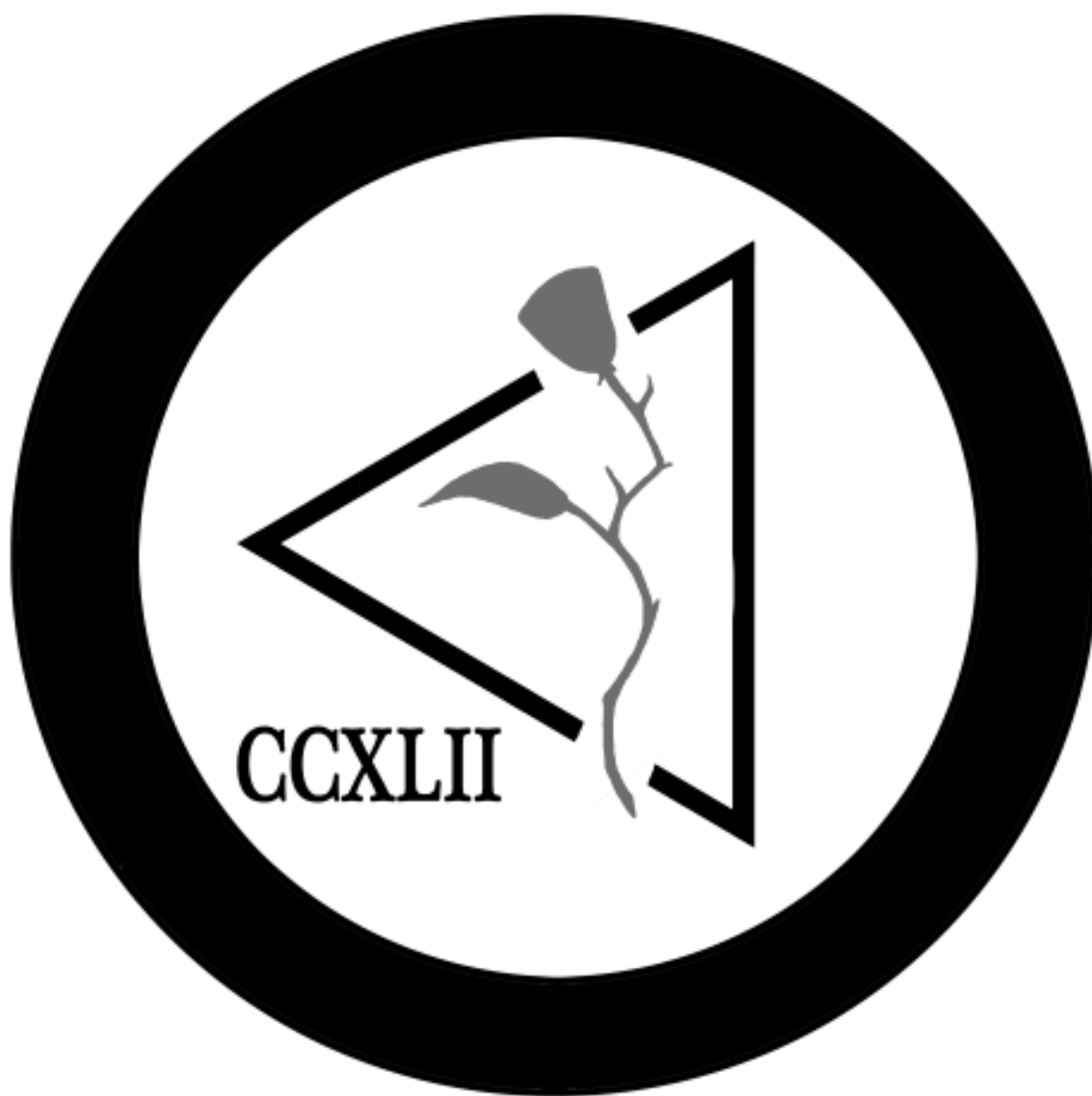


Underworld LARP Rulebook

V.5.4.9



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Chapter 1: ROLEPLAYING

Welcome to Live Action Role-Playing

Welcome to the world of Live Action Role-Playing! In this section, we will attempt to explain some of the basic concepts of what Live Action Role-Playing is. This will hopefully give new players an understanding of how it works, allowing them to envision our world and how they can fit into it. Although some describe Live Action Role-Playing (or LARPing) as "improvisational theatre", it requires no special training. Everyone can do it. In fact, we all do it on a daily basis whenever we daydream ourselves into different situations. The difference with LARPing is simply the ability to let go and act on how you believe you (or your character) would respond to a certain event. Role-playing at its best should come naturally and fluently, requiring very little in the way of pretending. This concept is sometimes hard to imagine to those who are new to the idea, but when everyone else around you is role-playing you might find it hard to act "normal".

When you play Underworld for the first time, you create a character for yourself. This character is who you will be in the game and it can be as close to, or as different from, your real personality as you would like. You design the personality and quirks of your character as you see fit, limited in scope and detail only by your own imagination. Once your character is designed and registered with game officials (known as Shapers), you insert him or her into our world and act them out as you desire. No one tells you how you should play your character, because you created him / her and you know best. At first, your character concept might be a little hazy, but as you become immersed in different situations, you will find that your character will naturally grow and you will discover more of what makes them tick. Do your best to be realistic in your character. This is normally achieved by diving headlong into your character. Don't be shy (unless your character is shy). At first, think to yourself, "What would/should my character do in this situation? How would s/he react to what is going on here?" By following this simple questioning, your character will develop naturally in your mind and it will become easier over time to slip into their skin.

Many people value LARPing as an outlet for personal expression, or as a valuable escape from the mundane world. Others do it simply because it's fun; exercise for both the body and mind. Once you experience LARPing a few times, we think you will realize what a healthy concept it is. Everyone is an expert in Live Action Role-playing, the better ones are simply those who can get into their characters to a higher degree and who don't concern themselves with thoughts on "acting". Remember, this is improvisational. It is far more important to know your character than it is to pre-think acting techniques and worry about how you will look. Once you figure this out and become comfortable with it, we think you will realize just how easy and, more importantly, fun Live Action Role-Playing is.

Your First Event - Arriving at Game

At the beginning of every event, you will check in at Logistics. As it is your first event, they would give you a small amount of starting money your character has when starting out. Each new character is allowed to bring in two Normal (not silver or Magical) weapons. These weapons must be of a type the character can use once in game. In addition to this, you may also bring a shield.

Starting Gear

On your first event ever you will not receive any in game tags from logistics. You will however receive one gold and one silver. You will also receive this starting gold and silver on your first game as subsequent characters. Your weapons and armour will not require them for this one event and as an added bonus, you cannot have your weapons or armour taken, stolen, lost, or broken. You will also not need a spellbook to memorize from if you cast spells.



On your second event, and every event thereafter, you will need in game tags for all weapons and armour your character wishes to use. On your second ever event, or the first event with any future new characters, you will receive the following to start your character off as long as you have the proficiency and reps for them:

- Up to 30 points of armour
- Up to 2 weapons
- Up to 1 shield
- A spellbook containing every spell your character can cast

Most importantly, you will be provided your character card. A character card contains all vital information relating to your character, such as, what their occupation is, how many Body points they have, what their level is, what skills they are able to use, etc. This should be kept with you at all times. It helps you, other players and Shapers keep track of your abilities and to settle any disputes which may arise.

After you have collected your character card and tags, it is on to the Armour Marshal Station. Our Armour Marshal team diligently checks all armour and weapons for safety and quality.

You will be given an Armour Card that represents the Armour Points that your character is wearing. Armour Points (AP) are awarded depending on what type of Armour you have in each designated location. You will need tags for your armour in order to use it in combat. It is important during a battle to keep track of the amount of AP you have left, and whether or not your armour has breached. (For more information on AP and breached armour, refer to the Armour section.)

After Logistics and the Marshal, you find your campsite. Your friends have already arrived and set up. You notice that your friend Duncan has laid a very large trap in the grass just to the north of the tent. Unfortunately, the game has not started so you only know this out of character. Your character cannot know this information unless Duncan actually tells your character.

The game begins. Fortunately, Duncan tells everyone in your camp not to walk into the trap in the grass and shows everyone where it is. This is good. It means that if you avoid the trap now you will not be accused of meta-gaming. Meta-gaming means using information you have learned out-of-game for in-game means. It is considered to be cheating.

Your friend Duncan (who is a Nightblade), informs Ariel (an Assassin) and you, that there is a man in town named Jeremiah, and that Jeremiah has a bounty on his head which was put there by a nearby Thieves' Guild. Unfortunately, Jeremiah is also the mayor of the town, so collecting on this bounty might be considered illegal. All of you decide that money is very important right now. Your group is going to try to capture Jeremiah alive and take him to the Thieves' Guild encampment outside of town. You wait until night falls and then make your way to the mayoral residence.

When you get there, you find that there is a guard posted at the front door. He looks tough and is wearing a great deal of plate mail armour, but no helmet. The three of you do some whispering and decide to take him out quietly. Ariel begins walking past the mayoral residence and fakes twisting her leg. The two of you wait in the shadows watching as she curses under her breath and falls in the roadway near the guard, pretending to be in great pain. The guard watches suspiciously for a moment and then comes over to help her. Now Duncan leaves his hiding spot and walks over to where Ariel and the guard are.

"What's wrong?" asks Duncan.

"This woman has sprained her ankle it would seem." says the guard. The guard is now bent over Ariel's twisted foot.



"Just a minute" says Duncan, "I may have a Healing potion in my pack." Duncan stands over the two of them and begins to root around in his pack. But instead of taking out a Healing potion, he produces a dagger and nods to Ariel. Ariel produces a dagger as well, from behind her hip, and strikes at the guard.

"1 Normal", says Ariel, to signify that her character is striking at the guard for 1 point of Normal damage. The guard is surprised, but answers with, "Magic Armour." Magic Armour is a spell-protection which blocks the first attack from a weapon strike. Duncan and Ariel suspected that the man might be wearing one and that is why Ariel struck first. Now Duncan uses his Out of Game Sap tool, which represents the butt end of his dagger, and strikes the man between his shoulder blades, saying "1 Sap". Sap is an attack which surprises the target and is an attempt to knock the person out from behind.

In this case Duncan is successful because he struck squarely between the shoulder blades (this represents smashing the victim on the head) and the guard slumps over into unconsciousness. Ariel then jumps up and motions for you to come over to them. Before going into the mayor's house, however, the three of you decide to search the guard. This always takes 1 minute of time to do unless they have unlocked an advanced skill.



In this case, Ariel loots the guard for 60 seconds. When she is has finished, the player who is playing the unconscious guard opens his purse, pulls out some gold coins and gives them to Ariel. "Come on," says Ariel, "we should hurry before anyone comes along." The three of you hurry up the front walk of the mayor's house and enter the door. Immediately a middle-aged man looks up at you.

"Who the hell are you?" he asks, "What do you want?"

"We're here to collect on a bounty," says Duncan. The man suddenly bolts for the back door and rushes through it. The three of you follow running and find that the man has ascended a small staircase. Duncan rushes up the stair first. Ariel follows him and you follow third. Halfway up the stairs you hear an electronic buzzer go off from the top of the stairs. "HOLD!" says a voice from upstairs, and everyone stops and gets down on one knee.

The Hold command is an out-of-game expression and should not be used any other time. It means to stop what you are doing and get down on one knee. Usually it means that someone has hurt themselves for real, or that there is possible danger of injury. Sometimes it is used when fighting becomes confused and rulings must be made. In this case, Duncan has set off a trap that the mayor has laid at the top of the stairs for just such emergencies. You realize that there is an out-of-game Shaper upstairs. Good thing, otherwise you might have had to go find one. You hear the Shaper say, "Sleep Poison trap, Duncan. Ten foot radius." The Shaper determines that Ariel was not caught in the trap and then calls a Lay-on. "3, 2, 1, Lay-on" says the Shaper, and the action resumes.

Ariel and you rush to the top of the stairs to find Duncan in a heap on the floor, apparently unconscious. The mayor is climbing out a window on the other side of the room to go down a ladder. In a second, he is out of sight. You rush to the window to see that he is already on the ground and turning to run. Quickly, you raise your bow, an arrow already notched. You fire at the mayor and the arrow hits him in the back. You shout loud enough for him to hear "3 Body". The mayor collapses in a heap on the ground. The term "Body" in this case, is used when the weapon being used is armour piercing meaning Armour Points do not stop it. The amount inflicted, in this case 3, is subtracted directly from the victim's Body points. If the mayor were wearing Magic Armour as his guard was, the Magic Armour would have nullified your attack.

As quickly as you can, the three of you gather Duncan, the mayor (who is unconscious but not dead), and make off for the Thieves' Guild to claim your reward.



This is a representation of how basic combat works. Some things you do must be called out, like damage and spell defenses, but everything is acted out as realistically as possible. Everything you do is real-time, and up to you. Be a good guy or a bad guy. You decide. All the choices are yours.

Role-playing

Role-playing is a little different from acting. It is not pre-planned, so it can be a little intimidating at times. It can be like being an actor on stage with everyone looking at you, but having no lines. You have to know what to say. Eventually it will come naturally. People who have role-played for a while will often tend to distinguish between “good” and “bad” role-playing. This has nothing to do with whether your character is good or evil. A “good role-player” refers to someone who never drops out of character to laugh or make out-of-game comments. In most people’s eyes, a good role-player does not call holds and stop the game unless it is necessary. They are good-spirited people who role-play well in every situation, even their own deaths, without out-of-game complaining. Going out-of-game is frowned upon once the game has started. Good role-players are not playing the game to win or lose, but rather for the act of role-playing itself, even if things are not always to their character's advantage.

In order to help give a better understanding of what makes for a good role-player, we have compiled a short list of things that many players and staff appreciate and admire in other players:

- Always be courteous and respectful of other people's property. Sometimes your character will have the opportunity to steal things in-game. Please realize that the physical representation for the character's object you have stolen often belongs to the player. If you steal something, you will get to keep the tag, though you will have to get your own physical representation for it. Turn the other player's item over to a Shaper so that they can give it back to them out-of-game.
- Stay in character. This helps to set the mood. If you drop out of character a lot, other people may get irritable. They all want their environment to be as realistic as possible.
- Costuming really helps. It won't upset people if you don't have a good costume, but many people love to see a great costume and find it admirable when people have good costumes. It also helps you to get to know your character. Often, clothing says a lot about a character and will even help you discover new things about them. Try to avoid anachronisms. These are things like watches (out in the open), pop cans, coolers, running shoes, etc., which destroy the atmosphere of the game. Glasses are fine. They have been around since the 13th century anyhow, so they are not anachronisms. Please avoid the use of any real world military insignias or real world religious items or symbols. For some faiths it is required that people keep their out-of-game religious items with them. Please be respectful, and please be aware that Underworld is respectful of this. Please also be aware that any fictional religions which are created in-game by players and/or staff must be fictional and must be created respectfully so as to not have any out-of-game relationship to real world religions.
- Role-playing damage is often important. If you are struck with magic or a weapon, react accordingly.

PLEASE DO NOT RISK INJURY TO YOURSELF OR OTHERS.

The Shaper Team

The Shaper Team consists of the Lead Shaper, Shapers and Non-Player Characters (NPC's). Combined, they are storytellers, organizers, Out of Game mediators and much more. Simply put, Shapers write the introduction to the story and you, the Player Character (PC) write the middle and end based on your actions.

Shapers are managed by the Lead Shaper who writes longer running plot spanning multiple seasons, as well as managing the Shaper Team to ensure rules are followed and plots progressed. A Shapers job, outside of writing



stories, is to marshal scenes, fights and adventures to ensure that both the PC's and NPC's are following the rules and our safety standards.

Shapers are sometimes referred to as Marshals or Plot.



Counted Movements & Declared Actions

In Live-Action Role-Playing it is sometimes necessary to declare an action or to make a spoken 3-count in order to complete an action. This occurs when the action to be taken is either impossible under the somewhat restrictive laws of real-world physics, or would entail taking a real-world action which would be too dangerous. The method used, either declaring the action or making a 3-count, depends on the action being taken. It is up to the discretion

of the players involved to determine which method is more appropriate to the situation.

3-counts generally occur when the action to be taken cannot be physically attempted and takes at least a few moments to complete. Cutting clothing, physically picking someone up who is much larger than you are, branding someone, etc., are all actions to which a 3-count are appropriate. An example of a properly executed 3-count is: "I brand you one, I brand you two, I brand you three". Longer counts may be necessary at the request of a Shaper.

Note also that a Killing Blow can never be performed as a declared action unless the character in question actually has a special ability, which allows them to perform instant Killing Blows. Killing Blows are described in detail in the section on Life, Death, and Resurrection.

The Honour System

In Underworld, we use the Honour System as much as possible. You are the one who has to keep track of your Body points, not other people, though other people can often tell if you are cheating. To help a little, we use the tag system, though this often is more a means of helping you than it is of checking up on you.

Sometimes you will become confused as to how much damage you have taken. The Honour System allows you to be the judge of that, and to determine as honestly as possible how many Body points you have remaining. Sometimes, people will ask out-of-game to see your character card. Don't assume that they think you are cheating. As you play longer, you will come to see that some things are confusing for people, or that you are using a new unique ability that they have never heard of.

Checking tags and skills is necessary, even if people trust each other and know that they never cheat. You too, may wish to check someone's tags or card, and you are perfectly entitled to do so. NPCs also have cards, so if you are fighting a creature that uses a skill/ability you have not heard of; their card should describe its effects for you. Please give people the benefit of the doubt. Mistakes can be cleared up with a Shaper. Please be aware that even Shapers make mistakes. Accept their ruling, even if you know it is wrong, and then the incident can be cleared up later, even if you die because of it. Shapers are very reasonable and will often elect to not "record" a death on your character card if the death was unfair or due to a misruling. Please help to maintain a fun, fair, safe and good-Spirited game for all players and staff.

How to Create a Character

In this section, we will go over how to create a character and some of the things to consider when doing so. Before actually addressing defined concepts such as race and occupation, we suggest a more abstract approach. A good idea is to decide what kind of character you would like to play in terms of personality, background and moral sensibility. Here are some things you might want to ask yourself:



Personality

- What is the basic personality-type of my character? (What one word might describe him/her best?)
- How does my character get along with other people? (Or other types of people?)
- Does my character have any quirks or flaws in their personality?
- What does my character like/dislike? (In regards to things such as work, hobbies, moralities, beliefs...)
- How would my character react to different emotional situations? (Violence, compassion, awe, etc.)
- What are my character's thoughts on religion?
- What does my character do in his/her spare time? What do they enjoy doing?
- How does s/he react to society? What do they think of laws? What are their reactions to differing social classes? Where do they fit into society? Do they value wealth/power?

Background

- Where is my character from? What type of society? (E.g.: City, village, outcast/bandit/gypsy caravan, etc.)
- What were my character's parents like? Brothers / sisters? Is my character no longer with them? Why?
- Why is my character in this location? Did they leave their place of birth, or were they born here?
- What did my character do for a living, up to this point? Education? Training? Work?
- Would my character have any stories to tell people about their past? Exciting tales or deeds they have done?
- What would my character value about his/her past (both good and bad)? What experiences have they gone through that made them what they are today?

Future

- What plans does my character have? What are his/her goals in life?
- Is my character trying to escape his/her notorious past, or are they simply adding to it?

Defined Choices Regarding Character Creation

Having outlined a general concept, it is necessary to make some definite decisions for your character. These decisions can be made relatively easily by consulting the remainder of this rulebook. These decisions involve the following topics:

- Race
- Occupation: 9 beginning occupations are offered for players to choose from. It is not possible to later change occupations so choose wisely. The only exception to this rule is Advanced Occupations which **MUST** be discovered in-game.
- Skills: You'll want to decide what skills you are going to buy at the start, and which skills you want to learn in the future. All characters get 150 character points to begin, plus any racial bonuses.



True Names

In Underworld, much like in mythology, names have power. In folklore, knowledge of a True Name allows one to magically affect a person or being. Such names could give power to the person who knew them (even over Gods in some beliefs). This is an effect used in many tales. Underworld holds a similar belief with True Names. Fae Magic and some advanced Ritual Spheres rely heavily on a target's (or caster's) True Name. Sometimes a True Name is beneficial, sometimes detrimental. Every player in Underworld should choose a True Name for his or her PC. Having no True Name leaves you defenceless against attacks that would require one. Imagine the letters of your True Name as a series of locks that protect a doorway that leads to your Spirit. Without a True Name, that door is always unlocked.

So let us assume your character does have a True Name. Where does it come from? Who chooses it? Well, that question has plagued scholars and mystics alike. Perhaps the fates themselves name you at birth; perhaps it is



something even greater. Whatever the reason; what is known is that some force secretly influences those people who name you at birth. The only real decision you, as a player, need to make is whether your character knows their own True Name. Many positive and negative abilities and spell effects rely on your True Name. Choosing not to know will not always protect you. There are also ways that will allow someone to find out your True Name (or at the very least a letter of it). These effects are rare and generally held by only the most powerful Fae or Mages.

There is one key rule that must be remembered when dealing with True Names. A player can almost never be forced, magically or chemically to reveal their True Name. All attempts, save certain Ritual Magic, usually fail. This does not mean you cannot be tricked or blackmailed into revealing your True Name, it just means that you cannot be forced. If you reveal your True Name, it is always because you chose to do so.

Rules and restrictions regarding True Names:

- Your True Name is only one word and may not exceed 14 characters in length.
- You must mark your True Name down on your character sheet along with whether character knows it or not.
- You can never be forced; magically or by alchemical means, to reveal your True Name.
- Once you pick your True Name at character creation, it cannot be changed.
- A True Name must be spelled out in the common alphabet and cannot contain any symbols or punctuation

Character History

Once you have designed a basic character concept and determined your defined character choices you'll want to write a character history. In general, a character history should be at least one typed page in length and no more than ten. A character history is a written account of your character's life up until the point at which s/he starts the game. For examples of good and bad character histories and pointers on what the Shaper Team wants to see, consult a Shaper.

Experience & Character Points

Your character gains levels in Underworld by amassing what we refer to as Character Points (CP). There are several ways to get Character Points, the most obvious of which is through playing your character at an event and obtaining Blankets.

Every time your character comes to an event, they gain a Blanket of Character Points at the end of said event. A Blanket's value is determined by your character's level. The higher the level, the less the Blankets will be worth in CP. After your first event, a blanket of Experience Points (XP) would be worth 65 Character Points.

Blankets of experience that you earn can be applied to any character you own, even if you earn the points with another character. They are banked on your character sheet and can be spent in the future. You are allowed to spend a maximum limit of two Blankets per event, per character, no matter how many Blankets you have banked. Blankets can be applied to a character and the CP left unspent.

Character Level	CP Total	CP per Blanket	Base Body points		
			Warrior	Rogue	Scholar
1	150	65	6	4	3
2	250	43	8	5	4
3	350	34	10	6	4
4	450	28	12	7	5
5	550	24	14	8	6
6	650	22	16	9	6
7	750	19	18	10	7
8	850	17	20	11	8
9	950	16	22	12	8
10	1050	15	24	13	9
11	1150	14	26	14	10
12	1250	13	28	15	10
13	1350	12	30	16	11
14	1450	12	32	17	12
15	1550	11	34	18	12
16	1650	11	36	19	13
17	1750	10	38	20	14
18	1850	10	40	21	14
19	1950	10	42	22	15
20	2050	10	44	23	16

* After the 20th level, follow the same progression.

Chart 1-1



Blankets are spent/applied 1 at a time, meaning that if you wish to apply 2 Blankets to your character but the 1st blanket raises your level, the 2nd will be worth less XP.

Blankets can only be spent at Logistics or Prelog.

Chart 1-1 shows the number of Character Points gained at each level. It takes 100 Character Points to gain a level. As you go up in level, you gain fewer Character Points per Blanket of Character Points. No matter what level you are, you will always gain at least 10 character points per Blanket.

The CP Column shows how many Character Points you acquire per Blanket. Once you acquire 100 Character Points, your character level increases by one and the remainder of your character points are equated at the new character level row. Also, note your base number of Body points changes to the new Base Value, if applicable.

All characters receive 150 free Character Points to start with. Thereafter, they must earn their Experience and Character Points by attending events, donating props or costuming etc. (please ask management for more information), or for helping out with running the game.

Character Points are the building blocks of your character. All abilities and skills take Character Points for your character to be able to learn various skills. Skill costs are calculated in Character Points and vary widely, from only 10 CP to buy some skills, to 200 for others. All skills and costs are outlined in the sections "Skill Costs" and "Skill Descriptions".

Life & Death

As a player in Underworld, the rules regarding life and death are important ones to understand. In simple terms, your "life force", or how much life is left in your character, is measured by a number (Body points). The maximum Body points a character may have varies considerably, depending on occupation, race, and level (See chart 1-1).

Body points

From time to time, during the game, your character will lose Body points. This represents your character taking damage from weapons, spells, etc. All counted actions and spells are considered to be interrupted should you take damage into Body. Should your Body points drop to 2, your character is in grave danger of becoming semi-conscious, unconscious, or worse, dead.

Semi-consciousness

At 1 Body point, your character becomes semi-conscious. Any movement faster than a walk or the use of any skill/ability will be successful, but will drop the character to 0 Body and render them unconscious. Your character will remain semi-conscious for 5 minutes unless healed (see Magic, Skills, or Alchemy sections), after which they gain 1 Body point and become conscious again.

Unconsciousness

At 0 Body points, your character becomes unconscious for 5 minutes. After 5 minutes of [Chart 1-2](#) unconsciousness, they gain 1 Body and become semi-conscious.

Racial & Spell Protections While Unconscious

Spell and Racial protections can be divided into two categories, those which activate automatically and those which require conscious activation.

Current Body points	Physical State	Duration
Healthy 2 +	Alive and conscious	N/A
1	Alive and semi-conscious	5 minutes
0	Unconscious	5 minutes
-1	Dying (Bleed Count)	1 minute
After 1 minute at -1	Dead (Death Count)	5 minutes
After 5 minutes at Dead	Dead: Resurrection Required	N/A



When unconscious:

- Spell Protections which require conscious activation cannot be used.
- Spell Protections which activate automatically will function as normal.
- Racial Protections will always have to be activated by the target, and can be done so regardless of whether the target is unconscious or not.

Bleeding Out and Death

At -1 Body Points, your character is dying. At this time, you must immediately begin a 1-minute Bleed count. During this time, any healing of any source will bring the character to one Body point. After this 1-minute bleed count expires, your character has died. (Note that if a Killing Blow is delivered to your character, you must forfeit your 1-minute bleed count.) You must now begin a 5-minute Death count. At this point all spell effects (including Protections) are removed from the character's Spirit. During this 5-minute Death Count, only a Life Spell will revive your character. Once the 5 minutes has elapsed the Spirit leaves your body and travels to the nearest, friendly Resurrection Circle to be resurrected. You may choose to forfeit your 5-minute Death Count. If so, proceed directly to be resurrected.

When you are in Spirit form, it is necessary for you to wear a white headband or put one hand on your head to signify that you are out-of-game. Your body dissipates when this happens and all items you were carrying remain where you died.

Natural and Magical Healing

There are many forms of healing found throughout the land, from the gentle touch of a friendly physician, to the mortal wound restoring magic of a battle healer. As your character overcomes obstacles and adversities, they are bound to get a couple of bumps and scrapes along the way. When your character takes Body damage, they will require some degree of healing to be restored to full health. This can range from a physician's bandage to a magic healing spell. Each healing method will have an associated number of Body points it will heal. Add that number to your current Body points and enjoy the effects of a restored Body.

A character may never heal themselves for more than their Total Body points. Any excess healing is lost. From time to time certain abilities, skills, or spell effects may grant a character magical or bonus Body points. These extra Body points always come off first when the character takes damage. They cannot, unless specifically stated in the description, be restored or healed. Once they are used, they are gone for good.

Occasionally one may find themselves stricken with a debilitating effect like Sap or Silent Strike which only ceases once a specific amount of the damage has been healed. As your character heals this damage, the negative effect will immediately cease. Should you find yourself stricken by an effect like this while you have active, non-healable, bonus Body points, simply apply 1 point of healing to have it removed.

