leaders of invention and research, creating everything from improved irrigation to improved fireballs.

The Braeic cities are examples of their ingenuity, raised up on stilts or built on iron grilles sunk below the surface of the muck. The capital city of Isou is a marvel of crisscrossing wooden bridges and rambling buildings. The heart of the city is Isou University and the nearby Muse Amphitheater, where every kind of spell, invention or potion has been created and shown to the public.

The university attracts minds from all over the empire, and offers programs in all of the scholarly pursuits, including the more obscure versions of alchemy and the budding arcane studies. Part of the treasury is set aside to provide scholarships for promising students who cannot pay their own way.

A few Braeic families of note are: the Xaertes, the current ruling family; the Oculis, known as superb enchanters; the Scorsi, excellent engineers and founders of the Mason's Guild; the Chaeleron, who manage the harbor and markets in

Fort Ashvin; and the Musaphi, traditionally fire-touched scholars who travel the regencies in search of new ideas and promising students.

Braeic Cultural Skills

Stocked Workshop 1
Braeics have easier access to supplies for their creations and research. This Skill allows you to draw one component from the bag before game starts.

Look What I Can Do! 3
The process of creation leads to an understanding of the process of destruction, and you have developed or been given a destructive force. Two times per event, you may use a weapon to deliver one of the following Effects: Destroy Shield, Destroy Weapon.

Quick Study 1
By focusing on a prop of your choice (a book, a device, an arcane rune, etc.) you may regain your energy faster than the average person. Once per event you may refresh attributes in one minute of Rest instead of the normal five.



Shiara

Shiara has historically been a land of peace, due both to good leadership and to strong natural boundaries. They have had little to fear from invaders and tradition among Shiaran nobles' calls for methods of settling disputes without war. The landscape consists mostly of rolling hills that are ideal for grazing sheep and cattle, with sharply dropping cliffs down to the sea

and river. Shiara contains one geological and arcane anomaly; areas of strong magic known as Arcane Fonts.

After the Shrouded Age, Shiara was the first land to be civilized, so many of the ancient lineages in Rues hail from this regency. A majority of families, common and noble, have lived on the same land for generations and bonds have formed between landowners and their subjects.

Leisure time is easy to come by in Shiara, and many pursue their hobbies with a concentrated focus. The provinces have been known to stake a great deal of pride on the skills of their residents; from who has grown the biggest watermelon to which province has produced the greatest hunter. These superlatives earn prestige for their provincial liege and can even increase their influence with the Regent. Provincial nobles in Shiara are all familiar with the Dragon's Tail, an absurdly long wooden table on the Silvian Estate in the capital province of Arcane. The regent sits at the head of the table, and there is space enough for every member of every noble family in Shiara. The position of each family at the table and their proximity to the regent's seat is directly related to the power of their influence.

There are too many notable families in Shiara for a comprehensive list, but some that bear mention are: the Korol, a family whose members are traditionally lion-touched and have extremely good luck training animals; the Banrion, masters of the blade whose children are always twins; the Dwyre, cousins to the

Inlyrican family of the same name; and the Atasir, a family of Selda'nire elves who settled in Shiara hundreds of years ago.

Shiaran Cultural Skills

Savoir Faire 3
Your clothes set you apart from the average person. You need not be rich or important, but if you dress in a way that emphasizes the civilized side of the Purposed Races you may spend an Air to gain two points of Armor. You may Refresh this with 1 minute of Focus, role-playing rearranging your clothes or hair, primping, etc. This Skill lasts until you Refresh with Void. This skill does not stack with any other types of Armor.

Arcane Exposure 2
Living among the Fonts of wild magic has allowed you to build up a tolerance for the stuff. Two times per event, you may negate one effect that uses the Wild Magic Trait. You must call out "Resist" when using this skill.

Composure 3
Shiaran disputes are quiet, and many of them have become masters of subtlety and subterfuge. Exhaust 1 point of Earth to silently resist one Expose effect.



Anbara

Anbara is the southernmost regency of the Mercurian Empire, and the majority of its landmass is the dry and unsettled Byse Desert. The region of imperial influence is the fertile crescent that begins in the

north and curls down the western border. The whole of the Anbaran population is crowded into this space, struggling to find living space without compromising the extremely limited farmland.

Even with food being shipped in from Shiara and Inlyrico, Anbara struggles against starvation, sickness, and crime. There are large and lovely estates near the middle of the crescent, but the towns on the outer limits are filled with cramped, boxlike houses all stacked upon each other, claustrophobic streets and insufficient farmland. They are under constant threat from the nearby desert, and there are rumors of whole communities disappearing in particularly vicious sandstorms.

To appease the unhappy population, the first queen of Anbara established the Great Games, competitions of all kinds that occur on a regular basis with prizes ranging from a meal to a grand estate in the capital city. Betting on these games and sponsoring competitors has formed an additional underground economy.

The capital of Anbara is Jaspar, where the architecture heavily incorporates one of the few unlimited resources: glass. The palaces in Jaspar are breathtaking, sparkling wonders whose interiors are renowned for luxurious furniture and unequalled service. Among the palaces is the Great Library, the High Church of Jormic.

Some important families in Anbara include: the Upanishar, who currently hold the House of Archery and are in contact with the Braens about settling the Byse Desert; the Zev, who live in the

palace and are raised to hold the rank of Adjudicator; the Gavaskar, who have held the House of Dichotomy for the last two centuries; and the Bhatti, who have made their fortune trading with the Mehrdad'i and spend a lot of time trying to help the unfortunate of the Anbaran outer limits.

Anbaran Cultural Skills

Are You Not Entertained? 3
You may or may not take any pleasure in it, but in Anbara, one person's misfortune is another's gain. Spend 3 seconds of Focus, during which time you call out a slogan or statement approved by plot while standing over the body of a foe you have taken down, and you may Refresh one Air, one Fire, one Earth, or one Water. You may use this Skill two times per event.

Desperate Measures 2
You have been faced with many desperate situations and been able to pull yourself out of them with startling ingenuity. Once per event you may then use any Skill from the Excavator or Mercenary Headers by paying the appropriate activation costs.

That Almost Killed Me 3
Either on the streets or in the arenas, you've seen it all. When you are hit with a weapon or packet Effect (e.g. "Death by Magic") you may spend three Fire to Resist it. From then on, until you Refresh with Void, you may resist any attack with that same effect by spending only one Fire. You must call out "Resist and Imbue to Self" when activating this skill.

Volbrecht

Volbrecht was founded on the strength of its warlords; battle-driven men and women who staked out portions of the craggy landscape and built up armies of knights to defend their home and conquer others. Those not suited to combat were bonded to their warlord, useful primarily for acquiring and using the land's resources to fund, fuel and outfit the knights.

After coming under control of the empire, Brechtish warlords no longer need armed forces, but most maintain them anyway, sending them to defend against the incursions of monsters from the mountains. They have maintained their feudal society as well, with crop production dependent on the serfs who live on each warlord's land. Most of the serfs live a wretched life, barely scraping out a living after paying their taxes to the landowners, though there are a few exceptions. Blacksmiths, armorers, fletchers, and healers are among those who are adopted by their local liege and given special treatment.

Brechtish knights begin their training at a young age, and warlords are known to send clandestine scouts into other holdings in order to lure away the most promising young warriors. Though extensive training and loyal service is expected, Brechtish knights are well cared for and respected by their warlords.

The people of Volbrecht believe in strength of body, mind and spirit, and to this end they believe that no corrupted wax should be sent back to the Tallow



Man's got to be recycled. Death is never used as a punishment in Volbrecht; instead, criminals are required to live with their sin in the hopes that their spirit will be purified by the time they pass from the mortal world.

Mutilations and humiliations are the most common punishments in Volbrecht, usually leaving the perpetrator with a permanent reminder of their deed.

The capital city of Ostol is rustic, but heavily fortified, while the Imperial City of Fort Hawksclaw has more of the urban feel of other cities in the empire. The High Church of Istarum was consecrated many decades ago on a former battleground, and today a town has grown up around it, the people revolving their lives around supporting the chapel and its initiatives.

Notable families of Volbrecht include: The Weinarts, a family on a secluded mesa on the western coast who still maintain a healthy distaste for the empire; the Swydiger, who host the magic-wielding Knights of the Rune; the Odo, who have historically produced the greatest polearm fighters; and the Melchior, whose Ebony Knights are reported to wear armor made of shadows and bear blades of black metal.

Brechtish Cultural Skills

Scars

2

Life in Volbrecht is not gentle. Your skin has been toughened by your time there, and you bear the significant scars to prove it. Any time you suffer a blow that inflicts more than three Damage,

you reduce the number by one. In order to use this Skill, you must have at least one visible scar from your time as a Brechtish knight or serf.

Battlefield Presence 3

The Brechtish can seem larger than life on the battlefield, even if they were not born into a warlord's family. By bringing your martial nature to the forefront, you may quell foes that are not as accustomed to battle and blood.

Twice per event make a threatening gesture at your target, and call out "By my Gesture, Root by Fear". So long as you maintain the Gesture, they remain Rooted.

Tempered Spirit 1

You are no stranger to the more visceral side of life, and you have learned to find strength in suffering. Two times per event, after you suffer an Agony, you may Refresh one point of Earth, Air, Fire or Water.



Federation Cultures

Players who wish hail from the isolated and unique Federated Kingdom of the Selda'niré, or Federation for short, must also choose a caste from the Kingdom. (The Federation Nobility is completely made up of elves and the largest racial demographic is elven, but all races have taken to residing with the Federation, although Alved and Ereskial are very rare.)

The Federation is divided into six castes accessible by the player population as well as one caste that are strictly for NPCs. Your caste reflects your role

within the structured society of the Federation. Each caste performs an important and unique function within the Kingdom.

The six playable castes are: Manu: Caste of the Hand; Oros: Caste of the Mouth; Arcos: Caste of the Mind; Prian: Caste of the Heart; Valar: Caste of the Body; and lastly the Delago: The Casteless Ones. The caste of the Regnum is not a playable caste by PCs.

Regardless of caste all citizens of the Federation are expected to follow the Laws of Harmonious Accord. In addition all citizens are expected to live their lives as a work in progress towards unification of the body and spirit. Both the Laws of Harmonious Accord and the Doctrine of Unity have been around since the birth of the Federated Kingdom centuries ago in the aftermath of the Great Sin.

The Laws of Harmonious Accord:

At all times obey the Regnum as they have ruled the Selda'niré since the Shrouded Age. Their word is law and the Divine Will supports that law.

In all that you do, seek unification of the mind, body, and spirit. In this way all citizens shall be girded against the Great Sin through the Doctrine of Unity.

Citizens shall not commit violence against one another or their property. Theft, vandalism, battery, and murder are subversions to unification and will be punished.

All citizens of the Federated Kingdom of

the Selda'niré are required to have an understanding and adherence to the teachings of the Doctrine of Unity. *The Doctrine of Unity – Major Tenets* is a text dating back to the emergence of the Purposed Races out of the Shrouded Age. Those that would become the Regnum caste brought it forth from the darkness and it was used to preach against falling again to the Great Sin. When the elves put out the call to any Purposed Races that wished a different life than the empire could provide they used the Doctrine of Unity as guiding foundation for their newly formed Kingdom. From the Doctrine they codified their founding laws and principle values.

The mortal form is flawed yet filled with Purpose. For Purpose to truly be recognized one must bring their form into harmony.

Excess is the road to Sin. Practice moderation in all that you do.

All mortals are brothers and sisters along the path of Unity. Thou shalt not be a stumbling block unto them.

Provide aid to any who need it, but not at detriment to oneself. Temperance and Conviction shall show you the way.

Nature and Spirit are bound in accord and that binding is Koreel. It is not everyone's path to bend knee to Koreel but she should be shown respect in accordance to her station and role.

Garioch is the Shaper and through his teachings one can mold their mind and body into a suitable vessel. Show respect

to him for it is due.

Manu: Caste of the Hand

The Manu are the manual laborers of the Federation. The Caste of the Hand is the lowest the Selda'niré can go within their society. Despite being at the bottom of the system they are not reviled or looked down upon for their lowered station. They are viewed as the foundation upon which their society is built. They are integral to the day to day of Federation life and all others of higher castes respect them for their work. They are the craftsman, servants, and laborers of the Federation. It is not the most prestigious of lives but all true Manu understand their role and perform as necessary, without complaint. When one's hands must get dirty, the Manu are there.

Manu are marked upon acceptance into the caste either through birth, choice, or demotion in caste through judiciary punishment. Their faces are marked with a sigil resembling a sickle that curves around the left eye down the cheek slightly. The sigil is magical in nature and cannot be removed or changed except by an empowered mage or priest of the Arcos Caste.

Manu Cultural Skills

Something from Nothing 1
You have developed the ability to recognize value in ordinary objects. This skill will allow you to receive one crafting component at random at check-in each event.

Diligence 3
You are able to push yourself beyond the

normal working hours of the day. Twice per event you may shake off one Agony or Weakness effect. You must Focus for 3 seconds and call out “Purge” when using this skill.

Break Time 2

Day to day stress can be overwhelming and as such you enjoy your rest whenever you can get it. Whenever you Refresh your attributes with Void you may call out “Grant 2 protection to Self”.

Oros: Caste of the Mouth

The Oros are the merchants, diplomats, scribes, and historians of the Federation. Because of their role they are also the teachers of the youth in the ways of the Selda'niré, regardless of caste. Polite, respectful, and succinct would be the best way to describe the Oros. Most Selda'niré who are met outside the Isles are of the Oros as they travel extensively for trade and diplomacy. As the most visible of the Selda'niré their adherence to their main virtues is even more important. In the capacity of diplomat or tradesman they are expected to be the eyes and ears of their people both internally and externally and to do so, espionage becomes an unspoken skill amongst many of this caste.

Oros are marked upon acceptance into the caste through birth or choice. Outside entry into this caste is never taken lightly due to the specific and important roles many of this caste have. Their faces are marked with a sigil resembling an upturned crescent moon in the center of the forehead. The sigil is magical in nature and cannot be removed or changed except by an empowered

mage or priest of the Arcos Caste.

Oros Cultural Skills

Enforced Diplomacy 2

The Oros are often seen as those who must keep order in the Federation. As such they will seek to keep those from speaking out of turn. Exhaust 1 point of Air, throw a packet and call out “Now is not the time, Silence by Awe.”

Spread the Word 1

For one silver, you may, between events, submit to plot small details or rumors that somehow slander or trash talk some social or political figure. You are publically attempting to cause the figure to lose face. This could cause a drop in reputation, cause an increase in those who challenge the figure, or cause others to investigate the movements of that figure more carefully. This skill will make life more difficult for the target, but it is common knowledge who is doing the slander so most powerful figures will attempt to return the favor.

A Teacher's Gift 2

You are skilled in educating those in many facets of the world. As such you may Imbue one ally with a skill that you possess. Exhaust the attributes of any Attack or Defense skill you possess, touch a willing recipient with a packet and call out “Grant <Attack/Defense> <effect>”. Example, if you are giving a student the ability to swing 5 damage you would exhaust the necessary Attributes and when touching the recipient with a packet call out “Grant Melee Attack 5 damage”.

Arcos: Caste of the Mind

The Arcos are the mages and clergy of the Federation. They are the councilors and sages. They usher in new ideas and research as well as give spiritual support to all castes of Selda'niré. The mages spend their time researching ways to tame the wild magic of the world as they see it as one of the greatest dangers to their people. The clergy spend their time preaching the faiths of the Genesori as well as spreading the teachings contained within the Doctrine of Unity. The importance of their council is so great that one mage and one of the devout sit to the left and right of the King and act as his personal advisors in all matters pertaining to the Federation. In addition to mages and clergy there are a growing number of enchanters who were born into the Caste of the Hand and have since risen to the Caste of the Mind due to their advancements in enchanting.

Arcos are marked upon acceptance into the caste through birth or choice. Outsiders wishing entrance into this caste are rigorously tested to ascertain whether or not they are a good fit for the needs of the Federation. Each is marked with a sigil consisting of 3 lines arrayed in a burst pattern sprouting from the outside corner of each eye.

Arcos Cultural Skills

In Touch with the Weave 2

You draw power from the weave of magic and can give more of yourself. Twice per event you may cast one non evocation spell with an Attribute cost of no more than two without spending any

Attributes. You must normally have access to the spell in order to cast it and must follow all casting rules.

Fortified Intellect 3

Your mind is strong and as such you are able to protect yourself when it is put to the test. Twice per event you may Purge any Effect with a Mental trait. You must Focus and role-play the effect for 3 seconds and then call out "Purge" to use this skill.

Consummate Counselor 2

Your wise council is sought out often and at times it is refreshing to be able to assist those in need of advice. Once per event after successfully counseling someone regarding a matter of importance you may refresh 1 Purpose to Self.

Prian: Caste of the Heart

The Prian are the artists, musicians, dancers, and thespians of the Federation. The Selda'niré, in their desire to unify the mind, body, and spirit view the arts as the most readily available path to said unification. It takes a harmony of self to make great works even if that harmony is more akin to the "eye of the storm" within a tumultuous life. It is up to the Prian to create great works across all venues so that the Selda'niré may experience them in an effort to bring themselves more into harmony. The Prian work continuously with the Arcos to aid them in their research and proselytizing in whatever ways they can. Some examples are the design of the High Church of Koreel or the Hall of the Maker where the master Enchanters meet.

Prian are marked upon entrance into the caste through birth or invitation. The Prian are unique inasmuch that they are the only caste to scour the world, through use of the Oros, to find the up and coming of the fine art world and invite those they deem worthy to join them as Prian. Their left cheek is marked with a sigil that is a diamond with two concentric circles inside of it, one within the other.

Prian Cultural Skills

Solace of the Heart 3

Your performance warms the hearts of those around you. Twice per event after receiving praise for a performance, you may call out “Imbue by Inspiration” and gain a small Aura of Healing of 5 points. In order to use this skill you must touch a willing or unconscious recipient with a packet and call out “Heal by Magic”. You may only exhaust 1 point at a time. The Aura lasts until used or until you refresh with Void. Any performance must last at least 1 minute.

Fortify the Hearth 1

The Prian may place magical bindings on their quarters to ensure a protected and restful sleep. By marking a building with a diamond with 2 concentric circles, you may ensure the safety of all within from two in the morning until ten in the morning. This skill may only be used on your own dwelling.

Harmonious Spirit 3

Art brings the mind, body, and spirit into one harmony. At such a time when all

aspects of life are unified as one the Prian gain Harmony. Once per event you may purge any Effect with a Mental, Metabolic, or Physical trait. You must Focus and role-play for 3 seconds, then call out “Purge” to use this skill.

Valar: Caste of the Body

The Valar are the soldiers and guards of the Selda'niré. They are to be seen and not heard and thus when performing their caste duties they do not speak unless commanded to by one of their superiors or one dictated to them as being in command. The only time they may voluntarily break this is in a time of immediate danger so that they may warn the unobservant to said immediate danger, although it is customary to remove the silence stricture when outside of the Federation. This caste is primarily made up of those of other castes who cannot ascend due to lack of aptitude and are unhappy with their current caste as well as those who have committed certain crimes that necessitate a harsh sentence but not necessarily death. Most who are seen in command roles amongst the Valar are either particularly capable transplants from other castes, foreigners, or those born and raised within the Caste of the Body. The criminals within this caste are never allowed to take spouses or leadership positions.

Valar are marked upon entrance into the caste through birth, choice, or judicial punishment. They are marked with a sigil starting between their eyebrows and running down the length of their nose. In addition they also have three diagonal upswept lines on their right cheek.

Valar Cultural Skills

Armaments of War 2

The quality of your weaponry and skill by which you wield them is near unmatched. Twice per event you may negate one Destroy effect that targets your weapon or shield. You must call out “Resist” when using this skill.

Mastery of Arms 2

You may spend time training to prepare your weapons each time you Refresh with Void to increase the damage by 1 of all called damage of 3 or greater. Spend one minute Focus polishing or sharpening your weapons after Refreshing Attributes with Void. This is a temporary modifier and does not stack with other numeric modifiers, and will last until you Refresh your Attributes with Void.

I Will Not Be Flanked 2

The Valar are disciplined and observant. Twice per event you may negate one Stun effect. You must call out “Resist” when using this skill.

Delago: The Casteless Ones

Anathema to the citizens of the Federation, one becomes Delago through birth or extreme judicial punishment. Exiled from society they are ritually scarred and left to fend for themselves. Not much information is publically known regarding these unfortunates, as they are non-entities to the citizens of the Federation.

The Delago are ritually scarred with an "X" on both cheeks at birth or their expulsion from society

Delago Cultural Skills

Reviled 1

You have learned how to use the darker side of society to dig up rumors and information that people may have learned in the course of “normal” business. If you spread some money around you often hear rumors or tales about the things other groups have seen and jobs they might have been hired for. This is an information skill that requires you to spread around money to loosen lips. You submit a question between events as described in the Information Skills section in chapter seven. If the question is appropriate for this dangerous element you may receive knowledge appropriate to your question.

Life on the Edge 1

Once per event you survive if you are struck by an attack that inflicts the Death effect. Instead of being struck dead, you may exhaust this skill to call out “Reduce” and collapse in an Unstable state with no Vitality. This skill does not work against a Death Strike, nor will it protect you if you die from bleed out. You may use this skill even if you are unconscious.

You Can't See Me 1

An expert at remaining beneath notice, you may choose to not allow an unknown enemy to find you. Exhaust 1 point of Air to resist any Expose effect that would target you. You must say or audibly whisper “Resist” when using this skill.

Nomadic Cultures

Players who wish to eschew the rigid hierarchy of the Selda'niré Federation or the controlling strictures of the Mercurian Empire and her regencies may choose to come from the nomadic cultures of the world. The Mehrdahd'i tribes, Vascoll flotillas, and the clans of the Wild Nation are often mistrusting of outsiders, and the nomadic life is harder than Imperial or Federation living, so few choose this life that were not born to it.

The Mehrdahd'i

Long ago, perhaps as far back as the Shrouded Age, the Mehrdahd'i tribes claimed the hostile Byse Desert as their home. Braving sandstorms and navigating secret routes between oases, the tribes make their living through trade and the transportation of goods between the regencies of Volbrecht, Anbara, and Shiara. They guard knowledge of their routes jealously, as the impassable nature of the mountains leaves the desert as the fastest way for goods to move between these regencies. Benefiting the Mehrdahd'i, too, is access to one of the few trading posts with the Ereskial and the Alved of the Underholme, giving the clans a near-monopoly on the trade of gem and mineral wealth. While their trade-relations are generally good, the relationship with their nearest neighbor, Anbara, is often strained.

Each Mehrdahd'i tribe covers one or more trade routes over the course of a year, and is usually composed of three to five large extended families, and guided by the eldest members. Elders who are

too old to travel retire to the Vahas - small settlements at the six largest oases - and serve by negotiating disputes between tribes. These settlements are tended and guarded from the forces of the Plagued by young Mehrdahd'i who have not completed their passage to full adulthood.

The desert nomads are easily recognized by their long, lightweight robes, headdresses, and veils. Men and women both stay fully covered to protect their skin from sun and sand. In addition, the desert folk mark their tribal origins in tattoos on the backs of their hands. The right hand is tattooed at a naming ceremony shortly after birth, the left hand at adulthood (men) or marriage (women).

At any one time, there are between ten and fifteen tribes on the sand. New tribes are most often formed when an existing tribe is growing too big. These small offshoot tribes either take in more members from other tribes and grow, or disband to reabsorb into one or many existing tribes. This, and the sad truth that any group can be wiped out by a fierce and unexpected sandstorm, account for the fluid number of tribes on the sands.

The seven largest tribes are the Kanli Dogan, the Chimm'in Gul, the Zarr'in Gul, the Bishak Shir, the Cesret Ylan, the Azar Kan, and the Shani Khurshid.

Mehrdahd'i Cultural Skills

A Little Goes a Long Way 2
Over the course of many long treks across the desert, your people have

learned to make the best use of their food resources, stretching every morsel to feed many mouths. If you have this Skill, you may pay the 5 copper upkeep for yourself, and feed three additional people at no extra cost.

Home is Where Your Head Rests 1

A Mehrdahd'i must be able to protect himself and his family from sun, sand, and the Plagued no matter where his travels take him. By marking your dwelling with the Vigilant Eye, you may ensure the safety of all within from two in the morning until ten in the morning. This skill may only be used on your own dwelling.

The Oasis is Life 2

A Mehrdahd'i knows the value of a cooling drink and never goes anywhere without a full skin of water. If you have this Skill, two times per event you may heal to full by taking three seconds to reinvigorate yourself with the drink you carry. You must call out "Heal All to self" when using this ability.

The Vascoll

Loud, colorful, and fiercely territorial, the Vascoll are water nomads. The business and livelihood of the Vascoll is shipping, and over the course of generations they have made very sure that no outsiders threaten that livelihood.

The Mercurian Empire and the Selda'niré Federation both rely on the Vascoll for shipping on the rivers and coastal waters of the continent. The Vascoll maintain a voice on the emperor's Council of Regents to make

sure their interests are looked after, but tensions frequently run high.

The Vascoll's relationship with the Selda'niré is better, as they rely on elven shipwrights to furnish them with their boats.

The Vascoll favor clothing that is lightweight, sturdy, and comfortable, suitable to life onboard a boat. In addition, many of the Vascoll choose to wear their wealth in jewels or precious metals rather than be burdened with traceable Imperial coinage.

They tend not to bother with protecting themselves from the elements, and therefore most Vascoll acquire a weathered look by middle age.

Many Vascoll also choose to record the major events of their lives on their bodies, rather than on paper, and acquire a large number of tattoos.

The Vascoll usually travel the waters in flotillas comprised of several small boats. While members of the Vascoll have been known to spend time in port if it serves their interests, most treasure the freedom of the water and the movement from place to place.

Life on a boat is hard work, but is the sort of work that encourages talk, laughter, and stories. Anyone of Vascoll birth is considered family, regardless of boat or flotilla. Anyone else is an outsider, not to be trusted or even allowed on the water except as a paying customer.

A woman named Luzia Zarcone is the

current speaker for the Vascoll on the Council of Regents. All other Vascoll leaders prefer to maintain as much anonymity as possible in case the handling of business becomes unpleasant and it becomes necessary to travel to clearer waters elsewhere.

Vascoll Cultural Skills

Word on the Docks 1
You know the value of keeping your ears open when in port, but sometimes a well-placed rumor can be even more lucrative. If you have this Skill, you can set the rumor mill going throughout the Empire. Money placed in the right hands may help further this rumor, as would multiple Vascoll with this Skill starting the same rumor in multiple ports. Powerful targets of this skill are sometimes capable of locating the origin of the rumor and will attempt to get retribution.

Pitch and Yaw 2
Even on the calmest waters there is constant motion on a boat, and you have honed your balance in order to keep your feet despite all manner of sudden bumps and drops. Two times per event, you may negate one Slam or Root effect. You must call out "Resist" to use this skill.

Get Below Deck 1
The Vascoll are very good at hiding things they don't want to be found, including people. With this Skill, you may transfer the "Hunted" or "Marked" Trait off another individual by expending one Air and calling "Cure <Trait> and Inflict to Self."

The Wild Nation

Once two warring peoples, the Imba'niré Elves and the human Adahy Clans were forced to make peace to face a common enemy in the early days of the Age of Piety, sometimes called the Age of Penance. The peace they declared was a complete success; the five clans of the Wild Nation hold the distinction of being the only people comprised of both races equally.

For most of history, the clans have followed the migrations of the wildlife of northern Rues taking only what they need from the land and the animals, and employing only the most minimal use of agriculture. They do not mine or smelt ores. Metal is a rare and precious commodity indeed. Most people of the Wild Nation employ weapons of wood or bone.

Their clothing is primarily of leather or fur, although they will make some use of rough-spun cloth. They are not adverse to ornamentation, however – most individuals decorate their simple garments with wood beads, polished stones, shells, or fragments of bone or antler.

They identify their membership in one of the five clans (Wolf, Bear, Crow, Stag, or Cat) with a facial tattoo in the shape of their totem animal's tracks.

The land that the clans journey wind all around the nations of Inlyrico and Braeus. Over the course of time, conflicts have periodically arisen when those two regencies have expanded their

borders. Recently, many of the more astute members of the clans have realized that another period of expansion is imminent, and a cry is being raised against those in the clans who would prefer to stand by and let the storm pass. Within the past fifty years, the clans have revived the practice of allowing a Chief-of-chiefs to speak for the entire Wild Nation. The first two Chiefs-of-chiefs were content to tend to issues within the clans, but the most recent, Quiet Eagle, has petitioned the Empire to join the Council of Regents, and not all within the clans are pleased by this. The nation that has maintained peace for nearly a millennium is slowly breaking into factions as tensions grow without and within.

Wild Nation Cultural Skills

Home is Where Your Head Rests 1

Those of the Wild Nation must be able to protect himself and his family from weather, bandits, and the beasts of the mountains no matter where his travels take him. By marking your dwelling with the Vigilant Eye, you may ensure the safety of all within from two in the morning until ten in the morning. This

skill may only be used on your own dwelling.

Nature is My Weapon 2

You are well versed in the powers of nature to heal and to harm. Exhaust 1 point of Water to remove poison from yourself or an ally and hold it to be used as an attack by calling "Cure Poison and Imbue to Self." Once Imbued, you may throw a packet or make a weapon strike against an opponent. Call out "Three Damage by Poison" when using this attack. The strike is used if your opponent acknowledges the attack through role-play or negates it with a defense. You may only have one such Imbue on yourself at a time.

Skin and Bone 2

You are adept at making and maintaining weapons made of strong animal bone or wood as well as maintaining armor made of leather and fur. Bone or wooden weapons and leather or fur armor can be repaired by heading into the wilderness, (out of sight of all buildings) and spending a minute role-playing appropriately (foraging, knapping off the bone weapon, etc.)

Character Creation Checklist

In Numina you start with 30 CP that you may spend on creating your character, or 31 if you turn in an approved character background to the staff.

You can go about creating your character in a variety of ways. The order isn't important as that is an individual process but there are things which all players will need to accomplish in order to have a Numina character ready to play.

1) Concept- It can be as narrowly focused as an "Anbaran Elf Mageslayer who is dark and brooding" or as loose as a "Human wanderer".

2) Race- Race represents your base physical appearance as well as inherent aptitudes and characteristics. All races except human require make-up and/or prosthetics.

3) Culture- This choice helps define your character's background, experiences, and even some of their abilities. In Numina being an Elf or a Human doesn't matter as much as whether you are from the Federation, Empire, Nomad Tribes, or Wild Nation. All cultures except the Empire have a make-up requirement.

4) Headers and Skills- In Numina you do not pick a class, you instead purchase headers which unlock access to additional skills. You have Character Points (CP) to spend on Skills and Headers. You can also spend CP on cultural skills, racial skills, and

Attributes.

5) Character Background- It is not required to write up a character background, but you are urged to do so. Submitting a character background to the staff, providing it is approved, will garner you a better chance at personalized plot as well as one additional point of CP with which to build your character.

Attributes

CP may be used not only on class headers and skills, but also to raise your Attribute or Vitality scores. Your Earth, Air, Fire, and Water Attributes are used to power Skills in the game.

The Void attribute determines how many times per event you may refresh the use of the previously mentioned Attributes. Each time you rest for 5 minutes and exhaust 1 point of Void, your Attributes will refresh to their purchased maximums.

When you create a character your Earth, Air, Fire, Water, Void, and Vitality attributes begin at 2. These may be increased individually by spending CP. The costs increasing each Attribute point is equal to the new total number of that Attribute, such that each purchase becomes more expensive.

For example, Bonnie has 2 Fire at creation, and wants to purchase more so that she will have 5 Fire. Raising her Fire from 2 to 3 would cost 3 CP. Raising her Fire attribute from 3 to 4 costs her 4 CP. The total cost of raising her Fire Attribute from 2 to 5 is

3 + 4 + 5 or 12 CP total.

Vitality

Vitality is purchased a bit differently, using a sliding scale of 2/2/3/4/5/6/7/8.

Vitality	Cost
3 rd Vitality	2CP
4 th Vitality	2CP
5 th Vitality	3CP
6 th Vitality	4CP
7 th Vitality	5CP
8 th Vitality	6CP
9 th Vitality	7CP
10 th Vitality	8CP

No Attribute may be increased above the maximum of 10.

Purpose

An additional unique Attribute in Numina is Purpose. Purpose is used to power specific Skills within the game. You start each event with 2 Purpose. You may not spend CP to increase this total, nor does this Attribute refresh when expending Void. Purpose may be refreshed in only two ways; either with a Skill that will do so or at plot discretion.

Purchasing Headers and Skills

Open Skills

The Open Skills are available to anyone for purchase, and do not count toward any particular Header Group.

Core Headers

The Core Headers are organized into five thematic groupings: Devout, Fighter, Mage, Rogue, and Scholar.