Finally, all characters will slowly and naturally heal on their own if they regularly take care of their wounds. Once every 24 hours, occurring immediately after a character's ten minute Reset, a wounded character may choose to spend an additional ten minutes cleaning their wounds. Doing so will naturally heal 1 Body point of damage

Drinking, the Effects of Alcohol, and Stamina Points

Underworld LARP has a very strict zero tolerance policy on OOG drinking during combat events. This does not mean that you cannot pretend to drink in character.

Whether it be the rancid and sour milk of a Dwarven Gutbuster or the distilled fermented displacer blood of Drael Shade Wine, alcohol plays an important part in the in-character, game world. Characters that drink to excess will get drunk. More robust and constitutionally sound characters will obviously have a higher tolerance to alcohol than their weaker and frailer companions will. This is measured in Stamina Points.



A character's total Stamina Points are always equal to that character's unaltered total Body points. All normal alcoholic beverages will be assigned a damage value between 1 and 3. The exact number is determined at creation by the logistics marshal or a Shaper and is written on the tag. Once consumed the target will look at the damage value and mentally subtract that from their total Stamina Points. The closer they get to zero, the drunker they become. This effect should be role-played appropriately.

At zero Stamina Points the target has achieved a level of extreme drunkenness and as such they are no longer able to properly function for 10 minutes. During this time, they are unable to use any skills or abilities, speech is slurred to an unrecognized level, and walking straight is impossible. Should the target continue to drink during this duration they will immediately pass out drunk for the next hour. After the 10 minute duration, the target will return to 1 Stamina Point and from that point on Stamina Points regenerate at a rate of 2 points per hour. Hot coffee and the continual dunking of the targets head in cold water will double the rate of Stamina Point regeneration for that hour. Outside of extreme drunkenness, the loss and gain of Stamina Points has no effect on a character's Body points or their use of skills and abilities, just their mental capacity. Extremely rare brews, magical and alchemical intoxicants may have a damage value much higher than normal alcohol.

Please drink responsibly and remember that drinking Out-of-Character is still strictly forbidden.

Example – Schmendrick the Bard has had his heart broken again and has decided to drown his sorrows, in character, at ye local tavern. Schmendrick is Level 5 with 6 Body points, and therefore has 6 Stamina Points. He orders himself up a tall glass of High Elven wine and hastily throws it down the hatch. After drinking, Schmendrick looks at the tag and sees the damage value for that glass of wine is 2. He subtracts 2 from his total Stamina Points which brings him to 4. Schmendrick is 1/3 on his way to extreme drunkenness. The player role-plays the effects by slurring Schmendrick's speech and bumping into other bar patrons. A short while later Schmendrick orders another drink, this time with a damage value of 3. This brings his total Stamina Points to 1. Schmendrick is very drunk. He tries to pick a fight with the bouncer, unsuccessfully flirts with the waitress and eventually gets lost on his way to the outhouse. Schmendrick knows when enough is enough and is aware that another drink will put him over the edge so he calls it a night. He leaves and drunkenly staggers back to his camp while singing loudly (and poorly). In an hour's time Schmendrick has sobered up somewhat and his total Stamina Points have regenerated to 3. He is still feeling the effects of the drinks and likely some hangover but it isn't as bad as it once was.

Blood

The use of blood comes into effect in numerous ways from clerical class abilities, to Wytchcraft, to Blood and Summoning Magic. In the wrong hands a character's blood becomes a powerful weapon which will likely be used against them. Obtaining a characters blood is a difficult and arduous task, often requiring its extraction from an unwilling host. To harvest enough blood to use in any skill, ability or spell requires a full 60 seconds and enough blood to fill a 1-liter vessel. Each liter of blood taken deals one Body damage. Blood cannot be taken from an unwilling target without their knowledge without a Shaper present, nor can any blood be withdrawn without targets knowledge unless they are somehow incapacitated. Blood cannot be collected if you cannot breach the target's threshold, nor if the target is in their death count. Any blood obtained must be acknowledged and signed off by either the target player or a Shaper present. All blood, no matter the quantity, expires after 1 month unless it is extended via ritual magic. Blood obtained from a target in this manner will not dissipate should the target die.

Killing Blow Delivery

A killing blow is a death strike. It is a final assurance that the victim of an attack is dead. A proper killing blow takes a 10-count with bare hands or a 5-count with a weapon. A successful killing blow (one that has not been interrupted) forces the victim to skip their 1-minute bleed count and proceed directly into their 5-minute death count. Unless a victim is unconscious, bleeding out, in a state of total paralysis, or has all 4 limbs bound, the



victim can resist/interrupt the killing blow at any time. When a PC reaches 5th level they are considered to be “killing blow active”. This means that NPC random encounters may use killing blows and instant death effects on them. NPC’s should ask what level you are before delivering such an attack. If they do not, simply inform them in a discrete manner. Before a PC reaches level 5, they cannot be attacked with a killing blow by an NPC. Players are always killing blow active with respect to other players.

Death in Underworld

During the 5-minute count, your Spirit has already left your body and is hovering above it. When those 5 minutes have passed, if you have not been revived via a Life Spell or similar effect, your Spirit leaves the area to go to the nearest Resurrection Circle, in a straight line at a running pace. You don't have to know in-game where this circle is; your Spirit automatically detects and moves toward it. At this point, you should go out-of-game and remain out-of game until your body is reformed inside a Resurrection Circle. All of your in game tagged items must be left behind, and we encourage that you leave behind some identifying articles of clothing as well (for example - a cloak, a belt, etc.)

Resurrecting

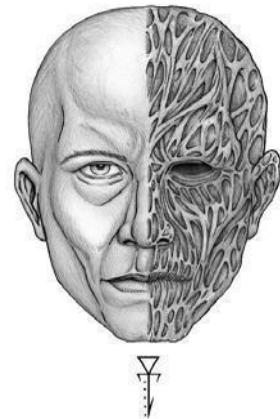
Once your Spirit (represented by you out-of-game) has found a non-hostile Resurrection Circle, it will enter the Circle and the process of Resurrection will begin. A barrier circle will not prevent a Spirit from entering a Resurrection Circle.

When a Spirit enters a Resurrection Circle, all of those who are invested in the Circle will be made aware of its presence, no matter how distant the Circle is to them. Two things can happen at this point, either someone who is invested in the Circle will arrive and perform the Resurrection process or the Circle itself will resurrect the Spirit. The Spirit will arrive inside the Circle as a red cloud of loose strands and wispy filaments. The person being resurrected is unidentifiable to all who see them, save those invested in the Circle.

If an individual who is invested in the Circle is present or arrives to perform the Resurrection, the process takes a total of 10 minutes. During this time, the investor begins re-forming the Spirit by plucking and knitting the Spirit strands into the form of a body. It is in this manner that the body will re-form as time progresses. At the end of the 10 minutes, the body has been fully rebuilt and will regain consciousness with full Body points.

If an individual who is invested in the Circle is not present, the Circle itself will resurrect the Spirit. This is a long and painful process for the Spirit, taking an hour to complete. The body will begin to re-form but without the assistance of an investor, the strands and filaments must re-knit on their own. Although very taxing, there is no permanent damage to the body and it will be fully conscious and healed at the end of the hour.

The final step of Resurrection is to determine if the Spirit remembers its death. This can be done with the investor who resurrected the Spirit or with a Shaper. There is a 1 in 10 chance that the hour previous to the moment of death (the end of the five minute death count) is remembered by the Spirit. Whether the individual remembers can be determined by the rolling of dice, writing a number on a piece of paper and having the dead PC guess it or any other means convenient at the time. If the guess is incorrect, the memory of the hour preceding the character's death will be lost in their memory. Instead, if there is an investor present, they may tell the spirit a fantastical story or Resurrection Dream of what they remember happening. This dream is false and it is known to be false by the Spirit Resurrecting. There is no chance this Resurrection Dream can be mistaken for truth by the Spirit. If there is no investor present, the memory is simple blank. If the individual is turned Undead after they die, this does not change the timing of the hour – the hour duration is set by the end of the five minute death count. Any time spent Undead before the five minutes are up may be remembered. Any time spent Undead after the five minutes are up cannot be remembered.



A body that has successfully undergone Resurrection will:

- Be naked (IG)
- Be at full health
- Have no spell protections or spells attached to their Spirit (minus some Ritual Magic)

Hostile Circles

You can make a decision on an out-of-game level that the Resurrection Circle your Spirit is approaching is considered hostile to you. A circle can be considered hostile for any reason, including a single investor in the Circle who is seen as a threat, the type of circle or its location. In fact, the determination to consider a circle hostile does not even need to be based on known, in-game information. Meta-gaming is allowed in this one situation, since it would be an unfair death-trap to have a player resurrect via an enemy and the situation could be abused to grant multiple deaths in a row to a player. If the nearest circle is considered hostile, your Spirit will ignore it and move on to the next closest, non-hostile circle. Circle hostility is usually determined immediately after the 5-minute death count has elapsed. It is a good idea to find a Shaper who can inform you about other circles within close range that you might not know about.

Final Death

After your two "free" deaths have been used up, each time you die you have a 50% chance of dying permanently. We call this "Final Death". This is usually determined by flipping a coin. A Shaper must be present and they must be the one who performs the actual coin flip. If a Shaper isn't present then the body will dissipate as if it was on route to resurrect but rather than travel to a resurrection circle the player **MUST** immediately find the closest Shaper and perform their coin flip. If they fail, the character has suffered final death and the body will reappear where it died. It will stay there, a permanently dead corpse. If the flip is successful, the body then dissipates and the Spirit moves to the nearest, non-hostile, resurrection circle. If the flip fails, the body remains and the death is permanent.

Scarring

Scars and Scarring may be accomplished by simply choosing to not heal a wound, despite having one's Body points restored fully. The wound itself is healed, but Scarring will remain. This decision is not to be made lightly. Once scarred, a character may not undo or remove the Scar without successful Resurrection. This Scar is permanent because the memory of the damage has now transferred from the body to the Spirit. As far as the Spirit is concerned, it has become a permanent part of the body. If you choose to Scar a lost eye or finger, according to your Spirit, you would have never had it to begin with. Additional healing would be wasted and unsuccessful. Only upon successful Resurrection does your Spirit heal and, if you choose, you may heal over the Scar and bring your body back to its original state. The only exception to this is when the mind and Spirit are so damaged that even after successful Resurrections and a desire to remove the scar, the scar remains. This is only decided by the player, not the character, and is usually only done to further character development. An example would be a pirate who has a hook for a hand. The character would gladly resurrect with a new hand rather than the hook but the player of the pirate would like to keep it, so he resurrects without the hand to further the character's development.

Maximum Life Expectancy

Also of note is that Final Death occurs when a character's age reaches or surpasses their Maximum Life Expectancy. M.L.E. is determined by the player at character creation and is based on racial M.L.E. limitations. Note also that some Ritual Magic ritual flaws, backlashes, spells, and monster attacks may result in premature aging of a character. In some cases, the ritual itself will always age its caster. Players must determine their own starting age, and must do so before M.L.E. is determined.



In Game and OOG Colours

A few specific colours are used quite regularly that you, as a player, should be aware of both on an OOG and IG level.

White – This is the universal Out of Game colour. Whether a white headband on an OOG player, a white Glow stick hanging on the neck of a Shaper, or a white ribbon tied around a player's backpack, if you see white, it's out of game.

Green Glow stick – In Glow stick form, green is usually reserved for Liquid Lights.

Orange Glow stick – An Orange Glow stick represents a Ghost or Spirit visible only to those with Mysticism. Not to be confused with a typical Undead, Ghosts and Spirits are lost souls that appear as semitransparent versions of their living selves. Approach at your own peril!

Lighting

Each Guild has its own policies regarding light sources such as lanterns. The following are standard:

Lanterns may be used assuming that they adhere to the following criteria. There are no tag requirements for a lantern.

Lanterns must be:

- Free of any open flame.
- Diffused so that they don't ruin night vision.
- Look period

Battery powered lights are an example of a light which would adhere to these criteria. In general a light source will most likely be allowed, as long as it isn't egregiously out of period in looks, and as long as it has no open flame. While the above restrictions pertain primarily to OOG concerns, there are also some IG restrictions to keep in mind.

The following restrictions apply to lights in Jericho:

Safety Lights: Must be diffused red, these are primarily hand-held flashlights. These lights are considered to be OOG when used.

Stationary Lights: Lights in this category include things like Candles, Fixed Lanterns as well as any light source that isn't removed from a camp it is placed in, do not require tags or liquid lights.

Carried Lanterns: Any lantern a player wishes to be able to use in multiple locations (e.g in their camp and elsewhere) must have the appropriate liquid light tags.

These policies apply to Jericho. Please check your local guild's policies for more details.

Looting & Searching

In order for a player to begin searching or looting a target, the player's hand must be within reach of the target. A search may be conducted for as long as the player wants, though in most cases 60 seconds is sufficient. At the end of their count, the player must be informed by the target of all objects which the player has found. If the target is incapacitated then the player may take these objects, otherwise it is the target's choice whether or not the player may take an object from their person.

The count used should be of the form: "Searching 1, 2, 3....60" or "Looting 1, 2, 3....60"



A player can search or loot a target for as long as they want. While 60 seconds is normally sufficient, some individuals may have skills which make finding their items more difficult. In these cases a longer search or loot time will be required.

Thieving and You: A Bandit's Guide to Skullduggery

Underworld LARP is an 18 + game with heavy horror overtones. This means that in your character's life you are likely to encounter or engage in love, hate, murder, death, bribery, corruption, ritual sacrifice, the eating of babies and of course thievery.

Because we are an 18+ game we expect our player base to act as adults when confronted with any of the above. Thievery is the most important out of all the evil that you can do because it requires you to engage in certain out of game activities (the actual taking of IG property). Below are the rules for In Game Thieving at Underworld LARP. These are not suggestions they are heavily enforced rules.

Step 1 - Where are you looting?

If you are taking an item that is NOT in an unoccupied tent then you can carry on to Step two. If you are looting a personal tent or cabin and its owner is not there (dead or otherwise) you MUST have a Shaper present. You CANNOT enter a player's personal property alone without a marshal. If you are caught doing this, you will be removed from the game and possibly charged. Let us assume you have a Shaper present or the item in question is not in a tent/cabin

Step 2 - Taking the tag

Any item you are taking MUST have a tag. If it does not have a tag you cannot take it. If you believe an item is being used and it does not have a tag, you need to inform a Shaper. The Shaper team deals with the problem and if necessary, compensates you. You do not take that item anyways. The only exception to this rule is if you cannot see if the item has a tag. It's dark, you're thieving, and you see a sword on the ground so you grab it and run. Very shortly afterwards, you look and find out there is no tag. If this is the case, you MUST give the rep to a Shaper so they can give it back to the player. It is likely a new player's rep with no tag yet. Those items do not qualify as targets to a thief.

Let us assume the weapon has a tag. You then take that entire weapon and make your way as quick as possible to Shaper camp or the known location of a Shaper. This must happen quickly so that we can return the rep OOG back to that player. It is possible that the player will wish for you to keep that rep so they can identify it later. If this is the case, we will return the rep to you and you will be forced to re-attach the tag.

Step 3 - Profit

You now have a tag and possibly the rep (if the victim of your thievery requests it). Now you may go about your business and try to pawn or use the item as you see fit. If, at any point, the item gets destroyed or sold to an NPC that is likely never to return to Jericho, we ask that you return the rep to us so we can give it back to the original player.

OOG Bags

It is possible for a player to have a OOG bag. This bag MUST be marked with white cloth and/or clearly labeled OOG. Absolutely no UW tags or treasure may be placed in your OOG



bag. There are no exceptions to this rule. It does not matter if the item in question is offsite or any other reason. **The golden rule is if the tag is on site, it is IG.** If it is found that a player is keeping tags in their OOG bag, we will consider it cheating and act appropriately. If you, as a thief, find a bag that is clearly OOG, you cannot pilfer it. It does not exist for you to find in character. It likely contains a player's personal effects such as medicine, keys, etc. If you are caught going through an OOG bag you will be dealt with severely.

Happy Burglarizing!



Chapter 2: RACES



Character Races

Many fantasy races exist in the world that your PC inhabits. Some of them are magical and some of them not as magical. Each race has its own racial package that includes any benefits and disadvantages which members of your chosen race may possess. These could be physical, mental, or magical. This package is commonly referred to as “Racials”.

In order to play certain races it is necessary to wear the appropriate make-up. This includes prosthetic racial features such as Elf ears, or a Dwarf’s beard. The removal of racial features IG will not disguise your race. Your race is always recognizable except in extreme circumstances. If you want to play a fantasy race, it is important for you to predetermine that you are not allergic to, or are irritated by any of the make-up, and that you will be able to wear it at all times without being driven completely mad. Please ensure that you cover all exposed skin.

It is important to note that racial advantages or disadvantages can be either “Automatic” or “Purchased”.

Automatic Racials are not in any way optional and are considered to be in effect from the character’s birth. Purchased Racials must be purchased as a skill as per the Racial Ability Chart (See chart 4.5) and cost 50 character points each. These skills can be purchased every odd level.

Resist Racials: Any racial which has a Resist function always has a visible IG effect when used, unless the racial description explicitly states otherwise.

Race	Summary
Bestial	
Savar	Matriarchal race of cat people
Construct	
Gargylen	Sentient race of magically created constructs
Dwarves	
Mountain	Stocky humanoids, famed for mining, smithing, and beards
Elves	
High	Graceful, artistic scholars. Known for mastery of magic
Dark	Subterranean elves. Natural chemists and alchemists
Wild	Tribal nomads. Try to live in harmony with nature at all times
Fae	
Wood	Distant cousins to True Fae. Rumoured to be borne of raw magic
Goblinoid	
Orc	Fierce and competitive tribal warriors appreciating strength over all
Humanoid	
Hobbling	Small, peaceful, furry footed people
Human	Numerous and varied. The most diverse of the races
Ajaunti	Also known as Aja. They are a colourful, extravagant race of nomads
Einher	A superstitious, warrior race. Known for strong honour codes and traditions

Chart 2-1

Half-Breeds

A lot of RPGs and LARPS allow for half-breed races (Half-Elf, Half-Orcs etc) as playable character options. Underworld does not. Although many races may choose to mate with one another, there are limitations when it comes to breeding. Only races of a similar type can produce offspring. Races which mate with others within their category (humanoid, goblinoid, elves) may produce offspring. The result of mixed sub-race pairings within a category will always result in the birth of a purebred child of the mother’s race. For example, a Savar and a Human cannot produce a child. An Einher and Ajaunti will, and the child’s race will be the same as the mother’s.



Bestial Races

Savar

Life Span: 40-60 years

The Savar are a matriarchal race of cat-people, appearing as humanoid hunting cats. Deep in the dark forest lays their capital city, Felnir. Their society, ruled by women, views male Savar as second class. It is rare to find a free dominant male Savar and even more rare for him to live long. The Savar are a strong, proud race with deep ties to nature and the mysterious Grey Elves. They have recently suffered a catastrophic plague, necromantic in origin, killing many of their people before returning them through Undeath. The few that remain now struggle to put to rest their Undead sisters and attempt to rebuild. All this happened (perhaps coincidentally) around the same time as the Fulmination and the disappearance of the mysterious Grey Elves.

Racial Characteristics: Their distinguishing characteristics are make-up appropriate for the type of cat being played, and possibly the use of a prosthetic feline nose if make-up is sub-par or your subspecies is similar looking to another race. Example: Black Panther Savar and Dark Elves.

Advantages

Nine Lives (Purchased): When a Savar has used up their free deaths, and is flipping for Final Death, they may use this skill. The skill must be activated after the Savar's "Death Count" but before the death flip. If the Savar fails the flip s/he may then flip an additional time. This skill cannot be stacked and is only usable once per death. This skill is usable once per day, per purchase.

Natural Claws (Automatic): Savar can choose between being declawed at birth or keeping their claws throughout their life. The choice must be made at character creation and the effect is permanent. Should a Savar keep their claws they are restricted from using any other weapon or shield. A Savar with claws receives a free proficiency in <Medium Weapons Group Proficiency: Claws> and may use one claw boffer weapon (See Chart 6-1 - Weapon Creation) in their good hand and nothing in their off hand. They may buy specialization with them as Medium Weapon Specialization: Claws. Should a Savar purchase the skill "Ambidexterity", they may use a second claw boffer weapon in their off-hand. Savar claws are to be used as weapons of their size, with the exception that they cannot be destroyed or disarmed. Savar claws otherwise act like regular weapons for the purposes of augmentation and may be enchanted with Battle Magic spells and even master-crafted as medium weapons.



Disadvantages

Plagued (Automatic): While the worst of the plague seems to have past, its effects on the Savar people still linger. As a result, all living Savar take double damage from the Dark and Necromantic sources of Magic. As with all racial vulnerabilities, damage from either of these spheres will bypass any thresholds a Savar might have. Furthermore, should a Savar enter their death count via Dark or Necromantic Magic, they will immediately rise as a mindless lesser Undead, cursed to destruction. The Savar's Body points will be restored but not their Armour Points. This Undeath does not grant the Savar the special abilities of Undead like Sense Life or Psionic immunity. However, they will still suffer all the negative effects such as Control Undead and double damage from the Healing Sphere. While in this form, the Savar may not use their spells or abilities and may only swing base weapon damage. Nothing short of resurrection or divine intervention will return the Savar back to life. This Undead form will last 24 hours or until the Savar is slain.



Construct Races

Gargylen

Lifespan: Immortal

The Gargylen are a sentient race of half-construct, half-living gargoyles. Within the last 20 years, they have broken free from the oppressive yoke of their creators: The Conclave. In that 20 years, this infant race have proven that they have free will and are sentient. They have also developed a method of reproduction. Very little is known about them, and they have no recognized territory or homeland. A Gargylen's skin is stone grey and often hardened, making them less susceptible to conventional weapons. All Gargylen are horned and although some have wings, they are all flightless. They are an enigma, and questions surround their purpose or moral standings. Most seem to possess an instinctual need to protect the innocent, although this is certainly not the case with all Gargylen.

Racial Characteristics: Grey Skin with large horns protruding from the forehead. Note: wings are optional, but will not allow flight.

Advantages

Stone Skin (Purchased): A Gargylen who has purchased this skill has learned a finer degree of control over their crafted body. When the skill is used, the Gargylen's skin becomes as hard as stone, making them less susceptible to all weapons. The Gargylen must declare "Innate Stone Skin" and proceed to complete an uninterrupted 30 second count. Once this count is completed, for the duration of 1 hour a Gargylen gains temporary Body points based on the Gargylen's level. At 1st level the Body bonus is 20 Body points, at 5th level it is 30 and at 10th level it is 40. These Body points act as normal Body points with the exception that they are damaged and removed first from the Gargylen's Body point Total and cannot be healed or refit. While Stone Skin is active, the Gargylen suffers double damage from all spells that damage into Body, Such as Ego Rend, Earth Clap, etc. This double damage will extend past the bonus Body points allotted by Stone Skin and will carry over onto the Gargylen's permanent Body points. Stone Skin may be ended by the Gargylen with an uninterrupted 30 second count. If the count is interrupted the skill is not considered used, but the count must be restarted. A Gargylen's Stone Skin will not affect, in any way, their Armour Points or any other magical or non-magical protections. This skill is usable once per day, per purchase.

Alternative Healing (Automatic): A Gargylen may be healed as if his/her body was made of armour. Any Blacksmith may Refit a Gargylen as they would any suit of armour. Every 1 minute of Refit will heal the Gargylen 10 Body. See Blacksmithing skill for more detail. Should the Gargylen enter their "Bleed" count, any use of the Blacksmith skill to heal / Refit will pause the "Bleed" count much like the first aid skill does. If the Blacksmith is interrupted, or stops Refitting the Gargylen, the attempt will fail and the Gargylen will continue their "Bleed" count from where s/he last left off. Any successful Refit while in the "Bleed" count will heal the Gargylen to 1 Body.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Gargylen has gone through, beyond what is standard for their race. This skill can only be purchased twice throughout the character's entire existence.

Disadvantages

Healing Limitation (Automatic): Although a Gargylen possesses the same living organs as most other races, they are still part construct. As a result, the normal methods of healing and first aid will not function. A Gargylen may only heal damaged Body points with the Blacksmithing skill. Gargylen cannot have Body points restored by magic, Alchemy, or the First Aid/Bandage skills. A Life Spell will still function as normal.



Dwarven Races

Mountain Dwarves

Life Span: 250-300 years

Mountain Dwarves come from the mountainous lands of Gerdain. They are famed miners and smiths, though they may specialize in any number of trades. All dwarves sport a full beard and, although they are generally shorter than humans, they are on average stockier and hairier.

Racial Characteristics: All Mountain Dwarves have a full beard, regardless of whether they are male or female. If cut, this beard will grow back fully.

Advantages

Resist Toxin (Automatic): Allows the user to “Resist” any Alchemical, poison, or non-Magical disease attack once per day. As a racial benefit, it may be used to “Resist” Chemistry.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Mountain Dwarf has gone through, beyond what is standard for their race. This skill can be purchased only thrice throughout the character's entire existence.

Disadvantages

Restriction: Gas Globes & Magic Items (Automatic): Dwarves have a hard time using magic items and alchemical gas globes, partially due to their clumsy and thick fingers and also because of their distaste for both. In dwarven culture, magic items with activation words are considered "cheating" and frowned upon. Gas globes are rarely used among dwarves due to their resistance to toxin. All dwarves must activate magical items twice in order to get a single use out of them. This does not use up two charges, instead they must state the incant twice in succession instead of once. This disadvantage does not apply to magic items which are "always on" or otherwise do not have activation requirements. Also, gas globes must be prepared for 6 seconds instead of the standard 3 seconds before they are thrown.



Elven Races

High Elves

Life Span: 700-1000 years

An exceptionally long-lived people, the High Elves make their home in the forests and trees across the continent. All High Elves are graceful, artistic and magically inclined. Although wise, they are often seen by other races as arrogant to the point of rudeness. In the past, their capital was the great metropolis of Suvant. Shortly after the Fulmination, and to the bewilderment of the elves, it disappeared. The High Elves that remained have set up a refugee camp on a small island south off the shoreline.

Racial Characteristics: Short pointed ears.

Advantages

Magical Aptitude (Automatic): This skill gives the High Elf one free Battle-Magic spell-slot on character creation. This free spell-slot can be used to store any spell s/he can cast, up to their highest-level spell-slot. This free spell-slot in no way contributes to their pyramid or the prerequisites needed to raise it. Aside from that limitation, this free spell slot functions in every other way like a normal purchased slot. Example: A High Elf Mage with 1 purchased 4th level spell-slot may use Magical Aptitude to gain an additional 4th level or lower spell, determined at their reset.

Resist Psionics (Purchased): Allows the user to “Resist” any effect from the Psionics Sphere of Magic as well as all Charm-based attacks. Charm-based attacks are considered effects which change your emotional state or control your mind in any way. This includes effects such as fear, berserk and controlling your friendship and loyalties. Effects that control your body, such as sleep and paralyze, are not considered charming magics, however they are effects within the Psionics Sphere of magic and thus an elf could resist them. Specific examples of charms are a Hobling’s Taunt ability, a Bard’s Songs of Aversion and Love, the following alchemy: Confusion, Charm, Enrage, Enslavement, Enthral, Feeblemind, Forget, Hallucinoid, Laughter, Love and Paranoia, the spells Hallucinogen, Wall of Id, Charm and Forget plus Ritual charm spells and monster effects which are charm-based. This may be used once per, day per purchase.



Disadvantages

Death’s Doors (Automatic): High Elves have always held a deep Spiritual attunement to the forests and the land. Recent events have weakened this attunement, and in doing so have weakened the High Elves connection to the Spirit world. Should a High Elf enter their death count s/he will only have 3 minutes to receive a Life Spell instead of the standard 5 minutes allotted to other races.

Dark Elves

Life Span: 700-1000 years

As a race, Dark Elves live underground and shun sunlight. Similar to other races that choose a near-complete subterranean lifestyle, Dark Elves have also become very sensitive to bright light. They call their capital Antioch and it resides deep under the world. It is said that beneath every cellar lies a secret passage into the underworld. Perhaps this is why other races look upon the Dark Elves with mistrust and unease. Dark Elves are natural chemists and tend to excel in Apothecary and Alchemy.



Racial Characteristics: Short pointed ears. Black skin.

Advantages

Swift Alchemy Preparation (Automatic): When preparing alchemy, in lieu of a 3-count, a Dark elf may state: “Prepare Alchemy” and proceed to immediately use the alchemy.

Resist Psionics (Purchased): Allows the user to “Resist” any effect from the Psionics Sphere of Magic as well as all Charm-based attacks. Charm-based attacks are considered effects which change your emotional state or control your mind in any way. This includes effects such as fear, berserk and controlling your friendship and loyalties. Effects that control your body, such as sleep and paralyze, are not considered charming magics, however they are effects within the Psionics Sphere of magic and thus an elf could resist them. Specific examples of charms are a Hobling’s Taunt ability, a Bard’s Songs of Aversion and Love, the following alchemy: Confusion, Charm, Enrage, Enslavement, Enthral, Feeblemind, Forget, Hallucinoid, Laughter, Love and Paranoia, the spells Hallucinogen, Wall of Id, Charm and Forget plus Ritual charm spells and monster effects which are charm-based. This may be used once per, day per purchase.

Disadvantages

Surface Vulnerability (Automatic): From 6 a.m. to 6 p.m., while on the surface, Dark Elves may not be healed by any means other than by First Aid, a Life Spell, the Bandage skill or Ritual Magic. If a Dark Elf retreats 30 feet underground for more than 1 hour, they will regain their susceptibility to normal forms of healing until they step into the daylight of the surface world again.

Wild Elves

Life Span: 700-1000 years

Wild Elves do their best to co-exist with nature, believing that the beasts and land are here for far more than simple exploitation. They consider few things worse than taking more than you need from the world. Examples of this would be mining expeditions, industrial forestry or commercial fishing. While they are intelligent enough to understand the ways of civilization and industrial progress, they choose to live a life outside of it. Wild Elves have no formal cities or homeland and tend to live in nomadic tribes.

Racial Characteristics: Short pointed ears. Tribal tattoos.

Advantages

Resist Psionics (Purchased): Allows the user to “Resist” any effect from the Psionics Sphere of Magic as well as all Charm-based attacks. Charm-based attacks are considered effects which change your emotional state or control your mind in any way. This includes effects such as fear, berserk and controlling your friendship and loyalties. Effects that control your body, such as sleep and paralyze, are not considered charming magics, however they are effects within the Psionics Sphere of magic and thus an elf could resist them. Specific examples of charms are a Hobling’s Taunt ability, a Bard’s Songs of Aversion and Love, the following alchemy: Confusion, Charm, Enrage, Enslavement, Enthral, Feeblemind, Forget, Hallucinoid, Laughter, Love and Paranoia, the spells Hallucinogen, Wall of Id, Charm and Forget plus Ritual charm spells and monster effects which are charm-based. This may be used once per, day per purchase.

Chosen Enemy (Automatic): Upon character creation, the Wild Elf must choose one hated race that at some point has done great harm to them, their family or the natural balance of the forest. A player can choose as their Chosen Enemy, any of the playable races listed here, as well as Monstrous, Angelic, Demonic races, or even the Undead.

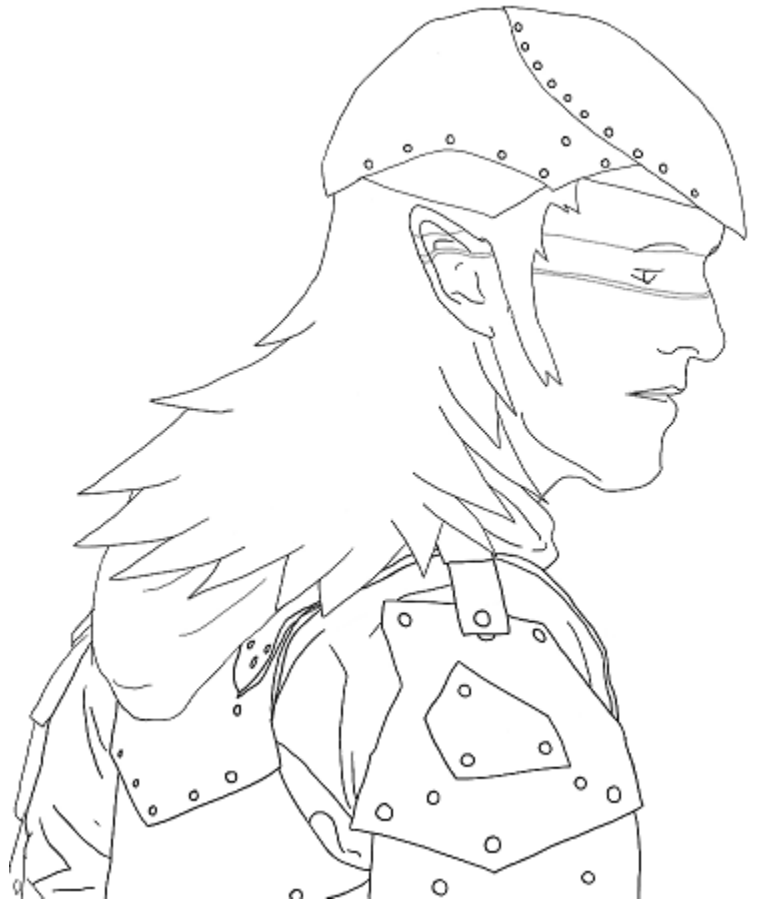


Once chosen, the Wild Elf will do their best to see that this race is wiped from the face of the planet. A Wild Elf will not normally associate themselves with their Chosen Enemy's race unless it somehow furthers their goal of their Chosen Enemy's destruction. The Chosen Enemy ability will grant the Wild Elf a +1 damage bonus on any melee or ranged weapon while fighting against their Chosen Enemy. This bonus will increase +1 for every 3 levels the Wild Elf gains. +1 at first level, +2 at fourth level, +3 at 7th level and so on. This damage bonus will not carry over to any other race. Chosen Enemy cannot be changed after character creation.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Wild Elf has gone through, beyond what is standard for their race. This skill can only be purchased once throughout the character's entire existence.

Disadvantages

Armour & Weapon Restriction (Automatic): Viewed as abhorrence to nature, a Wild Elf will never equip Armour made primarily of steel, iron, or any other metal. This disadvantage does not apply to metal buckles, fasteners or studs used to hold or reinforce the Armour. This penalty does not apply to metal weapons, items and objects not used as Armour, but proper role-play should still be observed.



Fae Races

Wood Fae

Life Span: 1000-1200 years

Distant cousins to the Faerie Folk, Wood Fae are rumoured to have been born of magic within the forests of the world. This may account for many of the Wood Fae having an affinity to natural creatures. Quite contrary to their faerie folk cousins, the Wood Fae have an extreme dislike for all forms of charms and will go to nearly any length to oppose mind-altering spells or effects. They are not only averse to practicing Charming Magics themselves, but are even able to remove Charming effects from others. Their capital resides on the Isle of Melina, ruled by a government of elected council members. They are for the most part very carefree and friendly. They generally live a polygamous lifestyle, rarely keeping one mate for more than 10 years.



Racial Characteristics: Long pointed ears, and small horns that grow out of their foreheads.

Advantages

Charm Break (Purchased): This ability has two functions. Firstly, it can allow the user to “Resist” any effect from the Psionics Sphere of Magic and all charm-based attacks. Charm-based attacks are considered effects which change your emotional state or control your mind in any way. This includes effects such as fear, enrage and controlling your friendship and loyalties. Effects that control your body, such as sleep and paralyze, are not considered charming magics. Specific examples of charms are a Hobbling’s Taunt ability, a Bard’s Songs of Aversion and Love, the following alchemy: Confusion, Charm, Enrage, Enslavement, Entrhall, Feeblemind, Forget, Hallucinoid, Laughter, Love and Paranoia, the spells Hallucinogen, Wall of Id, Charm and Forget plus Ritual charm spells and monster effects which are charm-based. Resisting in this manner uses up the ability. The second function is the ability to break an active charm effect on another person. This can only be accomplished through 10 seconds of talking to the Charmed character then declaring “Innate Charm Break” while touching them. Doing this uses up the skill for the day. Charm Break is usable once per day per purchase.

Lust for Life (Automatic): A Wood Fae’s natural attunement to the forest and all things living has given them a lust for life that other races lack. Should a Wood Fae drop into their “bleed count” they are given a full two minutes before entering their “death count” rather than the standard one minute.

Disadvantages

Iron Aversion (Automatic): Wood Fae will take double damage from any source using the suffix “Iron” in its damage call. Carrying iron items is permitted, but doing so will cause great discomfort and should be roleplayed accordingly. This disadvantage applies to damage taken to both Armour and Body. As with all racial vulnerabilities, iron damage will bypass any thresholds a Wood Fae might have.



Goblinoid Races

Orc

Life Span: 30-40 Years

Orcs, or “Green-Skins” as they are commonly called, are a fierce and combative goblinoid race. Orcs normally organize themselves into tribes and clans that consist of ogres, kobolds and other goblinoid races. The largest of these clans is Clan Sprawn in the East, although recent reports suggest something is amiss for the goblinoids in that Clan. Orcs appreciate strength and skill in combat above all things. They are less intelligent than a stupid human is, but generally stronger and more disciplined.



Physical Characteristics: Green skin (varying tones) and horrid teeth.

Advantages

Immune to Fear (Automatic): Whether brave or stupid, Orcs cannot suffer the effects of fear. The immunity is always active.

Orcish Constitution (Purchased): Purchasing this racial grants an orc the combination of Strength Point Bonus and Body point Bonus. Furthermore, when an Orc has 50% or less of their total natural Body points (rounded down) they gain +1 damage to all melee weapon swings. This skill may only be purchased once.

Disadvantages

Charmable (Automatic): The same mental toughness that grants Orcs immunity to fear also causes them to be susceptible to Charm effects. Any alchemical, magical or natural attack that copies the effects of the Charm spell (or the Charm alchemy) will function as an Enslavement alchemy instead, with the exception that an Enslavement antidote is not required to remove it. This means that instead of only being susceptible to friendly suggestions, the Orc will blindly follow any commands, including suicidal orders.

Note that this only applies to effects that copy the Charm spell specifically, not all charm-like effects such as Taunt, Love, Feeblemind, etc. Although the potency of the effect is increased, its duration is not and the Orc will have full memory of all events when the charm wears off or is remove by standard means.



Humanoid Races

Hobling

Life Span: 170-200 years

A small, peaceful people with furry feet and hands, bushy eyebrows, and fuzzy sideburns, Hoblings in general, are a peace and comfort loving race. Most are horrified by violence, and are easily scared off by the slightest danger. However, there are still a great many that find themselves in awe of the world and travel it attempting to learn about (and experience) everything. They are fun loving and mischievous, enjoying anything that is exciting despite whatever possible danger there may be. These are the Hoblings most often encountered by the other races, since they travel the world over. These Hoblings are often considered an annoyance by other races, but the Hoblings still greatly enjoy the company of any people and love to tell and listen to stories of adventures. All these Hoblings really wish to do is have fun, and enjoy life to its fullest.

Racial Characteristics: All Hobling PCs must have large fuzzy sideburns and eyebrows. Furry hands and feet are optional and encouraged.

Advantages

Racial Dodge (Purchased): Allows the subject to dodge any attack, so long as it is not a trap of any kind, or some other unreasonable damage-causing incident, such as falling off a tower. This skill is usable once per day per purchase. It is not possible to dodge a Surprise Attack, Power Word or Massive damage.

Taunt (Automatic): This skill allows the Hobling to Taunt a target, inciting him/her into combat. The target will immediately attack the taunting Hobling, ignoring all other targets until the Hobling is on the ground unmoving, out of line-of-sight, or physically unobtainable. The target is still free-willed and able to fight with strategy and cunning but s/he must attack immediately, and must target the taunting Hobling. After the Hobling is down or has left line-of-sight, the target may then choose to stop combat if s/he wishes. In order for this racial to be effective, the Hobling must actually taunt the target with 2 more insults, declare “Innate Taunt” then hit with a successful packet strike. This skill is automatically given on character creation, cannot be purchased for multiple uses and is only usable once per day. Hobling Taunt is considered a Psionic attack but is a racial and cannot be resisted by anything short of another racial ability.

Disadvantages

Learning Disability (Automatic): Weapon Proficiency – Small Weapons: Hoblings can only purchase proficiency and specializations from the simple weapon and Exotic weapon groups. No exotic weapon may be used that is greater than 16 inches but other weapons (such as staves in the Simple Group) are not affected.

Human

Life Span: 60-80 years

Humans are the most populous of the sentient, civilized races. They range widely in appearance, culture and diversity.

Advantages

Character Point Bonus (Automatic): Humans begin with 50 extra CP upon character creation.



Body Point Bonus (Purchased): This skill represents extra constitutional training the Human has gone through, beyond what is standard for their race. This skill can only be purchased once throughout the character's entire existence.

Disadvantages

None.

Ajaunti (Aja)

Life Span: 60-80 years

An extravagant and superstitious cultured, nomadic race, it is nearly impossible to judge what new surprises you may find out about the Ajaunti. Where and when the Aja culture came to be is a mystery. From the oppressions that many Governments & Kingdoms place upon its people, there rose a need for an individual free culture and society. Full of life and making life their home, the Aja change names as often as the houses they inhabit. Though some anti-socialists consider it restlessness or a chaotic lackadaisical attitude, the Aja continue to move in life. Life never stops moving for those willing to accept it, so the Aja never stop moving either. Only a cursed Aja would settle down and become fixed with name and place (things left best only for tragic song and story); it is the dead who no longer strive for life and have no life left to live, thus taking claim to the ground they hold.

Racial Characteristics: As an Ajaunti, it is required for the PC to talk with an extreme middle European accent and dress with a flamboyant & extravagant fashion sense.

Advantages

Ajaunti Curse (Automatic): This skill allows an Aja to inflict a powerful curse on a target that will haunt and torment them until either it is removed or the target successfully resurrects. Aja curses are not to be taken lightly and are only inflicted after the target has gravely and personally insulted the Ajaunti. Aja curses are purely role-playing afflictions and may not affect combat in any way, shape or form. You could not curse someone to forget their spells, to lose their critical slay, or to have less Body than they really have, etc. There are two types of curses an Aja may inflict; the insult curse and the dying curse.

The Insult Curse may be used when a target has deeply offended an Ajaunti. Only serious and grave insults will warrant this Aja curse. Minor insults such as name-calling or taunts may escalate up to an insult curse but do not warrant it on their own. It is important to remember that most Ajaunti are treated terribly almost everywhere they go. They are constantly called filthy names, accused of thieving and just generally looked down on by the general populace. Insults directed at Aja such as racial stereotypes do not generally cause enough harm to warrant an insult curse. In order for an Insult Curse to take effect the Aja must be able to see their victim, they must be able to speak the curse, and their target must hear at least one syllable.

The Dying Curse is one spoken when an Ajaunti has been wronged and their death is a result. A dying curse is so powerful it does not require the Ajaunti to even be alive for it to be inflicted. When an Aja falls into their death count they may begin their Dying Curse. The Spirit of the dead Ajaunti will still speak even if the body is incapable of proper speech. As loudly as they can, the dead Ajaunti must curse their target. This curse will affect the target even if they are out of sight and hearing range. If the Ajaunti is brought back to life before the curse is finished it is considered to have failed and been used for the day.

To bestow an Ajaunti Curse, a special incant is required by the Aja. These Curse incants are personally decided by each individual Aja character and must be something the Aja would never wish to see happen. Prefix examples: "May my best horse break it's leg if...", "May my father's house get hit by a falling dragon if..." , "May I be slowly disemboweled by hungry rats if..." The second part of the incant is the actual curse itself. Note, when



casting a deformity curse, such as the pig's nose curse below, it is best to carry and provide a suitable phys-rep for your target, in this case a plastic strap-on pig nose. Some curse examples are: "(Prefix) you do not dance with every lie you tell!", "(Prefix) your nose does not take the form of a pig!"

Once the Curse has been spoken, it will take some time to come into effect. Long dead Ajaunti ancestors will weigh the curse against the insult and if the curse is found to be justified, they will deliver it within the next 12 hours. Woe be to the Aja that casually throws around curses where there is no insult, for a scored and angry ancestor is likely to inflict the same curse, or worse, onto the Aja. To represent the judgment of the ancestors, the cursing Aja must report the curse to the Shaper team, who will make a final judgment. If successful, the target will take the effects of whatever the Aja curse dictated. The cursed target has very little recourse at this stage, for breaking a curse is no small task. To rid themselves of this affliction, the cursed target can either petition the insulted Aja to remove it, petition another Aja to remove it (a very taboo act amongst Aja), see the prefix of the curse come to pass, or die and then successfully resurrect. The death of the cursing Ajaunti will not remove the curse nor will the curse ever expire on its own. This skill is usable at will although no character may ever be the target of more than one Ajaunti Curse from the same Aja.

Remove Curse (Purchased): This ability will allow an Ajaunti to remove any one curse that has inflicted a target. Remove Curse will permanently remove any minor curse, including other Ajaunti Curses and temporarily remove any major curse for 1 hour. It is even rumored that Ajaunti are powerful enough to temporarily remove such curses as Vampirism and Lycanthropy. To remove a curse, an Ajaunti must stare into the target's eyes for 1 minute, be touching the afflicted person, and then declare "Innate Remove Curse". The target does not have to be conscious for this effect to take place, though they cannot be in their death count. Removing a curse that another Aja has laid is considered against the Aja code, and only with permission from the original curser or Aja King / Queen is this usually done. This skill is usable once per day, per purchase.

Disadvantages

Blood Cursed (Automatic): Recent events have stricken every Ajaunti with a curse affecting their use of Magic. For every spell cast, or Magic item (including scrolls) or Ritual activated, the Ajaunti will take "One Magic Body" damage. This damage is considered penetrating and cannot be resisted in any way. This curse is divine in nature and cannot be dispelled or removed by any means.

Einher (Northmen)

Life Span: 60-80 years

A semi-nomadic people, the Einher are very superstitious by nature. Though the Einher enjoy being shockingly vulgar, they are very serious about any conduct that may berate them or their kin. As such, they tend to avoid berating others, unless they are looking for a fight. For an Einher it is important to know the difference between a friendly jab at someone and the sort of thing that blood will be shed for.

The Einher have an unrealistic (to others) fear of fog, whether magical or natural. They will suffer from the effects of paranoia and/or hallucination if confronted by fog. The thicker it is, the worse the effects. This fear is strictly roleplayed.

The Einher detest Ice Elves to the point of hatred. Throughout their history, the Ice Elves have attempted to force the worship of Shiva upon them, causing much bad blood between the two civilizations for the last 100 years.

Physical Characteristics: As an Einher, it is required for the PC to dress in furs or kilts and braid their hair.

Advantages



Berserker Rage (Purchased): A Northman can incite in himself a powerful Berserker Rage. The character must cry out "BESERK!" for a ten-count. i.e. "Berserk 1, berserk 2, berserk 3..." while working themselves into a frothing frenzy. For the duration of one combat, the character gains +1 Strength, +5 Body, and is immune to Fear effects. From the point at which the fight ends, it takes 5 minutes for the effects of Berserk to wear off. The character cannot will the rage to end sooner and must continue to fight so long as opponents are visible. This skill is usable once per day, per purchase.

Resist Cold (Automatic): Resist Cold allows the user to "Resist" one cold-based effect. As a Racial Ability, it may be used to "Resist" Ritual Magic. This skill is automatically given on character creation, cannot be purchased for multiple uses, and is only usable once per day.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Einher has gone through, beyond what is standard for their race. This skill can only be purchased once throughout the character's entire existence.

Strength Point Bonus (Purchased): Built on raw physical power, your strength rating will determine how much your character can push, lift and throw. This skill can only be purchased once throughout the character's entire existence.

Disadvantages

Hell's Embrace (Automatic): The Einher live for battle. It is their belief that if they fall in combat, their souls travel to a great hall where they will fight and drink for eternity. It is every Northman's fear that they will die alone outside of combat. Einher who die outside of combat have a 50% chance of taking two deaths on their character card for the one they take in game. An Einher who has died outside of combat will first flip a coin to determine if the death taken is counted as one or two, then the deaths are applied to their character card, and finally, if required, an additional flip(s) to see if they succumb to final death.



Chapter 3: OCCUPATIONS & ABILITIES



There are a total of nine starting occupations, or classes, available initially to choose from. These occupations fall under the schools of: Warriors, Rogues and Scholars.

Warriors

Warriors take naturally to the more physical skills offered in the system, and rely mainly on strength and stamina. Anyone wishing to play a Warrior must choose from one of the following three beginning subclasses.

Mercenary

Mercenaries are pure warriors. These fighters devote their lives to the perfection of the warrior's arts such as tactics, weapon skills, wine and questionable pleasures. They have little patience for higher learning or courtly manners, preferring instead to focus on weaponry and amour and their uses. Mercenaries rarely die of old age or broken hearts.



Hamstring

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Mercenaries, this skill allows the Mercenary to injure the target's leg and hamper their movement. To activate this skill the Mercenary must successfully strike the targets leg with a weapon and call out "3 Body Hamstring." If the hit is successful, the target will take 3 Body damage and temporary loses mobility in the injured leg, slowing their movement to 1 step every 3 seconds. This skill may be stacked if purchased more than once, allowing the damage to increase for each time it is used. For example, if Hamstring is purchased 3 times all three may be used simultaneously to create a "9 Body Hamstring" attack. Lastly, specific damage types may be called such as "silver" or "magic" based on the weapon used to hamstring. This makes walking slow and running impossible. This effect will last until the target receives at least 3 Body points worth of healing. This skill is usable once per day, per purchase.

Head Butt

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Mercenary Ability

An Occupational Ability for mercenaries, A Head-Butt attack will stun the target for 5 seconds. While stunned, a victim is unable to take any action, including blocking, moving and the use of skills, minus the ability to call "resist" against killing blows. They may also resist any counts against them. Automatic defenses such as Shield Magic will still operate, but ones requiring conscious thought such as Advanced Shield Magic will not. It may be used at will but only once per target, per day. A helmet on the attacker will add an additional 5 seconds to the length of the Stun effect. To use the attack, place your palms on victim's shoulders or back, facing the victim, and state "Physical Head-Butt". If the attacker has a threshold on their spirit, this threshold is placed in front of the normal call. There is no numerical value for this attack, so when determining if the attack is stopped by a defender's threshold, only the damage threshold type is taken into account. For example, a "Silver Physical Head-Butt" will breach a defender's +2 Silver threshold, but not a Magic one. A helmet on the defender will negate the attack, regardless of whether or not the attacker is wearing a helmet or has a threshold on them. A secondary effect of this ability allows the mercenary to escape a Garrotte. A mercenary can use a Head-Butt attack while being Garrotted but the attack will be negated if the garrotter is wearing a helmet. To escape a Garrotte the Mercenary does not need to be facing their attacker, but must place their hands on their attacker's hands and state "Physical Head-Butt".

Dismember

Pre-requisite: Occupation at 9th Level and at least one 6th Level Mercenary Ability

An Occupational Ability for Mercenaries, this skill will sever the arms or legs of a target. By calling out "5 Body Dismember!" before striking an arm or leg, the Mercenary is able to deliver 5 points of Body damage and sever



the limb from their victim. This skill may be stacked if purchased more than once, allowing the damage to increase for each time it is used. For example, if Dismember is purchased 3 times all three may be used simultaneously to create a “15 Body Dismember” attack. Also, specific damage types may be called such as “silver” or “magic” based on the weapon used to Dismember. The skill is consumed regardless of whether the attack is successful or not. It will work on arms and legs only. The skill may be used once per day per purchase.

Razor’s Edge

Pre-requisite: Occupation at 12th Level and at least one 9th Level Mercenary Ability

An Occupational Ability for Mercenaries, this skill allows the Mercenary to sharpen, hone, or reinforce any weapon to add a +1 to its base damage for 1 year. The ability may be used once per day per purchase, and takes 10 minutes of in-game time to complete. If the process is interrupted during that time, that day's use of Razor's Edge is used up and considered to be wasted. Once complete, the skill tag must be attached to the weapon, beside the weapon tag. Otherwise, a new tag, with the new base damage, must be signed off / authorized by a Shaper. Weapons that have been Razor Edged and permanently enchanted, will not expire. This skill may only be used on non-Magical weapons and each weapon may only have one Razor's Edge on it at a time.

Ranger

Rangers are warriors who prefer the wild to cities. Many Rangers are trained as guardians and scouts for their Lord's domain. Since most of their time is spent in the wilderness, Rangers are naturals at learning woodland type skills such as Bow and Apothecary. A Ranger may spend their entire career chasing poachers and rogue animals or they may be their Lord's Master of the Hunt. They have been used in the past as long-range spies.

Gaia’s Intuition

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Rangers, this skill allows the Ranger to query the surrounding lands, detecting its current state of being, as well as detect any areas of impurity, corruption, magic, etc. This skill may only be purchased once and it is always active. It may only be actively used at Logistics. However, a Shaper may overrule that from time to time and give the Ranger information about the land that would otherwise be unknown to him/her.

Detoxify

Pre-requisite: Occupation at 6th level and at least one 3rd Level Ranger Ability

An Occupational Ability for Rangers, this skill allows the Ranger to remove poisons and Alchemical substances from the target's bloodstream. It takes 1 uninterrupted minute for the Ranger to remove the poison from the target and, if successful, will act as the Purify Blood spell. If, at any time, the Ranger stops, or takes damage to Body, the Detoxify fails and the skill is considered used. It will work on any poison or Alchemical substance, regardless of how long the toxin has been in the targets system. This skill is usable once per day, per purchase.

Nature's Grasp

Pre-requisite: Occupation at 9th level and at least one 6th Level Ranger Ability

An Occupational Ability for Rangers, this skill allows the Ranger to infuse any ranged weapon with the binding power of Nature. It takes sixty seconds to infuse one ranged weapon and during that time, the Ranger must concentrate by rubbing the ranged weapon with leaves, dirt or other symbols of nature. If the ranger is interrupted, or takes damage to Body, the ability fails and is used up for the day. If successfully created, the ranged weapon will now have doubled base damage, the damage suffix is changed to “Magic” and, when used, will entangle the target. When a target is successfully hit, roots will rise up from the ground, entangling their legs and feet. Movement will become impossible. It takes a 60 second count to cut free from the entanglement, or the target may rip it out if they have at least +5 strength, and the skill Self-Mutilate, suffering 5 Body damage in the process. When this ability is used, the Ranger must attach the skill tag to the ranged weapon or the ability will fail. The incant for this ranged weapon would be “<damage> Magic Body Entangle”. This ranged weapon will last 5 days or until fired. This skill is usable once per day, per purchase.



Call of the Hunt

Pre-requisite: Occupation at 12th level and at least one 9th Level Ranger Ability

An Occupational Ability for Rangers, this skill will summon into being a powerful Hunt-Master to hunt a target that has offended nature. Not to be used lightly, this skill will summon forth the Hunt-Master and his dogs. This skill can only be used by the Ranger between the hours of 6am and 6pm. The ability requires a 10-minute ritual and requires the Ranger's full attention. Should the Ranger use any other skill or ability, take damage to Body, or become distracted for more than 60 seconds, the ability will fail and be consumed for the event. During this 10 minutes, the Ranger must commune with nature, stating their reasons for calling the Hunt, and end by sacrificing a living creature (animal will suffice) to the Hunt-Master. The more elaborate this ritual is, the stronger the Huntsman will be. Should the Ranger be successful, the Hunt-Master and his dogs will appear between the hours of 6pm and 6am that night.