Devout Core Headers are Priest, Mendicant, and Zealot.

Fighter Core Headers are Berserker, Defender, and Soldier.

Mage Core Headers are Naturalist, Sorcerer, and Wizard.

Rogue Core Headers are Archer, Mercenary, and Pugilist.

Scholar Core Headers are Alchemist, Ambassador, Excavator and Tinker.

Specialist Headers

The Specialist Headers contain more advanced and powerful techniques that show the result of devotion, training or study in a particular area. Specialist Headers have prerequisites obtained through the Core Headers and possibly specific Skill or Trait requirements. These Prerequisites can be found at the beginning of each Specialist Header, or in the Header Progression below.

Devout Specialist Headers are Friar, Martyr, and Monk

Fighter Specialist Headers are Commander, Dreadnaught, and Warlord.

Mage Specialist Headers are Despoiler, Elementalist, Illusionist, Shaman, and Psion.

Rogue Specialist Headers are Dervish, Mageslayer, and Ranger.

Scholar Specialist Headers are Bard and Enchanter.

Header and Skill Progression

Core Headers have no prerequisites - as long as you have the CP available, you can buy the header.

Specialist headers always have prerequisites. Before buying a Specialist header, you must have spent sufficient time developing your character by focusing on other Headers in the same Group. CP spent within Core or Specialist progressions count toward this

goal.

Before buying your first Specialist header in a Group, you must have spent at least 10 CP on Core headers and Skills in the same group. Before buying your second Specialist header in a Group, you must have spent at least 10 additional CP (for a total of 20 CP) on Core and Specialist headers or Skills in the same Group. Before buying your third Specialist header you must have spent at least 10 additional CP (for a total of 30 CP) and so forth.

Note that the 10-20-30-etc CP requirement is within each group, so if you buy a Fighter specialist, then a Devout specialist, you need only have spent 10CP in Fighter, and 10 CP in Devout

Header Progression

<u>Devout</u>			<u>Fighter</u>			<u>Mage</u>			<u>Rogue</u>			<u>Scholar</u>			
Priest	Mendicant	Zenlot	Berserker	Defender	Soldier	Naturalist	Sorcerer	Wizard	Archer	Mercenary	Pugilist	Alchemist	Ambassador	Excavator	Tinker
Friar			Commander			Despiner			Dervish			Bard			
*10 CP in Devout Group			*10 CP in Fighter Group			*10 CP in Mage Group			*10 CP in Rogue Group			*10 CP in Scholar Group			
Cannot have Bard Header						Entropy Sphere from Mage Group			Florentine Skill			Cannot have Friar Header			
Martyr			Dreadnaut			Elementalist,			Mageslayer			Enchanter			
*10 CP in Devout Group			*10 CP in Fighter Group			*10 CP in Mage Group			*10 CP in Rogue Group			*10 CP in Scholar Group			
Monk			Wizard			Elemental Sphere from Mage group			Cannot have Arcane Trait						
*10 CP in Devout Group			*10 CP in Fighter Group			Illusionist,			Ranger						
Ability to Manifest Claws						*10 CP in Mage Group			*10 CP in Rogue Group						
						Illusion Sphere from Mage group									
						Shaman,									
						*10 CP in Mage Group									
						Animas Sphere from Mage group									
						Psion									
						*10 CP in Mage Group									
						Providence Sphere from Mage group									

* CP requirement for first Specialist Header, each successive Specialist Header requires an additional 10 CP spent in the appropriate Group(s).

Open Skills

Archery 1

You are skilled in the use of bows and crossbows. You can fire 10 arrows for uncalled Damage. After firing 10 arrows you must spend 2 minutes to refresh your quiver by fletching another set of arrows. You spend this time role-playing to fletch your arrows. Arrow attacks that have a Verbal due to a Skill or enhancement do not count against this total. Arrows may be blocked with Shield or Weapon props.

The Gift of Life 2

Your purpose has strengthened and you may give life to a body. Once per event you may gather 4 other people who also have this skill (and have not expended it) to perform a ritual to Cure Death. Once the 5 of you are together each of you touch the Dead body and call out "Imbue by Purpose" to halt a Death Count. You must then immediately begin spending 1 minute of Focus concentrating and bringing your purpose together with a ritual. If at any point in time you are affected by a non beneficial effect you must touch the Dead Body and call out "Inflict by Purpose". This will immediately cause the Death Count to resume. If you complete the ritual successfully one of the ritual performers must touch the target and call out "Cure Death by Purpose". Upon completing the ritual, this skill will be expended for all 5 of the ritual performers. This skill may not be refreshed and may only be used once per event.

Diagnose 1

You touch a recipient with a packet and

use Diagnose on any Elemental, Metabolic, or Physical Trait. You may also use Diagnose on any Effect except Imbue and Inflict. You may use this Skill as often as you like.

Thrown Weapon 1*

You are skilled in the use of thrown weapons. You may carry up to 5 thrown weapons on your person for each time this skill is purchased. When you pick up a thrown weapon after it has been used, you must spend 10 seconds of Focus cleaning the dirt and blood off the weapon, sharpening it, and checking the balance before you use it again. You may clean all your thrown weapons in one 10 second session. Thrown Weapons may be blocked with Shield or Weapon props.

First Aid 1

This Skill takes 1 minute of role-play to Perform. You administer medicine and bandage wounds to prevent someone from dying of blood loss. When you begin using this Skill you call out "First Aid" and spend 1 minute of Focus role-playing tending to your patient. Upon completion of the 1 minute of Focus you must call out "Stabilize" to return an unstable person to stable.

Martial Weapons 1

You are skilled in the use of one-handed weapons not exceeding a maximum length of 46" and staff. The types of weapons included in this Skill are Blades, Axes, Hammers, Maces, Staff, and Clubs.

Devout Core Headers

PRIEST **3**

The Priests are protectors of the faithful and agents of Divine wrath. They have the ability to heal wounds and cure ailments, though some choose to take a more aggressive approach to serving their church.

Guarded by Faith: You may Rest for one minute in a temple devoted to your Genesori and gain a single Guard defense against any packet delivered attack.

When purchasing this Header you receive the following Trait: Priest.

Prayers **0**

You may purchase Prayers from the Common prayer lists.

Devotion **3**

You may purchase Prayers from one God-specific list.

Holy Benediction **4**

Prerequisite: May not have Aura of Wrath
You may speak the Holy Benediction that is written in your temple to empower you to heal your allies. To invoke the Benediction, you must spend 1 minute of Rest and read or recite the first line of the benediction while you are within your temple. After doing so, call out “Imbue by Divine” to gain 3 packets of “Heal by Faith”. These packets may not be thrown and must be touch cast. After these three points are

expended, you may recite the second line of the Benediction, and you do not have to be within your temple to do so. After reciting the second line, you gain an additional three castings of “Heal by Faith”. When the three packets are expended, you may recite the third line of the Benediction and gain four additional packets of “Heal by Faith”. When these four are expended, you must return to your temple to reflect on the Holy Benediction and begin the casting again. Reciting lines of the Holy Benediction is not a normal incantation, and does not follow the rules for spellcasting.

Aura of Wrath **4**

Prerequisite: May Not have Holy Benediction
You surround yourself with the wrathful presence of the Genesori’s anger. Spend 1 minute of Focus reflecting in your temple and then read or recite the first line of the Holy Invocation. After doing so, call out “Imbue by Divine” to gain 3 packet attacks of “2 damage by <Genesori Trait>”. After these three packets are expended, you may recite the second line of the Invocation, and you do not have to be within your temple to do so. After reciting the second line, you gain an additional three castings of “2 damage by <Genesori Trait>”. After these 3 packets are expended, you may recite the third line of the Invocation and gain four additional packets of “2 damage by <Genesori Trait>”. Reciting a line of the Holy Invocation follows the normal rules for casting.

Additionally, you gain 1 point of Fervor that may be used in place of any attribute for a single non-beneficial Prayer. This Fervor only refreshes when you recite

the first line of the Holy Invocation in your temple.

You may use your Aura of Wrath once per Prayer you know, up to a maximum of 10 uses per event.

Greater Healing 2

Prerequisite: May not have Greater Smite
When you invoke the Prayer for the Wounded you gain one additional packet. If you perform the Litany version of The Prayer for the Wounded, you may grant one additional Healing effect.

Greater Smite 2

Prerequisite: may not have Greater Healing
When you invoke the Wrath of the Genesori you gain one additional packet.

Enemy of the Wicked 2

Prerequisite: Greater Smite
When invoking your Wrath of the Genesori, you may choose to expend an additional fire to empower the invocation. If you do so, you gain 8 packets instead of your normal base. If you perform the Litany version of the Prayer to Smite the Wicked, you gain 10 packets instead of 8.

Divine Concentration 3

You are skilled in the use of the Staff weapon. Additionally, this Skill will allow you to hold and use a staff while you are casting spells, thus overriding the restriction that casting requires both hands to be empty.

Divine Weapon 2

You are skilled in the use of your God's holy weapon. Additionally, this Skill

will allow you to cast while holding the divine weapon of your chosen god.

Ears of the Divine 1

As the churches of the Genesori are essential to life on Rues, they possess a wide range of knowledge on affairs both devout and secular.

You may pay one silver and submit a question between events as described in the Information Skills section in chapter seven. If your question is appropriate knowledge for your church to have, you may receive answers relevant to your question.

Preventative Medicine 3

If you are struck by an attack with an Effect or Trait that you can cure with one of your known Prayers, exhaust 2 points of Fire and call out "Resist" to negate it.

Request Blessings 4

Between events you may submit one request for aid in an upcoming battle that is involved with your faith. If the faithful can help you may receive boons or blessings related to the task you submit. This Skill does not guarantee a response. You do not specify the type of blessing; that is at the discretion of the faithful that pray for inspiration to aid you. This Skill may not be used if you end an event with a condition that prevents the use of in game Skills.

The request must be for aid in a specific task or against a specific foe. i.e. "Aid to attack the Cult of Horrible Blasphemy" is valid, "Aid against blasphemers" is not.

If you encounter the specific situation for which you requested a blessing and have not received any response for your request, you may choose to refresh 1 Purpose to self to represent your reliance on your own capability instead of aid from your Church.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Conviction 1

Your destructive Prayers that fail to harm the target are still bound by your purpose and are not truly expended. When you throw a packet delivered Prayer, that Prayer is bound to you if it misses its target, or the target calls No Effect, Spirit, or Avoid to negate it. Beneficial spells cannot be bound with this Skill. If you spend one minute Resting, during which you role-play gathering magical energies back to you, then you may gain back those Attributes exhausted to cast Prayers bound in this manner. This Skill may only be used for Prayers that exhaust Earth, Air, Fire, or Water Attributes; per event uses and Evocations are not returned. When you Rest to Refresh

Void you lose any bound Prayers and can no longer Rest to regain those Attributes.

Bringer of Light 1

The Genesori are a beacon of guidance to the world, no matter how dark things become. You may evoke a part of the Holy light of the genesori to grant illumination. You may use a cyalume light stick, small candle, or other light source. The light may be set aside or passed to another character, but it cannot be thrown. The light is a green cyalume stick or similar battery operated light, and it cannot be broken open or disguised to appear as another type of prop or effect. It is said that some casters are able to study ways to create brighter or different colored light

Mendicant 3

A Mendicant is a wandering servant of the Faithful, not of any one Church or one devotion. In their travels they gather relics, heirlooms, curios, and artifacts; some of which are imbued with divine power but others of which have only the power the Mendicant lends to them. Several Mendicant powers require using a Holy Symbol, which can be any object designed by the Mendicant for that purpose. Each power a Mendicant uses should have it's own Holy Symbol, and the Mendicant should know which faith the Holy Symbol originates from. Holy Symbols may not be weapons or shields, but may be affixed to them. The traits used for the ability must either be the traits associated with the specific Faith for that Symbol or be "By Will"

Rewards for Simplicity: Each time you spend one minute resting at a temple or on other consecrated ground, the next Prayer you cast or skill you use from a Devout header which provides a grant effect grants its effect to you as well as to your target (Unless you cannot give that ability to yourself.)

The Church is My Protection 4

You may use beneficial Prayers and abilities while holding a buckler which is decorated in the symbols of the Genesori in your off hand. Your main arm must only be used for casting and cannot contain or have tied to it any objects, except for your Mendicant Holy Symbols. You may not have any additional objects in the same hand or tucked under the same arm as the buckler. This ability does not allow for the casting of arcane spells while holding your buckler.

Symbol of Might of Arms 3

Choose an item which represents your faith which you wear upon your person. Once per Void reset, you may call forward those who you wish to bless and have them touch your buckler, shield or weapon (up to 6). For each person who touches the item, including yourself, touch them with a packet and call out "Imbue by <Genesori Trait>, Grant melee attack 2 damage by <Genesori Trait>"

Buckler 2

You can use a buckler in your off hand.

From the Lips of Angels 2

Exhaust 2 Fire and touch one of your Holy Symbols to your lips then hold it

out for others to touch. Up to 6 people can touch the item in addition to yourself to gain a blessing. For each person who touches the item, touch them with a packet and you can cast a heal 2 damage by <Genesori Trait>.

An Oath of Silence Strengthens the Will 2

You may exhaust 1 Air to reduce any Mental effect to a short Silence. This ability does not work if you are under the effect of a silence already.

The Genesori Provide 2

In thanks for your labors on behalf of the Genesori, the churches provide for your sustenance OR tithing (but not both). If you have other skills that provide both Upkeep and Tithing, this skill instead provides 5 copper at check-in as rewards for your works.

The Words of My Faith are My Shield 2

As long as you are carrying upon your person, a book, scroll or other written work which extols your religion once per event if you are struck by an effect which would cause death, you can resist that effect.

Strength Lent From on High 1

If your arm which you wield your weapon or the weapon itself is adorned with a Holy Symbol of the Genesori, you can call upon the faithful who stood before you to chastise down your foes. Exhaust 1 water for a <Maim> attack using your melee weapon. The Attribute cost is exhausted only if the strike lands

and the opponent acknowledges it through role-play or negates it with a Defense

Cup Overflowing 3
You carry with you so many minor blessings that you rarely need turn away the gifts of the Genesori. You may have one additional Grant effect active as long as it comes from a Divine source.

Fight On in Their Name 3
Take hold of a Holy Symbol you have fashioned onto your armor or clothing, then spend 1 earth and call out “Fight on for the Genesori!” You may then touch up to 4 individuals with a packet and call out “Refresh 1 armor” to each. You may not refresh more than 1 armor to any single individual per use of this ability.

Rest Well 1
You have a curio imbued with a small touch of the healing essence of the Genesori. Touch your relic, exhaust 1 water and call out “Imbue by Magic”. You may touch a packet to an unconscious body and call out “Stabilize” at will. This effect fades when you reset your attributes with Void.

Robes Well Worn 3
If you are wearing robes adorned with writings or symbols of your faith, they will protect you as if they were steel. You may wear such robes instead of physical armor for up to 2 points of armor. You may also repair this armor by spending 1 minute of Focus roleplaying mending your clothing and call out “Refresh 2 armor”. If you have a “Grant Armor” effect, you may increase

the number of armor points refreshed by the value of your armor grant.

Time Spent in Hardship 3
You carry a Holy Symbol that reminds you of long times spent in difficult circumstances, and you can gift your endurance to others. Touch your Holy Symbol and exhaust 1 earth, then touch a packet to up to two targets and call out “Grant Defense, Shield Physical” to protect them.

Purity of Cause, Purity of Body 3
When food has been scarce, the Genesori have protected you no matter what you were forced to eat. Expend 1 water and touch a target with a packet, calling “Cure Poison” to cleanse them as you were cleansed. If they are not afflicted, you may instead give them a portion of your blessing, calling out “Grant Defense, Resist Poison” to protect those who have not yet been poisoned.

ZEALOT 3
Empowered by the fervor of their faith, Zealots tirelessly seek the godless in order to enlighten them. They are skilled proselytizers but when persuasion proves ineffective the Zealot may move on to more direct methods. Blasphemers are advised to duck.

Insight: You may Rest for one minute at a temple to gain a single attack of “By My Gesture, Expose Blasphemer by Divine”

When purchasing this Header you receive the following Trait: Priest.

Accusation 1

You can bring the blasphemies of an individual to light, showing them for the heretic they are. Expend 1 Air and point accusatorially at your target while calling out "By my Gesture, Expose Blasphemer by Will" to show the blasphemer for what they are.

A Part of the Weapon 2

A Zealot without a weapon is unable to strike blasphemers, and thus a Zealot will not drop their weapon. You may expend 1 Air to Resist one Disarm effect.

Divine Weapon 2

This Skill will allow you to use and cast while holding the divine weapon of your chosen god. This Skill may only be purchased one time. Zealots may use a two handed version of their Divine Weapon if they so choose.

Fanaticism 3

Your pursuit of your foes makes you a terrifying opponent to any who would try and stop you. You may expend 1 Earth to Reduce one Stun or Root effect to Frenzy, turning your full wrath on opponents who would dare prevent your righteous anger.

Hafted Weapons 1

You are skilled in the use of Hafted Weapons. Hafted weapons include swords, axes, hammers, clubs, and similar weapons that are two handed. This Skill does not allow the use of pole arms.

Inured to Pain 2

You are too used to pain to allow it to slow you. You may Purge one Agony effect by Focusing for 3 seconds and role-playing your recovery, then expending 1 point of Water. You must call out "Purge" when you use this Skill.

Perseverance 3

You refuse to let minor injuries slow you. So long as you are conscious you may spend 3 seconds of role-playing; wiping blood from your face, shaking your head clear, or similar actions to shrug off your wounds. You exhaust 1 point of Water and call out "Heal 2 to Self" to Heal 2 of your Vitality. This ability will not Cure Effects other than Damage.

Power Stance 1

Once per event you may resist any melee attack that strikes you. Call out "Resist by Will" to negate the attack.

Quick Healer 2

Your toughness is legendary; even a broken limb is just a nuisance to you. You may Purge one Maim effect by role-playing your recovery for 3 seconds of Focus and exhausting 1 point of Water. You must call out "Purge" when you use this Skill.

Righteous Wrath 2

You exhaust 2 points of Fire to make a critical strike with a melee attack. You call "5 Damage" and strike with the attack. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense. Additionally, you may exhaust 1 point of Fire and

choose to call out “5 Damage to Blasphemer” when using this ability. The attribute is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a defense.

Bone Break 1

You may attempt to make a crippling attack with a melee strike against an opponent's limb. You call out "Maim" and strike the limb. If the strike lands you exhaust 1 point of Earth and the opponent suffers the effect of a Maim on that limb. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Scourge 1

You may focus the anger you hold for heretics into a tangible attack. Expend 1 Earth and call out “Agony to Blasphemer” then strike with a melee attack. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other

arm is uncompromised.

The Sermon 2

The faith of a Zealot is without question. A Zealot using The Sermon goes beyond simply personal faith to spread the glories of their church to others. Once per event, by taking time expounding on the virtues of their church, a Zealot can satisfy the Tithing requirements for up to three other players who listen to The Sermon, not including other Zealots. This requires 5 minutes of uninterrupted role-play, after which the Zealot may touch the recipient with a packet and say “Imbue by Faith”, then hand the recipient an Imbue Card. The recipient may turn in this Imbue Card at check in for the next event they attend instead of paying the Tithing.

They Shall Know No Fear 2

You may exhaust 1 Fire to negate one Effect with the Fear Trait. You must call out “Resist” when using this skill.

Fighter Core Headers

BERSERKER 3

The Berserker’s legendary combat prowess is fueled by anger, giving them remarkable strength and resilience. Their ferocity and determination are said to make up for their lack of finesse.

Battle Weapons: You are proficient in the use of all normal two-handed weapons. This includes two handed Axes, Clubs, Hammers, Maces, Swords, Polearms, and Staves, but does not include Glaives.

Agonizing Strike 2

You may exhaust a point of Water and call "Agony" with a melee attack. This Skill is used if the opponent acknowledges the strike through role-play or negates it with a Defense.

Two-handed Mastery 2

You are expertly trained in the use of two-handed weapons of war. All called Damage attacks of 3 or more from your two-handed weapon are increased by 1. This is a temporary modifier and will not stack with any other numeric modifier.

Critical Strike 2

You exhaust 2 points of Earth to make a critical strike with a melee attack. You call out "5 Damage" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Disengage 2

If you are fighting with a melee weapon, you may exhaust 1 point of Air and call out "Disengage" as described in the Effects section.

Bone Break 1

You may attempt to make a crippling attack with a melee strike against an opponent's limb. You call out "Maim" and strike the limb. If the strike lands you exhaust 1 point of Earth and the opponent suffers the effect of a Maim on that limb. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Battle-Hardened 3

You are skilled at protecting your limbs from harm and rolling with blows to recover more quickly from debilitating strikes. You may purge one Maim effect by role-playing a painful recovery for 3 seconds of Focus and exhausting a point of Fire. You must call out "Purge" when you use this Skill

Let Me Walk Again 2

You are strong and can rip free from effects that would serve to hinder your movement. You may Purge one Slow effect by role-playing for 3 seconds of Focus and exhausting a point of Fire. You must call out "Purge" when you use this Skill.

Overcome with Rage 3

While using a two handed weapon, you may exhaust 2 points of Earth to make a melee attack. You call "3 Damage and Slam". The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Quick Strike 2

You may exhaust a point of Water to call "2 Damage" with a melee attack up to 2 times. You exhaust the Attribute the first time you swing using this Effect. One use of this Skill is used if the opponent acknowledges that strike through role-play or negates it with a Defense. You need not use these strikes consecutively. Uncalled strikes and other Skills may be used between the first strike and the second strike. Any remaining strikes are lost when the event ends or you Refresh Attributes with Void.

Unstoppable 2

You are strong and can rip free from effects that would serve to hinder your movement. You may Purge one Root effect by role-playing for 3 seconds of Focus and exhausting a point of Water. You must call out "Purge" when you use this Skill.

Toughness 2

You may exhaust 2 points of Earth to Resist one melee attack that strikes one of your limbs.

DEFENDER 3

Defenders are almost always found at the front of a battle. Stalwart and determined, they hold back encroaching forces while their allies rally behind them.

Armored: The maximum armor you can wear increases by 1 to a maximum of 3. You must wear an appropriate phys-rep for this armor.

Buckler 2

This Skill allows you to use a Buckler. You cannot use a full-sized shield with this Skill. You cannot use packet delivered Effects while you have a Buckler in your hands.

Brace over Force 2

You may exhaust 1 point of Earth to Resist the effects of any Slam.

Disarming Strike 3

You may exhaust 1 point of Air to strike an opponent's weapon with a sword and rip it free from their hand. You must

call out "Disarm" when you hit the weapon. This attack is treated as a limb hit in that it may be negated with a Parry.

Disengage 2

If you are fighting with a melee weapon, you may exhaust 1 point of Air and call out "Disengage" as described in the Effects section.

Quick Strike 2

You may exhaust a point of Water to call "2 Damage" with a melee attack up to 2 times. You exhaust the Attribute the first time you swing using this Effect. One use of this Skill is used if the opponent acknowledges that strike through role-play or negates it with a Defense. You need not use these strikes consecutively. Uncalled strikes and other Skills may be used between the first strike and the second strike. Any remaining strikes are lost when the event ends or you Refresh Attributes with Void.

Parry 3

If you are wielding a melee weapon you are skilled with, you may exhaust 2 points of Earth to negate any melee attack that strikes one of your limbs. Ranged attacks cannot be negated, nor can attacks that strike your torso. You must call out "Parry" when you use this Skill.

Power Stance 1

Once per event you may resist any melee attack that strikes you. Call out "Resist by Will" to negate the attack.

Resilience 3

You may exhaust 1 point of Water to remain standing with 1 point of Vitality instead of falling Stable or Unstable. You must call out "Reduce" when using this skill.

Shield 2

Prerequisite: Buckler

This Skill allows you to use a full sized shield. A full sized shield must be strapped to the arm in order to block. You cannot use packet delivered Effects while you have a full sized shield in your hands.

Strong Limb 4

You may exhaust 1 point of Earth to reduce any Maim attack and instead suffer an Agony effect.

Iron Hide 2

Wearing armor is in your nature. As sure as you can keep your body in good repair, you have learned to do the same to your armor. Focus and role-play fixing your armor for at least one minute and call out "Refresh 3 Armor to self" to refresh your armor points. If this Focus is interrupted then the armor points are not refreshed and you must start again. You may repair your own armor as often as necessary, but you must have been wearing the armor when it was damaged in order to repair it. If you have a "Grant Armor" effect, you may increase the number of armor points refreshed by the value of your armor grant.

SOLDIER 3

The cornerstone of every fighting unit, the soldier is disciplined in the ways of tactics and group fighting. Soldiers do not need to be a part of an active military

or other such group though it is a possibility.

Following Orders: Once per battle you may call out "Heal 2 to self" when following the orders issued by an individual you recognize as your leader on the field. This ability is reset when you have a chance to return to the town and Rest for 5 minutes.

Buckler 2

This Skill allows you to use a Buckler. You cannot use a full sized shield with this Skill. You cannot use packet delivered Effects while you have a Buckler in your hands.

Chow Time 2

You are or were at one time part of a unit and as such are provided with the necessary rations to survive between events. If you use this Skill between events, you do not have to pay food maintenance costs. You cannot use this Skill if you end an event with a condition that prevents the use of game skills. This Skill does not pay for any monetary tithing costs.

Critical Strike 2

You exhaust 2 points of Earth to make a critical strike with a melee attack. You call "5 Damage" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Disengage 2

If you are fighting with a melee weapon, you may exhaust 1 point of Air and call out "Disengage" as described in the

Effects section.

Field Repairs 2

Everyone who fights in armor learns a bit about how to maintain it. No sense wearing armor if it's always broken. Focus and role-play fixing your armor for at least one minute and call out "Refresh 2 Armor to self" to refresh your armor points. If this Focus is interrupted then the armor points are not refreshed and you must start again. You may repair your own armor as often as necessary, but you must have been wearing the armor when it was damaged in order to repair it. If you have a "Grant Armor" effect, you may increase the number of armor points refreshed by the value of your armor grant.

Florentine 1

This Skill allows you to use a dagger in your off hand. It may be a maximum length of 26".

Hold the Line 1

You are expertly trained in the use of soldiering weapons such as spears and two handed weapons. While using one of these soldiering weapons you may exhaust 1 point of Earth and make a melee strike to temporarily stop your opponent's movement. You call "Short Root" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Quick Strike 2

You may exhaust a point of Water to call "2 Damage" with a melee attack up to 2 times. You exhaust the Attribute the

first time you swing using this Effect. One use of this Skill is used if the opponent acknowledges that strike through role-play or negates it with a Defense. You need not use these strikes consecutively. Uncalled strikes and other Skills may be used between the first strike and the second strike. Any remaining strikes are lost when the event ends or you Refresh Attributes with Void.

Parry 3

If you are wielding a melee weapon you are skilled with, you may exhaust 2 points of Earth to negate any melee attack that strikes one of your limbs. Ranged attacks cannot be negated, nor can attacks that strike your torso. You must call out "Parry" when you use this Skill.

Power Stance 1

Once per event you may Resist any melee attack that strikes you. Call out "Resist by Will" to negate the attack.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Shield 2

Prerequisite: Buckler

This Skill allows you to use a full sized shield. A full sized shield must be strapped to the arm in order to block. You cannot use packet delivered Effects while you have a full sized shield in your hands.

Shield Wall 3

You are trained to fight in formation and to use the benefits of a shield wall. When fighting within arms length of 2 allies who are also using shields the Attribute cost of your Parry skill is reduced by one. This Skill does not stack with any other skill that reduces the attribute cost of a Parry.

Soldiers' Weapons 2

You are skilled in the use of soldier's weaponry. The types of weapons included in this Skill are Spears, Polearms, Two Handed Blunt and Two Handed Edged weapons.

Triage 1

A Soldier knows how to make the most of time on the battlefield. This Skill shortens the time of the Set Limbs and First Aid Skills by 30 seconds.

Mage Core Headers

NATURALIST 3

Naturalists are usually intuitive or empathetic mages, concentrating their studies and experience in the civilized world. Unlike some of the other arcane casters, they are often concerned with

their fellow man, focusing their talents on aiding and understanding them.

Familiar Flora: When you Focus for 1 minute in your sanctum to spend Arcane Energy points, you gain a single defense of "Shield Metabolic"

When purchasing this Header you receive the following Trait: Arcane.

Some Skills with the Arcane Trait require you to construct and use an Arcane Sanctum. This is a mystical circle you construct where you can focus your energies. The sanctum must have at the minimum a 3' circle on the floor or wall decorated with runes and arcane symbols. To focus your energies you sit in the circle or, if space is tight and the circle is on a wall, sit under it or close enough to be able to touch it. You may role-play with others while Resting within your sanctum. Skills that require an Arcane Sanctum may only be applied to arcane spells.

Alter Arcane Element 1

Mages are able to tap into the uncontrolled wild magic to change the nature of a spell they are casting, though this does come at some great personal cost. By sacrificing 1 Vitality, the mage can change the Elemental, Mental, or Metabolic Trait of any spell they are casting to another trait of the same type (e.g. change Agony by Water to Agony by Fire, change 2 Damage by Awe to 2 Damage by Will, etc.) The Vitality cost is in addition to the normal Attribute cost for the spell. This Vitality cost comes directly from the caster's Vitality, not from any Armor or other protection they may have. If this Vitality loss puts

the caster to 0, they drop to Unstable. This skill may only be used on Arcane spells. The trait may only be altered one time. This skill will not stack with any other trait changing skill.

Arcane Lore 1

The arcane community was shattered long ago by the Great Tragedy, and arcane magic passed into the realm of tales and legends. Information still exists from the period before magic left the world, but it can be unreliable and difficult to come by. You have made a point of knowing where to look for the relics of arcane knowledge. If you spread some money around you will be rewarded with rumors or tales about the methods and abilities of mages, or the nature of Arcane Magic. This is an information skill that requires you to spend money to loosen lips. You submit a question between events as described in the Information Skills section. If the question is appropriate for your contacts, you may receive knowledge appropriate to your question.

Infusion 3

You call forth a tempest of magical energy that you can tap to cast Arcane spells. Once per event you may call out “Imbue by Infusion” to gain 2 Infusion points for your Air, Earth, Fire and Water Attributes. These temporary Attribute points are used to cast packet delivered Arcane spells that require the appropriate Attribute. You must use up these points when casting packet delivered Arcane spells before exhausting the underlying Attributes. These points cannot be Refreshed with Void, though they can be Refreshed with the Spellbound Skill. When you invoke

this Skill any existing Infusion points are lost.

Font of the Arcane 2

Mages are able to use their Arcane Sanctum to harness the powers of Wild Magic. For each spell you have purchased under an arcane header you gain 2 points of Arcane Energy. A point of energy may be spent in place of an attribute to cast an evocation spell that you have purchased under an Arcane header. Arcane Energy points may only be used to cast evocations. Rest for one minute in your arcane sanctum and expend the number of Arcane Energy equal to the attribute cost of the evocation and call out the incant as normal. Arcane Energy is not refreshed when you Refresh attributes with Void. If you are drained of your Font of the Arcane skill any unused spells are lost.

Raw Power 1

If one of your packet delivered evocation strikes misses or is negated with called defense you regain the use of that strike. You may use this skill once per evocation.

Arcane Torrent 1

Prerequisite: Font of the Arcane
You may now spend your Arcane Energy even when outside of your sanctum. This still requires one minute of Rest. Additionally if you are within your Arcane Sanctum when spending your Arcane Energy you may also imbue yourself with 2 non evocation spells that have an attribute cost of 1 or less. Call out “Imbue (Spell Name) by Magic.” You must still incant when you choose to use these spells but attributes are not

expended. You may imbue the same spell multiple times with this ability. Once you have used all of your Arcane Energy, you may no longer benefit from this skill. If you are drained of either Font of the Arcane or Arcane Torrent, any imbued spells are lost.

Anima Sphere 2

This Skill allows you to purchase spells from the Anima Sphere. These spells are purchased and used like a Skill.

Essence Sphere 2

This Skill allows you to purchase spells from the Essence Sphere. These spells are purchased and used like a Skill.

Universal Sphere 2

This Skill allows you to purchase spells from the Universal Sphere. These spells are purchased and used like a Skill.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Staff of the Arcane 3

This Skill allows you to hold and use any staff while you are casting spells, overriding the restriction that casting

requires both hands to be empty.

SORCERER 3

Sorcerers are thought to be the darkest of the arcane casters. They practice their arts in the esoteric and unpleasant realms of Illusion and Entropy, both of which are apt to make the average citizen uneasy.

Mind Fortress: When you Focus for 1 minute in your sanctum to spend Arcane Energy points, you gain a single defense of "Shield Mental"

When purchasing this Header you receive the following Trait: Arcane.

Some Skills with the Arcane Trait require you to construct and use an Arcane Sanctum. This is a mystical circle you construct where you can focus your energies. The sanctum must have at the minimum a 3' circle on the floor or wall decorated with runes and arcane symbols. To focus your energies you sit in the circle or, if space is tight and the circle is on a wall, sit under it or close enough to be able to touch it. You may role-play with others while Resting within your sanctum. Skills that require an Arcane Sanctum may only be applied to arcane spells.

Alter Arcane Element 1

Mages are able to tap into the uncontrolled wild magic to change the nature of a spell they are casting, though this does come at some great personal cost. By sacrificing 1 Vitality, the mage can change the Elemental, Mental, or Metabolic Trait of any spell they are casting to another trait of the same type (e.g. change Agony by Water to Agony

by Fire, change 2 Damage by Awe to 2 Damage by Will, etc.) The Vitality cost is in addition to the normal Attribute cost for the spell. This Vitality cost comes directly from the caster's Vitality, not from any Armor or other protection they may have. If this Vitality loss puts the caster to 0, they drop to Unstable. This skill may only be used on Arcane spells. The trait may only be altered one time. This skill will not stack with any other trait changing skill.

Arcane Lore 1

The arcane community was shattered long ago by the Great Tragedy, and arcane magic passed into the realm of tales and legends. Information still exists from the period before magic left the world, but it can be unreliable and difficult to come by. You have made a point of knowing where to look for the relics of arcane knowledge. If you spread some money around you will be rewarded with rumors or tales about the methods and abilities of mages, or the nature of Arcane Magic. This is an information skill that requires you to spend money to loosen lips. You submit a question between events as described in the Information Skills section. If the question is appropriate for your contacts, you may receive knowledge appropriate to your question.

Entropy Sphere 2

This Skill allows you to purchase spells from the Entropy Sphere. These spells are purchased and used like a Skill.

Illusion Sphere 2

This Skill allows you to purchase spells from the Illusion Sphere. These spells

are purchased and used like a Skill.

Universal Sphere 2

This Skill allows you to purchase spells from the Universal Sphere. These spells are purchased and used like a Skill.

Infusion 3

You call forth a tempest of magical energy that you can tap to cast Arcane spells. Once per event you may call out “Imbue by Infusion” to gain 2 Infusion points for your Air, Earth, Fire and Water Attributes. These temporary Attribute points are used to cast packet delivered Arcane spells that require the appropriate Attribute. You must use up these points when casting packet delivered Arcane spells before exhausting the underlying Attributes. These points cannot be Refreshed with Void, though they can be Refreshed with the Spellbound Skill. When you invoke this Skill any existing Infusion points are lost.

Font of the Arcane 2

Mages are able to use their Arcane Sanctum to harness the powers of Wild Magic. For each spell you have purchased under an arcane header you gain 2 points of Arcane Energy. A point of energy may be spent in place of an attribute to cast an evocation spell that you have purchased under an Arcane header. Arcane Energy points may only be used to cast evocations. Rest for one minute in your arcane sanctum and expend the number of Arcane Energy equal to the attribute cost of the evocation and call out the incant as normal. Arcane Energy is not refreshed when you Refresh attributes with Void.

If you are drained of your Font of the Arcane skill any unused spells are lost.

Raw Power 1

If one of your packet delivered evocation strikes misses or is negated with called defense you regain the use of that strike. You may use this skill once per evocation.

Arcane Torrent 1

Prerequisite: Font of the Arcane
You may now spend your Arcane Energy even when outside of your sanctum. This still requires one minute of Rest. Additionally if you are within your Arcane Sanctum when spending your Arcane Energy you may also imbue yourself with 2 non evocation spells that have an attribute cost of 1 or less. Call out "Imbue (Spell Name) by Magic." You must still incant when you choose to use these spells but attributes are not expended. You may imbue the same spell multiple times with this ability. Once you have used all of your Arcane Energy, you may no longer benefit from this skill. If you are drained of either Font of the Arcane or Arcane Torrent, any imbued spells are lost.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires

both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Staff of the Arcane 3

This Skill allows you to hold and use any staff while you are casting spells, overriding the restriction that casting requires both hands to be empty.

WIZARD 3

Of all the arcane casters, Wizards are the most accepted and sought after of the arcane casters on Rues. Their ability to wield the destructive power of nature is valued by peacekeepers and military organizations. They find their welcome amongst the general populace through their ability to cure afflictions of the mind and gird folks against harm.

Bend the Elements: When you Focus for 1 minute in your sanctum to spend Arcane Energy points, you gain a single defense of "Shield Elemental"

When purchasing this Header you receive the following Trait: Arcane.

Some Skills with the Arcane Trait require you to construct and use an Arcane Sanctum. This is a mystical circle you construct where you can focus your energies. The sanctum must have at the minimum a 3' circle on the floor or wall decorated with runes and arcane symbols. To focus your energies you sit in the circle or, if space is tight and the circle is on a wall, sit under it or close enough to be able to touch it. You may role-play with others while Resting within your sanctum. Skills that require an Arcane Sanctum may only be applied

to arcane spells.

Alter Arcane Element 1

Mages are able to tap into the uncontrolled wild magic to change the nature of a spell they are casting, though this does come at some great personal cost. By sacrificing 1 Vitality, the mage can change the Elemental, Mental, or Metabolic Trait of any spell they are casting to another trait of the same type (e.g. change Agony by Water to Agony by Fire, change 2 Damage by Awe to 2 Damage by Will, etc.) The Vitality cost is in addition to the normal Attribute cost for the spell. This Vitality cost comes directly from the caster's Vitality, not from any Armor or other protection they may have. If this Vitality loss puts the caster to 0, they drop to Unstable. This skill may only be used on Arcane spells. The trait may only be altered one time. This skill will not stack with any other trait changing skill.

Arcane Lore 1

The arcane community was shattered long ago by the Great Tragedy, and arcane magic passed into the realm of tales and legends. Information still exists from the period before magic left the world, but it can be unreliable and difficult to come by. You have made a point of knowing where to look for the relics of arcane knowledge. If you spread some money around you will be rewarded with rumors or tales about the methods and abilities of mages, or the nature of Arcane Magic. This is an information skill that requires you to spend money to loosen lips. You submit a question between events as described in the Information Skills section. If the question is appropriate for your contacts,

you may receive knowledge appropriate to your question.

Infusion 3

You call forth a tempest of magical energy that you can tap to cast Arcane spells. Once per event you may call out “Imbue by Infusion” to gain 2 Infusion points for your Air, Earth, Fire and Water Attributes. These temporary Attribute points are used to cast packet delivered Arcane spells that require the appropriate Attribute. You must use up these points when casting packet delivered Arcane spells before exhausting the underlying Attributes. These points cannot be Refreshed with Void, though they can be Refreshed with the Spellbound Skill. When you invoke this Skill any existing Infusion points are lost.

Providence Sphere 2

This Skill allows you to purchase spells from the Providence Sphere. These spells are purchased and used like a Skill.

Elemental Sphere 2

This Skill allows you to purchase spells from the Elemental Sphere. These spells are purchased and used like a Skill.

Universal Sphere 2

This Skill allows you to purchase spells from the Universal Sphere. These spells are purchased and used like a Skill.

Font of the Arcane 2

Mages are able to use their Arcane Sanctum to harness the powers of Wild Magic. For each spell you have purchased under an arcane header you

gain 2 points of Arcane Energy. A point of energy may be spent in place of an attribute to cast an evocation spell that you have purchased under an Arcane header. Arcane Energy points may only be used to cast evocations. Rest for one minute in your arcane sanctum and expend the number of Arcane Energy equal to the attribute cost of the evocation and call out the incant as normal. Arcane Energy is not refreshed when you Refresh attributes with Void. If you are drained of your Font of the Arcane skill any unused spells are lost.

Raw Power 1

If one of your packet delivered evocation strikes misses or is negated with called defense you regain the use of that strike. You may use this skill once per evocation.

Arcane Torrent 1

Prerequisite: Font of the Arcane
You may now spend your Arcane Energy even when outside of your sanctum. This still requires one minute of Rest. Additionally if you are within your Arcane Sanctum when spending your Arcane Energy you may also imbue yourself with 2 non evocation spells that have an attribute cost of 1 or less. Call out "Imbue (Spell Name) by Magic." You must still incant when you choose to use these spells but attributes are not expended. You may imbue the same spell multiple times with this ability. Once you have used all of your Arcane Energy, you may no longer benefit from this skill. If you are drained of either Font of the Arcane or Arcane Torrent, any imbued spells are lost.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Staff of the Arcane 3

This Skill allows you to hold and use any staff while you are casting spells, overriding the restriction that casting requires both hands to be empty.

Rogue Core Headers

ARCHER 3

Archers have turned a simple hunting weapon into an instrument of war. They have made their weapon of choice like an extension of their arm, able to perform feats that require precision and mastery. Most opponents will never get the opportunity to engage an Archer in close combat.

Master Fletcher: The time required to fletch arrows is reduced to 1 minute

Agonizing Shot 1

You may exhaust a point of Water to make a nerve strike with a bow or crossbow shot. You call out "Agony" and fire the weapon. The Attribute cost

is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Critical Shot 1
You exhaust 1 point of Air to make a critical strike with an arrow. You call "5 Damage" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Disarming Shot 1
You are capable of precise shots that knock weapons and items from the hands of your targets. You exhaust a point of Water; call out "Disarm <Limb> by Air" and fire an arrow. If it hits the target, the target suffers the effect of a Disarm. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Fear my Arrow 3
The threat of a knocked arrow is enough to ward away a potential attacker. Knock an arrow and point at an opponent with the index finger of your bow hand as you aim the bow at them. Exhaust a point of Fire and call out "By my Gesture, Repel by Fear". You may maintain the Gesture until you make an attack or change targets. If you make an attack you must pull the bow back and point it upwards to show the Effect has ended.

Hunt and Survive 2
You are quite adept at hunting to survive. If you use this Skill between

events, you do not have to pay food maintenance costs. You cannot use this Skill if you end an event with a condition that prevents the use of game Skills. This Skill does not pay for any monetary tithing costs.

Nimble Evade 4
You may exhaust 3 points of Water to negate any one missile or packet attack. You must call out "Avoid" when you use this Skill.

Rain of Arrows 1
Twice per event you may steady yourself, plant your feet and call out "Imbue by Archery" to fire off a volley of deadly arrows. You may call out "2 Damage" with each arrow you fire until you move your right foot or your quiver runs out of arrows. You may pivot your right foot and you may use other called Archery attacks but using other Skills or falling unconscious ends this effect. Using Refresh Quiver also ends this effect.

Refresh Quiver 1
You may exhaust 1 point of Earth to instantly refresh the arrows in your quiver rather than spending one minute to fletch new arrows. Call out "Refresh Quiver by Inspiration" when you use this Skill.

Expanded Quiver 1
Prerequisite: Refresh Quiver Skill
This skill increases your quiver size by 10 arrows to a maximum of 20 total.

Shields Are For Wimps 2
If you have strengthened your bow using the Strengthened Bow Skill you may use

a medium weapon up to 36" long in your other hand during melee combat provided you have the Skill to use such a weapon.

Strengthened Bow 3

You have strengthened your bow so it can be used to parry incoming blows. If the bow prop has been approved by staff as a parrying weapon you may block melee attacks with the bow as if it was a melee weapon. Using it in such a manner snaps the string and makes it unable to fire arrows until you spend at least 3 seconds of Focus to "restring" the bow. You may not under any circumstance strike an opponent with your bow prop.

MERCENARY 3

There is glory in charging into battle with weapons raised high and shouting a challenge to the strongest fighter on the field, but there is profit in surviving. The Mercenary knows how to be effective on the battlefield without drawing the ire of the entire enemy line.

Feels Good to Get Paid: Any time you are paid by an NPC after being hired to undertake a task that requires a guide or travel through a gate, you may refresh 1 point of Air, Earth, Fire, or Water.

Agonizing Strike 2

You may exhaust a point of Fire and call "Agony" with a melee attack. This Skill is used if the opponent acknowledges the strike through role-play or negates it with a Defense.

Assassin's Strike 2

When behind an opponent and able to

see both of their shoulder blades you may exhaust 1 point of Water and make a melee attack. You must call out "5 Damage" and tap the opponent on the back of the shoulder with a melee weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Buckler 2

This Skill allows you to use a Buckler. You cannot use a full-sized shield with this Skill. You cannot use packet delivered Effects while you have a Buckler in your hands.

Celerity 3

Your quickness and agility protect you from damage. You may exhaust 1 point of Air and rest for one minute to give yourself 2 Armor points. Resting for 1 minute can also Refresh these Armor points and any additional points gained through grants or other increases. Choose how you role-play your Resting time. You cannot use this Skill if you are already protected by Armor points, and these points are lost if you put on or activate any other armor or ability that gives you Armor points. These Armor points last until the end of the event or until you Refresh Attributes with Void.

Disengage 2

If you are fighting with a melee weapon, you may exhaust 1 point of Air and call out "Disengage" as described in the Effects section.

Dual wield 2

Prerequisite: Florentine

This Skill allows you to use a short weapon in your off hand. It may be a maximum length of 36".

Florentine 1

This Skill allows you to use a dagger in your off hand. It may be a maximum length of 26".

Go for the Throat 2

When behind an opponent and able to see both of their shoulder blades you may exhaust 2 points of Air and make a melee attack that prevents them from calling out. You must call out "Silence" and tap the opponent on the back of the shoulder with a melee weapon. This Skill cannot be used while running; your feet must be planted when you use this Skill. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Lunch Money 2

You are quite adept at procuring or finding a way to survive between events. If you use this Skill between events, you do not have to pay monetary or food maintenance costs. You cannot use this Skill if you end an event with a condition that prevents the use of game skills. This Skill does not pay for any monetary tithing costs.

Quick Strike 2

You may exhaust a point of Water to call "2 Damage" with a melee attack up to 2 times. You exhaust the Attribute the first time you swing using this Effect. One use of this Skill is used if the opponent acknowledges that strike through role-play or negates it with

a Defense. You need not use these strikes consecutively. Uncalled strikes and other Skills may be used between the first strike and the second strike. Any remaining strikes are lost when the event ends or you Refresh Attributes with Void.

Waylay 3

When behind an opponent and able to see both of their shoulder blades you may exhaust 2 points of Earth and make a melee attack. You must call out "Stun" and tap the opponent on the back of the shoulder with a melee weapon. This Skill cannot be used while running; your feet must be planted when you use this Skill. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Field Repairs 2

Everyone who fights in armor learns a bit about how to maintain it. No sense wearing armor if it's always broken. Focus and role-play fixing your armor for at least one minute and call out "Refresh 2 Armor to self" to refresh your armor points. If this Focus is interrupted then the armor points are not refreshed and you must start again. You may repair your own armor as often as necessary, but you must have been wearing the armor when it was damaged in order to repair it. If you have a "Grant Armor" effect, you may increase the number of armor points refreshed by the value of your armor grant.

PUGILIST 3

Pugilists are skilled at fighting with nothing more than their natural weapons.

Whether trained in a formal school, learned through practical application, pugilists are impressive to behold in action, able to hold their own against even armed opponents.

Brawler: You can attack and parry with bare fists or claws. You may fight with a red claw prop in each hand but may not fight with a claw rep and another weapon or a shield. You may use 2 medium claws that may be a maximum length of 36".

All Skills in this Header may only be used with red claw props.

Threatening Reach 2
This Skill allows you to use 2 long claws that may be a maximum length of 46".

Agonizing Blow 1
You may exhaust a point of Water to make a nerve strike with a fist or claw. You call out "Agony" and strike the opponent. The Attribute cost is Exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Rope a Dope 5
When struck by a called melee attack of 3 or more you may exhaust 3 points of Water and call out "Avoid and Imbue to Self" and you gain one "5 Damage" attack against your opponent. The counterattack is exhausted only if the strike lands and the opponent acknowledges it through role-playing, negates it with a Defense, or you switch targets.

Back against the Wall 3
You fight stronger when forced into a corner. You may exhaust 2 points of Earth and plant both feet and call "2 Damage" with your swing. As long as your feet remained planted you may continue to make that called swing. The effect ends if you move your feet, fall stable, fall unstable or suffer a Death effect.

Bone Break 1
You may attempt to make a crippling attack with a melee strike against an opponent's limb. You call out "Maim" and strike the limb. If the strike lands you exhaust 1 point of Earth and the opponent suffers the effect of a Maim on that limb. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Capitalizing on Pain 2
If you witness an opponent under the Agony effect you may capitalize on this opportunity. While the opponent is role-playing the Agony effect you may exhaust 1 point of Air and call out "Slam". The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Disarming Blow 3
You may exhaust 1 point of Water to strike an opponent's weapon with a claw and rip it free from their hand. You must call out "Disarm" when you hit the weapon. This attack is treated as a limb hit in that it may be negated with a

Parry.

Disengage 2
If you are fighting with a melee weapon, you may exhaust 1 point of Air and call out "Disengage" as described in the Effects section.

Power Stance 1
Once per event you may Resist any melee attack that strikes you. Call out "Resist by Will" to negate the attack.

Strong Limb 3
You may exhaust 1 point of Fire to reduce any Maim attack that strikes you and instead suffer an Agony effect. You must call out "Reduce" when using this skill.

Scholar Core Headers

ALCHEMIST 2
Alchemists make use of the many natural resources of Rues to create powerful substances that enhance the user's abilities. They are both daring and scholarly, often trying out their experimental elixirs on themselves.

Brew Alchemy: You have learned to brew certain limited alchemical substances that are safe for non-alchemists to drink. These alchemical substances may be applied by the alchemist who brews them, or bottled and supplied to others. If they are bottled, each substance must have a phys-rep and a tag explaining the

effect. If you are keeping them for your own use, you may combine any number of alchemical substances into a flask and roleplay pouring out a draft when using the effect.

Using Conserve Materials with any of these recipes can never reduce the component cost below one component. The Alchemist may choose which rarity of component is expended in these cases.

Stabilize potion: you may touch a packet to an individual and call out "Stabilize". There is no limit on the number of times you may do this. This potion may only be used by characters with the Alchemist header.

Cost: 1 Rare

Healing Draught: Consuming this potion causes a "Heal 1 by Alchemy" effect."

Cost: 1 common, 1 uncommon

Neutralize Poison: Consuming this potion causes a "Cure Poison" effect.

Cost: 2 common, 2 uncommon

Liquid Courage: Consuming this potion causes a "Grant defense, Shield Fear" effect.

Cost: 2 common, 1 uncommon

7 League Elixir: Consuming this potion causes a "Cure Slow effect".

Cost: 2 common, 1 uncommon

Nerve Tonic: Consuming this potion causes a "Grant defense, Shield Weakness"

Cost: 2 common, 1 uncommon.

Conserve Materials 2*
Your long hours of studying your craft have taught you to find simpler ways to create and thus you are able to save your materials. This skill may be bought three times total, regardless of what crafting career gave you access to the skill. Your

first purchase allows you to conserve 1 common (green) component. Your second purchase allows you to preserve 2 common or 1 uncommon (blue) components. Your third purchase allows you to conserve 3 common; 1 common and 1 uncommon; or one rare (red) component. The benefits of these purchases do not stack; the previous benefits are replaced by the benefits of your new purchase level. This skill has no effect on components used in Enchanting.

Use Caustic Substance 1

The character is skilled in the use of Alchemical substances and can safely imbibe Caustic substances. Use of Caustic substances no longer causes an Agony effect and instead grants the listed powers on the Alchemical Substance card. The use of Caustic substances is said to potentially have adverse effects on the mind or body. If you imbibe more than 10 Caustic substances in one event you will gain the “Overdosed” trait.

Lead Belly 1*

Repeated use of alchemy has made the character highly resistant to the ill effects of Overdosing. One purchase of this skill allows the character to imbibe two additional Caustic Alchemical Substances each event before gaining the “Overdosed” trait. A second purchase of this skill allows the character to imbibe 3 additional Substances each event before gaining the “Overdosed” trait. This skill may be purchased up to twice.

A Use for Everything 2*

An Alchemist who is cautious can learn

to use a great variety of herbs, animal parts, minerals, and other sundry items to create their substances. This skill allows the Alchemist to draw one random Alchemical Component from a draw bag at check in at each event. This skill is purchasable up to twice.

Studied Recipe (Varies) *

Each purchase of this skill allows for the creation of a different Caustic Substance. A Caustic Substance learned with this skill may be crafted multiple times, limited only by the components available to the Alchemist.

Recipe: Diamond Hand Elixir 2

This substance allows the imbiber to harden their hands to weapon-like toughness. The Alchemist may fight with two red claw props up to 36”. If the Alchemist has another skill that allows the use of claw weapons, they may instead use claw props up to 46” in length.

Cost: 3 common, 1 uncommon

Recipe: Dragon’s Breath Tonic 1

This tonic creates a ball of roiling fire in the stomach of its user. After drinking a Dragon’s Breath Tonic, call out “Grant Attack, 5 Damage by Fire”. The Alchemist may throw a packet and call out “5 damage by Fire” once. This attack may be held for as long as the Alchemist likes before using, but will be lost when the Alchemist resets their attributes with Void

Cost: 2 common, 1 uncommon

Recipe: Hale Draught 1

A Hale Draught Grants the imbiber 3 Protection points. You must call out “Grant 3 protection to Self” after

imbibing this alchemy.

Cost: 2 common, 2 uncommon

Recipe: Metamorphic Tincture 3*

By mutating the very essence of the body, a Metamorphic Tincture allows an Alchemist to refresh themselves in one aspect while simultaneously withering other aspects. Each time this is purchased, choose one Attribute: Earth, Air, Fire, or Water. Imbibing the Metamorphic Tincture allows the Alchemist to expend 1 of the attribute associated with the tincture in order to Refresh 1 of any other Attribute. Vitality and Void cannot be restored with Metamorphic Tincture. This may be purchased up to 4 times, once for each Attribute.

Cost: 2 common, 2 uncommon

Recipe: Elixir of Sustenance 2

The Elixir of Sustenance thickens the blood of the Alchemist, making it unlikely that they will bleed to death. After imbibing this Substance, if the character would fall Unstable due to damage, they may choose to fall Stable instead. After one use, this Substance is expended. This Substance has no effect on Death effects.

Cost: 3 common, 1 uncommon, 1 rare

Recipe: Snake Skin Elixir 1

After imbibing this elixir, an Alchemist may shed parts of their skin to aid in their escape from bondage. Snake Skin Elixir allows the Alchemist to role-play working their feet loose for 3 seconds and call “Purge” to escape the Root effect. This Substance may also be used to break free from actual bonds, such as rope or shackles. After 3 seconds of Focus role-playing working free from

the bonds, the Alchemist may remove the prop. No call is necessary for this use of the skill. The elixir is expended by either use and must be reapplied to be used again. The effect of this substance fades if the imbiber resets their Attributes with Void.

Cost: 3 common, 2 uncommon

Recipe: Calcifying Draught 2

Calcifying Draught works quickly to mend broken bones in its imbiber. After imbibing this Substance, an Alchemist may role-play the painful knitting of bones and muscles for 3 seconds of Focus and call “Purge” to any one Maim effect. This effect does not have to be used against the first Maim effect that strikes the Alchemist, but once it is used the Substance is expended and must be reapplied to be used again. The effect of this substance fades if the imbiber resets their Attributes with Void.

Cost: 3 common, 2 uncommon

Recipe: Potion of Expansive Breath 3

This potion increases the lung capacity of the Alchemist, allowing them to take in a huge breath and release it in devastating fashion. After imbibing this Substance, the imbiber calls out “Grant Attack, Slam by Wind” to prepare the breath needed for this attack. The Alchemist may then call out “Slam by Wind” and throw a packet to use the attack. This attack may be held for as long as the Alchemist likes before using, but will be lost when the Alchemist resets their Attributes with Void.

Cost: 3 common, 1 uncommon, 1 rare

AMBASSADOR 2

In times of peace or in times of war, the

Ambassador is a valuable part of any force or government. They are adept at negotiating peace, but if violence must occur they can keep entire battle lines from falling.

Delegation: You may create a Delegation and initiate new members by mystically linking them to your Delegation by empowering them with your Delegation name. The ritual must be at least 1 minute long but most are longer and more elaborate ceremonies. When you perform this ritual you must exhaust 1 point of Air and call out "Imbue by Delegation" and you will gain the Delegation name as a Trait. You may then empower each initiate that takes place in the ritual. When the initiation is complete touch the new group member and call out "Permanent Imbue <Delegation> Trait by Inspiration" to give the member the delegation Trait permanently. Up to 10 total members can be initiated to a Delegation. You need only exhaust 1 point of Air to create the delegation. You may also use this Skill to remove your Delegation Trait from an individual that is currently part of the Delegation. You must touch a willing or helpless character with a packet, exhaust 1 point of Air and call out "Cure <Delegation> Trait by Inspiration" to remove the Trait from them permanently. Any time you wish to remove an individual from the Delegation it will exhaust 1 point of Air.

Aiding Voice 3

While upon the field of battle with your Delegation and their colors properly displayed you may exhaust a point of Water and call out "By My Voice, Stabilize to <Delegation>" and prevent

them from bleeding out. This skill may only be used on a Delegation formed by you with the Create Delegation skill.

Assembly 3

When presenting as an ambassador, it is always proper to arrive with your entire delegation assembled. Exhaust 1 purpose and call out "By My Voice, Imbue Assembly to <Delegation>". Any character with your delegation trait may become a Spirit and travel directly to you. This is not mandatory, and any character may refuse the call if they choose. While traveling, any attack that is "to Spirit" will remove the Spirit trait and defense immediately. This spirit state ends as soon as the character is within arm's reach of you, or if that is not possible it ends when the character can get no closer. This skill will have no effect on dead or unconscious members of your Delegation.

While your Delegation is traveling, you must remain in the area to which you summoned the Delegation. You may take a few steps or fight, but may not travel far from your starting place. Additionally, you may not use any ability that gives you the Spirit defense; you must remain in the physical world until they arrive.

This skill may not be modified by the skill Polyglot, it can only be used to summon your Delegation.

Courier 2

Between events you may pay 1 silver to attempt to send letters to other characters in the world. You may send up to 5 letters each event. You may pay the cost and you may send an electronic copy of

the physical letter to plot between events. You may also turn in a physical prop to plot if the physical representation has some significance. You must know where the letter is to be sent. You need not attempt to deliver the letter yourself; the Couriers Guild sends it along to the proper place. There is always a chance that a letter will be intercepted if you send it someplace dangerous or if someone is attempting to foil your attempts. If you believe this to be the case you may increase the amount you pay for the delivery to help ensure its safety. Be aware that someone attempting to foil your communication might likewise have the ability to pay more to intercept the letter. This skill does not hinder you from corresponding with player characters between events. This is only used for sending letters to plot characters.

Folklore 3

Your talents have made it easy for you to meet people from a wide variety of places, cultures, and stations. The stories and rumors of each community often has at least a grain of truth, and even can reveal deep secrets to the discerning eye. If you spread some money around you often be rewarded with rumors, legends and cultural histories about a particular place, item or group. This is an information skill that requires you to spend money to loosen lips. You submit a question between events as described in the Information Skills section. If the question is appropriate for your contacts, you may receive knowledge relevant to your question.

Passage of Knowledge 2

Teaching the less experienced has long

been a tradition of the Ambassador. You may role-play for 1 minute with a character teach them about some way of the world, and by doing this you may also determine if they can be affected by this Skill. At the end of the time you may touch a willing and conscious recipient with a packet to diagnose the Initiate Trait. If the recipient has the Initiate Trait you may inspire them to carry on in uncertain times by Refreshing a point of Void. Exhaust 1 point of Fire and call out "Refresh Void to Initiate". You must also use in-game language to explain to the recipient that they may only be affected by this Skill once per event.

Political Contacts 3

You are have many contacts within the social and political circles of Rues. As such you are able to find out pieces of knowledge related to politics. If you spread some money around you often hear rumors or tales about the things other civilized folk have seen and events they may have attended. This is an information skill that requires you to spread around some money to loosen lips.

You submit a question between events as described in the Information Skills section. When submitting this question, you designate the culture in which you are asking your question. If the question is appropriate for the social circles you might travel in you may receive knowledge appropriate to your question.

Additionally, for the next event after submitting this question, you are considered an ambassador to the culture you designated. You have the name of

that culture as a Trait for the event. If you do not have a question to ask, you may simply submit the culture you wish to represent. Doing this has no coin cost.

Polyglot 2

You are so familiar with the cultures of Rues that you often find yourself feeling like a native in any land you visit. When using Ambassador skills, instead of using the name of your delegation, you may substitute any culture Traits you have. This includes the trait from your culture and any Trait gained from using the Political Contacts skill.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Studious 3

An Ambassador is a studied individual and master of the arts. One time per Event, as a student of many different arts you may use any per Event or Attribute-powered Skill from the Core Headers. You must pay any Attribute costs for the Skill in question. If the Skill could normally be used at any time you must choose a target upon which it

will be used. You will only be able to use that Skill upon the chosen target once. This may not be used on spells or racial or cultural Skills, or divine empowerments.

Triage 1

An Ambassador is always looking out for their Delegation. This Skill shortens the time of the Set Limbs and First Aid Skills by 30 seconds.

Vocal Medicine 4

While upon the field of battle with your Delegation and their colors properly displayed you may exhaust 2 points of Earth and call out "By My Voice, Heal 2 to <Delegation>" and heal their wounds. This skill may only be used on a Delegation formed by you with the Create Delegation skill.

EXCAVATOR 2

Excavators can get themselves out of (and into) almost any tight situation with their agility, dexterity and stealth. While some are merely treasure hunters or explorers, many Excavators have also found ways to lend a hand to worthy causes with their skills.

Guiding the Way: You may create a light, using a battery powered candle or cylume stick. Your light may be orange, red, or yellow. You may only have one light at a time, though you may give it to others.

Agonizing Strike 2

You may exhaust a point of Water and call "Agony" with a melee attack. This Skill is used only if the opponent acknowledges the strike through role-

play or negates it with a Defense.

Contacts 2

Excavators the world over are known for sharing their greatest accomplishments, and for egging each other on toward new and exciting things to explore. Between events you may submit an information skill related to your work as an Excavator. This may take one of two forms -

First, you can ask about the work that others are doing elsewhere in Rues. You may ask about discoveries of places or artifacts, strange occurrences, notable activities, or other similar information. You may direct this inquiry to specific subjects or topics, or leave it broad to catch new and interesting goings on.

Second, you can instead keep an ear out for things in your local area. You may hear about discoveries, but may also hear about potential jobs, opportunities, or subjects of interest. In this case you do not provide additional direction, as it will be focused the Fortune's Bend area.

This is an information skill that requires a payment of one silver and must be submitted between events as described in the Information Skills section in chapter seven.

Cloak of Shadow 4

You may protect yourself from harm by drawing a dark, hooded cloak about you and melding with the shadows. You are empowered to seek shelter someplace between the shadows, becoming insubstantial to the real world so long as

you do not move. It must be night time or you must be fully in a shadow to use this ability. The shadow must be larger than your body and be cast from an immovable object (trees, buildings, or the like). Exhaust 2 points of Water, gather your cloak around you and call out "Imbue by Shadow" to become a Spirit. So long as you do not move you gain the Spirit Defense. You gain the Shadow Trait and the Spirit Trait. Any attack that is "to Shadow" or "to Spirit" will affect you and, if they are not beneficial, knock you out of Spirit form. Otherwise you will stay in Spirit form until you choose to move or your hiding place becomes lit by sunlight.

Disengage 2

If you are fighting with a melee weapon, you may exhaust 1 point of Air and call out "Disengage" as described in the Effects section.

Escape 2

You may exhaust 1 point of Water to Purge one Root or Slow effect. You may also exhaust 2 points of Water and spend 3 seconds of Focus role-playing to slip shackle props off your body and end that Effect.

Florentine 1

This Skill allows you to use a dagger in your off hand. It may be a maximum length of 26".

Holdout 2

You often find yourself in a precarious position where dealing with enemies is simply not ideal. If you are not holding weapons in your hands, you may exhaust 1 point of Air, call out "Slam by Wind",

and throw a packet. After using this ability, you must Rest for 1 minute before using it again. If you are engaged in a physical challenge (obstacle, rope maze, etc.) then there is no attribute cost to use Holdout.

Lunch Money 2

You are quite adept at procuring or finding a way to survive between events. If you use this Skill between events, you do not have to pay food maintenance costs. You cannot use this Skill if you end an event with a condition that prevents the use of game skills. This Skill does not pay for any monetary tithing costs.

Pathfinding 1

When faced with dangerous terrain, an Excavator often can find a way through where others could not. If an area is designated as dangerous terrain with a yellow information card or by specific NPC instructions, you may exhaust 1 air to place a "jumpy stone" of your own safely in the dangerous terrain. This stone may not be larger than 18" in any direction. You may only have 1 of these safe spots placed at any time, though if you exit the encounter where your stone is placed by travelling through a gate without retrieving it, you may place another stone in a different encounter.