The Hunt-Master is not a mindless creature chained to the will of the Ranger. It is an aspect of nature and can act with intelligence, cunning and fury. Should the Ranger use this ability frivolously or without warrant, they may find themselves the hunted. The movement of the Hunt-Master and his dogs are limited to the natural environment. They cannot cross constructed bridges, city streets, or even enter buildings or other dwellings which are not naturally occurring. The Hunt-Master will not hunt mindless creatures or those without a Spirit. This ability can only be used by the Ranger once per weekend.

Templar

Templars are the embodiment of the scholarly warrior. These warriors have chosen to spend their time studying the scholarly arts as well as the warrior's arts. While a Templar will never be as refined as a warrior or scholar in their respective specialties, the Templar is far more versatile and potent in their own way.

Burn Slot

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Templars, this skill allows the Templar to "burn" any unused Battle-Magic or Ritual Magic level spell-slots to add damage, at the value of +2 Magic/slot, to their next weapon strike. The Templar may choose how many of their unused slots to burn at the time of the swing. Any spells stored in those slots are lost. E.g. A Templar who normally swings for "2 Normal" with their sword chooses to burn 3 slots, the call would be "8 Magic" for that one swing. The level of the slot does not matter for this purpose. If the swing misses or is blocked, the skill is used up, as are the slots burned. This skill is usable once per day, per purchase.

Scroll Harvest

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Templar Ability

An Occupational Ability for Templars, this skill will allow the Templar to activate a Battle-Magic scroll without it being consumed. To activate this skill, the Templar must hold the target scroll, verbally state "Scroll Harvest <scroll name>" then verbally incant the spell on the scroll. The scroll will activate normally but will not be consumed by the casting. This class ability will work on scrolls level 1 to 7. For scroll levels 8 to 9, two uses of Scroll Harvest must be used. Frag sphere scrolls may only be harvested if the Templar has purchased that sphere. Normal rules for activating a Battle-Magic scroll apply. This ability does not grant the Templar the Read Magic Ability, which must be purchased separately. This skill is usable once per day, per purchase.

Weapon Break

Pre-requisite: Occupation at 9th Level and at least one 6th Level Templar Ability

An Occupational Ability for the Templar, this skill will allow the Templar to shatter an opponent's weapon, spraying the target with the shattered pieces. The Templar may break an opponent's weapon, like a physical effect, so long as the weapon is hit. This ability will also work on shields. If the shatter is successful, the target will also be dealt 15 damage of whatever type their weapon was dealing when it was struck. This damage type includes Normal, Magic, silver, etc., but does not include Body damage or Alchemical effects. Shields deal Normal damage. The declaration is "Weapon Break!" This skill is usable once per day per purchase.



Weapon Conduit

Pre-requisite: Occupation at 12th Level and at least one 9th Level Templar Ability

An Occupational Ability for Templars, this skill will allow the Templar to absorb, store and redirect any Battle Magic spell they have successfully been hit with, through their melee weapon. The Templar may use any source for this Battle-Magic including: spells they cast on themselves, offensive spells cast at them, scrolls, or even Battle-Magic producing Magic items.

To effectively use Weapon Conduit the Templar must first absorb a Battle-Magic spell they are the target of. By Incanting “Weapon Conduit!” at the time of absorption, the Templar’s own body will absorb the spell and then act as a conduit, sending it through their own weapon, on to another target. Once a spell is stored in the weapon, the Templar may unleash it at their will in the form of a Spell Strike. To activate the spell inside the weapon the Templar must call out the incant “Spell Strike <spell>” The Templar has 1 minute to unleash his absorbed spell before the stored power of the spell explodes from their body. If the Templar fails to unleash their stored spell within that time, they suffer 15 points of magic damage. Stored spells do not stack on the Templar. Spell strikes may be only used in conjunction with melee weapons. This ability can be used once per day per purchase.

Rogues

Rogues have a tendency to be from a lower to middle-class background. Their skills tend to be more ambiguous in nature, taking knowledge and talents from numerous sources. Without as much specialization as the other two groups, Rogues tend to be the “catch all classes” for people who live by their wits, rather than by knowledge or strength.

Assassin

Assassins, the exception to the rogue generality, are specialists. They specialize in stealth, and the ability to kill silently with brutal precision. Assassins are used in many ways and can be found in all walks of life. They are not always cold-blooded killers and are used by many nobles as spies and scouts.

Size Up

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Assassins, this skill allows the user to assess a target's current armour and Body points The Assassin may state “Size Up?” to any target within 20 feet and receive an answer that states that character’s current Body points and current amour points (ex. “20 Body, 30 Amour). This skill will not work on Undead, golems, or other creatures with alien physiology. Usable once per day, per purchase.

Silent Strike

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Assassin Ability

An Occupational Ability for Assassins, this skill allows the Assassin to add a silencing effect to one of their Normal attacks. For this effect to activate successfully, the attack must damage the target into Body. If the attack does not damage the target into Body, this skill will fail. This silencing effect lasts until the target receives at least 1 Body point of healing. To activate this skill the Assassin must declare “Innate Silent Strike”. Once activated the Assassin has one hour to engage their prey, adding the suffix “Silence” once to their next weapon swing. This skill may be used in conjunction with an Execute to create a Silent Kill. To use the ability in this manner the assassin must declare “Silent Kill”. A silent kill functions exactly the same as an execute save that the target is silenced and cannot scream. The Silent Strike skill may be used once per day, per purchase.

Spirit Sever

Pre-requisite: Occupation at 9th Level and at least one 6th Level Assassin Ability

An Occupational Ability for Assassins, this skill allows the Assassin to cut the astral strands that bind a Spirit to its body. This skill must be used on a target in their death count and takes one minute to complete. During this



time, the Assassin must stay with the target, actively cutting the invisible strands that tie the target's Spirit to their body. If successful, the target Spirit must forgo the remaining time in their death count and immediately attempt to Resurrect. While the Assassin is using this skill, it is suggested that the target continue their normal Death Count, outlined by their race, in the event the Assassin fails. The one minute Spirit Sever count must be said by the Assassin, loud enough for the target to hear. If at any point the Assassin stops counting, takes damage to Body, uses any other skill or if the target was so far along in their death count they Resurrect before the Assassin finishes, this skill will fail. This skill will also fail if used on a conscious target or a target in their "Bleed Count". This skill can be used once per day per purchase.

Penetration

Pre-Requisite: Occupation at 12th Level and at least one 9th Level Assassin Ability

An Occupational Ability for Assassins, this skill allows the Assassin to bypass armour and Magical protections for a single physical attack. When used, the Assassin may add the "Penetrating" suffix to their damage call for one melee or ranged attack that strikes their opponent from behind. A penetrating attack ignores all non-Ritual Magic protections, non-racial abilities, and any armour the target may be wearing. If the Assassin misses their target with their swing or the attack is physically blocked by another weapon or shield, this ability is used up for the day. It is usable once per day per purchase. Penetration may be used in conjunction with any Rogue skill, even if said skill explicitly states that it may be not used in conjunction with other skills.

Nightblade

Nightblades are a hybrid of all the rogue classes, a Jack-of-all-trades. They tend to be very diverse in their studies and can always be relied upon to surprise you when you least expect it. Nightblades tend towards occupations such as forgers, smugglers, and thieves. Usually bred in the cesspool of the urban world, Night blades live by their cunning, taking what they wish, dodging the long, but slow arm of the law.

Feint

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Nightblades, this skill allows the Nightblade to quickly evade any alchemical gas globe attack they are successful struck with. To use this ability the Nightblade must incant "Feint," in order to avoid the globe. This skill also has an additional benefit to the Nightblade by replacing their current pre-requisite skill for the rogue skill Dodge. The skill is usable once per day per purchase and acts as a pre-requisite once ever per purchase.

Duplicate Key

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Nightblade Ability

An Occupational Ability for Nightblades, this ability will create a duplicate of any key, Magical or otherwise. This ability will work on any mundane key, wizard lock key, ward keys etc. This ability requires the original key or a pre-existing duplicate to be touched by the Nightblade and a declaration of "Duplicate Key" must be said aloud. This duplicate will last 24 hours or until used once. It may be used once per day, per purchase.

Dim

Pre-Requisite: Occupation at 9th Level and at least one 6th Level Nightblade Ability

An Occupational Ability for Nightblades, this skill allows the Nightblade to become invisible and non-corporeal so long as they do not move, attack, or make any sound. To use the skill the Nightblade must stand in a shadow large enough to cover his/her body. Dimming requires a three-count, both entering and exiting the Dim. Should a light source destroy the shadow the Nightblade will automatically be forced out of Dim (still requiring an exiting 3 count). While dimmed, a Nightblade must put on a white, out-of-game headband, or place their hand/weapon on their head. This skill may be used once per day, per purchase

Passwall

Pre-requisite: Occupation at 12th Level and at least one 9th Level Nightblade Ability



An Occupational Ability for Nightblades, this ability allows the Nightblade to ethereally attune a small section of a normally solid surface, allowing them to pass back and forth through it. This attunement will work on any object that is less than 3 feet in thickness, such as stone walls and doors (including Magical Barriers). Only the Nightblade, Spirit linked items, and items made from the Duplicate Key skill, may pass through. All other items must be left behind. The attuned surface will last 5 minutes. The ability requires 1 minute of uninterrupted concentration before using. If Body damage is taken during the 1 minute of preparation, the skill is used up and wasted. It may be used once per day per purchase.

Witch Hunter

Witch Hunters are a hybrid class who are specially trained to fight against one or more specific spheres of magic. The reasons for this vary from Witch Hunter to Witch Hunter, sometimes it's motivated by personal hatred, other times they've simply decided on this path of training. Whatever the reason the effect is the same. In order to accomplish this task they've combined the arts of stealth and magic in their training. Witch Hunters have at least one "hated sphere" which they train to counter with their own powerful abilities. This training results in the Witch Hunter *never being able to learn how to use any sphere of magic they oppose* with the exception of magical items. Also, all of their class abilities can only be used against the spheres of magic they oppose.



Witch Mark / Opposed Sphere

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Witch Hunters, this skill serves two purposes:

Firstly, it allows for the creation of a symbol or mark that will cause pain to those with knowledge of any of the Witch Hunter's Hated Sphere of Magic. Witch Marks are written specifically against one of the Sphere of Magics the Witch Hunter opposes. This warding symbol must be painted in game on a permanent non-moving surface, and will last for 5 days or until destroyed. Should something cause this surface to move, after the Witch Mark is created, the power of the Witch Mark will be destroyed. Any creature who has purchased the sphere from the Witch Hunter's Hated Sphere of Magic will suffer intense pain while within its range. That creature must have the skill Self Mutilate to voluntarily come within 10 feet of the Witch Mark. A Witch Mark can only be destroyed by someone who does not possess the Witch Hunters Hated Sphere of Magic. Having spells from the school on your Spirit is not enough to be affected by a Witch Mark. A Witch Hunter may create 1 Witch Mark per day, per purchase.

Secondly, purchasing this ability allows the Witch Hunter to choose one hated sphere. *Until this class ability is purchased for the first time, a Witch Hunter has no opposing sphere of magic.* This class ability may be purchased multiple times, each time allowing the Witch Hunter to choose a new sphere of magic if they desire, otherwise multiple purchases will simply unlock more uses of the Witch Mark per day.

Twist of the Tongue

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Witch Hunter Ability

An Occupational Ability for Witch Hunter, this skill will allow the Witch Hunter to inflict a terrible attack on any target, twisting and spiraling their tongue, should they cast from any of the Witch Hunter's hated spheres. This packet delivered attack, if successfully landed, will sit, impervious to all methods of removal, on a target's spirit for the next hour like a magical trap. If at any time during that duration the target casts a spell from the Witch Hunters hated spheres, from memory, scroll, or magic item, their tongue will immediately twist and spiral. A target with a twisted tongue may grunt and squeal but cannot cast, engage in coherent speech or use any skills, items or abilities that require speech for duration of one hour. This infliction may not be healed or cured, even if the target dies and is given a life spell. Only successful resurrection or duration expiry will restore the targets tongue. The incant for this ability is "Arcane Twist of the Tongue <Sphere>". This ability is usable once per day per purchase.



Karmic Ricochet

Pre-Requisite: Occupation at 9th Level and at least one 6th Level Witch Hunter Ability

An Occupational Ability for Witch Hunters, this ability will allow the Witch Hunter to absorb any Battle-Magic or Ritual level spell and return it back to the caster. This ability can absorb any spell from the Witch Hunter's Hated Spheres of Magic that successfully strikes him/her, or any other target within 10 feet of the Witch Hunter, by verbally declaring "Absorb". The Witch Hunter then has 3 seconds to ricochet that spell back to the original caster or into the ground via spell packet or touch-cast. If s/he fails to do this or does not ricochet it within the 3 seconds, the Witch Hunter will take the full effect of the spell him/herself. When returning the spell, the Witch Hunter must declare "Ricochet!" before throwing the packet. This returning spell will have no effect on any other target other than the original caster or the Witch Hunter. This ability is usable once per day, per purchase.

Counter Magic

Pre-requisite: Occupation at 12th Level and at least one 9th Level Witch Hunter Ability

An Occupational Ability for Witch Hunters, this Arcane packet-delivered or touch attack will negate or destroy any Battlemagic and most Ritual spells of the Witch Hunters Hated spheres. This ability may also counter any spell that hits the Witch Hunter, so long as it is within their Hated spheres. Counter Magic will act the same as an Advanced Shield Magic spell in this regard and the defensive call is "Arcane Counter Magic".

When used offensively, Counter Magic will destroy any one spell within the Hated Spheres of Magic that are active on the target and has a duration other than instant. The incant for this attack is "Arcane Counter Magic : <specific spell OR sphere>". If a sphere is part of the incant, the target chooses one active spell within that sphere to be removed. If a spell named in the incant is active on the target, it is destroyed. If the specific spell incanted is not active on the target, the Counter Magic fails without activating defenses. This ability is usable once per day, per purchase.

Counter Magic may be used against a target without a spirit, such as a cabin. Once again, either a specific spell may be targeted or a sphere. If an OOG note has been left describing an active spell effect (such as a Ward) and it is destroyed by the Witch Hunter, they may leave their Counter Magic tag attached to the note to indicate that it no longer exists.

Scholars

Scholars are those who have decided to make magic their career. Although it's not unheard of for scholars to pursue some physical related skills, to them swinging a sword is like a warrior casting a spell. They come in a wide variety of subtypes, from the Elementalist calling down lightning bolts, to the Bards summoning musical aid, or the Druid communicating with animals. The Scholar class in Underworld is highly customizable, being able to purchase spells that heal, protect, charm and much more. The young scholar will concentrate on Battle-Magic, spells that are cast with immediate results requiring a simple incant. The ultimate goal for almost all scholars is Ritual Magic, the most powerful form of Magic available to mortals.

Druid

Druids are scholars who tend to be most comfortable using the Nature sphere and feel a kinship to plants and animals. There are many different types of Druids, from the guardians of the forest to those who consider themselves friends of the Fae. Able to shape-shift into animals and create powerful sentient Henges, Druids also dabble in Alchemy and some physical skills. Often seen as the counter-part to Rangers, Druids sit on the magic side of the fence, whereas Rangers sit on the physical side. Less common in large urban areas, Druids are a natural fit in the dangerous outdoors that Underworld events typically use as backgrounds.

Create Grove

Pre-Requisite: Occupation at 3rd Level



An Occupational Ability for Druids, this skill awakens a 10-foot diameter circle of natural wilderness with druidic energy. A Grove grants the following powers: it allows the creator to see and identify any True Fae creature that steps within its boundary and the Grove creates an empathetic bond with its creator. This allows the Druid to sense the emotions of the Grove and vice versa. A Grove's emotion can change based on perceived threats to the grove or unnatural corruption of the lands surrounding it. These indicators will always be vague and cannot tell a druid specifics about the reasons for the emotional state, only that they exist. A Grove does not provide a barrier or any other protection to those inside, and cannot be augmented in any way, other than upgrading it to a Henge for which it is a prerequisite. It takes a 1-hour role-play ritual to create the Grove. Groves must have their boundary visibly defined by a rope or other marker but these markers can be natural, such as vegetation. A Druid may have 1 Grove active at a time, per guild. The grove can be moved by releasing the druidic energy back to nature and performing the 1-hour role-play ritual again elsewhere. If a druid who has created a Grove dies a final death, the Grove fades away.

Forest Meld

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Druid Ability

An Occupational Ability for Druids, this skill allows the Druid to become one with the forest, hiding their presence. To successfully activate this skill the Druid must use a tree with a thickness such that they are unable to completely wrap the fingers of both their hands around its trunk. A 3 count declaration must be said aloud "Forest Meld 1, Forest Meld 2 ...". At this point, the Druid will merge into the tree and must place their hand/weapon on their head, or don a white headband, to show they are out of game. The Druid may stay hidden inside the tree until s/he wills the skill to end, breaks concentration, or the tree takes 1 Body point of damage. At that point, the Druid will be ejected from the tree, again with a 3 count. While melded, a Druid is able to hear sounds as normal. A Druid who has created a Henge may choose to merge with it, if it is large enough, and forgo the expulsion due to Body damage. In this case the Druid will not be ejected unless the Henge dies, at which point so will the Druid. This skill may be used once per day, per purchase.

Totem

Pre-requisite: Occupation at 9th Level and at least one 6th Level Druid Ability

An Occupational Ability for Druids, this skill allows the Druid to shape-shift into their Totem Animal. The Totem Animal must be chosen upon purchase and cannot be changed after purchase. It may be used once per day per purchase.

When used, this skill will transform a Druid into their chosen animal form. The animal cannot be smaller than a fox or larger than a brown bear. The animal may not be one that is capable of flight and must be natural/normal (not supernatural). It takes one minute to activate, and requires the Druid's full concentration. If s/he becomes distracted, uses any other skill, or takes damage to Body during the transformation, the ability fails and is considered used for that day. All carried items and clothing will magically merge into the Totem form. These items cannot be retrieved until the Totem ends. This ability will fail if the Druid attempts to shape-shift while carrying an item with a Spirit or something that is larger than half his/her size. The experience of "shifting" for a Druid is a blessed and personal one. During this time, the Spirit of their Animal Totem grants permission to share its consciousness for a brief and majestic moment. This Totem change lasts for 1 hour and may be terminated at will (taking 1 minute to change back). If detected for magic, a Totem will glow and thus can be distinguished from a regular animal.

While in their Totem form, the Druid should think and behave as the animal does. The Druid will possess his/her own personality, motivations and fears. However, they will now be filtered through the mind of an animal. The character will now have "animal intelligence" but this should be viewed more like "forced role-play" than as a weakness. All information learned while in Totem form will be remembered when the Druid shifts back, unless the Totem animal dies. While in Totem form the Druid may not use any skills or abilities. Magic protections, augmentations and any other Magic targeting the Druid's Spirit (positive or negative) will transfer over to the Totem form during the shape-shift; normal rules for duration still apply. All Totem Animals fight with two boffer weapons to represent their "claws". It is possible to construct a suit of armour specifically for the animal form, although the Totem Animal would require assistance putting it on.



While in Totem form (and during the 1-minute transformation count), the Druid will take double damage from all silver weapons. Should the Druid fall into their "Death" count, their body will automatically revert to their original form over the next minute. The Druid may touch and carry silver items, but doing so will cause him/her great discomfort and should be role-played accordingly. Upon successful shape shifting back, the Druid will be fully healed and any Alchemical poisons or non-Magical diseases in their system will be removed.

The Totem will have the following stats. Please note that the numbers are calculated from level 1 and not the level at which the Druid purchased the skill.

- 1 Normal threshold, +1 every 3 levels.
- 2 damage via Claw, +1 every 3 levels.
- 20 Body, +5 every 3 levels.
- 1 "25 Slay" every 5 levels.

These stats/abilities cannot be improved by skills purchased by the Druid. In the same with one cannot use a Totem slay outside of Totem form, one cannot use a character's slay in Totem form. The same is true for all of these stats.

Henge

Pre-requisite: Occupation at 12th Level and at least one 9th Level Druid Ability

An Occupational Ability for Druids, this ability upgrades any Grove the Druid has created into something much more powerful. Once created a Grove will gain a "Heart" - a living organism at the center of the new Henge, which powers it and acts as its lifeforce. This Heart must be represented by living vegetation at the center of the Henge and must be marked with a tag. A Henge's size and boundaries will mirror that of the Grove it was created from. A Henge has the abilities of a Grove, with the following additions:

- The Henge Heart has 100 Body points and a magic threshold.
- The Henge offers an always active, frictionless, spherical barrier. Those invested in the Henge may pass freely through the barrier and may "Recognize" others through the barrier on a 3-count. Recognition may be done without packets, simply by stating "I recognize 1, I recognize 2, I recognize 3" while pointing at the target. This barrier will prevent the passage of everything, with the exception of air, light, sound and gaze attacks, unless the ability specifically states otherwise.
- The Henge can have as many people invested in it as the druid desires (this is done through a 1 hour role-play only ritual of the creator's design). Being invested in a Henge persists through death. At any time, the creator of the Henge may "Divest" anyone Invested on a three count from within the Henge. The Divested does not need to be present at the time but should be informed OOG by a marshal.
- The Henge can resurrect spirits as per a Resurrection Circle and will do so automatically, without assistance required, in 10 minutes.
- The Henge allows anyone invested in the Henge to "reject" anything that has a Spirit and is not invested, forcing them outside the boundary by pointing at the target and stating "The Henge rejects you!" This cannot be resisted by anything but the most powerful of creatures.
- The Henge allows anyone invested in the Henge to see any Spirit that is in the Henge, including Ghosts and those that walk in the Fae Realm.
- The Henge will act as a Nature ritual circle for those invested and will act as a secondary caster for those rituals.
- The Henge allows anyone invested to transport to the Fae realm once per day. Before this power is used, the Fae Marshal must be contacted. Chance of success and ultimate destination is decided by the Fae Marshal and based on the role-played actions and performed ritual done by those invested. This power does not give them the ability to transport themselves back to this plane.
- The Henge does not know whether or not its investees have died unless they do so within the Henge.



When a Henge Heart is killed the creator drops into their 5 minute death count. This is considered a Penetrating attack. A druid may have 1 active Henge per guild. If a Henge is destroyed a new one may be created via a new Grove, but it will not have any of the augmentations the previous Henge had nor the investees. If the druid who created the Henge dies a final death, all investees become divested and the Henge fades away. Finally, Henges may be upgraded and augmented with Henge ritual magic.

Mage

Practitioners of the arcane arts, these students of the more esoteric fields of study bring power to word and deed. The most difficult and slowest class to follow; they gain their power slowly, but are unmatched when higher levels are achieved. You can identify a beginner in the arcane arts by their well-built running legs; and a Master by their paunch, grown by long hours spent in Ritual Circles.

Detect Magic

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Mages, this skill allows the Mage to detect if an item, person, or location is Magic. For this ability to take effect, the object, person, or area in question must be first touched with the caster's spell packet with a call of "Detect Magic: Known Spheres [X, Y, Z]" based on the spheres the Mage knows. This will not activate magical defenses. This ability will then reveal to the Mage whether or not an object, person, or area (up to 10x10 cubic feet, not including any people or items inside it) is Magical in nature. If the magic in the target is part of one of the spheres the Mage knows, this will also be revealed. How the caster uses the spell must be specified at the time of casting. This skill is usable once per day, per purchase.

Mana Harvest

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Mage Ability

An Occupational Ability for Mages, this skill allows the Mage to harvest spent Battle-Magic spells by consuming Catalysts. For this ability to be successful the Mage must touch the appropriate number of Catalyst, choose which used Battle-Magic spell they are going to recall, and declare "Mana Harvest <spell>". The Catalyst(s) will be consumed in a brilliant flash of blue light and the Mage's ability to cast that chosen spell will be recalled. To harvest a Circle one through three spell, the mage is required to consume one Catalyst of any type. To Harvest a Circle four through six spell, the mage is requested to consume two Catalysts of any type and finally, for Circles seven through nine the mage must consume three Catalysts. Alternatively the Mage may consume any single Discord Catalyst to harvest any Battle-Magic Spell regardless of Circle. This ability will only recall a Battle-Magic spell into memory that has already been used and will not allow the Mage to rememorize a new one in its place. This skill is usable at will.

Create <Sphere> Familiar

Pre-requisite: Occupation at 9th Level and at least one 6th Level Mage Ability

An Occupational Ability for Mages, this skill allows the Mage to create, and bring to life, a magical Familiar. This Familiar is, in essence, a part of the Mage, created from his/her own body. Only one such creature can exist at a time for the Mage, and the creature is considered to have animal intelligence. The Mage may choose the Familiar's form at creation, but it must in some way represent one of the Spheres of Magic that the Mage can cast. Once decided, a Familiar's form cannot be changed. Its size is limited to no greater than a large housecat. The Familiar is soul-bound to its creator, and cannot leave the Mage's touch. It has no skills or abilities of its own, possesses no Spirit and cannot die, unless the Mage dies and resurrects. At any point, the Mage can choose to kill the Familiar, just by willing it. Doing so reverts the Familiar back to its original state of severed flesh. While in existence, the Familiar will hold one Battle Magic spell that the caster can currently cast. This spell is chosen when the Familiar is first created and can be changed or reset when the Mage chooses to re-memorize their spells for that day. At any point, the Mage can cast that spell as if they had the extra spell-slot in their pyramid. Once done, the Familiar is now "empty" and cannot store another spell until the Mage resets for the day. The Familiar will also help in the casting of Rituals. The Familiar will automatically act as a secondary caster in any Ritual the Mage casts. A Mage may only use their own Familiar for this Ritual Magic benefit. To create a Familiar, the Mage must remove (through any means) a pound of their own flesh. Doing so will drop the Mage to half of their



current Body. The creation ritual takes one hour to complete, during which time the Mage will form and shape their newly cut flesh into the image of the Familiar. Once the hour has passed, the Mage must declare “Magic Create <Sphere> Familiar” for the ritual to be complete. The Familiar must be visually represented by the Mage. A doll or stuffed toy will suffice, as long as it in some way resembles the Sphere of Magic chosen. This skill may be used once per day, per purchase.

Power Nexus

Pre-requisite: Occupation at 12th Level and at least one 9th Level Mage Ability

An Occupational Ability for Mages, this skill allows the Mage to create a circle of power used in the casting of Ritual Magic for any Sphere that the Mage knows. A Power Nexus will also allow the Mage to Detect Catalysts at will, so long as the mage is inside the circle. Those within range of the detection must announce how many (and what type of) Catalysts they carry on their person, even if they are outside of the circle. This circle is not equipped with a barrier or any other abilities unless the Mage alters it with ritual magic. A final ability of a Power Nexus is to have the Nexus transform into a circle of protection for 10 minutes. This transformation will change the Nexus into a Circle of Protection against one of these specific groups that must be declared at the time of transformation via “Power Nexus : Circle of Protection from <name>!” : Any racial group in the rulebook (such as “elves”), lesser angels, lesser demons, lesser Undead, animals, Brood, constructs, elementals, fae, plants, vermin or magical beasts. Only one type of protection can be active at a time and it cannot be changed once active. When a circle is modified in this manner, it will last for 10 minutes then the entire circle will vanish permanently. While active the protective circle will prevent its target "type" from crossing the circle or performing hostile actions through it, but it will not act as a barrier to any other creature.

The Mage must visually represent this circle of power with a rope or some other method that clearly outlines its borders. A circle of power created with Power Nexus is 10 feet in diameter; however, multiple uses of this ability by the same Mage at creation will increase the diameter of this circle by 10 feet per use. This circle of power will last for 5 days and cannot be destroyed save via Ritual Magic. The Mage can choose to destroy this circle at any time they wish. For this skill to be successful, the Mage must visually represent their Circle and declare “Magic Power Nexus!” This skill can be used once per day per purchase.

Bard

They are musicians, storytellers, poets, Skalds and mythmakers. Bards are the creative pulse in every tavern, town and festival and their songs and stories breathe life into an otherwise drab and dreary existence. A Bard performs for the masses, uplifts the downtrodden and entertains the rich. As a Bard you are required to possess at least one audible style of performance and it is expected that you are reasonably competent at it. Some examples of audible performance would include dramatic storytelling, musical instruments requiring skill, poetry or singing. Bards tend to shy away from combat and battle, focusing more on entertaining than fighting.