Set Limbs 1

This Skill takes 1 minute of Focus and role-play to perform. You administer medicine and bandage wounds to fix a Maimed appendage. When you begin using this Skill you call out "Set Limb" and begin 1 minute of Focus role-playing the use of this Skill. You must

have both arms free to use this Skill. Upon completion of the 1 minute of Focus you must call out "Cure Maim <Limb>". Although the Skill requires both arms to be free, you may use Set Limbs on your own arm if your other arm is uncompromised.

Technician 1

This Skill allows you to attempt to disarm traps and pick locks. In order to disarm a trap you must actually use tools to prevent the mechanical trigger from setting off the part that makes noise and causes damage to you.

You can attempt to pick locks that are opened by keys and to open combination locks. For locks with keys you must use tools and actually open the lock. Only locks approved by the staff will be allowed in the game. For combination locks, each will be marked with an info card readable by those with the Technician skill. This info card will give you some of the numbers for the combination lock. Most locks will give you all but 1 number, though some particularly difficult locks may leave more numbers to discover. You will have to play with the lock to determine what the missing numbers are.

Trap Awareness 2

You can exhaust a point of Air to avoid the effect of one trap. You must call out "Avoid" when the trap is triggered to use this Skill. The trap does not affect you or your possessions, but it will still have secondary effects such as destroying containers and possibly affecting your companions.

TINKER

2

Any fool can take a hunk of metal and turn it into a sword, but it takes a genius to take a hunk of metal and construct a deadly trap or a flame-projecting box. Tinkers are adept at taking mundane objects and improving them, changing them or reinventing them. Folk wisdom dictates that one give a Tinker very specific instructions when asking for a repair.

Makeshift Repairs: If your weapon or buckler is subjected to a destroy effect, you may make a quick fix to keep going. Focus for 3 seconds and call out "Purge Destroy". Once used, you may not use this ability to purge any other destroy effect until you have returned to a forge to enact a proper repair.

Armorsmith

1

You Focus and role-play at a forge for 1 minute to Repair Armor. This Skill requires at the very minimum an anvil and various smithing tool props. No prop may be used that is sharp or deemed dangerous by the staff. The recipient need not remove the armor while you work on it. At the conclusion of the work call out "Refresh All Armor" to restore all Armor points to the recipient.

Weaponsmith

2

You role-play at a forge for 1 minute of Focus to repair weapons. This Skill requires at the very minimum an anvil and various smithing tool props. No prop may be used that is sharp or deemed dangerous by the staff. At the conclusion of the work call out "Repair Weapon" to allow it to be used again.

Empowered Tools

4

A tinker knows their tools. With this skill a tinker may make repairs in the field. You may repair your own armor with one minute of Focus and role play, at the end of this minute call, "Refresh 2 Armor" to restore some of your armor points. If you have a "Grant Armor" effect, you may increase the number of armor points refreshed by the value of your armor grant.

Repairing another's armor is more difficult. A tinker normally requires a workshop to create their works as they take concentration and precision, however a knowledgeable tinker can imbue their tools with enough energy to make repairs for others in the field.

Charging your tools for use in the field costs components. A common component (green) adds 1 charge. An uncommon (blue) component adds 2 charges. A rare component (red) adds 3 charges. The tools may only contain 3 charges at a time, any charges above three are wasted. To refresh spent charges you must return to the workshop and spend components for new charges.

Focus and role play fixing a target's armor for one minute. The armor need not be removed. At the end of the minute expend one charge on your tools and call, "Refresh All Armor" to restore all of the recipients armor points. The repair is interrupted if the recipient moves in some significant way or engages in combat. If you are interrupted while fixing someone else's armor, you do not exhaust a charge but you must start the repair from the

beginning.

One charge may also be expended to repair a weapon or shield. Focus and role play fixing the target for 1 minute, then call out "Repair Weapon". The weapon or shield may not be used in combat during the repairs, and if it is struck you will have to start the repair over from the beginning.

Either use of this skill requires a tool prop of some kind. No prop may be sharp or deemed dangerous by the staff. You must have your tool prop with you and use it to make the repairs. This prop must be separate from your weapon props.

Buckler 2

This Skill allows you to use a Buckler. You cannot use a full sized shield with this Skill. You cannot use packet delivered Effects while you have a Buckler in your hands.

Conserve Materials 2*

Your long hours of studying your craft have taught you to find simpler ways to create and thus you are able to save your materials. This skill may be bought three times total, regardless of what crafting career gave you access to the skill. Your first purchase allows you to conserve 1 common (green) component. Your second purchase allows you to preserve 2 common or 1 uncommon (blue) components. Your third purchase allows you to conserve 3 common; 1 common and 1 uncommon; or one rare (red) component. The benefits of these purchases do not stack; the previous benefits are replaced by the benefits of your new purchase level. This skill has

no effect on components used in Enchanting.

A Use for Everything 2*

A Tinker who is cautious can learn to use a great variety of scrap metal, minerals, and other sundry items to create their substances. This skill allows the Tinker to draw one random Tinkering Component from a draw bag at check in at each event. This skill is purchasable up to twice.

I Have Seen That Work Before 1

The Tinker has knowledge of the inner workings of machines and as such has keen abilities to sense constructed creatures in their world. You may exhaust 1 point of Air and call out "By my Gesture, Expose Construct by Magic" and point at one target.

Destroy Lock 1

Tinkers don't often waste time trying to open locks with picking tools, they have found a much more efficient way. Make a weapon strike on a lock phys rep of your choice, exhaust 1 point of Water and call out "Destroy Lock". If the lock can be broken a staff member will remove the prop.

I Know Their Weak Points 1

Since you have been known to build them you also know where the weak points are within them. Exhaust 1 point of Earth and call out "Short Weakness to Construct" or exhaust 2 points of Earth to call out "Weakness to Construct" and strike with the attack. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through

role-play or negates it with a Defense.

Devices *

Working at the forge, a Tinker can craft several devices or modify existing items to add new Effects. The creation of any device takes 1 minute of focus and role-play at the designated Forge location, and the expenditure of crafting components. When you purchase a device-crafting Skill, you will receive a schematic at check-in that details the costs for crafting the device. Schematics acquired this way are permanent, and may be crafted any number of times at an event, limited by your components. During the course of play, you may find other schematics. Unless noted on the schematic card, these devices may only be crafted once before the schematic is rendered useless.

Device: Denied Passage 2

This device is actually a series of wires, snares, blades, and other objects that combine to make a given doorway very dangerous to cross. The device is created at the forge, and must be placed on a doorway to be used. Once in place, the device may only be removed by the Tinker that placed it. Once the device is removed it is destroyed. Mark the doorway with the provided effect card. Anyone crossing this doorway will suffer “5 Damage and Agony.” A Tinker may show individuals how to operate the trapped doorway safely. Up to 10 individuals other than the Tinker that created it may be listed on the effect card. These individuals may cross the doorway safely.

Cost: 3 common, 1 uncommon

Device: Armor Plating 4

Adding extra plating, reinforcement, tougher metals, and thicker padding, a Tinker can increase the effectiveness of any armor. Spend 1 minute role-playing working the armor over the forge to call out “Grant 1 Armor.” If a set of armor is benefiting from Armor Plating, it counts as metal armor, regardless of the original material of the armor.

Cost: 3 common, 3 uncommon, 2 rare

Device: Flame Projector 4

After a Tinker purchases this Skill, they may construct a flame projector prop. This prop should be in keeping with the general feel of the game, (i.e. no electrical components or modern machinery) and accurately represent their flame projector. By fueling up the flame projector with crafting components, the flame projector receives 5 charges of fuel. Each charge allows the Tinker to throw a packet and call out “2 Damage by Fire”. These charges may be saved up and used at any time. The projector may be refueled at the forge by expending additional components, and refueling brings the total charges back up to 5, expending any remaining charges from the previous fueling. If the flame projector suffers a Destroy effect, all remaining charges are expended and the Tinker carrying it suffers “2 Damage to Self by Fire” as the remaining fuel erupts from the projector.

Cost; 1 common

Device: Hardened Armaments 2

Working a weapon over the forge toughens the materials, either through tempering the steel, adding metal reinforcements to a wooden shaft, or similar methods. The affected weapon becomes resistant to destruction – you

may call out “Resist” to the first Destroy effect that targets this weapon.

Cost: 5 common, 1 rare

Device: Lightning Rod 1

This plan details the process by which a Combsley Cog can be combined with a specially prepared dagger to form a Lightning Rod. The dagger must incorporate a split “fork” and either a gear or gear pattern in the hilt.

Once created, a Tinker may expend components at a crafting station to charge the dagger. The dagger can hold two charges at a time. Each charge allows the Tinker to strike with the dagger and call out “5 Damage by Lightning”. If the dagger has any charges, they must be used on your next strike with the weapon. The charge is only expended if the target acknowledges the strike or negates it with a called defense.

Once the dagger has delivered 10 charged strikes, the cog is burned out and must be replaced with a new Combsley Cog. Unused charges fade at the end of the event.

Cost: 1 Combsley Cog (Unique)

Charge Cost: 2 common, 1 uncommon

Device: Volatile Armor 1

This plan details the process by which Volatile Ore can be safely refined and incorporated into existing armor or added to an “Armor Plating” enhancement. To create it you must have 3 pieces of Volatile Ore and a Metamorphic Tincture Potion. When placing this augment, call out “Imbue by Tinkering” and explain the following to the recipient if they do not already know. The recipient of this augment can choose

to reduce any one weapon or packet strike to an agony. They must call out “Reduce to Agony by Explosion” when using this augment. After use it is expended

Cost: 1 Metamorphic Tincture, 3 Volatile Ore (unique)

Device: Weapon Chain 2

By attaching a chain to a weapon and a gauntlet, glove, cuff, or bracer, a weapon chain prevents a fighter from losing their weapon in combat. When attaching a weapon chain you must call out “Grant Defense Shield Disarm”. A weapon with a Weapon Chain effect allows the user to call out “Shield” to the first Disarm effect that strikes the wielder. This is a Grant effect from a crafting skill; do not under any circumstances put chains or other unsafe objects on your weapon prop.

Cost: 3 common, 1 uncommon

Specialist Headers

Purchasing a Specialist Header requires that you have spent at least 10 CP in the appropriate group. Purchasing a second Specialist Header requires that you have spent 20 CP in the appropriate group, and so on. Please refer to the beginning of this chapter for a more thorough explanation.

Devout Specialist Headers

FRIAR 3

Prerequisite: May not have or purchase the Bard Header.

The Friar draws strength from the expression of faith and inspiration through performance. They lead congregations and groups in performance and through that they are empowered or can empower that congregation. On the field, when a group is united in verse and purpose the Friar is granted great strength to bring against their enemies. Your passion and faith allows you to manifest magic when you lead a group in performance.

Patrons: As a Friar your devotion to the church is without question. As such your Tithe is waived. Note: you must still inform plot at check-in which church has paid your tithe, in the same manner other characters would inform plot to which church they pay their tithe.

Channeling Divine Appreciation 3

Once per event when a group performs as part of a devotion to the genesori or as an act of inspiration you can touch each person (up to 6) who participated in the devotion with a packet and say “refresh All <attribute>by <Divine Trait>”. You must refresh the same attribute to all participants, but you may choose which attribute to refresh each time you use this ability. The act must be at least one minute in length and you can be part of this group. The act not have to be scripted or reversed, but must be a group coordinated activity.

The Congregation's Passion 3

When you perform with a group, you gain passion. Performance is generally singing, but can also include the use of

instruments or choreographed dance or theater. Once per void refresh, when you are performing with a group of at least 2 other people you are empowered. You gain a pool of 1 Passion which does not fill during void reset or at start of game. If you do not exhaust this Passion before resetting your attributes with Void, you may use this ability again to increase your Passion pool by 1. Passion can be spent on any skill or spell in place of Earth, Air, Fire, or Water Attribute points. You may spend them one at a time or all at once as you see fit.

Aria of Courage 4

You lead a group to being singing a song. Before you begin the song, exhaust 1 Fire and call out "Imbue to self by <Divine trait>". You become immune to the Fear trait and may call “No Effect” if struck with this trait. So long as your group is singing you may touch a packet to each of the singers once and call out "Cure Fear by Inspiration". (This includes anyone who was singing but was stopped due to fear if you saw them singing up until that point). You may cast other spells and act while under this effect, but if you are affected by any hostile melee, missile or packet attack the effect ends.

Refocusing 2

You have some method of snapping people out of Effects with the Confusion Trait. You may role-play for 3 seconds and touch a recipient with a packet and call out “Cure Confusion by Will”.

Sanctuary 3

You and a group of at least 2 others go to your temple and perform an act of

devotion which can either be group prayer or song. This act must be at least 1 minute long. At the end of the devotion you can expend 2 points of purpose and call out "Imbue by Divine". If you die and rise as a spirit of the dead instead of going directly to Death's Gate your spirit will return to the location at which you imbued yourself. Upon reaching this spot you will fall unstable and you are no longer a spirit of the dead. If you have a skill that allows you to react to being knocked unstable you may use that to stop your bleed out. The Imbue ends once you have fallen out of spirit form or at the end of the event. If you are somehow unable to reach the area you to imbued yourself, you will travel to Death's Gate as normal.

Divine Hymn 4

While upon the field of battle you must lead a group of at least 3 people in song. After you have been performing for at least 10 seconds you can exhaust 1 Fire and touch each person who is singing with a packet and "heal 2 damage by <divine trait>". This includes yourself.

Calling Back the Lost 3

When on the field of battle you must find a group of no less than 3 people who wish the return of a person lost behind the lines. When the group begins singing you can grant yourself the spirit trait and go to a downed person who you can see. Upon arriving you can imbue the spirit trait to that individual and then "pick them up and carry" back to the point where you started. When you arrive back at the starting point you lose the spirit trait and can remove the spirit trait from the person who you imbued. If at any point you can no longer hear the

voices of the people who are singing the Call Back, then you lose your spirit form and if you have imbued it to the person you are carrying it you must cure it from them as well.

Song of Protection 3

Your songs inspire others to give more of themselves. Twice per event a Friar may lead a group in performance. During the performance they may pace a room and perform for 1 minute to attune themselves with its harmony and empower their voice as described above. Accompanying the performance of the Friar should be at least 2 other people, which can include instruments, singers, or dancers. (Instruments must be designed for the purpose of being musical instruments, banging on shields or tables is not an instrument). At the end of this group performance the Friar may call out "In this room, Grant 3 Protection by <Divine Trait>".

Procession 4

Once for each temple of the Genesori, you can lead a procession from the tavern to the temple. The process should be organized and there should be singing or chanting which accompanies the procession. Upon arriving at a temple you can exhaust 2 Fire and grant those who traveled in the procession (up to a maximum number equal to twice your void) an ability from that church. The abilities are as follows:

Koreel - Grant Packet Attack 2 Damage by lightning
Istarum - Grant Melee Attack 2 Damage weapon
Severrin - Grant Packet Touch Heal 2 by Magic

Garioch - Grant Packet Touch Repair 2 armor

Jormic - Grant Shield versus Melee, Missile or Packet

The call for these effects is "Grant <effect> By Divine"

You can only lead a procession to each temple once per event, but you may be a part of a procession led by another friar if you choose.

MARTYR 3

There are so many who take from the world that Martyrs have dedicated themselves to giving. Through sacrifice, they give strength to their friends and allies even in the darkest of times.

Sacrifice of the Self: Once per Void reset, you may expend one Air, Earth, Fire, or Water to refresh one of the same attribute to another. Touch a packet to your target and call out "Refresh <attribute> by Divine"

Empathic Healing 2

You can channel the essence of Life, transferring your life force to another without drawing blood or cutting flesh. Take 1 point of Damage as life force passes out of you and touch a packet to a recipient to call out "Heal by Will and waste 1 vitality to self". If this removes your last point of Vitality you fall Unstable.

Energy to Continue 2

You are confident that your patron will always allow you to assist those in need, and as such it can be tough to remove your confidence. Once per event you

may Purge one Drain effect by role-playing a painful recovery for 3 seconds of Focus. You must call out "Purge" when you use this Skill.

I Fear You Not 2

Living for others has made you resilient. You may exhaust 1 point of Fire to negate an attack with the Fear Trait. You must call out "Resist" when you use this Skill.

I Feel Your Pain 3

You can sacrifice your well being to help another to cure their ailments. Exhaust one point of Fire, touch a willing or helpless recipient with a packet and call out "Cure <Effect> by Will and <Effect> to Self." This Skill can be used to transfer any Agony, Drain, Frenzy, Maim, Paralyze, Root, Silence, Slow, Stun, or Weakness effect you see or Diagnose. You must be able to speak and use game skills to use this Skill.

My Blood is Yours 2

As a Martyr you are in touch with the feelings of those around you and have taken on to you a duty of sacrificing yourself for others in the name of your patron. After you are affected by any called Damage of 5 or more, you may exhaust 1 point of Earth and call out "Imbue by Martyrdom" to be empowered with 2 Heal effects. When you want to use one of these Effects you must touch a recipient with a packet and call out "Heal 3 by Will". You may only have one Imbue of this type active at a time. This Skill is used when both Heals have been used, when you Imbue yourself again, or use Void to Refresh

Attributes, and the end of the event.
You may not use these Heal effects on yourself.

My Limb for Yours 2

As a Martyr you are in touch with the feelings of those around you and have taken on to you a duty of sacrificing yourself for others in the name of your patron. After you are affected by any Maim effect you may exhaust 1 point of Fire and call our "Imbue by Martyrdom" to be empowered with 2 Cure effects. When you want to use one of these Effects you must touch a recipient with a packet and call out "Cure Maim by Will". You may only have one Imbue of this type active at a time. This Skill is used when both Cures have been used, when you Imbue yourself again, or use Void to Refresh Attributes, and the end of the event. You may not use these Cure effects on yourself.

Appropriated Encumbrance 1

As a martyr you are in touch with the feelings of those around you and have taken on to you a duty of sacrificing yourself for others in the name of your patron. After you are affected by any Root that you role-play for 10 seconds you may exhaust 1 point of Air and call our "Imbue by Martyrdom" to be empowered with 2 Cure effects. When you want to use one of these Effects you must touch a recipient with a packet and call out "Cure Root by Will". You may only have one Imbue of this type active at a time. This Skill is used when both Cures have been used, when you Imbue yourself again, or use Void to Refresh Attributes, and the end of the event.

So You Can Live 3

The Martyr can be the last line of defense in a battle gone horribly wrong. Exhaust 1 point of Purpose, touch a willing recipient with a packet and call out "Imbue Spirit Defense by Martyrdom and Weakness to Self" to protect a companion with the Spirit Defense. Hand them an Imbue card explaining the effect. This Skill is not usable on you. The spirit will be able to walk and may drop the form at will. The spirit will not be able to collect any items or speak and must seek to exit the area by whatever route is most direct. Any Effect that is "to Spirit" that is not beneficial will end this Effect.

Stalwart Resolve 3

In dire situations a Martyr is empowered to sacrifice their Energy to aid another. Once per event you may exhaust 1 point of Void and touch a willing recipient with a packet and call out "Refresh All Air, Earth, Fire, and Water by Void and Drain to Self" to Refresh all the Attributes of a companion instantly.

The Ultimate Sacrifice 4

There is no better way to show your devotion to faith than to save others from the cold touch of Death. Once per event when your companions are in grave peril you may cry out "By my Voice, Cure Death and Stabilize by Will and Inflict to Self". Upon using this Skill you will go immediately to Spirit form and travel to Death's gate. You will gain the Dead Trait and only Effects that are "to Spirit" will affect you. Because you are Inflicted, all normal spells and skills which cure Death will have no affect on

you.

MONK 3

Prerequisite: Ability to manifest Claws or the Brawl Skill.

All Prayers used under this header are delivered with claw props.

Monks have honed their bodies to channel divine energy, delivering divine gifts in devastating hand-to-hand combat. The concentration necessary to empower themselves with divine gifts takes extraordinary focus and discipline.

Inner Strength: Focus for 3 seconds while standing in your temple or on holy ground to empower your blows. Your next called damage effect delivered with your claws/fists is increased by 2. This ability does not stack with other numeric modifiers.

Threatening Reach 2

Prerequisite: Ability to manifest Claws or Pugilist Header.

This Skill allows you to use 2 long claws that may be a maximum length of 46".

Refocusing 2

You have some method of snapping people out of Effects with the Confusion Trait. You may role-play for 3 seconds of Focus and touch a recipient with a packet and call out "Cure Confusion by Will".

Celerity 3

Your quickness and agility protect you from damage. You may spend 1 point of Air and Rest for one minute to give yourself 2 Armor points. Resting for 1

minute can also Refresh these Armor points and any additional armor points gained through grants or other increases. Choose how you role-play your Resting time. You cannot use this Skill if you are already protected by Armor points, and these points are lost if you put on or activate any other armor or ability that gives you Armor points. These Armor points last until the end of the event or until you Refresh Attributes with void.

Prayers 0

You may purchase Prayers from the Common prayer lists.

Devotion 3

You may purchase Prayers from one God-specific list.

Divine Synergy 4

If you are fighting with fists or claws that can be infused with magic you may use that weapon to parry packet attacks. Exhaust 3 points of Water to negate any packet attack that strikes you. If the packet actually hits the fist or claw prop striking surface you may reduce the cost to 1 point of Water. You must call out "Parry by Magic".

Fist/Claw Enchantment 1

You may enchant fists or claws to channel Divine Energies. Decorate the claw props with glyphs or tattoos. You may cast and deliver infused Prayers using these claw props. You may also use touch cast beneficial Prayers while holding one of these claws in the hand that is not touching the packet to the target.

Fists of Fury 2
You may infuse 1 Prayer of your choice into each fist or claw. These two Prayers must be different, you may not imbue the same Prayer in each claw.

Mental Fortitude 3
Due to your mental discipline, you may exhaust 1 point of Air to Resist one attack based on a Despair, Gloom, or Madness Trait. You must call out "Resist" when you use this Skill.

Passive Defense 3
Your mind and body are as one. You may choose not to raise weapons and fight and instead walk away. Lower your fists/claws and exhaust 1 point of Purpose to negate the next 3 called attacks to you. You must call "Elude by Will" when using this Skill. You may use this Skill on uncalled attacks if you wish but one defense will be removed each time. This effect ends if you fall stable or unstable, or Refresh Attributes with Void.

Spirits Harmony 3
Your spirit is strong and tempered. You do not have to become a spirit of the Dead after 5 minutes. Your spirit can choose to remain in your body for up to an additional 5 minutes, although you may choose to become a spirit anytime after the 5 minutes has passed. You may linger in hopes that someone will imbue your body with life or retrieve an item from your body before it leaves with you.

Fighter Specialist

Headers

COMMANDER 3

Every fighting unit needs a center. Whether military or mercenary, Commanders provide an unshakeable backbone of their unit, rallying their men and inspiring them to great feats of martial prowess.

Form Unit: You may create a Unit and initiate new members by empowering them with your Unit name. The ritual must be at least 1 minute long but most are longer and more elaborate ceremonies. When you perform this ritual you must exhaust 1 point of Air and call out "Imbue by Unit" and you will gain the unit name as a Trait. You may then empower each character that takes place in the ritual. When the initiation is complete touch the new group member and call out "Permanent Imbue <Unit Name> Trait by Inspiration" to give the member the unit Trait permanently. Up to 5 total members can be initiated to a Unit. You need only exhaust 1 point of Air to create the unit. You may also use this Skill to remove your Unit trait from an individual that is currently part of the Unit. You must touch a willing or helpless character with a packet, exhaust 1 point of Air and call out "Cure <Unit Name> Trait by Inspiration" to remove the Trait from them permanently. Any time you wish to remove an individual from the Unit it will exhaust 1 point of Air. You may only be part of 1 Unit at a time.

Battle Commands 4

Your orders carry magical power that can heal those within your unit. You may exhaust 2 points of Earth and call out "By my Voice, Heal 2 to <Unit>" and heal their wounds.

Bolster Confidence 3

Your commands bolster the effectiveness of your Unit. You may exhaust 2 points of Fire and call out "By my Voice, Refresh 1 {Attribute} to <Unit>". This skill may only refresh Earth, Air, Fire, and Water attributes. Once this skill is purchased you may not benefit from any uses of this skill from yourself or another Commander.

Inspired Words 2

You command your troops and serve with them on the field of battle. They trust you and you will not allow them to falter in their duties. You may exhaust 1 point of Fire and call out "By your Name <Name>, Cure Fear by Inspiration" to fix any ailment with a Fear Trait.

I Stand Behind My Men 2

You have trained your unit well and as such they are adept at protecting their commander. When at least two members of your unit are between you and your enemy, you may exhaust 2 points of Water to negate any one missile or packet attack. You must call out "Avoid" when you use this Skill.

Bolstering Defense 4

While upon the field of battle commanding your Unit you may exhaust 1 point of Purpose and call out "By My Voice, Refresh All Armor to {Unit}" and Repair any lost Armor points.

Mental Fortitude 3

Due to your mental discipline and training, you may exhaust 1 point of Air to Resist one attack with a Fear, Confusion, or Will Trait. You must call out "Resist" when you use this Skill.

Resolute Voice 2

You may exhaust 1 point of Air to Resist one attack with the Silence effect that strikes you.

You're Not Dead Until I Tell

You 2

While upon the field of battle commanding your Unit you may exhaust a point of Water and call out "By My Voice, Stabilize to <Unit Name>" and prevent them from bleeding out.

DREADNAUGHT 3

Prerequisite: Two Handed Weapon Skill

Few can withstand the fury of a Dreadnaught's onslaught, a terrifying force on the battlefield. Once a Dreadnaught has chosen their target, their pursuit is tireless and brutal. A Dreadnaught will stop at nothing to destroy their chosen opponent.

Mark for Death: As a Dreadnaught you are an expert in single martial combat, and as such you may single out one target as the focus of your ire. Make a melee strike and call out "Inflict Marked by Rage". You may have only 1 Marked target at a time. You may use this ability a number of times per event equal to your Void, and may expend 1 purpose to use the ability an additional time.

Colossal Strike 3
When locked in single combat with a chosen target you may attempt to overpower them. If you are using a two-handed weapon you exhaust 3 points of Fire to make a critical strike with a melee attack. You call "10 Damage" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Deadly Strike 2
When locked in single combat with a chosen target you may attempt to overpower them. You exhaust 1 point of Fire to make a critical strike with a melee attack. You call "5 Damage to Marked" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense

Expose Enemy 1
Your expertise in locating your chosen enemy is like no other. You may exhaust 1 point of water and call out "By my Voice, Expose Marked by Magic".

Focused Anger 3
Your anger and rage focus you so much that it becomes difficult to sway your mind. Exhaust 2 points of Air and call out "Resist and Imbue by Rage" to Resist an attack made with a Mental Trait. Once imbued you may exhaust 1 point of Air to Resist any attacks with a Mental Trait by calling out "Resist by Rage". This Effect ends if you fall Unstable, Dead, or Refresh with

Void.

Hot Pursuit 3
One time per event when pursuing a Marked target you may empower yourself to shake off the attacks of those not in your sight. Call out "Imbue by Rage" and make the pursuit against your chosen target. The next 3 called attacks by anyone other than your marked target are Reduced to 1 point of uncalled damage. You must call "Reduce" when using this Skill. This Effect ends after you have used the 3 charges, fall unstable, Refresh with Void, or your Marked target dies. You may only have 1 Imbue of this type active at a time.

No Escape 1
When a Dreadnaught pursues their chosen target they will not be dissuaded. You may expend 1 Air to negate one Disarm effect. You must call out "Resist" when using this skill.

One Armed Defense 1
If you are using a two handed weapon and one of your arms is affected by a Maim effect you can still block weapon attacks as long as your other arm can function. You may not attack, but otherwise can block incoming attacks and use game skills that allow you to call out a Defense that requires weapon use. You must call out "Reduce" when the Maim strikes you. The ability to use this skill ends if you take another Maim to the same arm and you cannot use this skill again until the Maim is cured.

Prepare for your Death 2
You have trained yourself for the ways of single combat. When you use your

Marked for Death skill successfully you may call out "Prepare for your Death, Heal All to Self" to Refresh all lost Vitality.

Refreshed Fury 2
You satisfy your battle urges when you deliver the killing blow to a chosen target. Once per event when Death Striking your Marked target you may Refresh one point of Purpose. Call out "Refresh 1 Purpose to Self". If the target calls out "No Effect" this skill may not be used.

Relentless 3
While pursuing a target that you have already Marked with your Marked for Death skill, you become a relentless hound. All attribute costs of the Parry, Toughness, and Nimble Evade skills are reduced by 1.

Juggernaut 2
You can quickly get your armor back in fighting form, since you need to be at your best to hunt down the hardest targets. Focus and role-play fixing your armor for at least one minute and call out "Refresh 3 Armor to self" to refresh up to 3 armor points. If this Focus is interrupted then the armor points are not refreshed and you must start again. You may repair your own armor as often as necessary, but you must have been wearing the armor when it was damaged in order to repair it. If you have a "Grant Armor" effect, you may increase the number of armor points refreshed by the value of your armor grant.

WARLORD 3

In even the most disastrous battle, the Warlord will be the last one standing. They are often compared to iron walls by admiring allies or frustrated foes.

Time to Go: Once per Void refresh, if a formal retreat has been called from a field battle, and you are slowed, rooted or maimed, you may purge the effect. Once the effect has been purged, you must go directly towards the exit to the field. You may do a fighting retreat, even walking backwards, but if you choose to stop before reaching the exit, the effects which were on you are restored. This includes if you start moving in any direction except towards the exit, but does not include situations where continuing to move would be unsafe out of game. Once you exit the field, you may not return without Resting for 5 minutes.

Absorb Shock 1
This skill allows you to use your Power stance skill a second time per event.

Clearing a Path 1
You may use your powers of intimidation to clear a small path before you. One time per Void Refresh you may plant your right foot, gesture with your weapon, and call out "Disengage by Force". You may do this 3 times as long as your foot stays planted. This effect ends if you move or are rendered unstable or dead.

Enhanced Armor 3
Prerequisite: Wear Fine Armor
If you are fully armored with an armor prop representing 4 points of armor, then your armor will provide extra defense. Each time your armor is repaired by spending a full minute repairing it you gain the ability to call "Guard" to negate the first melee attack

with an Agony, called Damage, or Maim effect that strikes you. You only Refresh this ability when you have spent a full minute Refreshing your Armor points. Skills that Repair Armor points in less time do not Refresh this Skill.

Assured Fortitude 3

If you are fully armored with a maximum point Armor prop then your Vitality will be increased by 1. You must be physically wearing your armor prop to have this extra 1 Vitality. This Skill may only be purchased once.

Mend the Rampart 3

You keep materials readily available to repair your own armor quickly. Focus and role-play fixing your armor for at least one minute and call out "Refresh All Armor to self" to refresh your armor points. If this Focus is interrupted then the armor points are not refreshed and you must start again. You may repair your own armor as often as necessary, but you must have been wearing the armor when it was damaged in order to repair it.

Parry 3

If you are wielding a melee weapon you are skilled with, you may exhaust 2 points of Earth to negate any melee attack that strikes one of your limbs. Ranged attacks cannot be negated, nor can attacks that strike your torso. You must call out "Parry" when you use this Skill.

Battle Rest 3

You are tough. So long as you are conscious you may spend 3 seconds of Focus role-playing (wiping blood from

your face, shaking your head clear, similar actions) to shrug off your wounds. You exhaust a point of Water and call out "Heal 2 to Self" to Heal 2 Vitality. This ability will not heal Effects other than Damage.

Shield 2

Prerequisite: Buckler

This Skill allows you to use a full sized shield. A full sized shield must be strapped to the arm in order to block. You cannot use packet delivered Effects while you have a full sized shield in your hands.

Resolute 3

You are a hardy protector and as such at certain points you may stand your ground against many foes. Exhaust 2 points of Purpose, plant your right foot, and call out "Imbue by Intimidation". Your maximum Vitality will be doubled and all uses of your Parry skill have their Attribute costs reduced by 1. After you have doubled your maximum Vitality, you are Healed to full. This effect ends when your right foot moves from the ground, and your Vitality will revert to normal at that time. This Skill does not stack with any other Skill that reduces the attribute cost of a Parry.

Wear Fine Armor 2*

This Skill allows you to wear more than 2 points of Armor. Each purchase of this Skill will increase the amount of points you may wear by 1 to a maximum of 4. You must have the proper armor prop to use this Skill. If you have the Wear Extra Armor Skill you may only purchase this once.

Strengthened Resolve 2
Your resolve is strong and will carry you through the battle. When struck by a Death effect you may instead exhaust 2 points of Fire and fall unstable. You must call out "Reduce" when using this Skill.

Mage Specialist Headers

DESPOILER 3
Prerequisite: Entropy Sphere from Header in Mage Group

Despoilers are most likely to be the target of the general mistrust of the arcane because their sphere of expertise is unpleasant and poorly understood. They deal in the waning aspects of the cycle, such as decay, disease and aging and take what little benefit there is in these things for themselves.

Redirect Decay: You may call out "Short Destroy Weapon to Self" to destroy your weapon and harvest the destructive energy. You may immediately make a packet attack of "5 Damage by Entropy". This ability may be used once each time you Focus to use your Font of the Arcane in your Sanctum.

Energy Consumption 3
You may feed off the natural energies of a willing or unconscious victim to heal your wounds. Touch the recipient with a packet and call out "waste 1 vitality by Entropy and Heal to Self". You must be careful using this ability on creatures of

evil; sometimes they will Inflict Traits on those that feed upon their spirits. If you use this ability on an unconscious victim, you may only use it once before the victim dies or regains consciousness.

Entropic Infusion 2
You have the ability to harness your Arcane Entropic Energy to lessen the cost of your spells by accepting some of the power yourself. When using a non-beneficial spell from an arcane sphere with an attribute cost of 2 or more you may reduce its Attribute cost by 1 and after throwing the packet you will suffer the Effect or 5 Damage as well. After exhausting the Attributes and casting the spell you must call out "<Effect> by <Trait> to Self" or "5 Damage to Self". If you would be unaffected by the spell you must take "5 Damage to Self" to use this skill. This skill is not useable on Evocations.

Entropic Touch 3
By spending 1 Purpose, you may transfer a harmful Effect from its intended victim to a different victim. Touch a victim affected by Agony, Drain, Frenzy, Maim, Paralyze, Root, Silence, Slow, Stun, or Weakness and call out "Cure <Effect> by Entropy". If the target acknowledges the use of this Skill and is Cured, you may then immediately deliver an equivalent "<Effect> by Entropy" packet attack. This must be your very next attack - the use of any other Skill or weapon strike (including uncalled Damage), or expenditure of any other Attribute for any reason, will waste the "<Effect> by Entropy" packet and the Purpose will still be spent. If the target of your Cure is not affected, the Purpose

is not spent.

Improved Ravages of Time 3

When using your Ravages of Time spell on a single target, if any 3 consecutive packet attacks hit the target and are acknowledged through role-play you may throw 1 more packet and call out "5 Damage by Aging". In order to gain this effect, all 3 packets must hit and do damage. If the opponent negates any of the damage with a Defense, this Skill does not take effect. This ability may only be used once per Ravages of Time casting.

Infusion Recovery 3

Prerequisite: Infusion

You can rest within your Sanctum to purge your body of damaging arcane energies and recover from the stress of using Infusion. Once per event Rest for one minute in your Arcane Sanctum to Refresh one use of Infusion.

Not Dead Yet 3

Once per event you may infuse yourself with the power of Entropic Magic to negate a Death effect that hits you. Infusing this energy into you has a cost; it will temporarily decay your spirit. When you use this Skill you must call out "Resist and Inflict by Entropy" After using this Skill all healing used on you is reduced by 1 until you Rest to reset your attributes with void.

Spellbound 1

Your destructive spells that fail to harm the target are still bound by your purpose and are not truly expended. When you throw a packet delivered spell, that spell is bound to you if it misses its target, or

the target calls No Effect, Spirit, or Avoid to negate it. Beneficial spells cannot be bound with this Skill. If you spend one minute Resting, during which you role-play gathering magical energies back to you, then you may gain back those Attributes exhausted to cast spells bound in this manner. This Skill may only be used for spells that exhaust Earth, Air, Fire, or Water Attributes; per event uses and Evocations are not returned. When you Rest to Refresh Void you lose any bound spells and can no longer Rest to regain those Attributes.

ELEMENTALIST 3

Prerequisite: Elemental Sphere from Header in Mage Group

A master of the primal forces of the arcane, an Elementalist can do more than simply manipulate the forces of earth, air, fire and water. Their very being is suffused with elemental power, granting them greater control and resistance to these primal forces.

Elemental Forces: When casting an evocation using Arcane Energy at your Sanctum, your evocation is increased by 1 packet. This will stack with other increases.

Elemental Affinity 0

Elementalists have attuned themselves to one or more elements through continued use of those elements. This Skill is purchased to represent that affinity. Choose 1 Element (Earth, Air, Fire, or Water) as your affinity when you buy this Header. This Skill on its own does nothing, but is required for most of the other Skills in the Elementalist Header.

Affinities Resistance 2

You are accustomed to your chosen Elements (as identified with Elemental Affinity) and are comfortable with them. Exhaust 1 point of Earth to negate an attack of the Element(s) you are attuned to. You must call out "Resist" when using this Skill.

Embody the Elements 4

Exhaust 1 Purpose and call out "Imbue by Elements". You will become partially elemental and gain the Elemental trait. You may only use skills purchased under an arcane header or that are delivered with an Elemental trait. All damage by your chosen Elemental Affinities will heal you. Passive skills from non Arcane headers may still be used as well (i.e weapon skills, Armor skills, etc). You may choose to end this effect at anytime, though this will end if you are dead or Refresh attributes with void. When this skill ends the imbued trait ends as well.

Enhanced Alter Arcane Element 2

Prerequisite: Alter Arcane Element

This Skill will allow you to give more of yourself when you are casting. In mastering the elements you may also master the ability to convert their energy. Purchasing this Skill will allow you to use your Alter Arcane Element without spending any Vitality.

Improved Affinity 1

Purchasing this Skill allows you to choose a second affinity.

Improved Torrent of Flame 3

This Skill gives you the ability to choose how you use your Torrent of Flame.

You must choose at the time of casting how you will use this spell. Rather than throwing 8 packets, this Skill allows you to plant your feet and throw 20 packets of "2 damage by Fire." When choosing to cast this way you may not increase your packet count by any means. If you move your feet at any time after you plant them, all additional packets will be lost.

Infusion Recovery 3

Prerequisite: Infusion

You can Rest within your Sanctum to purge your body of damaging arcane energies and recover from the stress of using Infusion. Once per event, Rest for one minute in your Arcane Sanctum to Refresh one use of Infusion.

I Know Your Kind 3

Exhaust 2 points of your chosen affinity and call out "Paralyze to {Chosen Element}" Attributes are exhausted only if the target acknowledges it through role-play or negates it with a Defense.

Spellbound 1

Your destructive spells that fail to harm the target are still bound by your purpose and are not truly expended. When you throw a packet delivered spell, that spell is bound to you if it misses its target, or the target calls No Effect, Spirit, or Avoid to negate it. Beneficial spells cannot be bound with this Skill. If you spend one minute Resting, during which you role-play gathering magical energies back to you, then you may gain back those Attributes exhausted to cast spells

bound in this manner. This Skill may only be used for spells that exhaust Earth, Air, Fire, or Water Attributes; per event uses and Evocations are not returned. When you Rest to Refresh Void you lose any bound spells and can no longer Rest to regain those Attributes.

ILLUSIONIST 3

Prerequisite: Illusion Sphere from Header in Mage Group

Illusionists are adept at using the ephemeral and fleeting nature of the Shade to confuse and terrify their foes. Their ability to manipulate the intangible and tap into fear makes many people uncomfortable.

Unseen Servant: Twice per event, if you are in Fortune's Bend or have left town but not traveled by gate, you may send a specter to your Sanctum on your behalf. You may Rest or Focus as if you were in your Sanctum without making the trip yourself.

Dispelling the Nightmare 1

Fear is not something that often affects the master of Illusions. Exhaust 1 point of Fire to Resist 1 Effect with a Fear Trait. You must call out "Resist" when using this Skill.

Displacement 3

It is not uncommon for your enemies to mistake your position; as such you may exhaust 2 points of Water to negate any one melee attack. You must call out "Avoid by Illusion" when you use this Skill.

Improved Phantom Wounds 3

When using your Phantom Wounds spell on a single target, if any 3 consecutive packet attacks hit the target and are acknowledged through role-play you may throw 1 more packet and call out "Weakness by Fear". In order to gain this effect, all 3 packets must hit and do damage. If the opponent negates any of the damage with a Defense, this Skill does not take effect. This effect may only be used once per Phantom Wounds casting.

Infusion Recovery 3

Prerequisite: Infusion

You can Rest within your Sanctum to purge your body of damaging arcane energies and recover from the stress of using Infusion. Once per event Rest for one minute in your Arcane Sanctum to Refresh one use of Infusion.

Mass Illusion 3

Spend 1 Purpose. The next spell you cast which delivers Damage or another Effect "by Fear" can be used a total of 3 times for no additional cost. You may use this on different targets. If you have "Phantom Wounds" or any other Evocation spell that does Damage by Fear, you gain 3 times as many packets for the Evocation instead of 3 additional uses.

Spellbound 1

Your destructive spells that fail to harm the target are still bound by your purpose and are not truly expended. When you throw a packet delivered spell, that spell is bound to you if it misses its target, or the target calls No Effect, Spirit, or Avoid to negate it. Beneficial spells cannot be bound with this Skill. If you

spend one minute Resting, during which you role-play gathering magical energies back to you, then you may gain back those Attributes exhausted to cast spells bound in this manner. This Skill may only be used for spells that exhaust Earth, Air, Fire, or Water Attributes; per event uses and Evocations are not returned. When you Rest to Refresh Void you lose any bound spells and can no longer Rest to regain those Attributes.

Surrounding Enemy 3

Illusionists possess the ability to trick the minds of enemies in to believing others mean them harm. Exhaust 2 points of Air, throw a packet, and call out "They are not your friends, Frenzy by Confusion". Attributes are only exhausted if the target acknowledges the effect through role-play or negates it with a Defense.

PSION 3 **Prerequisite: Providence Sphere from Header in Mage Group**

The will of the Psion is so strong that it can become a physical manifestation. They are capable of bolstering the spirit of their allies, or halting weak-minded foes in their path.

Scare: Twice per event, if you are hit with a melee attack you may make an attack of "By My Gesture, Disarm by Fear" against the enemy that struck you.

Mind over Matter 2

Your mastery over your own mind makes you virtually immune to Trance effects. You may break yourself out of a Trance by Resting for 3 seconds. You must call out "Purge" when you use this Skill.

Improved Will of the Iron Fist 3

When using your Will of the Iron Fist spell on a single target, if any 3 consecutive packet attacks hit the target and are acknowledged through role-play you may throw 1 more packet and call out "Slam by Will". In order to gain this effect, all 3 packets must hit and do damage. If the opponent negates any of the damage with a Defense, this Skill does not take effect. This effect may only be used once per Will of the Iron Fist casting.

Infusion Recovery 3 **Prerequisite: Infusion**

You can rest within your Sanctum to purge your body of damaging arcane energies and recover from the stress of using Infusion. Once per event Rest for one minute in your Arcane Sanctum to Refresh one use of Infusion.

Psionic Purge 4

As a master of the Psionic arts you are in tune with its magic and at times may shrug off its effects. You may Purge 1 Effect with a Mental Trait by role-playing for 3 seconds of Focus and exhausting 1 point of Air. You must call out "Purge" when you use this Skill.

Refresh the Minds of Many 3

There are times when a master of Psionic power can give more of themselves and influence many around them. Exhaust 2 points of Water to cast your "Refreshed Mind" by voice instead of by packet. Call out "By my Voice, Cure Mental by Will". When delivering this spell by voice you need not spend

the Water Attribute required for the Refreshed Mind Spell.

Spellbound 1

Your destructive spells that fail to harm the target are still bound by your purpose and are not truly expended. When you throw a packet delivered spell, that spell is bound to you if it misses its target, or the target calls No Effect, Spirit, or Avoid to negate it. Beneficial spells cannot be bound with this Skill. If you spend one minute Resting, during which you role-play gathering magical energies back to you, then you may gain back those Attributes exhausted to cast spells bound in this manner. This Skill may only be used for spells that exhaust Earth, Air, Fire, or Water Attributes; per event uses and Evocations are not returned. When you Rest to Refresh Void you lose any bound spells and can no longer Rest to regain those Attributes.

Strong Resolve 2

Your determination is unmeasured. Due to your focus you may change the Trait of status Effects to “by Will”.

Strong Will 1

Your mind is strong and determined. Due to your mental fortitude you may change nature of Damage spell to “by Will”. The trait may only be altered one time. This skill will not stack with any other trait changing skill.

Mental Acuity 3

Your familiarity with your friends and foes eases your mind when casting your spells. Exhaust 1 point of Purpose to deliver one beneficial or damage spell

that you have the ability to cast to any target that you know by name. Spending the Purpose does not replace the Attribute cost of the spell. Call out “By your Name <Name>, <Effect> by <Trait> to use this Skill.

SHAMAN 3

Prerequisite: Anima Sphere from Header in Mage Group

Shaman cross the unseen boundary that connects the physical to the spiritual. While many are unwilling to deal with the spirits or the recently dead, Shaman have made it their vocation.

Whispers of the Spirits: While in a Spirit state, a Shaman may whisper quietly. If you speak louder than a whisper, your Spirit state is disrupted and ends immediately.

Improved Destructive Spirit 3

When using your Destructive Spirit spell on a single target, if any 3 consecutive packet attacks hit the target and are acknowledged through role-play you may throw 1 more packet and call out "Frenzy by Cold". In order to gain this effect, all 3 packets must hit and do damage. If the opponent negates any of the damage with a Defense, this Skill does not take effect. This effect may only be used once per Destructive Spirit casting.

Infusion Recovery 3

Prerequisite: Infusion

You can rest within your Sanctum to purge your body of damaging arcane energies and recover from the stress of using Infusion. Once per event Rest for

one minute in your Arcane Sanctum to Refresh one use of Infusion.

Spiritual Sanctuary 3
You are comfortable in the realm of the spirit world and may spend time there to stave off adverse effects or refresh your being. Exhaust 1 point of Purpose to enter a spirit state. You gain the Spirit Trait and may only Rest for up to 5 minutes while in spirit. You may end this state at anytime prior. Any non beneficial effect that is "to spirit" will end this state but will not end your rest.

Natural Synergy 4
If wearing 4 feet of vines as part of your costume, you may touch cast any beneficial "by Magic" spell without an Incant.

Spellbound 1
Your destructive spells that fail to harm the target are still bound by your purpose and are not truly expended. When you throw a packet delivered spell, that spell is bound to you if it misses its target, or the target calls No Effect, Spirit, or Avoid to negate it. Beneficial spells cannot be bound with this Skill. If you spend one minute Resting, during which you role-play gathering magical energies back to you, then you may gain back those Attributes exhausted to cast spells bound in this manner. This Skill may only be used for spells that exhaust Earth, Air, Fire, or Water Attributes; per event uses and Evocations are not returned. When you Rest to Refresh Void you lose any bound spells and can no longer Rest to regain those Attributes.

Spiritual Protection 1

Your body becomes non corporeal to protect you from harm. Exhaust 1 point of Earth, clasp your hands together above your head and call out "Imbue by Spirit" to become a spirit for 10 seconds. Your hands and arms must be free and you cannot be carrying anything or holding a shield. Once you become a spirit, you cannot move or choose to end this Effect for the full 10 seconds. While in spirit you call out "Spirit" to negate any attack that does not have a "to Spirit" or "to Arcane" Trait. One Effect with a "to Spirit" or "to Arcane" Trait can affect you; if that attack is not beneficial it will end the spirit form. If the spell is about to end and you are still in danger you may extend this effect for another 10 seconds by exhausting a point of earth and calling out "Imbue by Ethereal". If you choose to do so you may not move or end this effect for another 10 seconds. Once the effect ends you may not use this Skill again until you Rest for 1 minute in your Arcane Sanctum.

Traveling Spirit 1
As a master of the world beyond you have knowledge and experience in traveling within it. This Skill will allow you to move as fast as you can in Spirit form unless otherwise restricted by a Skill.

Whispers of the Ethereal World 2
You are connected to the spirits around you, and they are knowledgeable about the events happening in their area. This allows you to pursue information about places in the world that you may not otherwise have access to. This is an

information skill that does not require you to pay money. You submit a question between events as described in the Information Skills section in chapter seven.

If your question is appropriate knowledge for the spirit to have access to, you may receive answers relevant to your question.

Rogue Specialist Headers

DERVISH 3 **Prerequisite: Florentine or Brawl**

The Dervish embodies deadly grace by weaving two weapons with speed, agility and power. Sometimes the only evidence of a Dervish is a line of fallen opponents.

Graceful Recovery: If you are struck with a Disarm effect, you gain a single Guard defense against melee strikes. This defense fades when you successfully recover your disarmed weapon. You must Rest for 5 minutes before using this ability again.

Dervish skills are not useable while wielding a Buckler or Shield.

Blade Dance 3

The dance of your blade and fluid movements of your body are as one. You may spend 3 seconds preparing yourself for the dance and exhaust 2 Water to call "2 Damage". You may swing this Damage

as long as you continue to switch targets between swings. This Effect ends when you attack the same target more than once in succession, fall Stable, Unstable, or Dead, Rest for 5 minutes, or Refresh Attributes with Void.

Celerity 3

Your quickness and agility protect you from damage. You may spend 1 point of Air and Rest for one minute to give yourself 2 Armor points. Resting for 1 minute can also Refresh these Armor points and any additional armor points gained through grants or other increases. Choose how you role-play your Resting time. You cannot use this Skill if you are already protected by Armor points, and these points are lost if you put on or activate any other armor or ability that gives you Armor points. These Armor points last until the end of the event or until you Refresh Attributes with Void.

Dual wield 1

Prerequisite: Florentine
This Skill allows you to use a short weapon in your off hand. It may be a maximum length of 36".

Exploiting a Weak Spot 2

You may exhaust 1 point of Purpose to immediately re-use any one attack that has been negated by a defense.

Flowing Combat 4

Your combat presence is so great that you can mirror any strike that an opponent uses on you. When struck with a called effect, you may exhaust 3 points of Fire and call out "Avoid and Imbue by Dexterity" to negate the

damage and gain the ability to swing that same called effect back at your opponent once. Once Imbued, you may mirror any called effects that your opponent swings, so long as you negate each one, or are affected by it without falling. Falling Stable, Unstable, or Dead ends this Effect, even if you are healed immediately after. This Skill may only be used only against the opponent that strikes you and the strikes cannot be stored for later use. Once that opponent falls, the Imbue ends, though you may pay the Attributes to activate it again against a new opponent.

For example, Ally's character Lena is a Dervish with Flowing Combat. Lena faces off against an Undead opponent, who hits her with a "5 Damage" effect. Lena only has five Vitality, so she burns three Fire and says "Avoid and Imbue by Dexterity" before striking the Undead with her weapon and calling "5 Damage." The Undead is shaken but remains on its feet. It hits her again, calling "Maim by Disease." Lena has no more Defenses, so she loses the use of her left arm. However, she swings a "Maim by Disease" at the Undead and hits him in the right ankle. From the ground, he strikes her leg with his sword and calls "2 Damage." Lena can not defend, so she is down to three Vitality, but since the strike did not take her down, she swings the "2 Damage" back at her Undead foe and strikes him in the torso, dropping him to Unstable. Lena moves on to her next opponent.

Her new opponent hits her and calls "2 Damage". That would take her to one Vitality, so she burns 3 more points of Fire and calls out "Avoid and Imbue by

Dexterity" before swinging 2 Damage back at her new opponent. It does not drop him, and he hits her with "5 Damage." Lena drops. She is immediately healed by a Cleric on the field and stands back up to face the same opponent, but she must burn three more Fire if she wished to Imbue herself with Flowing Combat again.

Improved Celerity 4

Prerequisite: Celerity

You have an exceptional ability to evade damage. The Armor points you gain from Celerity are increased to 3.

Let Me Walk Again 2

You are strong and can rip free from effects that would hinder your movement. You may Purge one Slow effect by role-playing for 3 seconds and exhausting a point of Fire. You must call out "Purge" when you use this Skill.

Long Blade 2

Prerequisite: Dual Wield

This Skill allows you to use a long weapon in your offhand. It may be a maximum length of 46".

Quick Step 2

You are quick and can avoid effects that would serve to hinder your movement. You may shake off one Root effect by role-playing for 3 seconds of Focus and exhausting a point of Air. You must call out "Purge" when you use this Skill.

Toughness 2

You may exhaust 2 points of Earth to Resist one melee attack that strikes one of your limbs.

MAGESLAYER 3

Prerequisite: May not have Arcane Trait

The return of arcane power brought numerous dangers to the world of Rues, and the Mageslayer arose to combat those forces. Arcane is anathema to them, and they have made themselves its scourge.

Magebane: Once per Void Reset, you may add the bane effect "To Arcane" to one of your attacks.

Arcane Sensitivity 1
You can sense the arcane energy within those around you. If you believe there to be an individual that harnesses the arcane arts around, you may exhaust a point of Fire and call out "By my Gesture, Expose Arcane by Magic".

Celestial Avoidance 4
You may exhaust 3 points of Water to negate any one packet attack. You must call out "Avoid" when you use this Skill. If the packet hits your weapon you may reduce the Attribute cost to 1.

Dual Wield 1
Prerequisite: Florentine
This Skill allows you to use a short weapon in your off hand. It may be a maximum length of 36".

Elemental Resistance 1
You are practiced in the ways of shaking off the elements. You may exhaust 2 points of Earth to negate an attack with an Elemental Trait. You must call out "Resist" when you use this Skill.

Executioner's Step 1
When hearing of the presence of a Slayer, mages may attempt to make a run for it. When chasing a target you may exhaust 1 point of Earth and make an attack with a melee weapon. You call "Slow" and strike with the weapon. The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

Florentine 1
This Skill allows you to use a dagger in your off hand. It may be a maximum length of 26".

Long Blade 2
Prerequisite: Dual Wield
This Skill allows you to use a long weapon in your off hand. It may be a maximum of 46".

Magic Resistance 2
You are practiced in the ways of shaking off pure magics. You may exhaust 2 points of Air to negate an attack with a Magic Trait. You must call out "Resist" when you use this Skill.

Null Magic Aura 3
The determination of a slayer is unrivaled when fighting those studied in the ways of the Arcanum. When upon the field of battle you protect yourself against magics. Exhaust 1 point of Purpose and call out "Protect me from harm, Imbue by Will" to activate the power. An aura of power envelops your form. You shrug off the next 3 packet attacks that strike you. Call "Guard by Will" to negate

each of the next 3 packets.

Quelling the Arcanum 4

Mageslayers are often called to destroy enemy councils and are skilled in such assaults. You may summon your divine energies to weaken the defenses of the mages within a guild, council or other place of Arcane power. Exhaust 3 points of Fire and cry out "By my Voice, Drain Font of the Arcane by Conviction" to prevent enemies from memorizing Arcane spells.

Wizard's Death 2

Once per event you may kill your enemy with a weapon or by packet. Call out "Death to Arcane". The skill is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

You Shall Not Harm Me 2

A slayer upon the field strikes fear into the minds of mages. Exhaust 1 point of Air if by Weapon, or 2 points of Air if by packet, and call out "Silence by Fear". The Attribute cost is exhausted only if the strike lands and the opponent acknowledges it through role-playing or negates it with a Defense.

RANGER 3

Prerequisite: Florentine, Brawl, or Archery

The quintessential hunter and woodsman, a Ranger takes solace in the natural world and is adept at navigating the wild places. They can track prey over any terrain or distance, though they are also known to form bonds with the more feral denizens of Rues.

Hunter's Mark: You can make a weapon or arrow attack and call out "Inflict Hunted by Magic". While hunting if you lost sight of your target you may twice call out "By My Voice Expose Hunted by Magic." You may make this attack once per Void you have. You may expend 1 purpose to make this attack an additional time.

Animal Companion 3

Your understanding of animals allows you to form a mystical link with another character that has the "Beast" Trait. Once per event you may concentrate with a willing "Beast" character for one minute and call "Imbue Companion by Magic" to form this link. You may only link with one character in this manner, and that character cannot already have the Companion Trait. So long as they are in beast form you draw strength from them. You can touch a packet to this Companion and call out "Stabilize to Beast" if they are down. You can exhaust a point of Water and touch your Companion with a packet to call out "Heal 2 to Beast." If you are familiar with their Racial skills you may use them as if you also had them, although you must pay any costs, abide by any restrictions, and obey limits to the number of times they may be used when using them. This does not apply to the Adaptive Living skill. You may not use your companion's cultural skills. You may also touch a willing or helpless Beast and call out "Diagnose Companion" to see if they are linked with this Skill. This ability lasts until the end of the event.

Barkskin 3

You have bonded with nature and it will

protect you. You may spend 1 point of Air and Rest for one minute to give yourself 2 Armor points. Resting for 1 minute can also Refresh these Armor points and any additional armor points gained through grants or other increases. Choose how you role-play your resting time. You cannot use this Skill if you are already protected by Armor points, and these points are lost if you put on or activate any other armor or ability that gives you Armor points. These Armor points last until the end of the event or until you Refresh Attributes with Void.

Enmity 4

You are adept at hunting down your chosen enemy. Choose an Enemy (Human, Elf, Beast, Alved, Demon, Elemental, Ereskial, Undead, Construct.). You may exhaust 1 point of Earth, make an attack with a weapon or arrow, and call out "5 Damage to <Enemy>". You may only purchase this Skill once. The Attribute is only exhausted if the target acknowledges the effect through role-play or negates it with a Defense.

Expose Enemy 1

Your expertise in locating your chosen enemy is like no other. You may exhaust 1 point of Air and call out "By my Voice, Expose <Enemy> by Magic".

Going in for the Kill 2

If you are hot on the trail of your Hunted prey you may Expend 1 point of Fire, Call out "5 Damage to Hunted" and make a melee or ranged attack. The Attribute is only exhausted if the target acknowledges the effect through role-

play or negates it with a Defense.

Additionally, once per use Hunter's Mark you may exhaust 1 point of Fire and make a melee or ranged attack and call out one of the following: "Weakness to Hunted"; "Maim [Limb] to Hunted"; or "Slow to Hunted". The Attribute is not expended unless the target acknowledges the Effect through role-play, negates it with a Defense, or dies.

Hunt and Survive 2

You are quite adept at hunting to survive between events. If you use this Skill between events, you do not have to pay food maintenance costs. You cannot use this Skill if you end an event with a condition that prevents the use of game skills. This Skill does not pay for any monetary tithing costs.

Long Blade 2

Prerequisite: Dual Wield

This Skill allows you to use a long weapon in your off hand. It may be a maximum length of 46".

Nature's Commune 1

Once per event you may meditate away from town among the trappings of the natural world where you can see no buildings. After one minute of meditation you gain 2 points of temporary Attributes that may be used in place of spending points of Earth, Air, Fire, or Water.

Nimble Evade 4

You may exhaust 3 points of Water to negate any one missile or packet attack. You must call out "Avoid" when you use this Skill.

Resist Poison 2

Living in the wilds has made you resilient. You may exhaust 1 point of Water to negate an attack with the Poison Trait. You must call out "Resist" when you use this Skill.

Stalker 2

When you have marked a target with your Hunter's mark ability, you draw an insight into your prey. You may use your "Enmity" ability against the race of your marked target in addition to your chosen enemy. If you do not know the race of your marked target, you may make a single attack of "By my Gesture, Inflict to Marked: Identify your Race". This effect lasts you reset your attributes with Void.

Scholar Specialist Headers

BARD 3

Prerequisite: May not purchase or have Friar Header

When purchasing this Header you receive the following Trait: Arcane.

Bards are the ultimate performers and have learned to harness the arcane through their voices and performances. They are often charismatic and exuberant, but can be as subtle and cunning as any rogue or courtier. Many doors are opened for performers, a fact which Bards know very well.

When purchasing this Header you receive the following Trait: Arcane.

Your passion for the arts allows you to manifest magic when you perform. All spells purchased under this Header are Arcane Spells. Spells purchased under this Header do not use normal incantations. Each spell must have a unique musical incantation that is at least 4 times as long as a normal spell. Your songs require 16 syllables plus an additional 8 syllables for each Character Point of cost. The song replaces the normal incantation of the spell. The spell must be in period and must include the Sphere and some form of the Spell name. It must be submitted to plot and approved in the same manner as spell incantations.

In addition to your spells, many of your Skills require a performance before you can use them. Although many Bards prefer music, any performance art will work in context. When a Skill requires a performance, it requires you to present some kind of art to a live audience. The presentation must take at least 1 minute and the audience must respond with applause or verbal appreciation. When the applause or appreciation comes you have fulfilled the condition of the performance and may use your Skill as appropriate.

Clarion: When you reset your Attributes with Void, you gain a single defense against silence. Call out "Avoid" the next time you are struck with a Silence effect.

Act of Passion 1

Your performance charges you with

passion to give a little more of yourself offstage. Once per event you may empower this Skill with a performance, as described above. Once empowered you gain 3 points of Passion. These points may be spent on any Skill or spell in place of Earth, Air, Fire, or Water Attribute points. You may spend them one at a time or all at once as you see fit. The extra points cannot be Refreshed and fade at the end of the event.

Aria of Happiness 4

You plant your feet, exhaust two points of Fire and begin to sing. So long as you sing and do not move your feet you may touch a packet to a recipient and call out "Cure Gloom by Inspiration" as part of the song you have prepared. You may not interrupt the song to say the Verbal and you must have at least 8 words between each use of the Verbal. The song is interrupted if you are struck by any hostile melee, missile or packet strike. If two Bards both have this Skill they may work in tandem so long as both are in arm's reach and obey the restrictions of the Skill. One may sing a verse while the other harmonizes by singing the "Cure Gloom by Inspiration" verbal. The second Bard may cure a person each time they sing that verbal in harmony with their partner and need not wait between uses of the Skill. In this case each Bard need only exhaust a single point of Fire.

Break Trance 2

You have some method of snapping people out of Effects with the Trance Trait. You may role-play for 3 seconds and touch a recipient with a packet and call out "Cure Trance by Will".

Damaging Voice 3*

You may empower your voice as described above to harm an enemy of your choice. Choose an Enemy (Human, Elf, Beast, Alved, Demon, Elemental, Undead, Ereskial, or Construct.); you may exhaust 1 point of Purpose and call out "By my Voice, 5 Damage to {Enemy}". The Attribute is exhausted if one target acknowledges the Effect through role-play or negates it with a Defense. You may purchase this Skill multiple times, each time for a different enemy.

Entertainer 2

You are a born entertainer and are paid enough survive between events. If you use this Skill between events, you do not have to pay food maintenance costs. You cannot use this Skill if you end an event with a condition that prevents the use of game skills. This Skill does not pay for any monetary tithing costs.

Guarded with Music 1

When you touch cast either a Mind Shield or Elements Shield spell using a musical incantation you gain an extra casting. You may touch an additional person and call out the Verbal of the spell an additional time so long as they are in arms reach. If you Refresh with Void, move from your spot, or use any other game Skill you lose the extra casting.

Song of Refreshment 3

Your songs inspire others to give more of themselves. Twice per event a Bard may pace a room and perform for 1

minute to attune themselves with its harmony and empower their voice as described above. If the performance is met with applause or verbal appreciation then the attunement to the room is complete and you may call out “In this Room, Refresh 1 (Attribute) by Inspiration”. This skill may only be used to refresh Earth, Air, Fire or Water attributes.

Universal Sphere 2

This Skill allows you to purchase spells from the Universal Sphere. These spells are purchased and used like a Skill.

Illusion Sphere 2

This Skill allows you to purchase spells from the Illusion Sphere. These spells are purchased and used like a Skill.

ENCHANTER 3

The Enchanter has become so expert in his chosen craft that it takes on a magic of its own. A Skilled Enchanter can create magic in existing objects, or prepare scrolls to use at any time.

Expertise: An Enchanter may have 1 additional grant effect. This increases the total grant effects you may have to 4.

Cocoon 3

When in dire straits, an enchanter may turn their mastery of the form inward and prevent harm. Spend 1 Earth and call out “Imbue trait Spirit to Self by Magic.” The enchanter gains the Spirit Defense and may not move while in the spirit state. This spirit state lasts for a maximum of 1 minute. The caster may choose to end the Spirit state at any time

within 1 minute, but if they choose to do so they lose any remaining time on the spirit effect.

Extraction Efficiency 2

Your skill at manipulating arcane components has grown. You may use a rare (red) component in place of 3 common (green) components or in place of 1 common and 1 uncommon (blue). The rare component is completely expended when used in this manner and cannot be conserved with Conserve Materials or any other skill or ability. Other components used in the recipe can be conserved as normal.

Versatile Enchanter 2*

You can make the most of your available components, ensuring that nothing you have goes to waste. For each purchase of this Skill, you may draw one from the component bag at check-in for an event. You may purchase this Skill up to twice.