Song of Aversion

Pre-requisite: Occupation at 3rd Level

Duration: Concentration

This Occupational Ability allows for a Bard in danger to cloud the minds of his foes, confusing them to his exact presence and hiding him for a few precious moments. This skill does not grant the Bard true invisibility but it will obfuscate his person, causing all around him to avoid and ignore the bard for a short period. To activate this skill the Bard must incant “Song of Aversion!” Once activated the Bard’s feet must remain stationary and for the next 15 seconds he must repeatedly shout at the top of their lungs “DON’T LOOK AT ME!” While the skill is active all those around the bard, that can hear his voice know the general location of the bard within ten feet, but he will appear blurred and displaced. They will unconsciously miss if they try to blindly attack or swing wildly in the area the bard is hiding. This does not grant the Bard immunity to damage from Area of Effect spells or effects or the effects of Power or Command Words. This skill is intended to give the Bard a few moments to put away their valuable instruments to avoid harm and /or hopefully allow their friends to regroup and save him from the attack. This ability is usable once per day per purchase



Song of Love

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Bard Ability

Duration: 4 Hours

An Occupational Ability for Bards, this song will allow the bard to magically charm up to two individuals of their choosing, so long as both hear the bard's performance from start to finish and are serenaded by the bard at least once. In order for a serenade to be successful, the song must have a duration of at least 5 seconds, and the targets of the serenade must be eye contact with or be touched by the singer. Once the performance is complete, the bard must either state "Arcane Charm: *Target's Name*" or convey to the target that they have been affected. Each target will then take the effect of an Arcane Command Word Charm Spell with the additional effect of infatuation if the target finds the Bards gender appealing. This Command Word is not detectable when used, nor is spoken or cast by the Bard. Instead, it is a representation of the overall effect the Bards song has on his targets. Both the Charm and the potential infatuation will not cause the target to do things outside of their nature but they will act as if the bard is their new best friend and possibly lover. They will believe almost anything the Bard says to be true, they will protect the Bard with their lives if asked. A charmed target will not kill themselves or assassinate other loved ones unless somehow tricked or deceived. This effect will last for 4 hours after which the charm effect will wear off. This ability is usable once per day per purchase.

Song of Intermission

Pre-requisite: Occupation at 9th Level and at least one 6th Level Bard Ability

Duration: Concentration

An Occupational Ability for Bards, this song will allow the bard to use their performance to suspend or extend, any spell or effect, that is currently being counted or in duration. In order for this effect to work the target of the duration or count must hear the Bards song and willingly accept its effects to allow the duration or count to be extended. If the target is unwilling and the duration is interruptible, they can resist, but doing so interrupts their count and it must be restarted. This skill will have no effect on set durations on unwilling targets. The Song of Intermission is so powerful that it can even delay death, pausing a willing victim's death or bleed count, until help can be found. This function will work even if the dead or dying target cannot hear. To activate this song the Bard must incant "Song of Intermission" then begin their performance piece. Song of Intermission will not affect any spell or effect that fails. This skill may only be used on one target at a time, though the target of the spell may be changed on a 3 count. This skill will only last for 30 minutes. This skill is usable once per day per purchase.

Song of Heroism

Pre-requisite: Occupation at 12th Level and at least one 9th Level Bard Ability

Duration: Concentration

This Occupational Ability allows the Bard to perform a masterpiece of heroic inspiration, leading allies to victory and bringing life back to the injured. In order for those listening to become heroic, they must consider the Bard an ally, that is to say, do not wish them harm, and have heard the song for at least 30 seconds. Once the requirements have been made all those that can hear the Bard will become inspired, gaining +2 Strength, an aura on their Spirit allowing them to swing any weapon for magic damage, and finally they become immune to the effects of Fear. To further this, all those who are under the effects of this song and are within 10 feet of the Bard, will regenerate 1 Body every minute so long as they are conscious or semi-conscious. This song has no effect on those in their bleed or death counts. To activate this song the bard must incant "Song of Heroism!" and if possible, shouts it often to inform those around them that the song is still active. If the Bard's concentration is broken, the bard must then shout "Heroism Over!" The Song of Heroism will not stack with other bard songs. This skill is usable once per day per purchase.

Occupational Abilities	Cost	Pre-Requisite	Self Taught?
3 rd Level Ability	30	Occupation at 3 rd Level	Yes
6 th Level Ability	60	Occupation at 6 th Level and 3 rd Level Ability	Yes
9 th Level Ability	90	Occupation at 9 th Level and 6 th Level Ability	Yes
12 th Level Ability	120	Occupation at 12 th Level and 9 th Level Ability	Yes

Chart 3-1



Chapter 4: SKILLS & DESCRIPTIONS



Skills

The following list contains skills and abilities that your character can learn, either at character creation or during the course of your character's life. They are gained and purchased by using CP (Character Points). Some skills have prerequisites that you must purchase first. See the Prerequisites or Limitations column in the following skill charts for details or requirements.



Resetting Skills

During weekend events, between the hours of 6pm and midnight, a player may "reset" all tag skills, including spell slots and Magic items. A tag skill is considered any skill that can only be performed a certain number of times per day. These abilities are usually accompanied by a tag (thus the name), but there are exceptions. Examples of tag skills would be Sap, a 3rd level spell slot, or a Magic item which casts Life three times a day. When a player decides to reset, all the tag skills they had remaining from the previous day are lost. This reset period takes 10 minutes of continuous focus or concentration to occur, and if the 10 minutes is interrupted by any action, it must be restarted. In order for a player who possesses spell slots to reset them and fill them with new spells, they must spend 10 minutes memorizing new spells from a Spell book. At the end of this time, all previous spells still in memory are wiped clean and the spell slots are filled with new, castable spells. One cannot choose which tag skills to reset; it is all or nothing for that player, for that day.

Training and Teaching

All skills may be self-taught by a player unless the skill specifically states otherwise in the charts below. In order to learn a skill that cannot be self taught, the student must find a teacher who possess that skill and is willing to teach them.

Production Skills	Warrior			Rogue			Scholar			Prerequisites	Self Taught?
	M	R	T	N	A	W	M	D	B		
Alchemy	80	50	70	40	40	50	60	40	50	Apothecary	Yes
Blacksmith	45	45	50	60	70	60	90	80	65	None	Yes
Craftsman <Type>	40	40	40	40	40	40	40	40	35	None	Yes
Create Scroll	75	75	40	50	75	45	35	45	35	Read Magic	Yes
Trap-Smith	60	50	60	30	40	50	70	60	60	None	Yes

Chart 4-1



Scholar Skills	Warrior			Rogue			Scholar			Prerequisites	Self Taught?
	M	R	T	N	A	W	M	D	B		
Anatomy	40	40	40	40	40	40	40	40	35	None	Yes
Apothecary	80	50	60	40	40	50	60	40	50	None	Yes
Mysticism	70	55	70	65	85	55	55	60	50	None	Yes
Demonic/Angelic Arts	75	75	60	75	75	60	55	60	50	None	No
Elemental Attunement	25	25	25	25	25	25	25	25	25	Elemental Sphere	Yes
First Aid	60	60	60	60	60	60	60	60	55	Anatomy	Yes
Necromantic Arts	75	75	60	75	75	60	55	60	55	None	No
Physician	45	45	45	45	45	45	45	45	40	First Aid	Yes
Read & Write	70	60	45	55	70	45	40	50	40	None	Yes
Read Magic	45	35	20	25	40	25	15	15	25	Read & Write	Yes
Read Magic: Advanced	50	45	30	35	50	35	25	25	35	Read Magic	Yes
Read Magic: Ritual	90	80	50	60	90	60	40	40	50	Read Magic: Advanced	Yes
Spell Slot: 1st Circle	30	30	10	20	40	10	10	10	10	Sphere of Magic: 1st	Yes
Spell Slot: 2nd Circle	40	30	10	20	60	10	10	10	10	Spell Slot: 1st Circle	Yes
Spell Slot: 3rd Circle	80	60	20	40	80	20	20	20	20	Spell Slot: 2nd Circle	Yes
Spell Slot: 4th Circle	100	60	30	40	100	30	20	20	30	Spell Slot: 3rd Circle	Yes
Spell Slot: 5th Circle	100	90	40	60	100	30	30	30	30	Spell Slot: 4th Circle & Read Magic Adv.	Yes
Spell Slot: 6th Circle	120	90	50	60	120	40	30	30	40	Spell Slot: 5th Circle	Yes
Spell Slot: 7th Circle	120	120	60	80	120	50	40	40	60	Spell Slot: 6th Circle	Yes
Spell Slot: 8th Circle	150	120	70	80	150	50	40	40	70	Spell Slot: 7th Circle	Yes
Spell Slot: 9th Circle	150	150	80	100	150	60	50	50	80	Spell Slot: 8th Circle	Yes
Spell Slot: Ritual Base	40*	30*	30*	20*	40*	20*	10*	10*	30*	Spell Slot: 9th Circle	No
Advanced Ritual Casting	300	300	275	275	300	275	200	225	225	Level 1 Ritual Slot	Yes
Sphere of Magic: 1st	100	100	75	75	100	75	25	50	50	Read Magic	Yes
Sphere of Magic: 2nd	200	200	175	175	200	175	150	175	175	Sphere of Magic: 1st	Yes
Sphere of Magic: 3rd	300	300	275	275	300	275	200	225	225	Sphere of Magic: 2nd	Yes

Chart 4-2



Warrior Skills	Warrior			Rogue			Scholar			Prerequisites	Self Taught?
	M	R	T	N	A	W	M	D	B		
Ambidexterity	20	30	35	40	30	45	75	75	75	None	Yes
Florentine	40	40	45	70	65	70	110	110	110	Ambidexterity	Yes
Flurry of Blows	40	50	55	75	65	75	125	100	125	None	Yes
Heavy Armour	15	20	20	40	45	45	65	60	65	None	Yes
Self Mutilate	15	15	15	15	15	15	15	15	15	None	Yes
Shield	50	75	60	110	120	95	140	140	140	None	Yes
Slay / Parry	100	120	130	170	150	170	250	200	250	Specialization +1: Group or Specific	Yes
Slay / Parry: Master	120	140	150	190	170	190	270	220	270	Specialization +1: Group	Yes
Slay / Parry: Subsequent	100	120	130	170	150	170	250	200	250	Specialization +1: Additional Group or Specific	Yes
Slay / Parry: Master Subsequent	120	140	150	190	170	190	270	220	270	Specialization +1: Additional Group	Yes
Specialization +1: Weapon Group	120	140	150	170	150	170	250	200	250	Weapon Group Proficiency	Yes
Specialization +1: Weapon Specific	100	120	130	150	130	150	230	180	230	Weapon Group Proficiency	Yes
Weapon Group Proficiency: Simple	Free	Free	Free	Free	Free	Free	Free	Free	Free	None	Yes
Weapon Group Proficiency: Med	40	40	40	50	50	50	80	80	80	None	Yes
Weapon Group Proficiency: Large	70	70	70	100	100	100	130	130	130	None	Yes
Weapon Group Proficiency: Exotic	100	100	100	130	130	130	150	150	150	None	Yes
Weapon Refocus	40	40	40	40	40	40	40	40	40	None	Yes

Chart 4-3



Rogue Skills	Warrior			Rogue			Scholar			Prerequisites	Self Taught?
	M	R	T	N	A	W	M	D	B		
Critical +2: Specific	150	150	130	120	100	130	230	180	130	Group Proficiency	Yes
Critical +2: Group	170	170	150	140	120	150	250	200	150	Group Proficiency	Yes
Dodge	170	170	150	100	120	130	250	200	80	Critical +2: Specific or Group	Yes
Dodge: Additional	170	170	150	100	120	130	250	200	80	Dodge	Yes
Execute	170	170	150	120	100	130	250	200	150	Critical +2: Specific or Group	Yes
Execute: Master	190	190	170	150	120	150	270	220	170	Critical +2: Specific or Group	Yes
Execute: Subsequent	170	170	150	120	100	130	250	200	150	Execute	Yes
Execute: Master Subsequent	190	190	170	150	120	150	270	220	170	Execute: Master	Yes
Garrotte	100	90	120	85	60	65	150	150	95	None	Yes
Locksmith	65	50	60	30	40	45	100	100	30	None	Yes
Sap	55	45	50	35	35	35	60	60	40	None	Yes
Vital Blow	85	85	75	50	55	65	120	100	75	None	Yes

Chart 4-4

Racial Abilities	Warrior			Rogue			Scholar			Limitations
	M	R	T	N	A	W	M	D	B	
All Racial Abilities	50	50	50	50	50	50	50	50	50	1 per odd level

Chart 4-5



Skill Descriptions

Production Skills

Alchemy (Production Skill)

Purchasing this skill opens up the world of Alchemy to your character. Coming in many different types and with far ranging, dramatic effects, the subtle art of Alchemy is possessed by many and taught by few. Upon purchasing Alchemy level 1, you are allowed to select 3 recipes from the in-game list of known Alchemy (see Chart 5-1). You can then select an additional recipe from the same list for every odd level of Alchemy purchased.

Recipes may be “taught” by one Alchemist to another, but the process is costly and time consuming. For an Alchemist to learn a new recipe, they must spend four times the value of that recipe in Production Points (PP) and the Raw Material (RM). This rule does not apply to the free recipe the Alchemist receives for every odd level of Alchemy purchased. Once learned, that new recipe is personalized and can only be used by that Alchemist. To further that the Alchemist also receives 1 free alchemy of the type and recipe that he was trying to learn, a reward for all that hard work. The Alchemist writes a copy of that recipe in their recipe book and receives their own signed tag from a Shaper. For every level of Alchemy purchased, 2 Production Points per day will be gained in the production of Alchemical elixirs. Thus, if you have Alchemy 3, 6 Alchemical Production Points per day are at your disposal per event. Production Points may only be used to create concoctions at Logistics. Consult the chapter “Production Skills” for production costs and descriptions. Multiple Alchemists may pool their Production Points to create more complex Alchemy, though all of the Alchemists involved in the creation must possess the recipe.

To add an ingested elixir into food or drink, Alchemy 2 is needed. For an ingested Alchemy to take effect (and a Shaper is not present to witness the slip) the Alchemist must somehow attach (or place) the Alchemy tag onto, or under, the item holding the food/ drink.

To apply a contact elixir, Alchemy 4 is needed and the Alchemist must spend one minute applying the contact elixir to the item. Contact alchemy may be applied to boffer weapons of any type. Once applied, the weapon swings with the carrier of “Poison <alchemy>” for one swing. E.g.: “4 Normal Alchemical Weakness Poison”. Note that this carrier does not have to hit to Body damage to activate. If the target resists the alchemy they still take the weapon’s damage.

Finally, to throw a gas globe, Alchemy 6 is required. The declaration for all thrown Alchemy is “<type> Gas Poison”. With 10 levels of Alchemy, the Alchemist may reverse engineer Alchemy into its basic state. Reverse engineering will destroy the Alchemy, but return to the Alchemist half its production value in Raw Material (RM). At 20 levels of Alchemy, the Alchemist is ready for the more complex teachings of Chemistry. The standard mundane recipes are now easy to decipher, simply from dissecting Alchemical examples, rather than copying other recipes. An Alchemist may break down any number of identical Alchemies and attempt to learn how they are made. For each identical Alchemy that the Alchemist breaks down, there is a 5% chance of deciphering the recipe. Regardless of success or failure, the Alchemical substance is destroyed in the process. These 10th and 20th level skills can only be done at logistics

It requires no skill to willingly drink an Alchemical concoction or to pour an elixir down an unconscious victim’s throat. In order to use any non-ingested Alchemical creation, it must be shaken vigorously and prepared with a three count. You may only have one non-ingested Alchemical creation prepared at a time and you must prepare your own. Non-ingested Alchemy only remains prepared for 10 minutes, after which it must be prepared again before being used. Orange packets are used to represent Alchemical gas.

Blacksmith (Production Skill)



This production skill allows the character to craft new weapons and armour as well as repairing and refitting damaged armour. To Refit armour it takes 1 minute for every 10 points to be Refit. This can be done anywhere but the Blacksmith must have a set of refitting tools on their person. These may be anything from a small hammer to scrap pieces of metal. A Blacksmith should role play the refit appropriately, using his tools as they perform their count.

Initial purchase of Blacksmith will grant the character 2 Production Points per day. Additional purchases of this skill will increase the production points earned by 2 per day and decrease the time required to refit by 2 seconds per level of Blacksmith. Additional characters with the Blacksmith skill may help the primary Blacksmith refit armour as well. For each additional Blacksmith refitting, the time required is lowered by 10 seconds to a minimum of 10 seconds. If the Blacksmith takes damage while refitting, the current minute count of refit fails and must begin again. See the Production Skills chapter for further details on Armour and Weapon Creation and Repairing. Refitting Armour can be done at will while repairs and crafting new weapons and armour may only be done at logistics.

Craftsman <type> (Production Skill)

The Craftsman skill is a catch-all term for all other jobs or occupations. When purchasing this skill, a player must choose their occupation craft. Some examples of these are "carpenter", "scribe", "historian", "laborer", "hunter", etc... A player may purchase this skill multiple times for the same craft, or may choose a new craft. The more Craftsman purchases the player has in one skill, the better s/he understands that field of work. A player with 5 levels in Craftsman Hunter will be a far better hunter than a player with only 1 level. The average NPC Craftsman has 5 levels in his chosen field to be considered a professional.

The "type" of Craftsman purchased will determine which of the following two categories it falls into: Profession or Manufacturer.

Professions are jobs that do not produce a product. They are jobs such as carpenter, labourer, prostitute, tracker, etc. For each level of a profession Craftsman that the player has, they will receive 3 silver pieces at Logistics. These jobs are typically services that your character provides in exchange for coin and do not involve product.

Manufacturers obtain or build product or Raw Material. These are jobs such as toymaker, skinner, miner, etc. For each level of Manufacturer Craftsman a player has, they will receive *either* 3 silver worth of product or 5 units worth of Raw Material at Logistics. The 3 silver worth of product (per level) can be a tag of an item related to the craftsman type. This can be divided up into multiple item tags with low value, or combined into a large single tag with higher value. You may also combine different craftsman skills to create a single item, such as a dagger created with blacksmithing with a gem created with craftsman: gemsmith. If Raw Material is chosen, the type can only be suitable for a maximum of two different types of production skills; a Logistics Marshal determines this. Example: A player with Craftsman: Miner will receive 5 units of RM usable by Blacksmiths. (A manufacturer's product cannot create items already covered by another production skill.)

In addition, an appropriate profession skill may aid in certain role-playing situations. This will be determined by the shaper running the encounter. For example a character with Profession: Miner might be aware of a clue while exploring an underground monster lair.

Create Scroll (Production Skill)

This skill allows a character with some basics in Magic to create Magical Scrolls based on the spells they possess. To make a Magical Scroll, a character needs to be able to cast that specific spell from memory, via another scroll, or via a 1/ever or 1/day magic item which casts the spell in question. Using a scroll destroys it in the process while using a magic item will consume a charge or per/day use. The cost in PP to produce the scroll in question can be found in Chart 5-4.

Trap-Smith (Production Skill)



This skill allows a character to design and create traps, as well the ability to disarm traps of various types, such as weapon, massive mechanical, fire, acid, explosive, gas and noise traps. An armed trap may be moved any distance, as long as it remains in contact with the mover and they move no faster than walking speed. Should it be thrown, dropped, or move faster than a walk, the trap goes off instantly. The phys-rep that can be used for the trigger depends on the level of Create Trap known by the character (see Production Chapter Chart 5-3). Trap smith will grant the character 2 Production Points per day. Additional purchases of this skill grant an additional 2 PP per day for each purchased

Trap-Smith Disarm Trap: This Trap-Smith sub-skill improves with each purchase of the Trap Smith skill, and allows the user to attempt to disarm traps. They may use any method they wish to attempt to disarm the trap so long as they have sufficient levels of the Trap-Smith skill to create the trigger mechanism attached to the trap. See the Production Skills chapter for details.

Scholar Skills

Advanced Ritual Casting

This skill demonstrates an advanced understanding of ritual magics. The player may now cast rituals from any sphere that does not have Battle Magic spells, "Advanced Spheres". In order to cast advanced rituals the aspiring caster must first acquire a ritual slot as a prerequisite. These rituals will often require the mastery of more common spheres to access their power.

Anatomy

Anatomy allows a user to identify and recognize, whether or not standard identifiable vital signs are present in an individual (whether or not they are alive). To use Anatomy, the player must place both hands on the torso of the target and call out "Anatomy 1, Anatomy 2, Anatomy 3". Anything living which is not an Undead is a valid target of the Anatomy skill. It will also allow the user to determine how badly wounded an individual is, as well as general Information such as whether someone appears to be sleeping or paralyzed. It may detect the presence of natural /Alchemical toxins, though it will not provide any specifics regarding the toxin. This will not identify whether something is Undead and will not detect if an individual is Magically cursed. This skill can only be purchased once and is usable at will. Note: a player can only activate Anatomy on one person at a time and must be touching the torso of the target to successfully use this skill. Questions that can be asked after the 3 count using Anatomy are: "Are you alive?" "How much damage have you taken?" "Are you in your one minute-count?" "Are you in your five -minute-counts?" "Is there a toxin in your system?" "Is there a non-Magical disease in your system?"

Apothecary

A skill that gives the character basic knowledge of plants and herbs and allows the Apothecary to identify known Alchemical concoctions (those listed in the Alchemy section) after having examined the item for one minute. Aside from identifying Alchemy, a player with the Apothecary skill can also create mundane role play related effects with little or no effort. By spending 10 minutes gathering common and easily found herbs and ingredients, the Apothecary can create elixirs to cure many role-played ailments. These cures are for mundane ill effects and cannot be used to mimic any spell effect or ability. Common examples are elixirs that may be created for curing common colds, easing headaches and sore muscles, increasing fertility or virility, brewing aphrodisiacs, easing pain, clearing up rashes, etc. These effects are roleplaying effects only and will have no effect on a character if they do not wish it.

Demonic / Angelic Arts

Demonic / Angelic Arts allow the user to identify and recognize the various holy and unholy creatures that exist on all the planes of the Heavens and Hells. This skill does not grant the player any special control or knowledge of the Demon/Angel's True Name, and may only be used to answer the following questions:



“Are you a Demonic/Angelic creature?” “What kind of Demon/Angel are you?” “Are you a greater or lesser Demon/Angel?” Angelic only: “Which God do you serve, if any?” Demonic only: “Are you currently under contract?”

These questions are asked out-of-game, not to the Demon or Angel directly and represent the player’s knowledge of the subject. It’s important to note that many Demonic and Angelic creatures possess great intelligence. They are very crafty and often devious. They may devise ways to hide or disguise themselves in a manner that makes Demonic / Angelic Arts null and void.

Additionally those with Demonic / Angelic Arts take 2 less damage (to a minimum of 1) from attacks by their identified target no matter the type of attack. Only one target may be active at a time. To change targets at least one of the questions above must be asked of a new target.

Elemental Attunement

This skill will allow an Elementalist to attune themselves to an additional Element. This additional attunement allows the scholar to choose which Elemental type to use when casting spells that require one. Example: A Fire Elementalist may purchase Elemental attunement and chose the water Element. The Elementalist can now choose between water or fire when casting spells that require an Elemental type such as “<type> bolt.” This skill can be purchased multiple times, with each purchase allowing access to another Element.

First Aid

Allows the user to bind wounds sufficiently to stop bleeding and heal some minor wounds. The process takes 1 minute to use and as long as it is being used, the target's 1 minute bleed count is halted. All living entities are considered valid targets of this skill. If First Aid is interrupted during the process, or if the wounded target moves or is moved in any way, the skill fails and the wounded target must continue their 1 minute bleed count from where they left off. First Aid may be attempted again if the interruptions have ceased and the target made immobile. After a successful 1 minute of First Aid, the wounded target is healed to zero Body, bringing them to unconsciousness and halting their bleeding.

First Aid also allows the character to bandage a target, healing a minor amount of damage. For this portion of the skill, the player must carry with them real phys-reps to use as bandages (strips of cloth will do). The process of bandaging a target will heal the target by one Body for each minute of bandaging up to the maximum allowed by their physician level. If the user has no levels in physician, then they may only heal one Body.

The bandaging of the target, after the bandaging is done, is only for aesthetic purposes and the bandages can be removed and returned whenever the target wishes. The player cannot bandage the same target more than once a day, although the target may receive bandages from another player. It will not affect Undead in any way. A player can only activate First Aid on one person at a time. You must be touching the torso of the target to First Aid them.

Mysticism

The art of the Mystic is one that has both amazed and frightened the unaware since the dawn of time. Mystics are often mistaken for charlatans, swindlers and mountebanks. Those with the power of mysticism are people who through either luck (or curse) of birth, careful study or some combination thereof, have found themselves with the ability to tap in to the ether of the Lostlands around them. A Mystic excels in the contacting of lost Spirits or Ghosts to ask for, coerce, steal, or outright force their aid.

These people walk a road of mental discipline that more often than not leads to madness and can shift their sight to split between this realm and the realm of the dead. To read the lines of the fates, speak with lost Spirits, and far more are things that few understand. However, everything has a price, and when a door is opened in the mind of the Mystic there is no closing it. They are often made vessels for wills and forces greater than themselves. Dabbling in this art is generally considered to be unwise.



Mysticism skills must be purchased in order of level and no level may be purchased more than once. All Mysticism skills are usable once per day by the Mystic. There is no denying the connection a Mystic has with the Lostlands. A Mystic who finds themselves close to final death also finds themselves with slightly easier access to the Lostlands. If a Mystic has no free deaths left on their character card they will be given two additional uses of any skill they have purchased in the Mysticism skill tree, to be used when and as they see fit. A Mystic with one free death will receive one additional use. These free uses will be given out as once per event tags at logistics. Death mid event does not grant you additional uses until your next logistics.

Level 1: **Dead Sight**

This power allows the mystic to peer through the thin veil between the Lostlands and the lands of the living, viewing the lost souls as they wander. This power is always active and will allow the mystic to view lost Spirits and Ghosts which are normally invisible to the mundane eye. This does not allow verbal communication nor does it bind or force the Ghost to acknowledge the Mystic's presence.

Unfortunately, opening one's self to the Spirit world does have its disadvantages. Ghosts, Spirits and other creatures from beyond the veil, that cannot normally affect the world of the living, may have some degree of influence over the Mystic. This skill also allows the Mystic to see and identify Spirits that are resurrecting inside a resurrection circle or Henge.

Level 2: **Augury**

This skill allows the Mystic to consult with the Spirits of the dead via a medium of their choosing and to request insight into a specific future or past event. This medium may be anything the Mystic chooses ie: reading the stars, entrails, bones, tea leaves, etc. and must be properly role-played for at least 10 minutes.

The skill does not summon a specific Spirit or Ghost but rather it will allow one enough control over the land of the living to influence the mystics augury and provide insight. Augury may be used at any time but its use will not always guarantee an insight or successful reading.

Spirits of the dead are not always so willing to give away their secrets, and more times than not, the answer a Mystic receives will be cryptic and clouded in mystery. To further this, it is said that the more direct the question is, the less likely it will be to receive a clear response. Rather than ask, "Who created the Lich on the Ridge?" a clever Mystic might ask, "Where might I find somebody who knows information on the Lich on the Ridge?" Rarely will any Augury ever reveal information about a crime or wrongdoing committed by another player character, nor will it ever "give" you the answers to any current plotline. Augury should be used as a tool for roleplaying and at most, story hints, not a replacement for honest detective work. This skill is usable once per day

Level 3: **Eyes of the Soul**

This ability allows the Mystic to touch the metaphysical eyes of a corpse or person who has recently Resurrected and attempt to lure that lost Spirit into retelling how it died. Any corpse that has suffered final death, or any living creature that has died within the last 5 days, may be touched with Eyes of the Soul, as long as it has not already (for that death) been the target of Eyes of the Soul. Once used, Eyes of the Soul gives the Mystic a 1 in 10 chance to "remember" the last minute of the target's death, but sacrifices that Mystic's eyes in the process. This manifests in total blindness for the Mystic for the duration of 1 hour once the answer has been delivered. Typical healing will not restore their sight. However, some powerful ritual magics will remove the affliction.