Deadening Shield 3

You alter the air around yourself to become hard and thick. Expend 1 Air and call out “Imbue by Magic” to grant yourself 2 points of Armor. This Armor does not stack with physical armor. You may reset your armor by spending 1 minute of Focus drawing the Enchantment back into place.

Memorize Scroll 2*

You are so familiar with the creation of a certain scroll that drawing it forth and reading it has become unnecessary for you. Choose one scroll you know when you purchase this Skill. From then on, you may cast from the chosen scroll without drawing the scroll and reading

it. You must still be carrying the appropriate scroll, and casting from it still expends the scroll. This skill may be purchased up to twice.

Concentrated Power 3

You harness your total understanding of the magics of Enchantment to empower your work beyond normal bounds. Spend 1 Purpose. You may immediately create any one Scroll or Enchantment you know, even if you are not at the Enchantment Altar. Additionally, the created Scroll or Enchantment may have an additional effect, listed below:

Clarity: You may grant two defenses of “Grant Extra Defense, Resist Mental”. These do not have to be used on the same target.

Enhanced Force: The target may choose one enemy and increase all their called damage effects of 3 or greater against that enemy by 1. This increase does not stack with other numeric increases.

Great Force: The granted effect becomes “Grant Attack, Double 5 Damage by Force”

Absorbent Shield: The granted effect becomes “Grant Defense: Resist” vice “Shield”

Scrolls: The scroll you are casting from is not expended and may be used again.

Spell Scroll 2

The magic of Enchantment is powerful but fleeting. You may craft a scroll by spending 1 minute of Focus role-playing its creation at the Enchanting Altar. Using this scroll does not cost the caster

Attributes, and requires speaking the Incantation only when crafting the scroll. When cast, the Incantation has already been spoken and is no longer necessary. Any scrolls created by this skill expire either when used or at the end of the event. Spells cast in this manner are considered Arcane Magic.

In order to be eligible for creation as a scroll, a spell must fit within the following guidelines:

- Must have a cost of 3 CP or less
- May not result in a Grant, Inflict, or Imbue effect
- May be a different spell each time the scroll is crafted

An Enchanter may only have one Spell Scroll created at any time, but may create another one once their Spell Scroll is used.

Cost: 3 common, 2 uncommon

Enchant Aura 3

You have reached a level of skill with Enchantments that transcends the normal rules of the world. You may place your enchantments around your subject without enchanting a physical person or object. When using a spell, ability, or enchantment that creates a Grant effect, you may expend one Air in addition to the normal cost to convert the “Grant” effect into a “Grant Extra” effect.

Enchantments *

Enchantments are Effects imbued directly into items or people.

Enchantments may only be placed while standing at the Enchantment Altar, but may be used later depending on the Enchantment. Once an Effect granted by an Enchantment is used, the magic

has faded and must be reapplied to be used again. You may craft any single Enchantment any number of times, limited only by your available components. Other Diagrams may be found during play, and unless otherwise listed on the Diagram these Enchantments may only be used once before the Diagram is rendered useless.

Enchantment: Clarity 2
This Enchantment is placed on a person. The Enchanter weaves a protective wall of magic around the mind of the target. Spend 1 minute of Focus role-playing the enchantment, then call out “Grant Extra Defense, Resist Mental” and touch your target to grant them the Defense.
Cost: 4 Common, 2 Uncommon

Enchantment: Enhanced Force 2
This Enchantment is placed on a person. The edge of any weapon they wield shines with arcane energy, allowing it to produce a more deadly strike. Spend 1 minute of Focus role-playing the enchantment, then touch the target and call out “Imbue by Magic” and explain the effect of the enchantment. The target may increase any two of their called Damage effects by 1. This effect does not require any additional calls when the attack is made.
Cost: 2 Common, 1 Uncommon, 1 Rare

Enchantment: Great Force 3
This Enchantment is placed on a person. Any weapon the target wields is infused with arcane energy, allowing it to produce a single heavy blow. Spend 1 minute of Focus role-playing the enchantment, then touch the target and

call out “Grant Extra Attack, 5 Damage by Force” to enchant the target with this attack.

Cost: 1 common, 2 Uncommon

Enchantment: Absorbent Shield 4
This Enchantment is placed on a person. Any shield the target holds is infused an extra layer of defense. Spend 1 minute of Focus role-playing the enchantment then call out “Imbue by Magic” and touch the target. The target may call out “Guard” to the next attack that strikes their shield that would have otherwise affected them. The enchanted individual may choose not to use this defense (if struck with a beneficial spell, for example) but if they do, the enchantment is still expended.
Cost: 2 Common, 2 Uncommon

Scrolls *
Scrolls are Enchantments placed on a paper scroll to be used at a later time. An Enchanter may carry any number of scrolls at a time, but to use one the scroll must be drawn out and read, taking no less than 3 seconds. Sufficient light is also required to read from the scroll. Once a scroll has been read once, it becomes useless and must be re-enchanter at the Enchantment Altar. You may craft a given scroll any number of times, limited only by your available components. Other Diagrams may be found during play, and unless otherwise listed on the Diagram these Enchantments may only be used once before the Diagram is rendered useless.

Scroll of Great Mending 3

Reading this scroll allows the Enchanter to bind broken weapons and shields together instantly. Spend 3 seconds reading the scroll aloud, call out “Repair Weapon by Magic” and touch a packet to the item you wish to Repair. The weapon or shield is immediately usable again.

Cost: 3 Common, 1 Uncommon, 1 Rare

Scroll of Mending 3

Reading this scroll allows the Enchanter to bind broken armor together instantly. Spend 3 seconds reading the scroll aloud, call out “Repair All Armor by Magic” and touch a packet to the armor you wish to repair. The Armor is restored to its full value.

Cost: 4 Common, 1 Uncommon, 1 Rare

Scroll of Open Passage 1

This scroll negates a single defense on a portal. Touch a packet to the doorframe and call out “Imbue by Magic” to prevent the ill effects of the portal defense from striking you. As long as the Enchanter remains in contact with the doorframe, the portal defense will remain non-functional. This Skill does not prevent any effects on the room itself, only the door into the room.

Cost: 4 Common, 1 Uncommon

Scroll of Sundering 5

Focusing the same magic that allows an Enchanter to repair items also allows the enchanter to destroy items. Spend 3 seconds reading this scroll aloud, then throw a packet and call out “Destroy Armor by Magic”, “Destroy Weapon by Magic”, or “Destroy Shield by Magic”. Regardless of whether the packet hits or takes effect, the scroll is expended.

Cost: 2 Common, 2 Uncommon, 1 Rare

HIDDEN HEADERS

In Numina, not every ability or skillset is listed here. There are Hidden skills and headers that can be pursued by characters who wish to investigate these advanced skillsets. There is no one way to find or acquire a hidden header, and those listed here are by no means the only ones available.

There is a limit to how much specialized training a character can receive, and that is represented by a maximum number of hidden headers that a character can train in. Unless specifically noted by the header, a character can only have 3 Level 1 Hidden Headers. Level 1 Hidden headers have 5 powers that must be purchased in order. A character may also have 1 Level 2 hidden header, which is usually a further specialization above a Level 1 hidden header. This Level 2 Hidden Header will also usually have 5 powers, which must be purchased in order. Some Hidden Headers may differ slightly from this pattern, and the Header will have instructions if that is the case. There are no restrictions on learning Hidden Skills, and a character may learn any number of these.

No character may teach another character a Hidden Header. A character wishing to learn these techniques and skills must speak with an NPC to gain instruction.

Hidden Header Examples

Assassin –

An Assassin is a master of eliminating a target quickly. Their Skills focus on hitting hard and escaping retaliation.

Level 2 – Contract Killer, Cutthroat, Viper

Archmage -

Archmages are the premier arcanists. They manipulate pure magic into new forms beyond the reach of normal mages.

Bloodmage-

A Bloodmage uses the power inherent to their own body and blood to create magical effects. Though often thought distasteful in polite society, the capability of a blood mage to manipulate the body is unquestioned.

Curate –

A curate is charged by their church to bring comfort and healing to the world. In addition to the training of the church, they are given divine gifts from the gods to further their work.

Duelist –

An expert in fighting formal duels, a duelist is no less feared in a less organized combat, practiced at taking every advantage against an opponent

Exarch –

An Exarch is the vengeful arm of the church. Wherever holy conflict is present, Exarchs rain down destruction in the name of their gods. They inherit some small divine gifts in addition to their magical skills.

Fanatic-

A Fanatic is what happens when a Zealot steps up their game. A holy warrior without question, Fanatics press their righteous attack even beyond the limits of reason.

Flagellant-

An uncompromising fanatic, a flagellant harms themselves so that they may draw power from their suffering and visit it upon others.

Huskarl-

A Huskarl is the staunch warrior for their lord. More than a soldier, a Huskarl devotes themselves to the defense of a person, nation, or cause and stands as its strongest defense.

Gladiator-

A gladiator is trained to fight for money. Specialists in the display of a fight as well as the actual fighting, they are trained in many exotic weapons and styles.

Level 2 – Pit Fighter, Boxer

Longbowman-

An archer devoted entirely to the perfect shot, a longbowman has learned to use a massive bow that can fire the strongest shots.

Oracle-

Empowered with predictive sight, an Oracle often knows unknowable things.

Runic Adept-

A warrior trained in the carving of runes, Runic Adepts enhance their own arms and armor by drawing power from crafting components.

Level 2 – Swideger Knight

Shadewalker-
Someone who has pierced the barrier
between Rues and the Shade, a
shadewalker is powerful against the
many danger found there.
Level 2 – Astrologer, Ebon Knight

A warrior who has focused arcane
power directly into their blade,
sacrificing the variety of all magic for
focused power in melee strikes.

Spellsword-

The Magic of Rues
A Charity Billet donated by Professor
Ilka Zabuya

Though I long ago became a senior professor at Isou University, I have made it a point to continue with the most dreaded of all pedagogical duties, teaching the introductory class. Each semester I shepherd a roster of intelligent imbeciles into the understanding that they do not, in point of fact, know everything already. To be more precise, I teach a class known as Arcane Studies: Introduction to Magic, whose focus is on the nature and history of magic rather than the application. Many of the educated citizens of Rues demonstrate an appalling lack of understanding about the arcane power of the world, and I shudder to consider what superstitions remain in the minds of the uneducated. Together with a printer who wishes to remain anonymous, I have provided this very basic overview of the history of magic on Rues.

The word magic is derived from the ancient root of magh, which translates roughly as "to be able." The magic of Rues is not so different than the fish oil of Rues, or the trees of Rues; it is a natural resource that, by the power of the Purposed Races, can be made into a marvel. Many of the so-called sorcerers and wizards are offended by my comparison of magic to something so common as lumber or carp, but they are a tiresome lot, clinging to a fear-based elitist system that led only to ignorance and destruction. I have no wish for the Shepherds or Shapers to come knocking

upon my door, so let me pause here to make a distinction between divine power, the abilities granted by the Genesori to their faithful, and arcane magic. While there are many theorists who have taken note of the similarities between divine power and arcane magic and have suggested that they are somehow related, those theories have met with resistance from the High Chapel of Inlyrico, and thus will not be mentioned here.

Arcane magic, then, has been a companion of the Purposed Races throughout our recorded history. While it is not fully understood, the arcanists of past ages discovered enough to categorize their various capabilities into spheres and establish some common uses. One of the truly remarkable traits of arcane magic is its versatility. It responds to gestures and words, to force of will, can be captured in objects and crafted into carvings. It comes as no surprise to me that after it disappeared from the world in the year 950, it achieved the same legendary and wistful status as children's tales about the Turtle Princess and Brave Young Fortkin.

One of the first questions that my students ask is about the disappearance of arcane magic, which of course accompanied the day known as the Great Tragedy in Inlyrico, the Day of Two Suns in Anbara, the Reap in Volbrecht, the shirak a'vehr (Lightning from the Sand) by the Mehrdad'i, and most properly, the Entropic Pulse. Arcane magic includes many of the greatest forces acting upon the world today, and as an act of defiance against the empire, the now-defunct kingdoms of Aerithea

and Drakkenspar combined their considerable arcane knowledge to conduct a poorly researched and ill-advised ritual. The result cost countless lives (the last attempted estimate was abandoned at eight thousand), obliterated the once beautiful kingdom of Drakkenspar and burned arcane magic out of Rues for the following century. Only within my lifetime has it truly begun to reappear and spread across the empire again.

If the ritual caused the disappearance, then what caused the ritual? Academic integrity demands that we look at historical context, rather than blame the convenient targets of Aeritheia and Drakkenspar. Previous to the Entropic Pulse, a mistrust of arcanists had been building for decades, based upon the concentration of powerful mages in the two kingdoms that refused to join the empire. The bitter feelings toward these two kingdoms became generalized toward arcanists as a whole, and Invicto Mercurio made the decision to control the empire's mages by collecting them in remote camps. As one might expect, this plan served to control a large and bitter population of arcanists while ensuring that the rest would indeed turn against the empire. Happily, Invicto's successor Lucitora rescinded these acts, and may they never rear their ugly heads again.

One hundred and ten years after the Entropic Pulse, hints of the return of arcane magic were noted, and summarily dismissed as wishful thinking. However, when the arcane fonts appeared in Shiara and Erekon in 1149, all skepticism was erased. In the past sixty years, we have seen a rebirth of the ancient arcane

tradition as we try to mesh the reality with the legends we all heard as children. The Arcane Studies wing of Isou University has been joyfully rebuilt after its destruction in 946, and new discoveries and knowledge pour in each day.

As a parting, I feel it is important to stress that arcane magic is not a remote and alien thing. It is in your backyard. Your children may be born with it, as children have been around the empire. Just as you have learned to be a carpenter or a cooper, your neighbor may learn to be an Elementalist or a Despoiler. As the Purposed Races, we have proven ourselves time and again as masters of our world, bringing the forces to bear in our favor. Let it be no different with arcane magic.

Magic

Magic is the force integral to the formation and continuation of the world. It is energy in flux and recognized in two forms, Divine Gift and Arcane Power. The gods have gifted Divine magic to the Purposed Races, and this power is more stable than arcane energy, but is not as susceptible to the will of the Purposed Races.

The inherent instability of arcane magic is seen today in magic surges, null zones, and odd monsters that owe their current existence to the ever-changing magic. There is a resurgent study of arcane magic by individuals throughout the world. It is dangerous and difficult but those who study it find it to be rewarding, as they are not reliant on their gods for the power they wield.

What is known about arcane power is limited in scope and will be highlighted below...

Arcane power is unstable and malleable.

Use of too much arcane power in one area can cause unpredictable results, especially if said overabundance of magic comes all at one time. Some examples are null magic zones, wild magic areas, damage to the caster, etc.

There are no magic schools, guilds, or any such organized structure. The university of Isou is just in the beginning stages of reinventing its Arcane Studies wing. As a result, most arcane casters are self-taught.

Gaining Magic

Certain Headers allow you to purchase specific Spheres of magic. When you purchase a Sphere of magic, you can purchase any of the spells available under that Sphere. All spells purchased within a Sphere are also considered to be purchased within the Header under which the Sphere was purchased. Each spell is purchased using Character Points and can be used in the same manner as a normal Skill.

Using Magic

Magical spells all allow you to summon a tremendous amount of power, but they have limitations. Spells require a good deal of concentration to invoke. Both hands must be empty and both arms must be free to move to cast spells. While certain Skills might allow you to hold a weapon in your off hand while casting, the hand and arm delivering the spell must be free.

You cannot invoke spells while you are being struck by an attack that damages you. You cannot deliver spells with an arm that cannot use game skills. You must be able to speak to cast a spell unless you may cast that spell without an incantation. Furthermore, spells that are delivered by packet have all of the restrictions of that attack form.

Casting a spell requires you to recite a short phrase, called an Incantation, before calling out the Verbal. Only after both are completed can you throw the packet. The Incantation is an in game phrase, and if an Effect prevents you

from speaking you normally cannot cast a spell. If you are damaged or rendered unable to cast the spell during the Incantation or the Verbal, the spell is ruined. You do not exhaust Attributes (or the equivalent) if a spell is interrupted.

Although magic users create their own Incantations when they learn a spell, they cannot simply make up Incantations as they see fit. An Incantation must be personalized, and it must be approved as part of the learning process. The Incantation should contain the Sphere of the spell and also some form of the name. The name does not have to be incanted exactly, but the Incantation should indicate at least part of the name. Divine characters must include the name of their patron in the Incantation instead of the Sphere of the spell. An Incantation must have a number of syllables equal to twice the cost of the spell plus 4. If a spell costs 2 character points, for example, the incantation length will be at least 8 syllables.

It has been observed that powerful casters can use spells without Incantations. This arch-magic comes when a caster is so skilled that they may set reality aside and bind magic with sheer force of will. Without the time required to speak the Incantation, this magic is quick and therefore deadly. If you wish this level of mastery, you must find the knowledge and skill during the course of the game.

Spells of Anima **2**

Tethered Spirit **3**

Your ties to the ethereal allow you to extend the time a spirit remains tethered to its body. Exhaust 1 point of Fire, touch a dead target, and call out “Imbue to Dead by Anima”. Upon using this spell the death count of your target is extended by 3 minutes. This spell may only be used once per target and cannot be used again on that target until the dead trait is cured. You must explain to the recipient that this spell extends their count by three minutes and that they may not benefit from additional castings of this spell until they no longer have the “Dead” trait.

Speak with the Dead **1**

You are granted the ability to converse with a Spirit of the Dead. You exhaust a point of Air, call out "Speak to Dead" and throw a packet at a spirit. If it hits the target, the target may speak with you if it wishes to. This spell does not force the spirit to speak, nor will it prevent the spirit from continuing on its journey. The Attribute cost is exhausted only if the subject acknowledges the use of the spell through role-playing or negates it with a Defense.

Astral Messenger **1**

You may contact Shadows and entreat them to bring a vision through the Shade to a recipient that you specify. If you use this skill between events you may prepare a description of the vision, which should not be written as a letter, but instead describe the vision as one might experience it. The description is sent, along with the name of the sender and recipient, to the information skills address. You may send only one vision between events.

You may encounter a character in game that has enough power or connection within the Shade to allow you to cast this spell during an event. If you can obtain their help, you may prepare a physical representation of your vision. Just as between events, this should be written as a description of the vision, with the recipient's name and description and the sender at the top of the parchment, and a description of the vision. The quality of the parchment and the writing must be reasonable.

Once you have prepared the physical manifestation of the vision, Exhaust an Earth and cast this spell in the presence of an empowered character who has agreed to aid you. You complete the spell once you hand the vision over to the character. While this is generally a quick way to send messages, it is also possible that other beings or residents of the Shade may try to block your Astral Messenger.

Using the spell during the event does not prevent you from also using it once between events.

Ethereal Push 2
The forces of the ethereal world assist in pressing you away. Exhaust 1 point of Air and point at your target(s) and call out "By my Gesture, Repel by Force". You may point at up to 2 people, and both are affected as per Repel.

Destructive Spirit 4
This is an Evocation spell. You evoke a cascade of Spiritual magic that you expend to attack foes. Exhaust 2 points of Fire and call out "Imbue by

Anima" to be empowered with 8 packet delivered attacks. When you use one of these attacks call out "2 Damage by cold" and throw a packet at the enemy. You may only have one Evocation spell active at a time. This spell ends when all three attacks are used, when you cast another Evocation spell, when you use Void to Refresh Attributes, and at the end of the event. You need only speak the Incantation of the spell when it's first cast, but you must abide by all casting restrictions when you cast this spell and each time you use one of these attacks. You cannot have weapons in your hand unless you have a Skill that allows you to cast while holding a weapon and you can be interrupted by incoming attacks.

Shape Shift 3

You are in tune with the ways of the natural world and it has blessed you to infuse yourself temporarily with a more feral spirit. You may take on the form of an animal of your choice. Exhaust 2 points of Water and call out "Imbue by Anima". You may choose whether to become a Brute, a Stalker, or Nimble animal, and will gain increases to your abilities accordingly.

Brutes gain 4 vitality, 2 Resists against melee attacks, and one Purge Physical.

Stalkers gain 2 vitality, 1 armor, 2 3 damage melee attacks, and 1 Avoid defense against ranged attacks.

The Nimble gain 2 armor, 2 avoid defenses against ranged attacks, and 2 5 damage melee attacks that may only be used from behind your target.

All forms gain the ability to fight with

46" claws, and you may not use other melee weapons while shapeshifted. Armor points gained in this Skill will stack with any Armor you already have, be it from a prop, a Skill, or a Spell. While in this form you may speak normally but you may not cast Spells or Prayers. You will manifest a seeming of your chosen animal, represented by a white animal mask or white animal makeup. The transformation takes as long as it takes you to appropriately costume yourself with mask or makeup. This spell will last until you Refresh Attributes with Void. While transformed, you have the "Beast" Trait. The trait gained from this spell does not fulfill Animal Companion requirements.

Spiritual Anchor 1

By infusing some of your spiritual energy into a focus, you can create a waypoint for your spirit to return to. The spell requires a small gold or yellow figurine or similar focus to represent your anchor. The anchor should be at least 6" tall, but no more than 12". Mark the anchor with a red circle to show that others cannot touch it. Exhaust 1 point of Earth, place your anchor on the ground and call out "Imbue by Anima". Thereafter, as long as the anchor is within your line of sight you may spend 1 point of Earth to take Spirit form and return to your anchor. Once in spirit form you must travel as directly and quickly to your anchor as possible. If there are too many combatants in your way you may pause until a safe opening appears for you to continue. While traveling you cannot attempt to interfere with any actions by blocking or catching attacks. Any Effect with the "to Spirit" Trait that is not beneficial will knock

you out of spirit form and end this effect. You cannot pass through any sort of gate while linked to your anchor, doing so breaks the link and before using the spell again you must collect your anchor and recast the spell to establish a new link. Otherwise the link remains active until the end of the event, until you move the anchor, or until you Refresh Attributes with Void

Spirit Guard 3

You may use the ethereal world and meld it upon your form and give physical protections. Exhaust 1 point of Water and call out "Grant 3 Protection to Self." You may only have one Spirit Guard spell active at a time, and may only cast upon yourself.

Spells of Elemental 2

Torrent of Flame 4

This is an Evocation spell. You evoke the energies of elemental flame to attack your foes. Exhaust 2 points of Fire and call out "Imbue by Elemental" to be empowered to deliver 8 packet delivered attacks. For each attack, call out "2 Damage by Fire" and throw the packet at the enemy. You may only have one Evocation spell active at a time. This spells ends when all 8 packets are used, when you cast another Evocation spell, when you use Void to Refresh Attributes, and at the end of the event. You need to speak the Incantation of the spell only when you first cast, but you must abide by all casting restrictions when you cast this spell and each time you use one of these attacks. You cannot have weapons in

your hands unless you have a Skill that allows you to cast while holding a weapon and these attacks can be interrupted by incoming attacks.

Lightning Strike 1
You harness elemental power to hurl a mighty bolt of lightning upon a foe. Exhaust a point of Air and call out “5 Damage by Lightning” and throw a packet at a target. If it hits, the target suffers 5 points of Lightning Damage.

Fiery Torment 1
You harness elemental power to hurl a mighty ball of fire upon a foe causing them to writhe in burning pain. Exhaust 1 points of Fire and call out “Agony by Fire” and throw a packet at a target. If it hits, the target suffers the Agony effect.

Moonbeam 1
You are quite skilled at dealing with creatures built from the primal elements. Exhaust 1 point of Air and call out “10 Damage to Elemental” and throw a packet at the opponent.

Earth’s Ally 1
You call upon the very earth to entrap a foe, rooting them to the ground. You exhaust 1 point of Earth, call out "Root by Earth" and throw a packet at a target. If it hits, the target suffers the Root effect.

Nature’s Escape 1
You call upon the rivers and mighty oceans to entrap a foe, slowing their movement. You exhaust 1 point of Water, call out "Slow by Water" and throw a packet at a target. If it hits, the target suffers the Slow effect.

Stone Prison 3
You imprison an opponent in magical bonds. You exhaust 2 points of Earth, call out "Paralyze by Earth" and throw a packet at an opponent. If it hits the target, the target suffers the effect of Paralyze.

Natural Speech 1
You are granted the ability to converse with one animal or plant. You exhaust a point of Air, call out "Speak to Beast" or “Speak to Plant” and throw a packet at an animal or plant. If it hits the target, and the target has the Beast or Plant Trait, the target may speak with you if it wishes to. This spell does not force the being to speak, nor will it prevent it from taking an action. The Attribute cost is exhausted only if the subject acknowledges the use of the spell through role-playing or negates it with a Defense.

Spells of Entropy 2

Restore the Balance 1
You are quite skilled at dealing with creatures of undead. You harness the power of Entropic magic against foes seeking to do harm. Exhaust 1 point of Earth and call out “5 Damage to Undead” and throw a packet at the opponent. If it hits, the target suffers 5 points of Damage.

Ravages of Time 4
This is an Evocation spell. You are empowered by the magics of Destruction and Decay. Exhaust 2 points of Fire and call out “Imbue by

Entropy” to be empowered with 8 packet delivered attacks. When you want to use one of these attacks, call out “2 Damage by Aging” and throw a packet at the enemy. You may only have one Evocation spell active at a time. This spell ends when all three attacks are used, when you cast another Evocation spell, when you use Void to Refresh Attributes, and at the end of the event. You need speak the Incantation of the spell only when it is first cast, but you must abide by all casting restrictions when you cast this spell and each time you use one of these attacks. You cannot have weapons in your hand unless you have a Skill that allows you to cast while holding a weapon and you can be interrupted by incoming attacks.

Destroy 3
You send a cascading force of energy causing wood to become weak and shatter and send metal into rust. Exhaust 2 points of Water and call out “Destroy <Weapon> by Aging” and throw a packet. If the packet hits an opponent the item suffers the effect of a Destroy. This spell may also cause non-beneficial to Constructs.

Weaken 1
Your use of Entropic energies physically weakens your opponents in battle. Exhaust 1 point of Air, throw a packet and call out “Weakness by Aging”. If it hits, the target suffers the effect of Weakness.

Life Drain 3
You empower yourself to remove life essence from a target. Exhaust 1 point of Earth, throw a packet and call out “2

Damage by Aging”. If a target is affected by the spell the caster may store the life force for themselves or return it to them by touching them and calling “Heal by Aging”.

Writhing Pain 1
You blast forth a wave of Entropic force causing them pain. You exhaust 1 point of Water, call out “Agony by Aging” and throw a packet at an opponent. If it hits the target, the target suffers the effect of an Agony.

Withered Limb 1
The energies of Decay are able to destroy the limbs of your opponents. Exhaust 1 point of Earth and call out “Maim <Limb> by Aging”. Throw a packet at your target, if it hits the target and it is not negated by a Defense the target will suffer a Maim effect.

Death’s Sweet Release 3
Entropy empowers you to snuff out the energies that animated the dead. Exhaust 2 points of Fire, call out “Death to Undead”, and throw a packet. If the target is hit by the packet and can be affected the target will suffer the Death effect.

Spells of Essence 2

Heal Wounds 1
You summon energies that restore health and vigor to their targets. You speak the Incantation, call out "Imbue by Magic" and exhaust a point of Earth. You may deliver two healing effects by packet. You must call out "Heal 2 by Magic" for

each, but you need speak the Incantation of the spell only when it is first cast. This spell ends when those two Effects are used, when you use Void to Refresh Attributes, and at the end of the event. You may only have one Heal Wounds spell active at any time, and you cannot cast this spell on others. You may, of course, use the healing effect on others. Invoking each healing effect is considered to be casting. You cannot have weapons in your hand unless you have a Skill that allows you to cast while holding a weapon and you can be interrupted by an attack.

Cure Body 4

Your magic purifies the blood and flesh of the recipient, cleansing their form. You exhaust a point of Water, call out "Cure Metabolic by Magic" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Metabolic effects are removed from them unless, of course, they are affected by Stricken.

Invigorate 3

Your magic refreshes the energies of the recipient. You exhaust 2 points of Air and call out "Cure Drain by Magic".

Be on Your Way 1

You Cure one Maimed limb. You exhaust a point of Fire, call out "Cure Maim [*Limb*] by Magic" and throw a packet at a target. If it hits the target, the target takes the Cure Maim [*Limb*] effect. This spell will work on one Maimed limb.

Assured Passage 1

Your magic can awaken those

unnaturally put to rest. You exhaust 1 point of Air and call out "Cure Root by Magic".

Cure Form 4

You can free your charges from physical bindings, ailments, and afflictions that might hamper or prevent their movement or action. Exhaust 1 point of Water, throw a packet at the recipient, and call out "Cure Physical by Magic" to free the target from all Effects using a Physical Trait, including those delivered with the trait Weapon.

Spells of Illusion 2

Your Fears to the Front 1

You can conjure the illusions of your targets worst fears in order to push them from you. Exhaust 1 point of Air, call out "Repel by Fear" and throw a packet at the target. If it hits, the target suffers the Repel effect.

Scared Stiff 3

You may further conjure nightmares to scare your target stiff. Exhaust 2 points of Earth and call out "Paralyze by Fear". Throw a packet at your opponent. If it hits the target they will suffer the Paralyze effect.

Displacement 4

You may protect yourself from harm by displacing your image in dreams and using this visage to ward off all danger. You exhaust 3 points of Air, press your palms together and become motionless. So long as you don't move you gain the Spirit Defense. Only game effects that specifically include "to Spirit" in the

Verbal will work on you. Any attack that is not beneficial with “to Spirit” in the Verbal that strikes you will immediately end this ability.

Disbelieve Illusion 1

A caster is keen of mind and well trained in the art of seeing what is true and what is false. Exhaust 1 point of Air and call out “By my voice, Expose Illusion by Magic”

Phantom Wounds 4

This is an Evocation spell. You evoke a cascade of Illusion magic that you expend to attack foes. Exhaust 2 points of Fire and call out “Imbue by Illusion” to be empowered with 8 packet delivered attacks. When you use one of these attacks call out “2 Damage by Confusion” and throw a packet at the enemy. You may only have one Evocation spell active at a time. This spell ends when all three attacks are used, when you cast another Evocation spell, when you use Void to Refresh Attributes, and at the end of the event. You need only speak the incantation of the spell when it’s first cast, but you must abide by all casting restrictions when you cast this spell and each time you use one of these attacks. You cannot have weapons in your hand unless you have a Skill that allows you to cast while holding a weapon and you can be interrupted by incoming attacks.

Illusory Shield 2

By wreathing yourself in the shifting magics of the Shade you become more resistant to physical harm. You may only have one of these spells active at any time, and you cannot cast this spell

on others. Speak the Incantation, call out "Imbue by Illusion" and exhaust 2 points of Earth. You gain the Illusion Trait. While so imbued the next attack that is "By Force", "By Poison", "By Fire", or "By Earth" that strikes you is reduced to one point of uncalled Damage. You must call out "Reduce" when using this protection. Resting for 1 minute will refresh this protection. Any attacks made against you that are "To Illusion" or "By Shadow" will deal an additional point of damage while this spell is active. If the attack does not have a damage effect to it then it will deal 1 point of damage in addition to the delivered effect. This state will last until the end of the event or until you Refresh Attributes with Void.

Shattered Illusions 1

You possess the power to harm illusions and those masked by them. Exhaust 1 point of Fire and call out “10 Damage to Illusion” and throw a packet at a target. If it hits, the target suffers 10 points of Damage.

Refreshed Mind 3

You may influence the mind of others and have the ability to cure what ails them. Expend 1 point of Water and touch a willing or unconscious recipient with a packet and call out “Cure Mental by Magic”.

Protected Mind 3

You may empower your mind to be protected from influence. Speak the incantation Exhaust 2 points of Fire and suppress 1 melee, missile, or packet attack that is “by Will”. You must call out “Resist by Illusion” to suppress this

Effect. In reality you haven't actually resisted the attack; instead you are using the power of Illusion to suppress the detrimental Effect by hiding it away. This is very stressful and while the Effect is suppressed you gain the Illusion Trait and suffer an extra point of Damage from any attack with a called Damage effect. You may end the suppression at any time. The suppression also ends if you become unconscious, or if you Rest to Refresh Attributes or to end another Effect. When the suppression ends the Effect returns, though you lose the Illusion Trait and stop taking the extra Damage. This spell may only be cast on yourself.

Spells of Providence 2

Mind Wipe 1
You blast forth a wave of mental energy causing your opponents pain. You exhaust 1 point of Water, call out "Agony by Will" and throw a packet at an opponent. If it hits, the target suffers the effect of an Agony.

Mental Fatigue 1
You conjure up forceful energy and set it forth upon a target. You exhaust 1 point of Earth, call out "Root by Will" and throw a packet at an opponent. If it hits, the target suffers the effect of a Root.

Flayed Mind 3
Your magic pulls energy out of an opponent. You exhaust 2 points of Fire, call out "Drain by Will" and throw a packet at an opponent. If it hits, the target suffers the effect of Drain.