Mystics are aware that the results of Eyes of the Soul are not immediate. Shortly after use of this power the Mystic should, when convenient, find a Shaper to marshal the 1 in 10 chance, the result being kept secret from the Mystic. The Mystic may go back into game at this point. The Shaper will then collect the appropriate information about the target's death if necessary. Regardless of whether the correct number was chosen or not, a Shaper or Marshal will find the Mystic within the next 12 hours as the Spirit of the targeted deceased. Spirits roused in this manner are always vengeful of their interrupted rest and will generally wait for the most inopportune time to



revisit the Mystic with their answer. At this time, the Mystic is struck with the hour long blindness and, if they choose correctly, given the last minute of their target's death.

Level 4: Foresight

Using their fortune-telling medium, a Mystic can encourage the Spirits of the lost to aid them by providing a subconscious vision of a danger in the near future. After a 10 minute reading of the Mystic's choice (tarot cards, casting of runes, reading of entrails etc...) the Mystic can implant into the subconscious of a target or their self, some small Foresight about upcoming danger. A target with the power of a Foresight reading can call a defense of the appropriate type (call : "Foresight!") to the first trap they are subjected to or ignore the surprise attack prefix for the first surprise attack to strike them, which ever happens first. While the target does not consciously know the danger is there, deep in their subconscious mind, they are aware and this brief Foresight allows them to avoid or negate an attack they might otherwise not. This reading will last only 12 hours or until the target's next reset, whichever comes first. The Foresight skill is usable once per day.

Level 5: Manifest

A Mystic with Manifest has obtained a powerful connection with the Lostlands. This allows the Mystic to all but cross over as they enter into their Death Count. When the Mystic has died and begun their death count, they may rise up as a Ghost, visible to all those around them, for the duration of the count. In this state the Mystic cannot speak, make noise, move from within 5 feet of their corpse, or interact physically with anything in the living world. They can frantically wave their arms and move about in an attempt to grab the attention of those that might life them. During this time, they can also inform those around them, Out of Character, that they see a translucent glowing Spirit, recognizable as them. Furthermore, while in this state, a Mystic may also speak and hear other Ghosts in the area, but only in whispers. Like Eyes of the Soul, being in this state puts the Mystic in great potential danger.

As a Ghost, they are subjected to any detrimental effects that may happen as a result of being in the land of the dead. This may include possession, assault from other malicious Ghosts or Spirits, and other unimaginable horrors. Should the Mystic become the target of a life spell, their Ghost is immediately sucked back into their body and any benefits from Manifest end. This skill is usable once per day.

Necromantic Arts

Necromantic Arts allows a user to recognize and identify whether or not standard identifiable signs of Undeath are present in an individual (i.e.: whether or not they are Undead). It will not verify that something is alive, only whether or not it is Undead. It will also allow the user to determine how badly wounded an Undead is (how many points they are down in Body points), as well as general information such as what kind of Undead it is. It will not identify or even detect diseases or Magical curses on an Undead individual. It cannot determine whether or not a Spirit is present in any extent whatsoever. Lastly, those with Necromantic Arts take 1 less damage from all attacks (to a minimum of 1) from the activate target of their identification. Only one target may be active at any time.

To identify a target an individual with Necromantic Arts may state "I have Necromantic Arts, what do I see?" The response will be an accurate identification of the Undead. E.g.: Instead of "white, shambling humanoid", the Undead in question must reply "you see a lesser zombie". To change targets, this question must be asked anew.

Additional questions that can be asked of an active target are:

"Are you Undead?" "How much damage have you taken (only to Undead)?"

"What kind of Undead are you?" "Are you greater or lesser Undead?"

Physician

After having mastered the art of Anatomy and First Aid, a character is ready to uncover the secrets of the living body. This skill gives a character a much broader depth understanding of the workings of First Aid and emergency surgery. The Physician skill grants it's users a number of abilities based on the level of Physician they possess. In order to utilize the higher levels of medicine, the Physician must carry with them a doctor's bag and medical tools of the trade. Every level of Physician will increase the amount of Body healed through First Aid



bandaging by one, to a maximum of 11. If they have Angelic/Demonic arts they can use their skills on Demons and Angels. A Physician must pick either an Animal or Humanoid specialization for their skill purchase. A skill with a specialization will only fulfill pre-requisite requirements for skills of that specialization. If you have Barber(Animals) for example, and want Pharmacist(Humanoid) then you must first purchase Barber(Humanoid).

Level 1: **Barber**

The Physician may perform First Aid on a moving target and as soon as First Aid has started, extends the bleed count of that target by an extra 1 minute.

Level 2: **Pharmacist**

The Physician may identify the type of non-Magical disease afflicting a target and cure it. Curing a non-Magical disease requires 10 minutes of roleplaying to accomplish and cannot be used on a specific target more than once every 5 days.

Level 3: **Physicker**

The Physician may identify the type of toxin poisoning target and purge the poison from the target's system. The process takes 1 minute to complete and the target must be lying down, unmoving for the skill to succeed. If the physician is interrupted, either they or the target takes damage, or the target moves, the skill fails and cannot be attempted again for 5 days. If successful, this skill will purge from the target's system, any Alchemical toxin curable by a standard Alchemical antidote. This skill is usable once per person every 5 days.

Level 4: **Doctor**

This Physician has mastered the art of medieval medicine. At this level the Physician can perform minor surgeries such as setting broken limbs, bloodletting, and removal of foreign objects. Minor surgeries take 10 uninterrupted minutes to initiate and will bring an unmoving target into an unconsciousness state for 1 hour. Surgeries can only be performed once per person every 5 days. Further attempts at surgery will act as a Killing Blow towards the target. The Physician has also learned a thing or two about death. Given enough time, a Physician can extend a dying target's Death Count by an additional 5 minutes on top of the amount of time already remaining. This requires 1 minute of role-played CPR which will not pause the death count.

Level 5: **Surgeon**

At this level, the Physician can now consider themselves an expert on the subjects of medicine. A Physician is able to perform major surgeries on any living target, including the re-attachment of lost limbs (if the limb is present), removal of foreign life forms such as parasitic eggs, and organ transplants. The same rules apply for major surgeries as minor ones.

Level 6: **Stasis Director**

Intensive Care:

At this point the physician with the aid of a fellow physician may postpone death indefinitely. The two physicians must actively role play keeping the patient's vitals in check. The patient's death count continues to count down from the extended five minutes, but will stop one second before dissipation as long as the physicians remain working, uninterrupted. If either physician is interrupted, the patient may not be extended again until their next death count.

This skill is an extension of CPR with further roleplay, thus this skill may be used concurrently with *Doctor* if its conditions are met.

The procedure may be handed off to another level 6 physician or greater on a ten second count of "transfer" role play as long as the nurse physician remains active.

The assisting physician requires a minimum physician level of one and acts as a nurse.

This is usable once per death per person.



Level 7: **Vital Warden**

Body Cast:

The physician now gains the ability to perform a major surgery which restores all the targets hit points. This follows all the rules of a standard major surgery.

Level 8: **War Surgeon**

Focused Physician:

The physician has experienced more than their fair share of blood and gore and the stresses associated with dealing with the wounded. As such, they may work more quickly when healing their patient without assistance. The physician now bandages at a rate of 2 points per minute when working alone, maintaining surgical focus. All other standard bandaging rules apply.

Level 9: **Specialist**

Multitask:

Through countless medical endeavors, the physician has finally mastered the ability to watch over their patients vitals and perform concentration intense tasks.

The physician may now use intensive care single handedly as well as perform anatomy checks while using any other physician skill.

Level 10: **Master Physician**

Experienced Hands:

At this point the physician has become a true master of the skill, performing their art with utmost grace and speed. They know exactly how they will perform the operations before them and leave the patient with little to no trace of there ever being anything wrong. Because of this great skill the patient needs far less time to recover, and their body is left strong enough that the physician may take further medical action with lessened risk.

The total time it takes the physician to perform major and minor surgeries, and the period of unconsciousness in the patient is now halved. The patient may also have a second surgery performed upon them within five days by the same physician, but is rendered unconscious for an hour and upon awaking receives -2 strength for an hour. The first must be complete successfully before the second one may be performed. If interrupted, a second surgery acts as a killing blow as usual.

Additional Requirements: To gain these benefits, the physician must be in an environment with adequate lighting and have a surface free of debris for the patient to lie on.

Read & Write

Allows the character to read and write in any language they can speak. Without this skill, characters are illiterate. This skill need only be purchased once for all languages.

Read Magic

This skill allows the user to cast Battle-Magic spells from scrolls. They are limited in casting only Battle-Magic from spell level 1 to level 4. To activate the scroll, the caster must read and speak the incant located on the open scroll in one hand with enough light to properly read the incant. When used, a Battle-Magic scroll is consumed and unable to be used again. Read Magic will never allow a player to cast from Ritual Magic scrolls.

Read Magic: Advanced

This skill allows the user to cast Battle-Magic spells from scrolls. They are limited in casting only Battle-Magic from spell level 5 to level 9. To activate the scroll the caster must read and speak the incant located on the open scroll, held in one hand, with enough light to properly read the incant. When used, a Battle-Magic scroll is consumed and unable to be used again. Advanced Read Magic will never allow a player to identify or cast from Ritual Magic scrolls.



Read Magic: Ritual

This skill allows the user to cast Ritual Magic spells from Ritual Magic scrolls. They are limited in casting only Ritual Magic. Unlike Battle Magic scrolls, Ritual scrolls are not consumed upon use.

Warrior Skills

Ambidexterity

This skill allows a player to wield two-One-Handed Weapons in combat. Weapons are restricted to the Medium or Simple Weapon Groups in the player's main hand (not exceeding 50 inches in length nor having more than a base weapon damage of 2) and Simple Weapon Group in the off hand. (One-handed, not exceeding 30 inches in length nor having more than a base weapon damage of 1.)

Florentine

This skill furthers a player's training in the art of two-weapons fighting. With this skill, the player is no longer limited in the size / type of One-Handed Weapon they may wield. The only restriction is both on and off hand weapons must be One-Handed and from the Medium, Simple, or Exotic Weapon groups, not exceeding 50 inches in length and having no more than a base damage of 2.

Flurry of Blows

Through discipline and training, your character has learned the secret of tapping into raw emotion and harnessing it into strength defying attacks. Once activated, this skill will allow the player to swing for +5 additional damage of the player's normal swinging type, for the next 3 attacks, hit or miss. This skill does not alter the type of damage done. To activate this skill, the player must incant "Flurry of Blows". This skill will stay active on a target for 1 minute. If all 3 Flurries are not used by the end of the one minute, they are lost. This skill may stack with other skills, abilities or spells (such as Hamstring and Dismember) unless otherwise stated in their descriptions. This skill is usable once per day per purchase.

Heavy Armour

This skill represents the training that the character has undergone in order to wear multiple layers of armour and increase their potential Armour Points far past the maximum normally allotted. With this skill, the player may stack up to a maximum of two types of armour and add their AP values (for that one location) together as his/her total. A player is still limited to only claiming the AP of their in-game armour tags that their out-of-game reps allow. Armour of the same type (chain on chain or leather on leather) will not stack.

Self-Mutilate

The Self-Mutilate skill represents the character's willpower to overcome the instinct of self-preservation. It is required any time a character willingly accepts at least 1 Body point worth of damage from any source, including self-infliction. Without this skill, the character must actively fight any attempt to harm them, even if it is in their best interest. This skill must also be purchased for a character to actively kill themselves or to consent to their own demise.

Shield

This skill allows a character to properly and efficiently use a shield or buckler. A shield will stop Normal strikes from boffer weapons only. They can also block, and soak, Master/Critical Slays. A buckler is a small shield that usually sits on the wrist. It can be used to block any attack a Normal shield would, while holding something in the same hand. A buckler cannot be larger than 15 inches in diameter. Any shield (Magic or otherwise) will not stop packet-delivered or Spell-Strike attacks of any kind (pending Ritual / Arcane Ritual Magics cast upon shield). Shield use, without this skill, is still possible. However, the player must hold the shield with both hands and cannot use any other skills or abilities.

Slay/Parry

By purchasing this Weapon Specific skill, the character is entitled to one Slay or Parry, per day, from any weapon that they have the prerequisites for. It is up to the player to determine which way this skill will be used, at the time of use. This skill is usable once per day per purchase, A Slay is one large attack which does 50 points of damage upon a successful hit. 50 points of damage is a static number and nothing can add to this. To use a Slay, the attack must declare "Prepare to Die" then strike their opponent, and upon a successful hit, call the damage of the Slay "50 Slay!" Because a Slay will stay active if the attack does not succeed, the defending player must declare "Slay Hit" if it is successfully used on them. A Slay is not used up if it is avoided in any way. If the attack is avoided, the attacker may continue to attack with the active slay, declaring with every swing, "Active Slay" for 1 minute or until a successful hit. This skill is also considered used if successfully hit against a shield being wielded by the target or if it is parried using a Parry or Master Parry. If a player has purchased multiple Slays specific to the chosen weapon being used or Master Slays, they may (if so desired) combine them into one powerful attack. This stacking will add 50 more points of damage to the Slay for every additional Slay used. For each additional Slay stacked the attacker must include the number of slays being used after the "Prepare to Die" call. Example: If the player activates 3 Slays in 1 swing, he would call out "Prepare to Die 3" then "150 slay". For all intents and purposes, this stacked attack is to be considered a normal Slay with the exception of the increased damage.

A Parry enables a character to parry any weapon blow (excluding Spell Strikes and Surprise Attacks) as well as touch cast spells. To Parry any attack simply call "Parry" to negate the last hit taken. A Parry cannot be used in conjunction with any other skill, ability, or any Magically summoned weapon. A Parry cannot block Massive damage.

Slay/Parry: Master

By purchasing this Weapon-Group-specific skill, the character is entitled to one Slay or Parry, per day, from any weapon in the Weapon Group that they have the prerequisites for. It is up to the player to determine which way this skill will be used, at the time of use. This skill is usable once per day per purchase. A Slay is one large attack which does 50 points of damage upon a successful hit. 50 points of damage is a static number and it may not be increased in any way. A Slay's damage type however is dependent on that of the weapon's. To use a Slay, the attack must declare "Prepare to Die" then strike their opponent, and upon a successful hit, call the damage of the Slay "50 Slay!" Because a Slay will stay active if the attack does not succeed, the defending player must declare "Slay Hit" if it is successfully used on them. A Slay is not used up if it is avoided in any way. If the attack is avoided, the attacker may continue to attack with the active Slay, declaring with every swing, "Active Slay" for 1 minute or until a successful hit. This skill is also considered used if successfully hit against a shield being wielded by the target or if it is parried using a Parry or Master Parry. If a player has purchased multiple Slays specific to the chosen weapon being used, or Master Slays, they may (if so desired) combine them into one powerful attack. This stacking will add 50 more points of damage to the Slay for every additional Slay used. For each additional Slay stacked the attacker must include the number of slays being used after the "Prepare to Die" call. Example: If the player activates 3 Slays into 1 swing, he would call out "Prepare to Die 3" then "150 slay". For all intents and purposes, this stacked attack is to be considered a normal Slay with the exception of the increased damage.

A Parry enables a character to parry any weapon blow (excluding Spell Strikes and Surprise Attacks) as well as touch-cast spells. To Parry any attack, simply call "Parry" to negate the last hit taken. A Parry cannot be used in conjunction with any other skill, ability, or any magically summoned weapon. A Parry cannot block Massive damage.

Specialization +1: Group

Grants the user a +1 to damage on any attack so long as they are using any weapon from the weapon group they are proficient in. (Simple, Medium or Large).

Specialization +1: Specific

This skill will grant the player a +1 damage bonus on a single weapon, chosen at purchase. The player must have purchased proficiency in that weapons group.

Weapons Group Proficiency: Simple



This skill allows the player to properly use and efficiently wield the following weapons: Daggers, Staff, Club, Sling, Thrown Weapon, Hand-to-Hand Combat, or any other non-exotic weapon with a base damage of 1.

Weapons Group Proficiency: Medium

This skill allows the player to properly use and efficiently wield the following weapons: Bow, One-handed, Swords, Maces, Spears, Battle Axes or any other non-exotic weapon with a base damage of 2.

Weapons Group Proficiency: Large

This skill allows the player to properly use and efficiently wield the following weapons: Crossbow, 2-handed swords, axes, mauls, pole arms or any other non-exotic weapon with a base damage of 4.

Weapons Specific Proficiency: Exotic

This skill allows the player to properly use and efficiently wield one of the following weapons: Stiletto, Two Handed Body Spear, Bastard Sword, or any other weapon that does massive or Body damage, or is summoned through Magical means. This skill can be purchased multiple times to allow a character to become proficient in various exotic weapons, and again, no group proficiencies are allowed in this weapon-specific category. If purchased for Summoned Weapons it will apply to all Summoned Weapons within an individual sphere.

Weapon Refocus

This skill allows the player to revisit ye local training ground and upgrade from their Weapon Specific Specialization +1 or Critical +2 to a Group Specialization +1 or Critical +2. This skill only works as an upgrade, it cannot be used to downgrade from a Group Specialization or Critical to a Weapon Specific.

Rogue Skills

Critical

A Critical represents a powerful strike made by an attacker who has specialized in increasing the damage to a target's less defended regions. This skill (weapon specific or group) allows the player to swing a +2 specialization damage bonus when striking a target from behind as well as a ½ damage bonus from the front. The attack must successfully hit the target on the back of their body, excluding the back of the head. Once purchased, this skill is always active. The damage call for Critical is “<damage> Critical”. Critical damage is considered normal unless otherwise stated. Critical’s +2 damage will only work on creatures with a definitive backside. This specialization does not increase any damage on attacks against any creature immune to Critical damage such as gelatinous cubes, slimes or other such creatures. Note, a player should never call half damage when swinging with Critical Specs, but always round down. This means that a player will receive a +1 to their frontal swings only if they own two Critical Specs.

Dodge

Allows the subject to dodge any attack, so long as it is not area of effect damage, or some other unreasonable damage causing incident such as falling off a tower. It is not possible to dodge a Surprise Attack, Power Word or Massive damage.

Execute

This weapon-specific skill will strike the victim's vital organs, mortally wounding them. An Execute, when successfully used by striking the victim’s Body points directly, will instantly reduce a victim's Body point value to -1 and drop them into their “Bleed” count, regardless of the victim’s Body point total. Once activated, this skill is considered used regardless of whether the hit was a success. This skill will not stay active and (like all damaging attacks) is called after having successfully struck an opponent. Execute must be a torso strike. If used from behind, between the targets shoulder blades, it will count as a surprise attack and the Assassin may use the prefix “Surprise” in the damage call. The victim is permitted to scream before dropping. The vocalizing of in-game or out-of-game words is not allowed. Execute may not be used in conjunction with a spell strike, any other



skill, or any magically summoned sword (unless specifically stated in the description). It will not affect Undead, Golems, or creatures which are non-biological in nature. When using the skill Execute, the damage call is "Execute". If the weapon's damage type is not normal, the damage type precedes "Execute". There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the damage threshold type is taken into account. For example, a "Silver Execute" will breach a +2 Silver threshold, but not a Magic one. This skill is usable once per day per purchase.

Execute: Master

This Weapon-Group-specific skill will strike a target's vital organs, mortally wounding them. A Master Execute, when successfully used by striking the targets Body points directly, will instantly reduce a victim's Body point value to -1 and drop them into their "Bleed" count regardless of the victim's Body point total. This skill will not stay active and, like all damaging attacks, is called after having successfully struck an opponent. Execute must be a torso strike. If used from behind, between the targets shoulder blades, it will count as a surprise attack and the assassin may use the prefix "Surprise" in their damage call. The victim is permitted to scream before dropping. The vocalizing of in-game or out-of-game words is not allowed. Master Execute may not be used in conjunction with a spell strike, any other skill, or any magically summoned sword. It will not affect Undead, Golems, or creatures which are no biological in nature. When using the skill Master Execute, the damage call is "Execute". If the weapon's damage type is not normal, the damage type precedes "Execute". There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the damage threshold type is taken into account. For example, a "Silver Execute" will breach a +2 Silver threshold, but not a Magic one. This skill is usable once per day per purchase.

Garrote

This skill allows a player to kill a target by simulating the use of a Garrote or razor wire around the target's neck. To use a Garrote attack, the attacker must place both hands on the shoulders of the victim from behind and announce "Surprise Garrote". This is considered a Surprise Attack. Once this has been done, the victim is considered to be silenced and immobilized enough so that they cannot directly attack the person garroting them. Garroting takes 20 seconds to successful use. This count must be said aloud by the attacker using the declaration "Garrote 1, Garrote 2, etc". During this time, the defender may use their hands and feet only to the extent that they may kick or hit anything nearby in an effort to make noise or alert others as to their dilemma.

Furthermore, if the victim does not successfully call a defense against the skill they are disarmed of anything they are holding in their hands and is forbidden from holding, grabbing or drawing any weapons or items while the Garrote count is in effect. If the attack is made successfully, the victim is considered "Killing Blowed" and immediately falls into their "death count". For the purposes of threshold Breach, the target of a Garrote is also considered to have taken a base damage of 1 Body. Strength, Magic and other effects can raise this damage if properly used. Although no actual damage is done, any action that can be interrupted by taking Body damage cannot be done while the victim of a garrote attack. If the victim is wearing Magic Armour, it will immediately be blown, but will in no way protect the victim from the attack. An Advanced Magic Armour will go off if the defender wishes, but will not prevent or impede the Garrote in any way. The only two ways the target may resist Garrote is to activate the Head Butt skill, or overpower the attacker with brute strength. To resist a Garrote the defending player must have at least +2 more strength than the attacker. A successful resist, forces the attacker's arms away from the defending player and in no way harms the attacker or their garrote. If a garrote attack is defended against in any way, the attacker may not try to garrote the same victim for 10 minutes after a successful defense.

A person using the Garrote skill must have a phys-rep with them at the time they use the skill, and must hold it in one hand for the duration of the attack. If an attacker cannot produce such a phys-rep when asked to see it, the attack is considered to have been broken free of at no cost to the victim. A Garrote phys-rep must be made of wire or chain and have a handle at either end. It is not possible to use a length of rope and claim that it is your Garrote. A gorgette, non flexible neck protector, will protect against Garrote. This band must be completely non flexible and must provide at least 1 full point of armour to the neck location. Targets wearing gorgette may call "No Effect" to the attack and are not held or incapacitated in any way. This skill is usable at will.



Locksmith

This skill allows the character to create and pick an “in-game” lock. Once per event a Locksmith may create a lock and key with a difficulty rating equal to their level of Locksmith. If a Locksmith chooses, they may forgo the creation of their lock and instead duplicate a key for any open lock they have had in their possession for 1 months’ time. This lock and/or key costs nothing to create, but may only be created at Logistics. A Shaper must certify all locks used in Underworld and each will be given a difficulty number. This difficulty will range from easy (1) to extremely difficulty (10). Each level of Locksmith will allow the player to open the lock of equal difficulty. Example: To open a 5 difficulty lock the player must possess 5 levels of the Locksmith skill. Picking a lock in this manner requires a 1-minute count. During this time, if the player is interrupted, becomes distracted, or takes damage to Body, the ability will fail and be used up for the day. A second and alternative method of picking locks has the player actually physically picking the lock. In this case, the time required to be successful is the actual time needed. Picking a lock in this manner does not use up the number of times per day normally assigned to this skill. A player could spend the entire weekend picking one lock if they wished. Regardless of the picking method, the Thief must have, on their person, a set of thieves’ tools. Thieves’ tools are comprised of various metal picks and pries, clamps, saws, wedges and other such tools useful in picking locks. Experienced players can suggest a variety of real life tools for the job. This skill is usable once per day per purchase.

Sap

Sap is a Surprise Attack which allows a character to knock out a victim (also reducing their Body points by 1), by touching them between the shoulders with a hand to hand boffer weapon. This represents a hard strike with a blunt object to the back of the head. The attacker must be holding the weapon they are Sapping with, but cannot (out-of game) physically strike the target with it. Sap must be done from behind and not over the head of the target. Sap is one of the few skills that can be activated with the Hand to Hand skill. A coreless, red, hand-to-hand boffer weapon must be used. Upon a successful strike, the victim loses the appropriate number of Body points in damage and is knocked unconscious for a period of 10 minutes. The base damage for Sap is 1 but may be increased by Magical and/or strength bonuses. A helmet of any kind will stop Sap, as will the standard spell defenses, or a high enough threshold. The declaration is “<damage> Sap”. No skills or abilities may be used in conjunction with Sap. Sap will only work on any given target once every minute. A character that was successfully Sapped can only awaken once the Sap Body point damage is healed or the Sap time has expired. This skill is usable once per day per purchase. Sap may not affect creatures such as Undead or those with alien physiology.

Vital Blow

This skill allows the player to deliver a devastating attack to a target’s vital organs. If successful, a vital blow will damage the target equal to half the target’s total Body (rounded up). This damage is calculated by the total Body of the target, not the targets current Body points. Two successful vital blows within 1 hour will immediately drop the target to zero Body. To use this skill successfully, the player must state “Vital Blow”, strike the torso of the target, and do damage to the target’s Body. It may be delivered via a non-Body weapon if the target’s armour is Breached or they have no armour at all. Damaging a target with this skill will negate any damage the attack would have normally done. If the weapon’s damage type is not normal, the damage type precedes “Vital Blow”. There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the damage threshold type is taken into account. For example, a “Silver Vital Blow” will breach a +2 Silver threshold, but not a Magic one. This skill is usable once per day per purchase. If used from behind, between the targets shoulder blades, it will count as a surprise attack and may be used with the “Surprise” prefix in the damage call. Vital Blow will not affect Undead, Golems, or creatures which are non-biological in nature. Vital Blow is usable once per day per purchase.



Racial Abilities

Body Point Bonus

This skill represents extra constitutional training the character has gone through, above and beyond what is standard for their race. When purchased this skill will add +5 Body to the target's maximum Body point limit. This bonus only applies once per purchase and is limited by race (See Races for your racial Body point Bonus limit). This skill does not add any other bonus as the character levels.

Strength Bonus +1

Built on raw physical power, your strength rating will determine how much your character can push, lift, and throw. Enough strength will add damage to your swings and allow you to "push" other characters away. Your strength rating is limited by race (excluding Magical means). Bonus damage due to strength will be applied to your weapon swings at the rate of +1 damage for every 2 points of strength. Strength may also be used to "push" your opponent. To do so, both hands must be empty of weapons or items and placed on the target's torso or shoulders. The attacker must then declare "With +X strength I push you". The target will be "pushed" +2 feet for every +1 strength. Equal or greater strength can be used to resist a push. Any other uses of Strength are limited to those given in skill descriptions or by shapers.

Combining Strength

With the exception of the skill Garrote, multiple individuals may combine their strength in order to beat a skill's strength requirement. To do so, all participating parties must place their hands on the target in the appropriate location. One of the individuals involved may then state "We push/pull you with +X Strength". When combining strength, each person adds their strength to the total strength pool. E.g. 6 people with 1 strength may pull someone out of a web, but 6 people with 0 could not.



Chapter 5: PRODUCTION SKILLS & CRAFTING



Production Skills

Production Skills are skills that may be purchased multiple times. They allow mastery over producing certain items and goods that are the lifeblood of the in-game commercial world. Each level of a skill grants the character 2 Production Points (PP) per day. These points can be spent on items as per the descriptions that follow. They may also be saved up, month by month, in order to build more difficult items. A certain amount of Raw Materials are required in order to build these items. This is represented by units of Raw Material (RM). This cost is 1 RM per Production Point spent on building items. There is no limit to the number of levels of each of these skills, that you may purchase, nor is there a limit on how many Production Points may be saved. Raw Materials are kept and spent like any other unit of treasure (gold, silver, etc.). It is the player's responsibility to obtain the Raw Materials needed to create their items. These can be found or purchased as normal treasure, or obtained from any appropriate "Craftsmen" skill. A player may purchase RM at Logistics if there is at least 1 active NPC merchant house in town and the player is in good favour with them.

Production Points are acquired and spent at an events game Logistics. This is the only time in which you are allowed to spend your accumulated Production Points and current available Production Points. If you elect not to spend any of your Production Points, they will be accumulated and made available for the next event that you would PC / play at with your character

Multiple characters that have the same Production Skills may pool their available Production Points in order to create more difficult or costly items, but at least once person involved must possess the skill to create it.

Alchemy

Alchemical recipes are kept in recipe books, owned by individual Alchemists. These recipes can be shared, but not without a cost. Chart 5-1 shows the Production Costs for the various types of Alchemy available in the game to starting characters. Alchemical creations are divided into three categories: contact, ingested, and gas globe. Contact Alchemy is simply represented by a tag signed by a Shaper. Ingested is considered the same volume as a potion and you will see most people using vials or film canisters as Physical Representations. Finally, gas globes are represented by orange spell packets. These orange packets are considered to be the Gas Globe. Note: For the purposes of recipes, each "type" (ingested, contact & gas) are considered *separate* recipes.

Acid

This acidic poison bypasses armour and dissolves the target's Body. It will damage any creature, be it living or Undead, so long as the creature in question is composed of, or derived from, biological matter. It comes in three increasingly damaging varieties: "Light" +2, "Moderate" +4, and "Heavy" +8. All Acid damage is considered Body Damage

Alchemical Solvent

Each dose of this solvent will affect one square foot. It can be used to negate/remove Oil of Slipperiness, Paste of Stickiness, or the like. After an hour of becoming active, the entire dose will become inert, and useless. It cannot be divided into smaller portions.

Antidote

There are three types of Antidotes: Ingested, Gas and Contact. Each type will cure a maintained effect of its specific type. i.e., Gas Antidote will remove/cure any gas effect but it will not return Body points lost as a result of gas damage. These antidotes will have no effect on elixirs requiring unique antidotes, such as Enslavement.

Confusion

This elixir causes disorientation and confusion deep within the target's mind. While under the effect of the elixir, the target may not use any skills or abilities, and may not call out damage on swings. The target will wander in



circles aimlessly and while they cannot attack, they may defend themselves with any weapon currently in hand. The effects of Confusion last for 1 minute. It may be countered with Purify Blood or <type> Antidote.

Cure Light Wounds Elixir

Cure Wounds Elixir will heal the recipient of 2 points of Body damage. It will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It has no effect on Undead or Constructs.

Death

A stronger version of the Slow Death elixir, this Alchemical concoction causes death immediately, as if a Killing Blow had been administered. It leaves no trace whatsoever in or on its victim.

Charm

This is the Alchemical version of the Charm spell, except that it lasts for only 10 minutes. It may be countered with Purify blood or <type> Antidote.

Enrage

Lasting 10 minutes; this elixir will cause its victim to blindly attack the first person they see, friends and foes alike, without hesitation. The victim cannot use anything more than basic combat skills such as weapon skill and proficiencies. Critical slays and attacks which require a conscious decision to use may not be used while Enraged, nor may Magic items be activated. No caster may cast while Enraged. If the victim of the Enrage knocks down the first person they see, they will continue on to the next person they see, in succession. A character will not deliver killing blows while Enraged. It may be countered with Purify Blood or <type> Antidote.

Enslavement

The victim of Alchemical Enslavement will perform any command given to them by the first person who speaks to them or offers a non-verbal instruction after the drug has been administered. These commands may include anything from killing a loved one to suicide. The effect is permanent until the victim receives either an Enslavement Antidote, or dies and is resurrected in a new body. No other cures will work save for Ritual Magic. Note that the Elvish racial ability "Resist Psionics" can be used to resist this alchemy and the Wood Fae racial "Charm Break" may be used to cure it. A note to victims of this effect: You are never expected to do anything that makes you uncomfortable OOG. This includes but is not limited to being forced to do unsafe acts, actions of an inappropriate sexual nature or anything else that makes you uncomfortable for any reason, out of game.

Enslavement Antidote

This will remove the effects of an Enslavement elixir.

Enthrall

A much more powerful version of the Love elixir, Enthrall cannot be cured by any means, save the proper antidote. The victim will not behave contrary to their moral code unless the love-object can provide adequate reason, or is in mortal danger. This Alchemy acts like an enslavement in that only an enslavement antidote can cure it. Duration is permanent.

Euphoria

The rush from this elixir begins immediately upon consumption and will last for 1 hour. Upon taking this drug, the victim will experience a feeling of euphoria, and all will be well and good within that person's world. They will not willingly take an antidote. Unfortunately, if the recipient of a Euphoria elixir does not receive another dose of Euphoria, they will suffer 1 Body point of damage for every 12 hour period that passes. Throughout all of this, the victim will crave another elixir until they receive it and will be obsessed with procuring it. Once they receive another elixir, the individual will begin the cycle again. This cycle will continue with every passing day until either the victim receives their dose of Euphoria, they are given a dose of the antidote, or they perish. During this time, the damage sustained by this elixir cannot be cured by any means. A victim of this Alchemy has two



choices; to continue taking the Euphoria perpetually or to die and be resurrected in a new and uncontaminated body.

Euphoria Antidote

This will remove the effects of a Euphoria elixir, breaking a character of their addiction and allowing the damage sustained from the Euphoria to be healed.

Feebleminded

This elixir will turn its victim into a mindless vegetable for 1 hour. One cannot speak coherently, perform any skills, or pursue any rational or even normal train of thought. It may be countered with Purify blood or <type> Antidote.

Forget I

Like a Forget II but weaker. The victim of this elixir will forget everything that happened in the last 15 minutes. As with a Forget II, the effects will become permanent if not cured within 10 minutes. If a body disappears before the ten minutes to be resurrected, the elixir is considered to have been purged and will not take effect. It may be countered with Purify Blood. A charm break can be used to break this effect within the first 10 minutes, and then it becomes permanent.

Forget II

Forget II causes its victim's memory to be erased of all that occurred within the last hour. If not cured within the first 10 minutes, the effects will become permanent. If a body disappears before the ten minutes to be resurrected, the elixir is considered to have been purged and will not take effect. It may be countered with Purify Blood. A charm break can be used to break this effect within the first 10 minutes, and then it becomes permanent.

Hallucinoid

This elixir causes wild and totally unrealistic hallucinations to flood the mind of its victim. Their world will not be the same world which everyone around them is experiencing, even though the victim will realize that s/he is hallucinating. Unfortunately, there is nothing that be can done about it until the effect wears off in 1 hour or until the appropriate antidote is administered. It may be countered with Purify Blood or <type> Antidote.

Intoxicant

This elixir has the same effect as if its victim was highly intoxicated for one hour. The elixir itself has no taste or smell and has a Stamina damage rating of 5. It may be countered with Purify Blood, or <type> Antidote.

Laughter

A potent poison which causes the target to laugh uncontrollably. The poison lasts 10 minutes and while under its effect the target cannot speak, cast, or use any skills. They target may run at a normal speed.

Liquid Light

The Liquid Light alchemy allows any a green Cyalume light stick (Glowstick), to be used In-Game. This light behaves in all respects like the spell Illumination with the exception that it cannot be dispelled via Dispel Magic. Liquid lights can be combined to produce a greater effect. Combining three Liquid Light alchemies will allow the use of a non-LED flashlight. Flashlights used in this manner must always be pointed own towards the ground. The use of five Liquid Light alchemies will allow the use of on non-LED, non-flame lantern. Glowsticks, flashlights and lanterns may be turned on and off as the user desires for the duration of the alchemy

Love

The victim of this elixir will fall madly in love with the next member of the appropriate sex who comes into view. It lasts for 28 days, or until cured by either <type> Antidote or a Purify Blood potion. The victim will refuse to believe they are unnaturally affected, nor will they behave contrary to their moral code unless the love-object can provide adequate reason or is in mortal danger.



Oil of Slipperiness

One dose of this elixir will cover one square foot. Once placed, and if not countered by Alchemical Solvent or Paste of Stickiness, the area will be impossible to stand up or move on without slipping. If placed on an object, it becomes impossible to pick up by any means.

Paralysis

The duration of this elixir is 10 minutes. During that time, its victim is paralyzed, cannot walk, speak, use any skills, or move. Purify Blood or <type> Antidote may counter it and Resist Psionics will defend against it.

Paranoia

Lasting a total of 1 hour, the victim of this elixir will feel intensely paranoid. The person believes the world is out to get them, and even long-time friends are looked upon with suspicion. The feeling of paranoia can be based on any or multiple reasons.

Example: "S/he wants to kill me.", "S/he wants to usurp my authority.", "S/he wants to cast a Purify Blood spell on me, but I know it's really a Death spell." Paranoia may be countered with Purify Blood, or <type> Antidote.

Paste of Stickiness

This elixir is effectively a powerful version of "Krazy Glue™", which lasts for 1 hour. Each dose covers a total of 1 square inch of surface area. It can be counteracted by an Alchemical Solvent, or Oil of Slipperiness. It can be placed on floors, walls, weapons, door knobs, belt buckles, fingertips, etc.

Quick Silver

This elixir will coat a weapon in a mercuric liquid that will cause the weapon to swing for silver on the next 3 strikes.

Rehabilitation

This elixir will cause the target's Body to regenerate lost health and can restore a lost limb. Once taken, the target will begin to heal at the rate of 1 Body point per minute. Should the target receive the full effects of this elixir and not have taken any damage during its duration, Rehabilitation will also restore one of the target's lost limbs. The target chooses which of their limbs is to be restored. This elixir will last for 10 minutes. While under its effects the target must state "Visibly Regenerating" every minute that they heal a Body point from the elixir. Healing begins at the 60 second mark and continues every 60 seconds for the 10 minutes.

Silence

This elixir will silence the target. While under its effects, the target will be unable to speak or cast spells for 1 hour. This may be cured by a <type> Antidote or Purify Blood.

Sleep

The victim of this elixir is under effects equivalent to those of a Sleep spell for a total of 10 minutes. It may be countered with Purify Blood, or <type> Antidote.

Slow Death

After one minute of having been ingested, this elixir will cause the victim to keel over and expire, as if a Killing Blow had been delivered. It may be countered (before death) by Purify Blood or <type> Antidote. The victim is aware that they are suffering from this poison as soon as they are dealt it.

Slow Poison

This elixir will remove half of its victim's Maximum Body points immediately, rounded up to the nearest whole number. 1 hour later, the same effect will occur, and so on, until the victim dies or the poison is nullified.

Example: Bactau drinks from a random bottle in an Alchemical laboratory. Unfortunately, it was Slow Poison. Bactau currently has 18 of a total of 20 Body points when fully healed, which means that the effects of the poison



cause his Max Body to reduce to 10. His current Body also gets reduced to 10, since one's Body can never exceed their Maximum Body Points. One hour later, as Bactau is still running to town to find a healer, he takes 5 points of damage from his current 10, leaving him with a maximum of 5 Body. An hour later he has 2. Another hour later 1, and finally, an hour later he is dead. Damage lost from a Slow Poison cannot be healed by any means until the poison has been removed using Purify Blood or <type> Antidote. The victim is aware within moments that they have become poisoned.

Vorpal Coating

This will allow a weapon to do more damage than normal for the next successful strike. This extra damage is not Magical; it simply increases the potency of a weapon's damage. There are three types of standard Vorpals: "Light" +2 damage, "Moderate" +4 damage, and a highly effective "Heavy" +6 damage version.

Weakness

The Weakness Elixir will Sap the target's strength, causing a strength loss of -8, which lowers the target's weapon swings by -4 (to a minimum of 1). This effect will last 1 hour and cannot be stacked. It can be cured with <type> antidote or a Purify Blood.

Weapon Black

This Alchemical compound will turn any metal, iron, or silver weapon, black for the duration of 1 year. It will also remove the glow (white tape) from a magic weapon. After the duration has expired, the Alchemical will have worn off and the weapon will return to this original colour. This allows for the use of black taping on any metal weapon it is applied to.

Elixir Production List

(Numbers shown are production points. * indicates that a recipe has yet to be discovered.)

Alchemy	Contact	Ingested	Gas Globe	Alchemy	Contact	Ingested	Gas Globe
Alchemical Solvent	10	*	*	Intoxicant	*	2	10
Antidote	7	14	20	Laughter	*	14	24
Acid (Light)	*	2	7	Liquid Light	1	*	*
Acid (Moderate)	*	4	10	Love	*	17	*
Acid (Heavy)	*	7	17	Oil of Slipperiness	20	*	*
Confusion	*	10	17	Paralysis	*	17	27
Cure Light Wounds	*	3	*	Paranoia	*	7	14
Death	*	40	*	Paste of Stickiness	20	*	*
Charm	*	17	*	Quick Silver	14	*	*
Enrage	*	27	*	Rehabilitation	*	27	*
Enslavement	*	*	*	Sleep	*	14	17
Enslavement Antidote	*	53	*	Slow Death	*	27	*
Enthrall	*	53	*	Silence	*	17	24
Euphoria	*	*	*	Slow Poison	*	10	*
Euphoria Antidote	*	53	*	Vorpal Coating - L	6	*	*
Feeblemind	*	14	*	Vorpal Coating - M	12	*	*
Forget I	*	20	*	Vorpal Coating - H	20	*	*
Forget II	*	30	*	Weakness	40	14	*
Hallucinoid	*	7	17	Weapon Black	14	*	*

Chart 5-1



Blacksmith

Blacksmithing combines the traditional skills of both weaponsmithing and armoursmithing and allows a Blacksmith to craft exceptional pieces armour, shields and weapons. A Blacksmith can also repair Breached armour at logistics and refit armour during actual game play. Armour is created at a cost of 1 Production Point per point of armour. Shields are created at a cost of 10 Production Points for wooden shields, 20 for iron bound shields, and 30 for metal shields. Weapons of all sizes and quality may also be created by the Blacksmith. Weapons made by Blacksmiths are superior in quality and as such; do not expire if taken care of. Refer to Chart 5-2 for Production cost.

Weapon	Production Cost
Simple Weapon	4
Medium Weapon	24
Large Weapon	40
Exotic Weapon	48
Arrow x6 / Bolt x6	1

Chart 5-2

The Blacksmith skill also allows one to repair Breached armour for 1 Production Point per 2 points of Armour Points missing, up to the initial maximum of the armour itself. For further details on Breaching and Breached armour see “How Breached Armour Works” in the Armour chapter. Once armour has been repaired, it will be issued a new Armour Point Tag. Refitting can be done at any time and can restore the current tag value for the armour being Refit, see the skill Blacksmith in the Skill section for more details.

Shields may also be repaired at logistics, at a cost of 5 Production Points and RM regardless of the shield’s size or material.

At higher levels a Blacksmith can create and craft superior grade weapons and armour as they themselves become masters of their art.

1st Level Blacksmithing – Iron or Silvering a Weapon

The most basic smithing techniques will teach a young Blacksmith the art of crafting weapons from iron and silver. Weapons of iron cost 150% of the original Production Point value to make and require the entire striking surface to be made entirely of iron to be able to call for iron damage. This extra Production must be paid for like regular Production. Crafting weapons of silver cost an additional 300% in Raw Material (RM) but does not cost extra Production. A weapon may be either iron or silver, not both and must be done at the time of the weapons creation.

5th Level Blacksmithing – Reforging

A 5th level Blacksmith has started down the path of mastery. They have not only discovered the secrets of creation but also Reforging useless product back into its raw form. The Blacksmith may Reforge any shield, piece of armour or weapon, back into half of its value, rounded down, in Raw Material (RM). Reforging may be done as many times a needed, but may only be done at logistics. Weapon or armour tags that, for any reason, have an expiry, cannot be Reforged.

10th Level Blacksmith – Master Crafting

By 10th Level the Blacksmith has become a master of their craft and a full professional by most standards. As such they can, a great expense, focus all they have learned to produce a piece of master quality. Creating a Master Crafted item will cost the Blacksmith 500% the normal cost (x5 total) in Production Points. Master Crafting a piece of armour will make that piece immune to the effects of a Breach. In the case of a Breach, all non-Master Crafted armour will Breach first. In essence, pieces of Master Crafted armour will never need to be repaired, only refit. Master-Crafting a weapon allows the weapon to resist a total of three attempts to shatter or destroy it by any means. Once these resists are used, the weapon is considered Normal. Iron and Silvered Weapons may be Master Crafted but the additional costs still are cumulative. Shields which are master crafted have 3 resists vs. destroy / shatter effects.

20th Level Blacksmith – Legendary Crafting



At 20th Level, the Smith has obtained a legendary knowledge of their craft. They are the foremost specialist their field and are considered an absolute authority in all matters of Blacksmithing. A Legendary Blacksmith can create item of Legendary forging giving the item properties of an almost magical nature. Both the creation of legendary armour and weapons will cost the smith 1000% of the original Production Points value and will require the use of a Workshop to create. Each Legendary creation will use one slot of the required Workshop. Please note that *Legendary Shields* are exempt to the above cost. All *Legendary shields* cost 200 *Production Points* and 200 *Resource Materials* to produce.

Legendary Crafted Armour possesses superior strength and protection. In addition to the same benefit of Master Crafting, each piece of Legendary armour will also provide the wearer with an additional Armour Point for that location. This piece of armour can be damaged and refit but up to its maximum, just as any other piece of armour.

Finally, Legendary Crafted weapons and armour are the base material for any Blueprints a Blacksmith may create. Blueprints are physical items that contain special instructions to allow a Legendary Blacksmith to craft powerful items, without the necessity of ritual spell casting. Given the right exotic material, Catalysts, time and the proper Blueprint, the Blacksmith can make armour and weapons that possess special and unique properties. Each Blueprint, and all the requirements, are different and must be found in-game. Legendary items, once crafted, are so durable and resilient that they can resist the effects of ritual magic. Even the most powerful enchantments will quickly fade if cast on a legendary item. An enchantment may last a few days or may only last 10 minutes. The duration is random and chosen by a Ritual Marshal.



Trap-Smith

This skill allows a character to create, set, and disarm traps. The character's ability to create powerful traps, or multiple traps, as well as which type of traps, is determined by how many levels of Trap-Smithing they possess. Traps and triggers can only be created at Logistics and represent the toils of the character between events to produce this type of production. To arm or disarm a trap, the Trap-Smith must have a level of Trap-Smithing equal to the level of trigger used. So long as they have purchased the prerequisite skill level, the Trap-Smith may use any method they wish to attempt disarming a trap.

To arm a trap, you must have two things: the trigger, and the trap. Both are detailed below. A trigger and trap can be no more than 5 feet from each other and should be connected by at the very least a string. If they are further, the trap will fail. The cost for each Trigger and Trap are detailed in their description.

See Chart 5-3 for the level of Trap-Smithing required to make each trigger and trap.

Tips for Trap-Smithing:

- Never use heavy wire for a trip lines, use fishing line
- When setting trip wires, make sure they can't actually trip someone.
- Throwing or running with armed traps immediately sets them off
- Clean up after yourself. Do not leave trap line, old triggers, etc., in the woods. You are the smith, it is your responsibility
- Make sure your effect tags are clearly legible and waterproofed in case of rain
- Battle Magic defenses do not protect against the Area of Effect traps

Trap-smith Level	Can Arm/Disarm	Can Create
1	Mouse Trap Trigger Trip	Mouse Trap Trigger Alarm Trap
2		Leg Trap Weapon Trap
3		Lacerate Trap Needle Trap
4	Buzzer Trap Switch Trap	Explosive Trap Buzzer/Switch Trap
5		Net Trap
6	Pressure Trap	Pressure Plate Trap Gas Trap
7		Fire Trap
8		Acid Trap Dismember Trap
9		Massive Mechanical Trap
10+	Threshold Trap	Threshold Trap Massive Net Trap

Chart 5-3

Trap Triggers

Mouse Trap Trigger

A mouse trap trigger is exactly what it implies. A mouse trap trigger is considered 'set' when armed, and triggered when it snaps shut. Due to the nature of mouse traps, it may also be considered disarmed if it is brought to a triggered/disarmed state in a controlled fashion by someone with enough Traps skill to do so. The noise from a mousetrap snapping shut is the indicator that the trap has been sprung. Only small mousetraps may be used. Larger traps, such as rat traps, are not permitted in the game.

Cost: 1 Production point

Buzzer / Switch / Timer Trigger

A buzzer or switch trigger can be of a variety of types. Their key element is that they are electronic. The electronic trigger can be a pull-pin, a switch or any other electronic configuration that can be triggered, so long as it is not considered a pressure plate. A Timer trigger will count down a certain amount of time, then trigger the trap. (Example: an egg timer) A buzzer/switch/timer trigger must have an indicator that the trap has been triggered built within it, be it an indicator noise or light.

Cost: 4 Production points



Pressure Plate Trigger

Pressure plate triggers are sections of wall, floor, or other areas of space that set off the trap when moved or depressed. The trigger must physically move and activate an indication that the trap has gone off, be it a noise or light.

Cost: 6 Production Points

Threshold Trigger

Threshold triggers must be set up in a doorway or other portal. In-game, the trigger for the threshold Trigger can be a cascade of light, or a gentle but steady breeze. Their in-game phys rep must be a small-sized puzzle to be disarmed. They also require an out-of-game note to be left for a Marshal or P.C. to find. The note is to inform the next person who walks through the area what effect happens. Any object of large size, or person, breaching the threshold causes the trap to go off. Pitching a rock or weapon through a threshold trigger will not trigger the trap. All style of traps may be used with this trigger type except Massive Mechanical. The appropriate-sized container or phys-rep for the effect to be triggered must be present (a box to represent the noisemaking device, chemicals for the fire, explosion or gas, or a weapon mounted on a device for the weapon, lacerate or dismember traps) as detailed in each trap-type below.

Cost: 10 Production Points

Trap Types

Acid Trap

Acid Traps can do from 4 to 40 points of damage. Each Trap-Smith Production Point spent in the creation of an Acid Trap grants the Trap 2 points of damage. Acid Traps damage goes straight to Body and cannot be resisted or stopped by anything short of Ritual Magic or Racial Abilities. Acid Trap containers must be at least 10 cubic inches for each point of damage the trap does. So a 4 point acid trap must be at least 40 cubic inches (or 8'x5'x1') but a 40 point acid trap would be 400 cubic inches (10''x8''x5''). Acid traps are Area of Effect and damage everyone within 5 feet of the centre of the container. The Acid trap, as well as the trigger, is destroyed upon detonation.

Cost: 1 Production Point for every 2 points of damage the trap does.

Alarm Trap

When alarm traps are triggered they create a noise. This noise can be of any volume, but can not be so loud as to be damaging to the ears when standing beside the trap when it goes off. Alarm trap containers must be at least 125 cubic inches. The noise-making portion of the trap can be incorporated in that volume, or may be additional. In either case, it must be attached to the container. An alarm trap is neither a Single-Target Surprise-based Attack, nor Area of Effect, as no damage or effect is caused to the person triggering it. An alarm trap costs 2 Trap Production Points to create and can be reused. Please note that not all alarms are traps. A simple bell behind a closed door doesn't constitute an alarm trap and production and skills are not needed to create, set or disarm it.

Cost: 2 Production Points

Dismember Trap

A dismember trap is a specialized weapon-trap. When triggered, this trap will release a weapon, severing the limb of a target as per the Dismember skill. The container for a dismember trap is a 125 cubic inch box or other container, and the Trap-Smith's weapon of choice. The weapon must be represented, both with an appropriate weapon phys-rep and an appropriate weapon tag. The cost of the weapon is not included in the cost of the trap. A dismember trap is a Single-Target Surprise Attack, and will affect the limb closest to the container if they are within its 5-foot radius. Dismember traps are destroyed upon use, although the weapon and trigger are not.

Cost: 12 Production Points and the weapon tag must also be provided when the trap is set.



Explosive Trap

Explosive traps are the standard, bread-and-butter of traps. They cause large amounts of physical damage to any creature in their radius. Explosive traps can do from 4 to 60 points of damage. Explosive traps cannot be resisted by anything short of Ritual Magic or Racial Abilities. Each Trap Production Point used in the creation of an explosive trap grants the trap 4 points of damage. Explosive trap containers must be at least 10 cubic inches for each point of damage the trap does. So a 4 point explosive trap must be at least 40 cubic inches (or 8'x5'x1') but a 60 point explosive trap would be 600 cubic inches (12"x10"x5"). Explosive traps are Area of Effect and damage everyone within 5 feet from the center of the container. Explosive traps and triggers are destroyed upon detonation.

Cost: 1 Production point for every 4 points of damage the trap does.

Fire Trap

Fire traps can do from 3 to 42 points of Elemental Fire damage. Each Traps Production Point used in the creation of a fire trap grants the trap 3 points of damage. A Fire Trap cannot be resisted by anything short of Ritual Magic or Racial Abilities. Like all pure Elemental damage, should a target drop below zero Body from a Fire Trap, they will forego their "Bleed" count and directly enter their "Death" count. . Fire trap containers must be at least 10 cubic inches for each point of damage the trap does. So a 3 point Fire trap must be at least 30 cubic inches (or 6'x5'x1') but a 42 point explosive trap would be 420 cubic inches (12"x7"x5"). Fire traps are Area of Effect and damage everyone within 5 feet from the centre of the container. Fire traps and triggers are destroyed upon detonation.

Cost: 1 Production Points for every 3 points of damage the trap does.

Gas Trap

When a Gas trap is detonated everyone within a 5 foot radius from the centre of the trap's container takes the effect of the Alchemical Gas Globe poison that the trap is armed with. A Gas Trap cannot be resisted by anything short of Ritual Magic or Racial Abilities. This Area of Effect trap is measured from the centre of the container. The container for this trap must be at least 100 cubic inches. With the tag for the trap you must also have 3 Alchemical gas globe tags to represent the gas in the trap. If a Gas trap is disarmed, the container still contains the gas and may be reused but the gas inside cannot be salvaged for other Alchemy use. Gas traps and triggers are not destroyed upon detonation but the alchemy tags are used up and must be replaced.

Example: Schmendrick disarms a paralyze gas trap. He can reuse the container for his own paralyze gas trap but he cannot salvage the original 3 Gas Globes that were in it. If the trap had gone off, then he could salvage the container and the trigger for the trap, but the 3 Paralyze Gas Alchemy that were with the trap are used and should be given to a marshal or destroyed.

Cost: 5 Production Points to make. The cost of the gas is not represented in the cost of the trap

Lacerate Trap

This trap is represented by a 125 cubic inch container (minimum) connected to four darts (Thrown Weapons). When this trap is sprung the victim takes one Body and is rendered speechless until the damage is healed. A Lacerate trap must be armed with four Thrown Weapons which must have appropriate phys-reps and tags provided. The trap will affect the first target closest to the container, within its 5-foot radius. This is a Single-Target trap. Lacerate traps and darts are considered destroyed upon use, although the trigger is not.

Cost: 8 Production points to make. Also the weapon tags must be provided when the trap is set.

Leg Trap

This trap represents a leg snare or bear trap. When it is triggered, one of the victim's legs will become pinned to the ground. This is a Single-Target trap and will affect the closest target to the container within its 5-foot radius. The container for this trap is a 27 cubic inch box and a length of rope or similar trapping device. Once the target



has been determined, his/her closest leg to the container will be the one affected. A pinned character cannot move that limb until they are freed. The victim may be cut free (or cut themselves free) with a 1 minute count. If they have no weapon to cut themselves free, they may escape after 1 hour. Also those with exceptional strength may break free on a 3-count. This requires the skill “Self-Mutilate”, a +2 Strength Bonus (or equivalent), and the character takes “2 Body Damage”. Please note, the act of setting off the trigger indicates the person was caught in the trap. They do not actually have to have their foot in the phys-rep when the trap goes off.

If the trap detonates, the leg trap is destroyed (as the act of freeing the victim ruins the trap) but the trigger remains. If the trap is disarmed, both the leg trap and the trigger remain.

Cost: Leg traps cost 6 production points to make.