Imprisonment 3
You imprison an opponent in magical bonds. You exhaust 2 points of Earth, call out "Paralyze by Force" and throw a packet at an opponent. If it hits, the target suffers the effect of Paralyze.

Refreshed Mind 3
You free the recipient of all Effects based on Mental Traits. Exhaust 1 point of Water, call out "Cure Mental by Magic" and throw a packet at a target. If it hits the target, all Effects with a Mental Trait on the target are Cured.

Hold your Tongue 2
You may take control of the mind and prevent a foe from speaking, yelling, or making any type of verbal noise. You exhaust a point of Air, call out "Silence by Will" and throw a packet at an opponent. If it hits the target, the target suffers the effect of Silence.

You Will Not Attack 1
By overriding the functions of the brain, you prevent the opponent from using one hand. You exhaust a point of Water, call out "Disarm [*Hand*] by Force" and throw a packet at an opponent. If it hits, the target suffers the effect of a Disarm

Begone 1
You conjure up forceful energy to push an opponent away from you. You exhaust 1 point of Air, call out "Repel by Will" and throw a packet at an opponent. If it hits, the target suffers the effect of Repel.

Will of the Iron Fist 4
This is an Evocation spell.

You evoke a cascade of Providence magic that you expend in a mental assault against your foes. Exhaust 2 point of Fires and call out “Imbue by Providence” to be empowered with 8 packet delivered attacks. When you want to use one of these attacks, call out “2 Damage by Will” and throw a packet at the enemy. You may only have one Evocation spell active at a time. This spell ends when all three attacks are used, when you cast another Evocation Spell, when you use Void to Refresh Attributes, and at the end of the event. You need speak the incantation of the spell only when it is first cast, but you must abide by all casting restrictions when you cast this spell and each time you use one of these attacks. You cannot have weapons in your hand unless you have a Skill that allows you to cast while holding a weapon and you can be interrupted by incoming attacks.

Spells of Universal 2

Elements Shield 2
You protect the recipient from elemental energies. Exhaust a point of Air, call out “Grant Defense, Shield Elemental” and throw a packet at a target. If it hits the target they are granted a Shield Defense against attacks with any Elemental Trait.

Mind Shield 2
You protect the recipient from Mental energies. Exhaust a point of Air, call out “Grant Defense, Shield Mental” and throw a packet at a target. If it hits the target they are granted a Shield Defense against attacks with any Mental Trait. (Shield Defenses are used against the

first attack with an appropriate Trait that strikes the target.)

Armored Protection 3
You weave mystical energy to protect your form with unseen armor. You may only have one Armored Protection spell active at any time, and you cannot cast this spell on others. Speak the Incantation, call out "Imbue by Magic" and exhaust a point of Air. You gain two points of Armor. Resting for 1 minute can also Refresh these Armor points and any additional armor points gained through grants or other increases.. Choose how you role-play your Resting time. You cannot use this spell if you are already protected by Armor points, and these points are lost if you put on or activate any other armor or ability that gives you Armor points. These Armor points last until the end of the event or until you Refresh Attributes with Void.

Light 1
You may summon forth a green light so long as you have a cyalume stick as the prop for that light. The light does not exhaust any Attribute. It lasts as long as the cyalume stick lasts. The light may be set aside or passed to another character, but it cannot be thrown. The light is a green cyalume stick, and it cannot be broken open or disguised to appear as another type of prop or effect. It is said that some casters are able to study ways to create brighter or different colored light.

Stability 1
This spell gives you the ability to cause bleeding characters to become stable

simply by touching them. You speak the Incantation, call out "Imbue by Magic" and exhaust a point of Water. You may stabilize any number of people by touching them with a packet and calling out "Stabilize." You may only have one Stability spell active at any time, and you cannot cast this spell on others. This spell needs no effect card because it cannot be cast on others. This spell ends when you use Void to Refresh Attributes, and at the end of the event.

Prayers

Priest casting is done via Prayers. Prayers are separated into the general and patron specific groups. Prayers come in two methods – Short prayers (Orisons) and Long prayers (Litanies). An Orison is designed to be used quickly, and Litanies are designed to take longer.

Prayers require a good deal of concentration to invoke. Both hands must be empty and both arms must be free to move to use Prayers. While certain Skills might allow you to hold a weapon in your off hand while casting, the hand and arm delivering the effect must be free.

You cannot use Prayers while you are being struck by an attack that damages you. You cannot deliver Prayer effects with an arm that cannot use game skills. You must be able to speak to use a Prayer unless you may cast that Prayer without an incantation. Furthermore, effects that are delivered by packet have all of the restrictions of that attack form.

Using a Prayer requires you to recite a short phrase, called an Incantation, before calling out the Verbal. Only after both are completed can you throw the packet. The Incantation is an in game phrase, and if an Effect prevents you from speaking you normally cannot use a Prayer. If you are damaged or rendered unable to cast the Prayer during the Incantation or the Verbal, the prayer is interrupted. You do not exhaust Attributes (or the equivalent) if a Prayer is interrupted.

Prayers do not have personalized incantations in the same way as spells. Each Prayer has a set incantation for its activation. The incantations for Litanies, however, are personalized by the Priest evoking the Litany and the incantation must take a minimum of 30 seconds. A Litany must include the entire Orison incant if the Prayer has an Orison form.

All patron Deities have traits associated with their magic. The Genesori have two attacking traits and one defending trait each. When invoking a prayer, the player will append the trait associated with their god to the effect generated. Either one of the two attacking traits may be chosen when casting an offensive prayer, and either the attacking or defending traits may be used for beneficial effects.

Garioch

O – Madness, Earth D - Shaping

Istarum

O- Force, Awe D-Serenity

Jormic

O- Silver, Fear D- Omniscience

Koreel

O- Lightning, Thorns D-Quintessence

Severrin

O – Aging, Gloom D- Mercy

A Faithful of the Genesori who chooses not to select a Patron may still select Common Prayers. In this case, both the Offensive and Defensive traits used are “Will”

Any effect that allows additional uses of Grant effects does not take effect when casting a Chained effect from a Litany. These abilities work normally,

however, on prayers that are not chained effects. For example, using the Litany Prayer for the Infirm will only ever grant a single "Shield Mental" to the cured target, but using the Litany Prayer for the Wounded can allow you to use an additional Grant effect.

Common Prayers

Blessing of Succor 1
May <Genesori> make me a channel for their succor.

The Genesori give you a small respite for those who are in danger of dying. You speak the Incantation, call out "Imbue by Magic" and exhaust a point of Water. You may stabilize any number of people by touching them with a packet and calling out "Stabilize." This Prayer ends when you use Void to Refresh Attributes, and at the end of the event.

Prayer for the Wounded 1
May <Genesori> Close your Wounds
You appeal to the Genesori to mend the wounds you and your allies have suffered. You speak the Incantation, call out "Imbue by Magic" and exhaust a point of Earth. You may deliver two healing effects by packet. You must call out "Heal 2 by Magic" for each, but you need speak the Incantation of the spell only when it is first cast. This prayer ends when those two Effects are used, when you use Void to Refresh Attributes, and at the end of the event. You may only have one Prayer for the Wounded active at any time, and you cannot imbue others with this Prayer. Using the heal effects from this Prayer follows normal spellcasting rules.

Litany 1

The Litany form of this Prayer gives you the ability to gift your healing ability to others. You may use the ability "Grant Touch Attack, Heal 2 by Magic" three times. You may not use this grant effect on yourself, and you must use all three grant effects before using any other game skills. This Prayer ends when those three effects are used, when you use Void to Refresh Attributes, and at the end of the event.

Prayer for the Suffering 4
May <Genesori> ease and abolish your suffering.

You beseech the Genesori to cleanse the body of poisons, diseases, and foreign ailments. Exhaust a point of Water and call out "Cure Metabolic by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Metabolic effects are removed from them.

Litany 1

The Litany form of this Prayer cleanses your target so thoroughly that they are strengthened against similar attacks. The effect becomes "Cure Metabolic and Grant Shield Metabolic by <trait>".

Prayer for the Infirm 4
<Genesori> please illuminate my infirm ally

You ask for the Genesori's aid in soothing damaged minds. Exhaust a point of Water and call out "Cure Mental by <trait>" and throw a packet at a target. If it hits the target, the target

takes the Cure effect and all Mental effects are removed from them.

Litany 1

The Litany form of this Prayer cleanses your target so thoroughly that they are strengthened against similar attacks. The effect becomes “Cure Mental and Grant Shield mental by <trait>”.

Prayer for the Afflicted 4 *May <Genesori> expunge all elements that afflict you.*

You beg the Genesori to have mercy on your target, removing Elements that have harmed them. Exhaust a point of Water and call out "Cure Elemental by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Elemental effects are removed from them.

Litany 1

The Litany form of this Prayer cleanses your target so thoroughly that they are strengthened against similar attacks. The effect becomes “Cure Elemental and Grant Shield Elemental by <trait>”.

Wrath of the Genesori 3 *I beseech <Genesori> to bring down their wrath.*

Evocation

You receive the destructive will of your Genesori, and visit upon their enemies. Exhaust 1 point of Fire and call out “Imbue by <trait>” to be empowered with 3 packet delivered attacks. When you want to use one of these attacks, call out “2 Damage by

<trait>” and throw a packet at the enemy. You may only have one Evocation spell active at a time. This spell ends when all three attacks are used, when you cast another Evocation spell, when you use Void to Refresh Attributes, and at the end of the event. You need speak the Incantation of the Prayer only when it is first cast, but you must abide by all casting restrictions when you cast this spell and each time you use one of these attacks. You cannot have weapons in your hand unless you have a Skill that allows you to cast while holding a weapon and you can be interrupted by incoming attacks.

Litany 1

When standing in your temple, you may cast the Litany form of this Prayer. Instead of 3 packet attacks, you are empowered with 5 attacks. This may only be done when in a temple dedicated to your Genesori, and any castings done elsewhere will receive the base of 3 attacks.

Malediction of Chastisement 1 *<Genesori>'s judgement chastises you*

You call on the Genesori to judge admonish your enemies, causing them to writhe in pain from the judgement. Exhaust 1 point of Fire, call out “Agony by <trait>” and throw a packet at a target. If it hits, the target suffers the Agony effect.

Litany 1

You ask the Genesori to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to

deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Fire and throw a packet attack of “Agony by <trait> without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Bolstering the Allies 4

May <Genesori> embolden my allies and protect them.

You ask the Genesori to give aid and protection to you and your allies for upcoming conflicts. You speak the Incantation, call out “Imbue by <trait>” and exhaust 1 point of Fire. You may deliver two packet effects of “Grant 2 Protection by <trait>”. You must use these two grant effects immediately; they cannot be reserved to be used later.

Litany 1

The Litany form of this Prayer gives you the ability bolster your allies greatly, at the expense of your own protection. You receive 3 grant effects instead of 2, and your granted protection increases to 3. You may not use this grant effect on yourself, and you must use all three grant effects before using any other game skills. This Prayer ends when those three effects are used, when you use Void to Refresh Attributes, and at the end of the event.

Divine Glow 3

Grace me with the divine glow of <Genesori>

The blessing of the Genesori is upon you, and with it you may turn aside the

blades of your enemies. Expend 1 Air and call out “Imbue by Divine” to imbue yourself with 2 armor points. These two points do not stack with any other armor, and require no phys rep. You may refresh these armor points by Focusing for 1 minute and gathering the Divine Glow back to yourself.

Litany

1

The blessing of the Genesori is strong with you, and their light does not fade fully from you. You may refresh the armor points from Divine Glow with only 30 seconds of Focus reciting a litany to the Genesori. This ability only works on armor gained from the Prayer Divine Glow, and not on any other form of armor.

Prayer for the Dying 2

<Genesori> hear my prayer for the dead.

You ask the Genesori to stay their hand from claiming one of your fallen allies for a brief time. Exhaust 1 point of Fire, touch a dead target, and call out “Imbue to Dead by <trait>”. Upon using this spell the death count of your target is extended by 3 minutes. The effect of this Prayer may only be used once per target and cannot be used again on that target until the dead trait is cured, including uses of the Spell “Tethered Spirit”. You must explain to the recipient that this spell extends their count by three minutes and that they may not benefit from additional uses of this effect until they no longer have the “Dead” trait.

Litany

1

Using the Litany form of this Prayer, you may keep a spirit tethered indefinitely. When using this prayer, instead of adding three minutes to the death count of your target you pause their death count at its current value. As long as you maintain Focus, the death count of your target does not advance. Additionally, you may use the Speak to Dead effect on the target of your Prayer. Note that you imbue your target AFTER completing the Litany incant for this Prayer, not before, so it is possible for a dead body to fade away and become a Spirit of the Dead prior to the completion of the Litany. In this case, no attributes are expended.

If a spirit is kept tethered with the Prayer for the Dying beyond the end of the event, they character is considered to have died and must report to Plot in their PEL that they ended the event dead.

Blessing for the Meal 1
This Prayer may only be said as a Litany.

You lay a blessing over the bounty before you as you sit for a meal. In order to benefit from this Litany, those you wish to bless must be seated around a table that has been prepared for a meal. What qualifies as a prepared table is up to you, but it must have some manner of preparation beyond simply placing food on it. After reciting your Litany, you may touch up to 10 people with a packet and deliver a "Heal All" effect to each of them. Those you wish to receive the benefit of the Litany must be present and seated for the entirety of the Litany.

Traveler's Blessing 1

May <Genesori> mend your bones.

The Genesori give you the power to make your allies whole again. Exhaust 1 point of Fire, call out "Cure Maim [*Limb*] by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure Maim [*Limb*] effect. This spell cures 1 maimed limb no matter how many maimed limbs your target has.

Litany 1

When performing the Litany form of this Prayer, you may deliver a "Cure All Maim by <trait>" effect.

Appeal for Sanctuary 1
<Genesori> grant me sanctuary.

The Genesori cause your enemies poised to attack to instead flee from your presence. Exhaust 1 point of Air, call out "Repel by <trait>" and throw a packet at an opponent. If it hits, the target suffers a Repel effect.

Litany 1

You ask the Genesori to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Air and throw a packet attack of "Repel by <trait> without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Prayers to Garioch

Will of the Shaper 3

This Prayer may only be said as a Litany.

Once per event you may negate any melee, packet or ranged attack. Call out "Resist by Divine" to use this Skill. The Litany for this Prayer need only be performed once, and the resist may be used at any time after the Litany is complete.

Trusted Advisor 3

This Prayer may only be said as a Litany.

Once per event you may spend 1 minute advising a companion on their actions or plans. If they accept your council on these matters you may touch the recipient with a packet and call out "Refresh 2 Purpose by Inspiration" or "Refresh Void by Inspiration". You may not use this skill on yourself. No additional incantation is necessary for this Prayer.

Blessing of Freedom 1

By Garioch's will you are free

Garioch shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Garioch's quick step to avoid immobility. The effect becomes "Cure Root and Grant Shield Root by <trait>".

Invigorating Oration 3

Garioch inspire and invigorate this soul.

You ask for Garioch to restore vigor sapped from your ally. Exhaust 2 points of Air and call out "Cure Drain by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Drain effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Drain and Grant Shield Drain by <trait>".

Laying of Hands 4

May Garioch mend your body and take away your pain.

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out "Cure Physical by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all physical effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Physical and Grant Shield Physical by <trait>".

Invocation of Destruction 4

Oh, Garioch rain down destruction on these foes.

Garioch gives you the force of will to destroy an enemy utterly. Exhaust 3

points of Earth and call out “Death by <trait>” then throw a packet at your target. If the target is hit by the packet and can be affected the target will suffer the Death effect.

Litany 1

Garioch uses you as a vessel for a brief moment, striking with pure Divine energy. You may call out “Death by Divine” when using the Invocation of Destruction.

Prayer to Incite Chaos 1
“Garioch churn the chaotic rabble!”

Garioch allows you to visit some portion of Chaos on your enemies. Exhaust 2 points of Air, call out “Short Frenzy by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Frenzy effect.

Litany 1

Spending additional time preparing gives you a greater share of Garioch’s Chaos. You may call out “Frenzy by <trait>” when using this Prayer.

Appeal for a Second Chance 3
Garioch mend your risen servant

Garioch hears your appeal and allows you to keep those who have reanimated fighting. Expend 1 Water. You gain 3 packets of “Heal 3 to Reanimated”

Litany 0

Garioch’s power flows through you to grant those who die in battle extended time fighting. You may create a fallen body whose spirit has not yet be drawn to Death’s Gate as a

Reanimated. Exhaust 2 points of Water and touch a dead recipient with a packet and call out “Imbue to Dead”. The target will rise and continue to fight. They will be fully healed and can use weapons to swing uncalled Damage. If the Reanimated is successfully created the caster is empowered with 2 packet Effects of “2 Damage by Gloom” or “Heal 2 to Reanimated”. These Effects do not stack with any other evocation effects or Imbues from previous Appeal for a Second Chance castings, either Orison or Litany. If the target refuses this spell the attributes are not used.

Malediction to Wrack the Flesh 1

Garioch’s anger wrack your form
Divine energies twist the limbs of your foes. Exhaust 1 point of Earth, call out “Maim <limb> by <trait>” and throw a packet at an opponent. If it hits, the target suffers a Maim effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Earth and throw a packet attack of “Maim <limb> by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Malediction Against Vigor 2
Garioch saps your drive and vigor.
Divine energy steals the vigor from your

foe. Exhaust 2 points of Fire, call out “Short Drain by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Drain effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Drain by <trait> when using this Prayer.

Malediction to Steal Strength 1 *Garioch steals your strength.*

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out “Weakness by <trait>” and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Earth and throw a packet attack of “Weakness by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Prayers to Istarum

Benediction for Negotiation 2 **This Prayer may only be said as a Litany.**

The Shepherd’s will shall always allow

cooler heads to prevail. Prior to the start of a formal negotiation or other meeting, perform a Litany to call down Istarum’s benediction upon the meeting.

Thereafter during the meeting if someone is speaking out of turn or otherwise bringing discord to the meeting, you may call out “By your name [target], short silence by <trait>”. Each participant may only be silenced in this manner once per meeting.

Decisive Strike 3 **This Prayer may only be said as a Litany.**

It is often times a necessity to end a battle quickly. Twice per event you may add the "Double" modifier to any called Damage effect of 3 or more delivered with a packet or weapon. The Litany for this Prayer need only be recited once, and the effects may be used at any time after the Litany is completed.

Blessing of Freedom 1 *By Istarum’s will you are free*

Istarum shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Istarum quick step to avoid immobility. The effect becomes “Cure Root and Grant Shield Root by <trait>.”

Vigil over an Ally 2 *“I stand Istarum’s vigil over you.”*

You ask for Istarum to grant you the power to be the shield for the defenseless. Exhaust 1 Fire and touch a weapon or packet to a resting, unconscious, dead, or otherwise defenseless person. You become their defender, and gain 3 packet or melee attacks of “Short Repel by <trait>” as long as you remain to defend them. If you stop actively defending your subject (i.e. pursuing an enemy, taking a Rest or Focus, leaving the area, etc.) you immediately lose these attacks.

Litany 1

You may call “Concentrate” prior to beginning the litany. Doing so allows you to continue to fight while reciting the Litany, and getting hit will not interrupt your Prayer. You must still complete the entire incantation for your Litany prior to being empowered with the attacks for this Prayer.

Malediction to Stop the Enemy 1

Istarum commands you stop!
Divine energies stop your enemy dead to prevent their advance or their flight. Exhaust 1 point of Earth, call out “Root by <trait>” and throw a packet at an opponent. If it hits, the target suffers a Root effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Earth and throw a packet attack of “Root by

<trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Malediction Against Vigor 2

Istarum saps your drive and vigor.

Divine energy steals the vigor from your foe. Exhaust 2 points of Fire, call out “Short Drain by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Drain effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Drain by <trait>” when using this Prayer.

Malediction to Hold Them Fast 2

May Istarum hold you fast in place.
Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out “Short Paralyze by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Paralyze by <trait>” when using this Prayer.

A Call for Quiet 2

Istarum deems you should be quiet
Your voice rings out with the authority of your god, causing others to take

reverent silence. Exhaust 1 point of Air, call out “Silence by <trait>” and throw a packet at an opponent. If it hits, the target suffers a Silence effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Air and throw a packet attack of “Silence by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Lay Down Your Arms 2

Istarum orders you to lay down arms. Istarum turns the blades of your foes and knocks weapons to the earth. Exhaust 1 point of Water, call out “Disarm by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Disarm effect.

Litany 1

Spending additional time preparing gives does not only turn the blades, but renders them all but useless. You may call out “Short Destroy <weapon> by <trait>” when using this Prayer.

Blessing of Calm 2

By Istarum’s decree, calm yourself. You channel Istarum’s voice of command to demand obedience. Exhaust 1 point of Fire and call out “Cure Frenzy by <trait>” and throw a packet or make a weapon strike

at a target. If it hits the target, the target takes the Cure effect and all Frenzy effects are removed from them.

Laying of Hands 4

May Istarum mend your body and take away your pain.

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out “Cure Physical by <trait>” and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Physical effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes “Cure Physical and Grant Shield Physical by <trait>”.

Prayers to Jormic

Divine Insight 1

If you hear or see some important information in game, you can spend time between events asking Jormic for clarity regarding the information. You submit a request to plot for clarification on something you witnessed in game. Although you can ask for clarification about something you witnessed; you can only ask about and get information about what you actually experienced. Plot may decide to give you additional details or understanding of the event to reflect Jormic’s guidance.

This type of information skill is limited in scope. It is not powerful enough to replace good note taking, nor would it

ever provide a transcript or long description of information after the fact but it can provide a sentence or two of clarification, and perhaps a name and its spelling if that is part of your inquiry. Asking about information that was not freely presented in the scene will always fail.

Blessing of Preparedness 2

This Prayer may only be said as a Litany.

Before engaging a foe, recite your litany as you study your opponent. After completing your Litany, you gain a Shield defense against any one Trait you witnessed being used by your opponents. You may only have one such defense at any time. If you use any game skill in an encounter prior to using this Prayer, you lose the chance to grant yourself the defense for the remainder of the encounter. This defense is not a Grant effect.

Blessing of Illusions 2

May I be wreathed in Jormic's Illusions

By asking Jormic to wreath you in illusion, you become difficult to strike. You cannot cast this Prayer on others. Call out "Imbue by Illusion" and exhaust 2 points of Earth. You gain the Illusion Trait. While so imbued the next called attack with a Physical trait that strikes you is reduced to one point of uncalled Damage. You must call out "Reduce" when using this protection. Any attacks made against you that are "To Illusion" or "By Shadow" will deal an additional point of damage while this spell is active. If the attack does not have a damage effect to it then it will deal 1 point of damage in addition to the

delivered effect. This defense will last until used, the end of the event, or until you Refresh Attributes with Void.

Litany 1

You take time to call back the illusions Jormic has given you. Rest for 1 minute to refresh the protection provided by Blessing of Illusions. This rest time serves as the required incantation time for this Litany.

Jormic's Absolution 3

May Jormic grant me absolution from my burden

You have a ghostly simulacrum that you can inflict with your ills. When struck with a melee or packet delivered Effect other than damage, you may Exhaust 2 Fire, call out "Reduce by Illusion", and speak the incantation to suppress the Effect. You may call "concentrate" if you are struck while saying this incant. In reality you haven't actually resisted the attack; instead you are using the power of Illusion to suppress the detrimental Effect by hiding it away. You may choose to end the suppression at any time and immediately take the effect. You may not use this Prayer again until you have spent 5 minutes Resting in your temple, which also purges the suppressed effect if you have not already chosen to end the suppression.

Litany 1

You may purge the effect prior to beginning your incantation, allowing you to use this Prayer in the case of Silence, Paralyze, Drain, or other effects that would normally prevent the use of

Prayers. You must perform a full Litany incantation after the Purge verbal, and any effect that would interrupt your Prayer will cause you to immediately end your suppression and suffer the effect. This Litany may not be used to Purge Death effects.

Request for Shrouded

Sanctuary 3

Jormic grant me sanctuary and peace.

You ask Jormic to protect you from harm by entering an illusory state briefly. Exhaust 3 points of Air, press your palms together and become motionless. You gain the Spirit defense trait for up to 1 minute. Only game effects that specifically include “to Spirit” in the Verbal will work on you. Any attack that is not beneficial with “to Spirit” in the Verbal that strikes you will immediately end this ability.

Litany 1

Jormic grants you the time to reflect on your actions and prepare for tasks ahead. You may remain in the Spirit state for up to 5 minutes. You count as resting while in Spirit form granted by this Prayer.

Prayer for Clear Vision 1

Jormic, grant me vision.

Jormic commands Illusions, and shows his faithful the truth of things. Exhaust 1 point of Air and make an attack of “By my gesture, Expose Illusion by <trait>” .

Litany 1

All illusions are dispelled with Jormic’s sight. You may call out “By My Voice, Expose Illusion by <trait> when using

the Prayer for Clear Vision.

Prayer to Rend the Veil 1

Jormic please rend this illusion.

Jormic both grants and dispels Illusion. Exhaust 1 point of Fire and call out “10 Damage to Illusion” and throw a packet at a target. If it hits, the target suffers 10 points of Damage.

Litany 1

Jormic grants you the power to fully dispel any illusion you see. Exhaust 2 points of Fire, call out “Death to Illusion” and throw a packet at a target. If it hits and the target possesses the Illusion trait, the target suffers a Death effect.

Malediction Against Vigor 2

“Jormic siphons all your vigor.”

Divine energy steals the vigor from your foe. Exhaust 2 points of Fire, call out “Short Drain by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Drain effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Drain by <trait> when using this Prayer.

A Call for Quiet 2

Jormic deems you should be quiet

Your voice rings out with the authority of your god, causing others to take reverent silence. Exhaust 1 point of Air, call out “Silence by <trait>” and throw a packet at an opponent. If it hits, the

target suffers a Silence effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Air and throw a packet attack of “Silence by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Malediction to Hold Them Fast 2

May Jormic hold you fast in place.
Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out “Short Paralyze by <trait>”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Paralyze by <trait> when using this Prayer

Prayer to Grant Understanding 1

Grant me Jormic’s understanding.

The omniscience of Jormic understands all things, and you are granted a small portion of His understanding. Exhaust 1 Air and make a packet attack of “Speak to Spirit”. This does not compel the spirit to speak to you, but only gives you the opportunity to attempt

communication.

Litany 1

Jormic rewards you with a total comprehension. When using the Prayer to Grant Understanding, you may choose any trait except “dead” instead of “Spirit” to attempt speech.

Prayers to Koreel

One with Nature 1

This Prayer may only be said as a Litany.

Your affinity with nature and its surroundings make you more comfortable within it. You bond with the touched tree of your patron. Once you speak the Litany for this Prayer you may use it for the rest of the event without repeating the Litany. You may touch the tree and feel its power to refresh your Holy Benediction or Aura of Wrath Skills by Resting for 1 minute as if Resting in a temple to Koreel. Once per event, you may also connect to its power to reduce the time of your Void Refresh to 1 minute.

Spiritual Link 3

Koreel, let me travel to my ally.

If you see a companion taken down by a non-beneficial Effect away from yourself, you may go to them to assist. Exhaust 1 point of Fire and call out "Imbue by Divine" to enter Spirit form and travel to them safely to assist. If the individual is cured or healed then this Effect ends immediately. Any Effect that is "To Spirit" or "To Divine" that is not beneficial will end this form. Once you have arrived, you end the Spirit form and

may aid your companion.

Litany 1

After healing, curing, or otherwise assisting your target, you immediately become a Spirit and return to where you started. You must proceed directly back to where you began, but may pause or alter your path to avoid combat or other unsafe situations.

Communion with the Passed 1

Join me in Koreel's Communion.

Koreel's domain includes all spirits, even those that are spirits of the departed. Exhaust 1 point of Air, call out "Speak to Dead" and throw a packet at a spirit. If it hits the target, the target may speak with you if it wishes to. This Prayer does not force the spirit to speak, nor will it prevent the spirit from continuing on its journey.

Litany 1

By taking time to understand the spirit, it becomes easier to understand. The attribute cost of Communion with the Passed is removed.

Whispers of the Trees 1

Koreel send these whispers through the trees.

You ask for Koreel's assistance reaching out to someone, and your message is borne by the spirits of the world to its destination. Exhaust 1 Earth to send a simple question or message to any recipient you have personally met. This message must be 1 sentence or less in length. You must find an NPC who is willing to assist you in sending this message, as not all individuals are in

tune enough with the world to do so. While this is generally a quick way to send messages, it is also possible that other beings may try to block your message.

Litany 1

You may use this skill between events as a full information skill. Prepare a description of the message, which may be written as a letter or as a vision the recipient experiences. The description is sent, along with the name of the sender and recipient, to the information skills address. You may send only one Whisper of the Trees between events.

Blessing of the Avenger 2

We are Avengers of Koreel

You ask Koreel for a piece of the ferocity of Nature, and are made more feral. Exhaust 1 point of Water. You may fight with two claws up to 36" in length. If you already have claws from another source, you may instead use claws up to 46" in length. You may use these claws until you reset your attributes with Void.

Litany 1

Koreel responds to your request by making you an Avenger on her behalf. You may take on the guise of an animal or plant of your choice or of an avenging spirit. Exhaust 2 points of Water and call out "Imbue by Anima".

If you choose a primal form, You will gain 2 points of refreshable Armor, 2 Vitality, and grow claws that you may fight with represented by 2 medium claws at a maximum of 46". You gain

+1 damage to called damage effects greater than 2. This damage will not stack with other numeric increases. While in this form you may speak normally but you may not cast Spells, Prayers, or use normal weapons. You may still use effects gained from Spells, Prayers or abilities that have imbued you with effects prior to your transformation, such as Holy Benediction or Evocations.

If you choose a spirit form, you retain the ability to cast any Prayers you know except Blessing of the Avenger. You may not cast arcane magic Spells. All called damage greater than 2 that you receive is reduced by 1. This decrease will not stack with other numeric decreases. Whenever you cast a beneficial Prayer, you gain one packet attack of "Heal 1 by Divine". While you are transformed this way, you are slightly incorporeal, and may not use melee weapons or run.

Armor points gained from this Skill will stack with any Armor you already have, be it from a prop, a Skill, or a Spell. You will manifest a spiritual seeming of your chosen form, represented by a white animal or plant mask, white animal or plant makeup, or a mask or makeup representing your divine form.

While transformed, you have the Beast, Plant, of Divine trait, as appropriate.

The transformation takes as long as it takes you to appropriately costume yourself with mask or makeup. This effect will last until you Refresh Attributes with Void.

Walk on the Winds 1

By Koreel, I am the wind.

You ask that Koreel secure your path to safety, allowing you a passage to travel unimpeded. Exhaust 1 Earth to immediately become a spirit and travel to your destination object. You must have line of sight to where you placed the object, though if it is obscured by small terrain such as rocks or bushes you may still use this Prayer. Once in spirit form you must travel as directly and quickly to your anchor as possible. If there are too many combatants in your way you may pause until a safe opening appears for you to continue. While traveling you cannot attempt to interfere with any actions by blocking or catching attacks. Any Effect with the "to Spirit" Trait that is not beneficial will knock you out of spirit form and end this effect. You cannot pass through any sort of gate while linked to your anchor, doing so breaks the link and before using the Prayer again you must collect your anchor and recast the Prayer to establish a new link. Otherwise the link remains active until the end of the event, until you move the anchor, or until you Refresh Attributes with Void.

Litany 0

You ask Koreel to bless your destination, so that you may return to it in times of need. Place a small gold or yellow figurine or similar object to represent your destination. This object should be at least 6" tall, but no more than 12". Mark the object with a red circle to show that others cannot touch it. Exhaust 1 point of Earth, place your anchor on the ground and call out "Imbue by <trait>".

Prayer to Strike the Unworthy 1

Koreel smite the unworthy!

You ask for a bolt from on high to lay low your enemies. Exhaust 1 point of Air, call out “5 Damage by <trait>” and throw a packet at a target. If it hits, the target suffers 5 points of Damage.

Litany 1

Your fervent appeal is answered with increased power. Your attack from this Prayer becomes “Triple 5 Damage by <trait>”. If you deliver this attack through a melee strike, the call is instead “Double 5 Damage by <trait>”.

Prayer to Disperse Elements 1

Koreel disperse the unnatural.

Koreel both is the master of Rues’ elements. Exhaust 1 point of Air and call out “10 Damage to Elemental” and throw a packet at a target. If it hits, the target suffers 10 points of Damage.

Litany 1

Koreel banishes elementals completely, reducing them to lifeless husks. Exhaust 2 points of Air, call out “Death to Elemental” and throw a packet at a target. If it hits and the target possesses an Elemental trait, the target suffers a Death effect.

Malediction to Stop the Enemy 1

Koreel commands you stop!

Divine energies stop your enemy dead to prevent their advance or their flight. Exhaust 1 point of Earth, call out “Root by <trait>” and throw a packet at an opponent. If it hits, the target suffers

a Root effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Earth and throw a packet attack of “Root by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Malediction to be Pursued 1

Koreel hinders the pursued.

Those who flee before the righteous or attempt to pursue them are impeded by Divine intervention. Exhaust 1 point of Water, call out “Slow by <trait>” and throw a packet at an opponent. If it hits, the target suffers a Slow effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Water and throw a packet attack of “Slow by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Malediction to Hold Them Fast 2

May Koreel hold you fast in place.

Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out "Short Paralyze by <trait>", and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out "Paralyze by <trait>" when using this Prayer.

Communion with Nature 1
Koreel give me the tongue of the wild

Koreel's domain includes all flora and fauna, and her blessing gives you insight into their language. Exhaust 1 point of Air, call out "Speak to Beast" or "Speak to Plant" and throw a packet at a target. If it hits the target, the target may speak with you if it wishes to. This Prayer does not force the spirit to speak.

Litany 1

By taking time to understand your target, it becomes easier to understand. The attribute cost of Communion with Nature is removed.

Benediction of Strength 4
May Koreel invigorate and strengthen my allies.

Koreel infuses your target with power and strength, bolstering their weakened form. Exhaust 1 point of Water, call out "Cure Weakness by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Weakness effects are removed from

them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Weakness and Grant Shield Weakness by <trait>".

Prayers to Severrin

Entropic Mastery 2

This Prayer may only be said as a Litany.

You call on Severrin to protect you from the Entropy of death. After performing this Litany call out "Imbue by Mercy". At any time after that you may call "Reduce to 5 Damage by Aging" against any one Death effect. This Litany costs no attributes, but may only be performed once per event.

Guardian's Repose 3

This Prayer may only be said as a Litany.

Severrin gives you the vitality born of the growing side of the entropic cycle. Perform your Litany and call out "Imbue by Aging". For the remainder of the event, if you fall Unstable, you will remain in that state for 2 minutes before becoming Dead.

Benediction of Revivification 4 ***You are revived with the benediction of Severrin.***

Severrin empowers you to remove disruptions in the cycle. Exhaust 1 point of Fire, call out "Cure Stricken by <trait>" and throw a packet at a target. If it hits the target, the target

takes the Cure effect and all Stricken effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Stricken and Grant Shield Stricken by <trait>".

Blessing of Freedom 1

Severrin shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Severrin quick step to avoid immobility. The effect becomes "Cure Root and Grant Shield Root by <trait>".

Laying of Hands 4

May Severrin mend your body and take away your pain.

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out "Cure Physical by <trait>" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Physical effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Physical and Grant

Shield Physical by <trait>".

Malediction to Wrack the Flesh 1

Severrin's anger wrack your form.

Divine energies twist the limbs of your foes. Exhaust 1 point of Earth, call out "Maim <limb> by <trait>" and throw a packet at an opponent. If it hits, the target suffers a Maim effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Earth and throw a packet attack of "Maim <limb> by <trait>" without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Prayer to Continue the Cycle 1

Severrin set right the Cycle.

Severrin grants you the power to disrupt that which has stepped out of the entropic cycle. Exhaust 1 point of Earth and call out "5 Damage to Undead" and throw a packet at a target. If it hits and your target has the undead trait, the target suffers 5 points of Damage.

Litany 1

In addition to damaging them, Severrin asks that you remind the undead of their transgressions, painfully. Your attack call for this Prayer becomes "5 Damage and Agony to Undead"

Malediction to Cause Decay 2

Severrin rust and decay this

You ask Severrin to increase the entropy present on weapons of war, rotting them away to uselessness. Exhaust 2 Water, call out “Short Destroy <target> by <trait>” and throw a packet at your target. If it hits, whatever object you chose is affected with a Short Destroy.

Litany 1

Severrin does not just render objects useless, but destroys them utterly. The effect for this Prayer becomes “Destroy <target> by <trait>”.

Malediction to Steal Strength 1

Severrin siphon your strength.

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out “Weakness by <trait>” and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany 1

You ask to carry this Prayer with you, to be visited on your enemies later. You may perform your incant in advance, but choose not to deliver the effect until a later time. After performing this Litany, you may at any time expend 1 Earth and throw a packet attack of “Weakness by <trait>” without additional incant. You may only have one Prayer prepared in this manner. If you Reset your Attributes with Void, any Prayers prepared in this manner are lost.

Prayer to Siphon Life 1

Severin steal your life for me.

You beseech Severrin to replace your victim with another in the cycle of entropy. Exhaust 1 point of Earth, throw a packet and call out “2 Damage by <trait>”. If your target is affected by the spell you may store the life force another or return it to the victim by touching them and calling “Heal 2 by <trait>”.

Litany 1

Your prayer afflicts its victim harshly, harming them far more than normal. When casting the Litany Prayer to Siphon Life, your call becomes “4 Damage by <trait>”. The healing effect is not changed.

Malediction to Destroy

Abominations 3

Severrin diminish this abomination!

Your Prayer to Severrin asks him to unravel the physical form of the creatures that have exited the entropic cycle. Exhaust 2 points of Fire, call out “Drain to Undead”, and throw a packet. If the target is hit by the packet and can be affected the target will suffer the Drain effect.

Litany 1

Severrin allows you to fully remove the abominations to his order. When using this Prayer, you may call out “Death to Undead” instead of Drain.

Communicating with the Numina staff is a necessary and important step in playing the Numina game. These are the most common logistical questions and the answers explain how the logistical process is handled.

Can I Play Numina?

You must be 18 or older to play Numina. You must also be familiar with at least the first chapter of the core rule book so you will have some idea how to respond to the various game effects we use.

Players who arrive without any knowledge of the rule book will be taken aside until they have some familiarity of the rules, so you should read through this material before you arrive. Why waste valuable playing time doing this?

How Do I Register For Events?

In order to register for events you must have an active membership. You must tell us you are attending an event and pay for that event in advance. Until you pay or contact us to make special arrangements we can reserve a space, but only so long as the event doesn't sell out. If the event fills up then those players who have paid for the event are given space over those players who have registered but have not paid. You can inform us you intend to play by sending email to numinareg@gmail.com. You can send payments to our PayPal account, or to the following address:
Numina Registration
15229 Holleyside Dr.
Dumfries, VA 22025

Why Should I Pre-register For Events?

We have a limited amount of space and at our events. If you are pre-registered, then you are guaranteed a place at the event. Those who preregister are also more likely to be targeted by plot. If we don't know you are coming we can't plan to include you in plots. No information skill requests will be prepared unless you pre-register for the event.

How Do I Check In?

When you arrive at the campsite, you should proceed to the check-in area that will be marked with signs. The check-in staff will verify that you are a current member. If not, you will have to sign a waiver and, if necessary, bring your membership up to date.

If you are pre-registered, you will receive a character card and any items created using game skills. You will receive any yellow tagged items you turned in at the end of a previous event. You will also get a cabin assignment if you did not receive one before the event. If you are not pre-registered, then the check-in staff will ascertain if there is room at the event for you. If there is, you will pay at the door and get your character card and yellow tagged items. If not, the check-in staff will be glad to check to see if there is room for staff players if you wish to participate in that manner. If you are not preregistered we will not prepare your creation items for the event.

Parking occurs in the first auxiliary lot before you get to the site proper. This auxiliary parking area is located just up

the hill from the sports field/tennis court area. If you arrive before the start of game and have a lot of gear to move, you are more than welcome to pull up into the site, but you should move your car to the lot by 8pm on Friday night. Please drive slowly, and do not drive anywhere but the dirt roads on the site.

What If I Show Up After Game Starts?

Game starts at 9pm on Fridays of Weekend Events. Once game starts it is the staff's goal to prevent the game flow from being interrupted for any reason. It is toward this end that we strongly suggest that you arrive before game starts. If this is impossible, we ask that you come to the game in costume so you don't disrupt the flow of the game.

It is our goal to move you into the ongoing game as smoothly as possible. To this end you will be asked to move into your cabin in game.

If you need to speak with staff before entering game, please walk in costume as a Spirit to the Lake Lodge, knock on the door, and wait for someone to come check you in.

You should make every attempt to enter and leave the game area as your character during game play. When traveling as a Spirit you should walk slowly with your head tilted down and hands folded. If you are spoken to or attacked you should simply reply "Spirit" and continue walking. You are In Game at all times, except while you are in the bathrooms.

How Do I Check Out?

At the end of the event you may check out with any event staff member, but you only need do this if you have items that must be returned or other Skills or Traits that require post-game checkout. All yellow marked items must be turned in at check out.

What Happens During a First Event?

At the beginning of your first event you are encouraged to attend the new player orientation.

This is an in game orientation and there is no out of game rule preventing you from leaving the orientation, but players who attend this orientation will likely have an easier time playing their first event.

What Is Maintenance?

In the world of Rues, no one lives for free. At the beginning of each event, players are required to pay Maintenance, which represents that your character has been eating, clothing themselves, etc.

The Maintenance cost is one silver pieces; five copper pieces is called Upkeep, and represents your food and living expenses, while the other five copper pieces is called the Tithe, and represents the required payment from the churches. There are several in-game Skills that may alter or negate your character's maintenance costs.

Upkeep

Upkeep is the money spent on food and survival for your character between events. Normal Upkeep cost is 5 copper, though special circumstances such as a famine may alter that. You are expected

to have this money with you at check-in so that it can be recorded on your character sheet.

By either skimping or overpaying on Upkeep, you may gain one of two Traits: Starving or Well Fed.

If you fail to pay upkeep you will receive the Starving trait, which indicates that your character is in poor health. While Starving, your maximum Vitality goes down by one. This loss lasts as long as you have the Starving trait, and can not be Healed as it is a reduction of your maximum. You may get rid of the Starving trait by paying your Upkeep. The effects of Starvation are cumulative. If you are reduced to 0 Vitality due to starvation, then your character perishes and must visit Death's Gate one Game On is called. To get rid of the Starving Trait, all cumulative cost must be paid.

If you pay four silver instead of 5 copper for upkeep, you gain the Well Fed trait, indicating that your character is able to afford healthier food and more comfortable accommodations. If you have the Well Fed Trait, you gain one additional Vitality above your current maximum. This bonus Vitality can be lost and Healed as per normal. The extra Vitality lasts until the end of the event.

If you use a skill in place of paying normal Upkeep, you may pay additional coin to be well fed. Pay 3.5 silver in addition to using your skill to gain the well fed benefit.

Tithe

The Tithe is a monetary donation

required by the churches of Rues. It is collected as a tax would be; attending church is not required. Even those who do not worship the Genesori often pay the church's tithemen to avoid the social stigma and repercussions from authorities. The Tithe is five copper, which are expected to have with you at check-in so it can be recorded on your sheet. When paying Tithe, please express if you would like your Tithe to benefit one specific deity's church or be spread among the five. You may choose different recipients from event to event if you like.

Not paying Tithe for a time may result in your character being Inflicted with the Blasphemer trait.

Overpaying Tithe has been known to result in favor with the clergy, particularly for those who are consistently generous to one deity's church.

How Do I Use Creation Skills?

Several Headers in the world of Numina are designated as "crafting" Headers, in that they have Skills that require the creation of in-game items. These include Alchemist, Enchanter, and Tinker.

Crafted items all have a creation cost. This cost is measured in crafting components, which are found during game play or acquired through certain game skills that grant a player additional components at check-in. Some items create potions, scrolls, or other objects that must be represented by an in-game

prop in order to be used. A player is expected to have sufficient props to represent any such items that they create, and the item cannot be created if no prop is present. All props should be safe to carry and should fit with the medieval fantasy theme of the game. While the technology level of Rues allows for blown glass and buttressed architecture, it has not reached beyond levers, ramps, pulleys and wheels, so modern or steampunk-looking props should be avoided.

Components

All crafting skills draw on the same basic components. Components can appear in many forms in-game, from gems to insects. To identify a component, it must be held under an “Identification Node” constructed of a black light disguised to fit in with the game atmosphere. One of these nodes is available in-game for public use, but crafters can create their own if they so desire. A node must be disguised to fit the game atmosphere, and in a fixed location; using a portable hand held light is not permitted.

Components come in three rarities, represented by the color the components glow under the Identification Node light: Green indicates common components, Blue indicates uncommon components, and red indicates rare components. Some recipes may call for a fourth type of component, called unique components. Unique components will not identify as a set type under the node, but will instead be marked with their own specific information tag.

Recipes, Schematics, and Diagrams

When a Skill is purchased that allows creation of an item, you will receive a tag at check-in identifying the substance/item you can make and the components required for its creation. These tags are called Recipes for Alchemists, Schematics for Tinkers, and Diagrams for Enchanters. Collectively, Recipes, Schematics, and Diagrams are referred to as Patterns. Once you have purchased the Skill and received the appropriate tag, you may create the item or substance as often as you like, so long as you have the components to do so. Patterns received from Skills purchased with CP are marked with a red circle, indicating that they may not be stolen or taken by other players. Sometimes you might find a new Pattern that you may use to create items not listed in the core rulebook. These Patterns may be limited in the number of times they can be used or have other restrictions. Such Patterns will not be marked with a red circle, indicating that they can be traded between players or stolen.

Creating Items from Patterns

Once you have a Pattern that you wish to use, the components listed on the Pattern and a prop to represent the item you wish to create. Appropriate props differ depending on the individual Pattern, but there are some general requirements outlined below.

Ingested substances created with Alchemy require a vial or container prop

large enough to hold 1 ounce of liquid. No actual liquid is required.

Scrolls created with Enchanting must be a minimum of 6 inches wide by 9 inches tall.

Items created with Tinkering must not create an unsafe environment. For example, a Weapon Chain may not actually bind the weapon to the wrist in a manner that could cause damage to the wrist if the weapon was wrenched away.

With components and props in hand, you may create crafted items at check-in or you may choose to create them during the game. The only limit on the number of items you can craft is the number of components you have available. Keep in mind that some items may have an expiration date and cannot be stockpiled for an excessive time. You will be given an Effect tag for each item you create, and the tag must stay with the person who holds the item (i.e. if you chain Bob the fighter's sword, give the Effect tag to Bob the fighter.) Items may be created in-game at the guildhall. When creating an item during the game instead of at check-in, you must role-play the creation of your item and deposit any expended components in a designated receptacle, then write your IG name and the item created in the guild's logbook. Recording your name in the logbook is not an in-game action, but a representation of the Guildhall's equipment to record such things. The entries in the logbook are out of game, and it is required to record what you have produced. If you wish to create something in secret, it would be best to do it at check-in or to pursue a way of

doing so in-game.

Every time an item is created, all components are destroyed and no longer usable in-game. Certain game skills allow you to preserve some of your components, and you may choose which of your components are preserved. No matter the component cost of the item or the Skills used, at least one component will always be destroyed.

How do I use Information Skills?

Some Skills allow you to pursue answers to questions between events. These Skills are called Information skills. Each Information skill has a number of in-game sources that research the question and provide what answers they can. Your question is answered from their perspective and in the best manner they can pursue it. In order to use an Information skill you must maintain a good relationship with these sources.

Using your sources, you make a request for knowledge. You submit the question you are pursuing to plot between events. The question must be appropriate for your sources and one that your sources could pursue. The best way to submit questions is to email the question as plain text in the body of the message to plot. Give plot at least four weeks before an event or your answer will likely be delayed.

The use of some Information skills costs money, which is submitted at check-in of the next event. If the Skill requires the use of money you can pay 2 silver for a normal question, 5 silver for a hard or delicate question, and 10 silver for an

obscure or dangerous question. More money than this is generally wasted, though a contact may come to you to tell you that pursuing some obscure or dangerous piece of information would be expensive. The description of the Information skill will tell you if it requires this payment to use it.

You are not guaranteed an answer, and it may take more than one event to receive a response. Submitting a question that is not appropriate for your sources dramatically reduces your chance to get an answer that is meaningful.

If you submit a new question before you get an answer, then the old question will be forgotten and the sources will begin to instead pursue the new question. Asking certain questions to inappropriate sources might cause trouble for you.

Your answer will come in one of three ways; you might get a written response between events, you might get a verbal or written response at the opening of an event before it starts, or a contact might come to find you in-game to deliver some piece of knowledge related to your question. If you are seeking answers to difficult or obscure questions you may have to use the Skill more than once to pursue the answers.

What's my Level?

Numina does not have a level system. You may occasionally hear references to Initiate, Experienced, and Accomplished.

An Initiate is a character with fewer than 50 CP on their sheet. An Experienced Character has between 50 and 99, and Accomplished characters have between

100 and 200 CP on their card. These words are used as an in-game way to refer to the CP thresholds so that we can avoid using out of game terms. You will also have the trait of the same name as you are progressing through the world.

How Do I Get More CPs?

Players earn character points by playing the game and helping out in various ways. Character points can be applied to any of your characters, but no character may receive more than 15 character points in a year.

Character points can be used to buy new skills and to raise attributes. There are a number of ways to gain character points.

- Each Adventure Weekend you attend as a player or a staff earns you one character point.
- If you submit a summary letter after an Weekend Event you gain ½ character points from it. Summary letters must be submitted within two weeks of a Weekend Event to gain this award.
- Staying after an event to help clean up extra areas will gain you ½ character points if you receive a cleanup task from staff.
- Participating in a related game as a staff member or NPC will also gain you character points that can be applied to Numina character. You can only earn points from staffing, submitting a summary letter, and clean up for that game, up to a maximum of 2 character points for each event you attend. There is still a maximum to the number of points that can be applied to your

character.

How Do I Write a Summary Letter?

One of the tools of communication Numina uses is the summary letter, also called the Player Event Letter or PEL. All players are encouraged to submit summary letters after each event they attend. Summary letters also earn you character points if they are submitted within a certain time after the event. To earn character point awards, a summary letter must be submitted within two weeks of a Weekend Event.

The best way to submit a summary letter is by sending an email to numinapel@gmail.com. Embed it right in the body of the message so there are no formatting or attachment problems.

Although players without internet access can mail us summary letters, we prefer if they are submitted on the internet as this makes it easier for us to distribute the information to the appropriate staff.

For players who attended as a character, the subject of your letter should say "Summary Letter:" and the name of your character and the date of the event. You should answer the following questions:

- Which plots were you involved with during the event?
- Which plots or staff characters do you want to see more of?
- What goals or unfinished business does your character have?
- What actions did you take towards those goals?
- Do you have any other comments about the game?

Our goal is to use the answers to these questions to run a more enjoyable game. You should try to answer the questions with brevity, and follow up the answers with any in game commentary you wish to include. We enjoy in game journals and views and commentary and we read every word of it, but this should be included after the answers to these questions.

How Do I Submit a Character History?

A character history can be submitted to numinahistory@gmail.com. We prefer internet submissions because the information is easier for us to distribute to the appropriate staff. Players without internet access can submit a character history through regular mail.

Why write a character history?

For the extra point, of course. However, since you'll be writing it anyway, why not help us entertain you? Character histories are one of the richest sources of plot and fun that any staff member could hope for.

What do you want in a character history?

We would like to see a number of things come out of your character history. In no particular order, those things include:

- 1) Place your character in the world. We have tried to create a living world with a number of different cultures. Many aspects of the world are left vague on purpose, because we want to see you make it up. No, really. We have not set in stone what the courts

of Shiara are like, or what the Valar do when they are not on duty, because we want you to write the character history that you like without squeezing it into too many pre-established ideas. If something is completely unsuitable for plot reasons, we'll let you know.

2) Give us plot!

You don't have to include any huge events in your background. While you're welcome to have your village razed by undead and every kin including second cousins slaughtered by the horde, we don't need extremes to create interesting plot for you. A younger sibling with a temper or a mysterious box that your parents never explained is just as good.

3) Let us know what you want.

The flavor of your character history tells us a lot about where you would like to see your character go in the future, and what types of plot you would enjoy the most. Even if nothing happens in your background, the glimpse we get into the voice and life of your character is invaluable.

Should I include my whole life story?

If you want, but in general, you should just include the parts that you feel are most important to your character getting to where they are today. You can always submit history addendums later (though you won't get CP for them.)

Is this supposed to be written in character?

Again, this is totally up to you. Some

people are more comfortable writing their character's history as an out of game series of events, while others take the opportunity to give their character a voice. Some backgrounds are even written as in-game documents authored by someone other than the character.

Can be a king, secretly?

No. Well, you might be, but if you are, then plot will decide that. You can have your character do cool things, but the emperor should not be your childhood buddy, and you probably aren't the best sorcerer in all of Rues just yet. After all, we want you to do all the **really** cool things while you're playing the game.

Here are some other guidelines to consider:

When writing a character history, you want to include your motivations and the characters that have affected you in the past. Include where you are from and why you have come to Fortune's Bend.

- Submit a history that takes into account that your starting character is not very experienced and has limited resources.
- Avoid writing a history where you accomplish great and heroic deeds. Save that for the actual game-play.
- Do not write magical items or special skills into your history.
- Do not have the gods appear or contact you directly.
- Do not include elements or magical effects in your character history that would be impossible to represent during the actual game.
- Do not introduce a great destiny or prophecy that involves your character

unless it comes from a source that could be unreliable.

- Do not include statistics for characters from your history, and do not include characters that accomplish deeds that are

impossible without a very high set of statistics or skills.

Combat is resolved with a staged system that uses props for weapons and spells. In order to ensure that these props are safe, certain guidelines on their construction are necessary.

Weapons and packets must be checked at each and every event where they might be used. You are responsible for the safety of any prop you swing or throw in combat, so you should check them yourself during the course of an event.

Every player, both PC and NPC, is responsible for bringing their own weapons and packets. We will try to have weapons and packets in monster camp for emergencies, but we can make no guarantees about the availability of these props. We reserve the right to fail any weapon or packet we deem unsafe. It is not uncommon for weapons to fail or break, so you should try to bring a backup weapon and materials to repair your props.

Weapon Construction

Constructing a weapon requires time and patience, but it is not that hard once you have practiced a bit. We describe the steps to create the various weapons below, and include the details along the way. One problem with weapon materials is that they vary wildly, even within the same brand name. If you follow the suggestions, it is remotely possible that a weapon could fail because of a strange inconsistency in the core or foam.

Step One: Choose Your Weapon

First, you have to figure out what type of weapon you are making and determine the length and construction criteria. The various weapon types are explained

below. Each type requires its own skill, but anyone can use small weapons under 24" in length. Two handed weapons are marked with a "*" in the length table.

Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length.

The weapon may have a cross guard or hand guard, but the guard must be made entirely of pipe foam or the equivalent.

Weapon Lengths		
Type	Minimum"	Maximum"
Dagger	18"	24"
Short Sword	25"	36"
Long Sword	37"	46"
*Great Sword	50"	64"

Axes

These weapons represent hatchets and all types of axes.

An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 8" in length that extends at least 4" from the shaft, and looks like an axe blade.

Weapon Lengths		
Type	Minimum"	Maximum"
Hatchet	18"	24"
Short Axe	25"	36"
Long Axe	37"	46"
*Great Axe	50"	64"

Hammers

These weapons represent maces, hammers, and all types of smashing

weapons with metal heads.

A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 6" long that extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

Weapon Lengths		
Type	Minimum"	Maximum"
Blackjack	18"	24"
Short Hammer	25"	36"
Long Hammer	37"	46"
*Maul	50"	64"

Glaives

This skill is for glaives and shafted weapons that have a blade on both ends of the weapon. Each striking surface covers at least 1/3 its entire length, and the blade itself must be at least 18". The middle section of the glaive must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces.

The glaive has a thrusting tip on both ends. All glaives are two handed weapons. You can choke up to one end and grasp the blade of a glaive only if you are wearing thick gauntlets. If you are skilled with a war glaive you can hold the weapon along the shaft and block attacks with one hand. You cannot attack with the glaive while using a war glaive used in this fashion. The great glaive is a two handed weapon. You cannot use it with one hand.

Weapon Lengths

Type	Minimum"	Maximum"
*War Glaive	48"	64"
*Great Glaive	60"	72"

Staves

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its entire length. The middle section of the staff must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces. The staff has a thrusting tip on both ends.

Weapon Lengths		
Type	Minimum"	Maximum"
*Staff	48"	64"

Spears

The spear is the only long weapon that may be used one handed. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire length. If you are using a spear one-handed you may not thrust at any target above the arm pit of the opponent.

Weapon Lengths		
Type	Minimum"	Maximum"
Spear	48"	64"

Polearms

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least

12", and must include additional padding of open celled foam that extends at least 1" from the shaft or another layer of pipe foam cut in half.

Weapon Lengths		
Type	Minimum"	Maximum"
*Polearm	60"	72"

Clubs

These weapons represent weapons made entirely from wood. A club needs padding that covers at least 1/2 of its entire length.

The striking surface is at least 6" long. It may be open celled foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam.

Weapon Lengths		
Type	Minimum"	Maximum"
Blackjack	18"	24"
Short Club	25"	36"
Long Club	37"	46"
*Great Club	50"	64"

Claws

These props represent some kind of natural weaponry such as claws or fists. A claw needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip.

Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Weapon Lengths		
Type	Minimum"	Maximum"
Short Claw	18"	24"
Medium Claw	25"	36"

Long Claw	37"	46"
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Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if the staff deems them safe.

Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

Weapon Lengths		
Type	Minimum"	Maximum"
Dart	2"	12"
Dagger	4"	12"
Javelin	8"	36"

Bows

These weapons use thrown packets and a prop for the bow made from padded PVC. The arrows are constructed using the Packet Construction rules. You must draw the arrow prop, touch it to the bow, and draw it back to your ear or cheek. You may then throw it to represent the arrow.

Weapon Lengths		
Type	Minimum"	Maximum"
Bow	36"	48"

Crossbows

These weapons use thrown packets and a prop for the crossbow made from padded PVC, or an appropriate NERF substitute. The bolts are birdseed packets with 4" streamers. You must draw the bolt prop, touch it to the crossbow, and draw it back to your ear. You may then throw it

to represent the bolt. The crossbow must have a length between 18" and 36" and a bow width between 18" and 24".

We also allow NERF type crossbows if they meet the size requirements and the crossbow and bolts are painted so they are not brightly colored. Only large size NERF arrows are permitted, the standard 3" long darts are not sufficient for bolts.

Weapon Lengths		
Type	Minimum"	Maximum"
Crossbow	18"L x 18"W	36"L x 24"W

Shields

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are constructed from light wood, plastic, or foam and all exposed edges must be protected with 5/8" thick foam padding. Shields at Numina require both a handle and arm strap. Bucklers may be constructed with only a single handle.

A buckler is a small shield that cannot be more than 24" at its longest dimension. A full sized shield cannot be more than 36" at its longest dimension.

Weapon Lengths	
Type	Maximum Dimension"
Buckler	24"
Shield	36"

Step Two: Create the Core

Next you must create the weapon core. For thrown weapons you skip this step. Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be at minimum 4" shorter than the overall length of the weapon. Each end must be capped with strapping

tape, hot glue, or another material so there is no hole at the end. Each pipe insulation overlap will need to be 1" and the foam thrusting tip must be 2" in length. The core materials we allow are described below.

3/4" PVC and 1/2" CPVC

This common core can be used for one handed weapons. If using PVC you will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening it if you are good with the heat of a stove or gas burner.

1/2" PVC and 1/4" CPVC

This core is too whippy to use for longer weapons, but weapons as long as 36" can be safely made with this core. This material is not good for any other type of weapon.

3/4" CPVC

This core can be used for one handed weapons and is used with aluminum to make two handed weapons. You will want to find schedule 20 CPVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening it if you are good with the heat of a stove or gas burner. CPVC has more whip than PVC, but it can be used for weapons up to 42" in length. Some types of CPVC might be stiff enough for slightly longer weapons, but you will have to watch the whip closely or the weapon will likely fail inspection. CPVC can be used with aluminum in two

handed weapons as well.

.410 and .505 Ultralight (Kitespar)

The core this refers to is actually called spiral wound fiberglass tubing.

Intended to be used as a kite pole, the core is light, durable, and has give. One handed weapons use the .410 and .505 diameter pole.

.610 and .750 Ultralight (Kitespar)

This core is a thicker version of the spiral wound fiberglass tubing. It is much more expensive than .410 or .505, but it is needed if you intend to make ultralight two handed weapons.

Step Three: Pad the Striking Area

Next you will have to add the padding to the striking surface of the weapon. The padding should be a minimum of 5/8" pipe insulation. The common foam for boffers is polyethylene pipe insulation.

The pipe foam should fit snugly over the pipe without rattling. If the foam is too big, you may add a strip of weather insulation to the core or use strapping tape to pad out the core at three or four points. We prefer to use weapons with a diameter of around 2", but we allow a wedge to be removed from the pipe foam to be so long as the diameter of the weapon is no less than 1 and 3/4". We reserve the right to restrict such weapons if this proves to be problematic.

The pipe insulation must extend past the end of every core by at least 1" and the resulting hole must be filled with a rolled up bit of pipe insulation. Use strapping tape to hold in the filler. Once the basic padding is added, you may add

extra padding to two handed weapons using another layer of pipe insulation cut in half to fit over the foam. You may also use a narrow strip of open cell foam. Weapon heads are also made from open cell foam. Attach the extra padding with strapping tape to prepare it for the final layer of duct or kite tape.

It is suggested that two handed weapons, particularly staves, cover the grip area or at least most of the grip area with a thin walled pipe insulation to protect against accidental contact with the grip. This is not required unless a player is reported to hit opponents frequently with the grip of the weapon.

Step Four: Add Cross Guards

Cross guards and hand guards may be added to Blades using pipe insulation or similar materials.

All guards must have give and be deemed safe by the staff. We discourage cross guards on other types of weapons, but if the player can show us an example of a medieval weapon with a similar feature we might consider it if the cross guard is deemed safe. Other weapons may have a small hand guard if it only protects that hand.

Step Five: Add the Pommel

Pipe insulation must extend past both ends of the core by at least 1" and the resulting hole must be filled with a rolled up bit of pipe insulation. Use strapping tape to hold in the filler.

Step Six: Add a Thrusting Tip

The tip of the striking surface must have a thrusting tip. This tip is 2" of open cell foam.

Longer thrusting tips tend to bend. Cut

the foam to cover the tip. Once the tip is in place, use duct tape or kite tape to cover the tip. Take a length of tape and place it so it goes across the end of the tip and down both sides, attaching the tip to the weapon. If the tip is round, use a razor to cut the corners so the tape conforms to the tip. Now add another piece of tape so it goes across the end and down the exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip. Finally, poke many tiny holes all over the tip so the air can escape and the tip can contract and expand freely. If the weapon uses other open cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage before taping over the foam.

Step Seven: Cover with Tape

You may now cover the entire weapon with duct tape. Kite tape is also allowed. The tape should run down the length of the weapon and have a slight overlap. It should not be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, light tape. The majority of the weapon should be black or gray where there is metal, and black or brown where there is wood. Bright colors are not allowed as the primary color of the weapon, though decorations are allowed.

A Note about Weapon Materials

Weapon construction materials and methods are a commonly evolving thing in boffer games. That said, the rules presented here will help you make a weapon that is nearly certain to pass

safety inspection, if not the lightest or prettiest weapon.

Alternate materials for foam blade construction including Foam mats, EVA foam sheets, and injection molded foam are all subject to review by our rules team prior to being allowed in the game. It is wisest to consult with us before spending time and money on a weapon that does not follow the guidelines above.

Alternate Core materials are even more restricted. Many games may allow solid core fiberglass, Pultruded Carbon, wood, or landscaping markers as cores for boffers. These materials are NOT permitted at Numina. The listed materials above are the only permissible cores.

Latex and Plasti-dip Weapons

There are a great many commercially available latex weapons marked to the boffer LARP community.

Unfortunately, this means there is a great variety in safety and quality standards between commercial makers. As it is prohibitively expensive for us to purchase and test weapons from every vendor, we must address these weapons individually. That means there is a reasonable chance that your expensive weapon may be deemed unusable at Numina. Please contact our Rules staff if you wish to use a latex weapon at Numina.

Plasti-dip weapon construction is becoming more common in LARP circles. These are weapons carved of foam to look more realistic, then sealed with a coating of Plasti-dip sealant to skin the weapon instead of tape. As these are always hand made, they are even more difficult to predict and

evaluate than Latex weapons. We do allow the use of Plasti-dip weapons, but they are subject to review by our Rules staff prior to use in our game. It is wise to bring a back-up weapon in case your weapon does not pass inspection.

Contact our rules team at NuminaRules@gmail.com with any weapon questions you may have, we're always happy to help!

Packets

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small

birdseed with no larger or sharper seeds. A square of fabric is pulled around the birdseed and its corners are gathered together to form a "tail" and closed up with rubber bands or strapping tape. You may also sew a packet shut. Packets with any other material inside will not be allowed.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric must be stretchable and cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.