Massive Mechanical Trap

Massive mechanical traps are generally large pieces of stone, huge weaponry, or other colossal objects striking the victim. Unlike other Area of Effect traps, this trap has no set radius for its destruction. The trap must be set up in such a way as to actually cause a landslide, or large (safe, foam) object to begin motion. If this phys-rep strikes a person in any way, on any object they are holding or body part, they take the full effect of the trap. The Trap Production Point costs for a Massive Mechanical trap are given on a case-by-case basis, based on the size and physical representation of the actual trap. When struck, the victim takes the trap damage to both their amour and Body points. Massive mechanical traps are Area of Effect and are destroyed upon detonation although the trigger is not.

Cost: Determined by the marshal once the style of trap is determined.

Needle Trap

Needle traps use a dart to inject an Alchemical substance into the victim. When triggered, the victim takes 1 Body point of damage and the Alchemical effect of the elixir used with the trap. The Trap is not considered area of effect so a Magic Armour will protect the target. However if the target is affected by the one Body only racial or ritual magic will resist the alchemy. The trap will affect the first target that is closest to the container, within its 5-foot radius. The container is a 125 cubic inch object with a Thrown Weapon attached to it and 3 Ingested Alchemical Poisons. The poison is destroyed when the trap is detonated. Needle traps may be reset if disarmed. As with Gas traps, the Alchemical trap can be reused, but not salvaged for any other Alchemical purpose. Needle traps and triggers are not destroyed upon detonation but the Alchemy that is on them is used up.

Cost: 5 Production points to make. The cost of the alchemy is not represented in the cost of the trap

Net Trap

This trap represents a net that either falls from above or pulls up from below the victim. When it is triggered, the victim is caught in a physical web of netting. This is a Single-Target trap and will affect the closest target to the container within its 5-foot radius. While trapped, the victim may not move, use weapons, or cast spells until they are freed. They may speak, or activate Magical items that are touching their body. The victim may be cut free by someone else (or cut themselves free if they have natural weaponry) with a 1-minute count. If they lack natural weaponry they may wiggle free in 1 hour if they have not been saved by someone else. Also those with exceptional strength may break free with a 3-count. This requires the skill “Self-Mutilate”, a +4 Strength Bonus, and the character takes 4 Body damage by ripping free. The container for this trap is a 27” cubic inch box and netting, woven rope, or similar object. Setting off the trap indicates they are caught. They do not actually have to be in the phys-rep when the trap goes off. If the trap goes off, the Net trap is destroyed (as the act of freeing the victim ruins the trap) but the trigger remains. If the trap is disarmed, both the Net trap and the trigger remain.

Cost: 12 Production Points to make.

Net Trap: Massive

This trap functions as a Net Trap in all respects except it will affect ALL targets that are within its 5’ radius.



If any part of the target is within the 5', even a cloak or spear, then the target is affected.

Cost: 30 Production Points to make.

Weapon Trap

When triggered, the victim who set off the Weapon trap is struck for 4 times the base damage of the Weapon in physical damage. The container for a Weapon trap is a 125 cubic inch box and the Trap-Smith's weapon of choice. Any weapon may be used in the trap so long as the weapon is properly represented (Even Body weapons), both with an appropriate weapon phys-rep and an appropriate weapon tag. The cost of the weapon is not included in the cost of the trap. A Weapon trap is Single-Target, surprise attack and will affect the closest target to the container within the 5-foot radius. Weapon traps and triggers can be reset and are not destroyed upon detonation.

Cost: 6 Production Points to make. The weapon tag must also be provided when the trap is set.



Magical Scrolls

Create Scroll (Production Skill)

This skill allows a character with some basics in Magic to create Magical Scrolls based on the spells they possess. To make a Magical Scroll, a character needs to be able to cast that specific spell from memory, via another scroll, or via a 1/ever or 1/day magic item which casts the spell in question. Using a scroll destroys it in the process while using a magic item will consume a charge or per/ day use. If a scroll is created at logistics via a magic item it will use up that day's charge and one less tag will be received from logistics for the item. The cost in PP to produce the scroll in question can be found in Chart 5-4. Please note: the Create Scroll Production skill is in no way linked to the Ritual Magic Rules, and cannot be used to create Ritual Magic of any kind, nor exceed Battle Magic spells beyond level 9. The only pre-requisite for this skill is Read Magic.

Scroll Level	Production Cost
1	4
2	4
3	8
4	8
5	16
6	16
7	32
8	32
9	64

Chart 5-4

Catalysts

Catalysts are usually mundane items that, through some unknown process, have transformed into the necessary building blocks sought out by craftsmen and ritual casters alike. A Catalyst is any item without a Spirit that, for some reason, acquires the properties of a certain type of magic. These items are not magic by nature and will not detect as such. There is great speculation on how Catalysts are created and no theory has yet to be proven true. Some items are unintentionally crafted as Catalysts, while others seem to transform into Catalysts at random. Whether built as Catalysts or transformed randomly, two things are always present: the Catalyst will always radiate a faint aura of colour, identifying the type of Catalyst it is, and it will radiate a seemingly random emotion. The range of this emotion is always touch-dependent (emotion is radiated to whoever touches the Catalyst).

There are 6 types of Catalysts that have been discovered. They are as follows:

Creation: White

Destruction: Black

Alteration: Red

Transmutation: Blue

Conjuration: Yellow

Discord: Purple

Creation, Destruction, Alteration, Transmutation, and Conjuration all act as necessary components to all advanced crafts and rituals such as alchemical recipes, smithing blueprints, and ritual level spells. Most of these will require multiple numbers of the same Catalyst type as well as multiple types. The final Catalyst, Discord, is considered wild magic and when used, can cause chaotic effects, many times beneficial but many times not.

The emotion radiating from the Catalyst has no known effect or purpose. Its strength does not seem to bear any correlation to the strength of the Catalyst nor does it have any effect on the Catalyst's use. A dagger turned Catalyst might radiate great hatred or a hairpin might slightly radiate love.

A Catalyst, while powerful in use, is still just a normal item. It could be anything from expensive clay vase to a dried piece of fruit. Destruction of the item also destroys the Catalyst. It is important to note that many times items simply "become" Catalysts. There seems to be no limit to what can or cannot become a Catalyst so long as it does not possess a Spirit. Even size does not seem to be a limitation. Magical items, rings, and even houses have all been found to have become Catalysts, in most cases instantly.



Finally, the use of a Catalyst in any recipe, blueprint or ritual will automatically consume both the item and the Catalyst. This destruction trumps all other rules on rendered or indestructible items. Once used, even the most legendary of items can become fuel for a craftsmen or mage.



Workshops

Workshops are the tools, devices, apparatus and supporting walls which allow craftsmen to create products en masse or great masterpieces. Workshops are necessary for all advanced crafting of alchemical recipes and legendary blueprints. Workshops come with slots for multiple uses, and come in various sizes. There are 4 different types of Workshops and any and all Production skills may be used in any Workshop of any size. Any use of production increase, either by the owner of the Workshop or a guest, will consume 1 slot (see Chart 5-5).

Type	Size and Suggested Dimensions	PP Multiplier	Slots	Max PP/Person	Stolen?	Base Cost (Gold)
Portable	Large Trunk (25"Lx14"Wx16"H)	x2	2	25	Yes	50
Mobile	Small Wagon (7'Lx4'Wx4'H)	x3	3	50	Yes	150
Fixed	Cabin (15'Lx15'Wx10'H)	x4	4	100	No	400
Factory	Warehouse (100'Lx100'Wx3'H)	x5	5	200	No	1000

Chart 5-5

Workshop rules:

- The owner of the Workshop must be present at events to have the Workshop used.
- It takes 2 consecutive events for a Workshop to become attuned to any user. The new user must attend the 2 events.
- The owner decides who benefits from the increased production,
- All Workshops must be properly represented and properly sized.
- Portable and Mobile Workshops can be stolen or destroyed.
- Fixed and Factory Workshops, once built, cannot be moved though they can be destroyed.
- Destroying any Workshop requires one hour of roleplay and must be done in the presence of a Marshal.
- Crafting of an Alchemical Recipe, A Blacksmithing Blueprint, or a Legendary item will take up 1 slot for that month.
- PP Increase is rounded down.
- All Workshops are reset at the start of the next event the owner attends.
- Workshops may be upgraded by paying the difference between the two costs, however the owner (and all users) must re-attune themselves before using the upgraded version.
- An individual may be attuned to as many Workshops as they desire.
- An individual may use as many slots from as many workshops as they desire each event.
- An individual may gain production point bonuses from only one workshop per event.
- Any production point bonuses accrued from a workshop are only usable at that event and will not be allowed to be accrued if not spent.



Chapter 6: COMBAT & WEAPONS



Combat Rules

This section deals specifically with the technical aspect of melee combat in Underworld. If the combat rules are followed properly, combat will be as realistic and safe as possible. Those who repeatedly abuse these rules will be asked to leave the game.

The Swing

When swinging your weapon at an opponent the pull-back should be between 45 and 90 degrees. This ensures safe strikes that are still hard enough to feel. This also keeps the occurrence of wild swings down to a minimum. As intimidating as it may be to flail around swinging your weapon like you are some kind of blender, the look of shock and fear on your opponents face is probably an out-of-game reaction.

No boffer strike can hit the same location of the body twice in a row. Your strikes must hit different armour locations (Ch.7) in order to be considered valid damaging strikes. This is meant to slow combat, and to limit the amount of machine-gunning (swinging faster than damage can be called). This includes back-attacks or any other forms of attack. In order for a swing on someone's back to be legal, both shoulder blades of the target must be visible for the entirety of the swing. Any strikes against someone's back which involve reaching over or around the target are thus illegal.

Every time you swing a weapon in combat, you must call the weapon damage. For example if you are swinging your Normal Long Sword, call out "2 Normal". The "Normal" may be changed depending on the type of weapon you are wielding (E.g. Silver, Magic, etc.), or depending on certain Magical spells that can be cast on you. When swinging certain special attacks you would say the damage after you are sure you have struck your opponent (see skill descriptions). The defender should always call "hit" after a special attack. Please remember that a successful physical hit is determined by the defender but can be overruled by a Marshal.

The Strike

Any declaration of damage or an effect is considered a strike. All legal weapon swings are thus strikes, though not all strikes are swings. Please note that the notion of a strike applies to things such as gaze attacks or spells. It is a blanket term for an attempt to inflict damage or an effect on a target. A strike may be avoided by abilities whose description indicates that the attack's medium is avoided, e.g. *Dodge*.

The Hit

A strike which successfully connects with its target is considered a hit, regardless of what happens afterwards. The moment a strike becomes a hit, defenses against hits may be activated. These include spells such as Magic Armour and Shield Magic.

Valid Physical Strike Targets

Everywhere on the body is a valid striking point except the following areas: the head, neck, groin, and hands. Packet-delivered attacks striking these areas do in fact count, but we would ask that you do not aim for them (habitually or otherwise).

Strikes to the head, neck, hands, groin, and in the case of women, chest (despite it being a valid strike location), do happen accidentally. Please do not make such strikes a habit as it will not make you any friends. Please contact a Marshal regarding any person who is habitually striking these areas



Holding and Trapping an Opponent's Weapon

Trapping an opponent's weapon is a valid attack so long as your weapon or shield is the trapping mechanism used; not any part of your body. Whereas, grabbing an opponent's weapon with your hands or any other body part is not encouraged, but possible. Doing so will allow the attacking player to call out the weapons damage in Body points, repeatedly, as fast as they can say it. It is not acceptable to use this as an offensive attack by tangling your weapon in the arms or legs of an opponent for calling out Body damage. In such cases, the defender may call a hold, untangle themselves from your weapons, and call a Lay-on to continue fighting normally. Damage called from this effect bypass all forms of IG protections, including thresholds and spells.

Hand to Hand

Every character in Underworld has the ability to use any weapon in the Simple Weapons group that swings for a base damage of 1. Every character in Underworld begins with the Simple Weapon group and any character may use any simple weapon. If the character chooses to use hand to hand, they may use one-6 inch boffer (pipe-less) phys-rep. If they have purchased ambidexterity they may use a second boffer of the same size in their off-hand. The "boffer hands" are considered part of the character, and as such are not considered weapons for the purposes of spells or skills. This damage may increase by purchasing weapon specializations as with any other weapon skill.

Shield Thresholds

There is a limit to how much punishment a shield can take. Any single attack, of any type, that does more damage than a shield's threshold, causes the shield to shatter. Wooden shields have a threshold of 10, iron bound shields have a threshold of 20, and solid metal shields have a threshold of 30.

Two-Handed Weapons

A two-handed weapon may only be used to attack or block if the weapon is held in both hands. If this constraint isn't met, no attack is considered to have succeeded and any attack that hits the weapon in question will be considered to have hit the wielder of it instead.

Thrown Weapons & Rocks

A rock can be considered a thrown weapon, in order to use a rock as a thrown weapon you do not need an IG tag. However your rock reps must pass safety as all boffer weapons must.

- A rock cannot be made of silver, since it is then no longer a rock.
- A rock may be enchanted with ritual magic, but the rock rep which is being used would be the only rock with would be tagged with the ritual magic effect.
- A rock cannot be mastercrafted.
- Since rocks have a Production Point value of 0, they may not be used with any skill that stipulates a cost of some multiple of an items production points.
- Rocks, like all thrown weapons, can utilize magical effects which originate from the spirit of the thrower (e.g Elemental Blade).
- Rocks are considered thrown weapons for all intents and purposes when it comes to specialization and proficiencies.



Summoned Weapons

Summoned Weapons may not be used in conjunction with any skills unless the spell used to summon the weapon explicitly states otherwise.

Special Combat Note

Without a Marshal present, it is always the caster's call whether a packet attack successfully hit, and it is always a defender's call whether a weapon strike hit. During an Underworld event, you may only use a "boffer" weapon to engage in melee or ranged combat.

Red Armband Rule

Underworld LARP has differentiated itself from other games in many ways. One of our most defining differences is our Red Armband rule. Simply put, wearing a red arm band means that you are agreeing to the possibility of giving and receiving an additional level of physical contact. It is important to remember that Red Armbanding is part of the game to make things more fun by increasing the contact, not to give you an edge in combat.

To become Red Armband active, a player **MUST** undergo a short training session with a Rules Marshal prior to Red Armband combat. New players to Underworld **CANNOT** become Red Armband active until they have undergone said training session **AND** played at least one game.

It is important to note that you must assume all players are **NOT** Red Armband active unless you can **CLEARLY** see that they are wearing theirs. If you cannot see their armband then you **MUST** assume they are **NOT** Red Armband active. This rule holds true even if you know the player was Red Armband active earlier. Players may, at any time, even in the middle of combat, call a hold and remove their Red Armband for any reason.

Additional combat contact is defined as follows:

Do's

- Pick ups
- Short bouts of light wrestling and tackles (Up to 20 seconds)
- Grabbing, holds or bear hugs
- Striking or pushing another red armbanded player with the surface of a shield (not the edge)

Don'ts

- Extended bouts of wrestling (longer than 20 seconds)
- Punches, kicks, gouges, biting, scratching etc...
- Anything targeting the head or groin
- Heavy hitting and hard tackles
- Take downs, leg sweeps, and throws
- Any contact in an unknown or poorly lit environment.
- Any pin, hold, or limb lock meant to cause pain.

Red Armbanding is about replacing someone's control over their body with your own, not removing that control. This is why hugs and wrestling are considered safe, while trips and throws are not. If you don't feel that a certain action would allow you to help that person react to it safely, then that action is a Don't.

The Red Armband Rule is a privilege, not a right. Any Shaper, Marshal, or Safety Marshal may, at any time, strip any player of their Red Armband if they feel they are abusing or not properly following the rules. That player may not become Red Armband active again until they have again spoken with and proven themselves to a member of



Management. The purpose of the Red Armband is to add an additional level of realism to the game, not to hurt people. Please follow this rule responsibility and always err on the side of safety.

(Also note: Players may be required to sign an additional waiver to become Red Armband active.)

Damage and Attack Types

Most combat in Underworld is divided into two categories, attack types and damage types. Attack types describe how the damage is delivered, damage types describe what happens when an attack is successful.

Damage Types

Normal Damage: This is standard damage from most physical attacks. If there is a modifier attached to a normal attack you are allowed to drop the “normal” from the damage call. I.e.: “5 normal Body” can be “5 Body” and “5 normal weakness” can be “5 weakness”.

<Base Metal Type> Damage: Behaves in all ways like normal damage for thresholds etc., but some creatures take increased damage from specific materials. Examples of this might be “iron” or “wood”.

Dark and Light: These types of damage go straight to Body and are treated as magic for the purposes of thresholds.

Silver Damage: Any amount of Silver damage will breach a normal threshold. It does increased damage to some creatures such as lycanthropes.

Enchanted Damage: Uses the damage call of “Magic” when swinging with enchanted weapons. Any amount of “magic” damage will breach a “silver” threshold.

Elemental Damage: Pure elemental damage. Anyone brought to negative Body by “Elemental” damage will forgo their bleed count and go straight into their death count. It is treated as “Magic” for the purposes of thresholds.

Arcane Damage: Arcane damage is Divine, Draconic or ultra-powerful attacks that cannot be defended against except by Racial Abilities and goes straight to Body points, bypassing armour. This damage is very rare. No other defenses will be effective against them. It ignores all thresholds except Arcane ones.

Acid Damage: Any attacks that hit for Acid damage will go straight to Body points, bypassing armour. Corporeal Undead will take damage from Acid regardless of other thresholds they may have. Although it is not magic in nature, it is treated as “Magic” damage for the purposes of thresholds.

Massive: This represents huge unblockable blows, falling damage and siege weapons. It does damage to both Body and Armour Points simultaneously, cannot be protected against with Battle Magic spells and is considered normal damage for the purpose of thresholds. It also may not be blocked with boffer weapons or shields. It may be resisted by ritual magic or racial abilities.

Infliction and Healing: Infliction and Healing both affect Body points and ignore Armour Points. Against living targets, Healing will restore Body instead of subtracting it, but will do double damage to Undead targets. Infliction will restore Body to Undead targets and do double damage direct to Body against Living targets. When inflicting damage it will count as magic damage for the purposes of thresholds.



The following chart shows the various threshold levels. If someone has a threshold of ‘X type’, you must either hit them with a higher threshold level damage type, or more than X damage of the same threshold type, for the attack to cause damage. For example: Varia has a threshold of 2 Silver. In order to beat this threshold and cause Varia damage, one must hit her with either be 3 or more Silver damage, or Magic threshold level damage, like Elemental, or higher. Any amount of Normal threshold damage or 2 or less Silver damage will not affect her.

Threshold Level	Damage Types						
Arcane	Arcane*						
Magic	Magic	Dark *	Light *	Elemental	Acid *	Infliction *	Healing *
Silver	Silver						
Normal	Normal		Iron, Wood, etc.		Massive	Body**	

Chart 6-1

* Goes straight to Body

** Can be appended to a different damage type, e.g.: Magic Body has a Magic threshold

Attack Types

Boffer Strikes: This is the standard weapon swings using in underworld. These attacks must hit a valid striking area of the target to count. If there is no Shaper present and there is a question of if the strike hit or not then the call is made by the defender.

Packet Delivered: This attack type typically represents magical attacks such as spell-casting. These attacks can strike anywhere on the target including clothing, shields or costuming worn. If no shaper is there to make the call and there is a question of if the packet hit or not then the call is made by the caster.

Spellstrikes: Spellstrikes are magical attacks delivered through a weapon but not to be confused with magic weapons. These attacks are performed using a boffer weapon but will still affect the target if it hits weapons, shield or costuming, just like a packet delivered attack.

Contact Alchemy: Alchemy placed on a weapon allows the user to add “Alchemical <type> Poison” to the swing. The strike must hit a valid boffer weapon strike location. Example: If you added contact weakness poison to a regular longsword then the call would be “2 Normal Alchemical Weakness Poison”. If the attack is parried or Magic Armour is used then none of the attack hits, if the target is struck they may call “Toxin Shield” or “Resist Toxin” against the alchemical effect, but still take the damage. Thresholds will not protect from the alchemical portion of this attack.

Gas Poison: Alchemical gas globes are ranged attacks represented by orange packets that can be defended against with Resist Toxin or similar defenses. Thresholds of any type do not protect against alchemical attacks. The declaration for all thrown alchemy is “<type> Gas Poison”.

Power Words: Power words come in two different forms. “Power Word: Point”, which affects only one target (identified by pointing at them when the ability is used) and “Power Word: Area”, which affects everyone who hears the effect call.

Physical boffer attacks: These are special boffer delivered attacks that have some sort of special effect attached to them, such as “Physical Engulf”, “Physical Grab”, etc. These attacks may require special strike zones to take effect and may or may not be blockable by weapons or shields. See the specific effect description for how these effects work.



In addition to the different attack types there can be modifiers either before or after the attack call that effects how that attack works. These are divided into Attack Prefix Modifiers and Attack Suffix Modifiers.

A short list of examples are:

Attack Prefix Modifiers

Surprise: This attack cannot be defended against with skills or spells that require a conscious decision to use. Ie: Advanced Magic Armour, Dodge, Parry cannot be used against surprise attacks.

Penetrating: This attack ignores all non-ritual protections, non-racial defenses and all armour.

Attack Suffix modifiers

Any carrier attack.

Body: This modifies a damage type to have it go straight to Body and ignore armour.

Critical: This strike must hit from behind. Creatures without a discernible “back” are immune to the bonus damage.

Weapon Construction

Weapons for Underworld should be constructed to the size standards put forth in the following chart. For more details on how to construct an Underworld Safe weapon, please start by visiting our website at www.underworldlarpc.ca.

Weapon	Blade/Head (MIN/MAX)	Overall Length (MIN/MAX)	Recommended Pipe Diameter (Core)	Weapon Damage
Simple Weapons				
Dagger/Knife	6/9	12/19	0.5” Rigid PVC	1
2-Handed Staff	-/-	54/72	1.25” Rigid PVC	1
Club/Mace	1200cu Inch Open Cell Foam	24/30	0.75” Rigid PVC	1
Thrown Weapons/Fist	6/8	8/12	Coreless	1
Medium Weapons				
Long Sword/Scimitar	22/32	30/42	0.75” Rigid PVC	2
Mace/Hammer	1200cu Inch Open Cell Foam	24/40	0.75” Rigid PVC	2
1-Handed Spear	10/14	30/55	1.25” Rigid PVC	2
Short Sword	16/22	18/30	0.75” Rigid PVC	2
1-Handed Axe	12/18	24/40	0.75” Rigid PVC	2
Javelin	-/-	24/36	-	2
Arrow	3/5	-	-	2 Body
Claw	16/22	22/28	0.75” Rigid PVC	2
Large Weapons				
2-Handed Great Sword	44/58	56/72	1” Rigid PVC	4



2-Handed Polearm	16/20	55/72	1" Rigid PVC	4
2-Handed Axe	18/24	40/72	1" Rigid PVC	4
Bolt (2 Handed Crossbow)	3/5	-	-	4 Body
2-Handed Club/Mace	2040cu Inch Open Cell Foam	40/60	1" Rigid PVC	4
Exotic Weapons				
Stiletto	4/8	8/12	Closed Cell Foam Core	1 Body
2-Handed Spear/Trident	12/16	60/72	1.25" Rigid PVC	2 Body
2-Handed Maul	4080cu Inch Open Cell Foam	60/-	1.5" Rigid PVC	5
1 or 2 Hand Bastard Sword	28/44	40/56	1" Rigid PVC	2(1H) / 4(2H)
Garrotte	-/-	-/-	-	-

Chart 6-2



Colours for Boffer Weapons

The colours listed below are what the boffer weapon will represent to players. Please note that these colours can be from the following (but not solely restricted to, pending a weapon safety Marshal's approval): Duct Tape, Sword Sock, Cloth Tape, Latex Paint. If this is your first time constructing weapons, please use Duct Tape as it's the easiest to work with and won't cost very much.

BLACK = Weapon Black (Alchemical)

SILVER / GREY = Normal

BLUE = Psionic

RED = Natural Weaponry and Hand to Hand

WHITE or a white stripe to any of the above = Magic version of the above (must exist on weapons which swing for magic damage)

YELLOW BAND = Non thrusting weapon

Commercially made or 'latex' weapons

It is acceptable to use many commercially made boffer weapons, these are often referred to as 'latex' weapons. As with all boffer weapons, they will be evaluated by a marshal on a case by case basis on the day they are to be used. Some of these weapons will be considered safe for use but not considered ideal for thrusting. Some guilds will not allow thrusting with any latex weapon, so it is important to consult a local marshal. These weapons will be marked with a band of yellow tape and considered acceptable to use as per normal but may not be used to thrust with. Any thrust with a yellow banded weapon will not be considered a valid strike, and any repeated thrusting with a yellow banded weapon should be reported to weapon, safety, or other game marshal. This rule will only be applied to commercially made 'latex' weapons and may be self-imposed by a player who does not want their latex weapons used to thrust with.

Shield construction

All shields must abide by the following restrictions:

A shield may not have any one dimension longer than 4'.

A shield may not have more than 10 square feet of surface area on one side.

A max size rectangle shield will be 4' x 2' 6", and a max size circular shield will be 3' 6.5" across. A buckler may not be larger than 15" in diameter.

All shields must have a thin layer of padding covering the front or striking surface. All edges must be covered in at least ¼" foam piping, although ½" is preferred

Every shield will be evaluated for safety on a case by case basis.

Stiletto

Stiletto must have an open cell foam core, without hollow pipe insulation and also require a hilt or cross guard of 1-1/2" closed cell foam.



Chapter 7: ARMOUR



Armour and Costume

As mentioned earlier, costuming can contribute a great deal to a character's identity. Your appearance and style not only affect how others view your character, but they also affect how you yourself come to understand and relate to your character's nuances. You may even become aware of the evolution that occurs in your costuming as the character evolves. Perhaps the most influential factor in this evolution of a character's style and costume is the concept of Armour Points.

At an Underworld event, every character has their costume evaluated at Logistics (when checking in). Here, they receive confirmation (and sometimes advice) as to how many Armour Points (AP) their costume is worth. You will receive your Out of Game Armour Card outlining which coverage points you have armour for and its maximum worth in Armour Points. During the event, the player may choose not to wear all of their armour if they like. However, they may not claim more points than the armour they are wearing the phys-reps for and/or their Armour Card and tags allow for.

Armour must be "real" in order to be worth any Armour Points. It is not permissible to have pretend armour. All armour must reasonably fit the theme and setting of the game before it will be evaluated as armour.

Armour Card and Armour Tags

The Armour Card is strictly an out-of-game document. This card informs the player of what areas of coverage their phys-reps allow them to claim Armour Points for; what type of armour tags (chain, plate etc...) they will need in game to claim those points and how many points each of those locations are worth. Armour Tags are in-game pieces of armour. They are the treasure you may find while adventuring or the gear you might start out with. It is important to note that the out-of-game armour card on the back of your character card is different from any in-game armour tags you might find while in game.

Trading Armour

It is possible for one player to trade armour with another. In the event that just armour tags are being exchanged, the players must first find an in-game (IG) Blacksmith to properly size the armour, and second, they must have a Shaper move the appropriate number of points from one player's armour tag(s) to the receiving player's armour tag(s). You will be given 1 hour to complete both of these requirements, after which time the receiving player may not declare the points until the changes have been made by a Shaper. In the case that one player gives an armour rep to another player, the receiving player can instantly claim as many Armour Points as the rep is worth so long as they have the newly fitted in-game armour tags. They will then be expected to have an Armour Marshal adjust both the giving and receiving players armour cards and tags. It should not take more than 1 hour to have your card/tag adjusted.

Breached Armour

Breached Armour will lose 2 AP off its total armour tag value. The player must submit their armour tag to an Armour Marshal the next time they see one so s/he may make the changes to the armour tag. This does not require the player to immediately go out-of-game to track a Marshal down; instead, we request you find one at a suitable time.

Example: Gunther Ironfist has an armour tag with Chain worth 50 Armour Points. After many battles, his armour becomes Breached. It can be Refit (for details on Refitting armour, see the skill description for Blacksmithing) up to the new amount, 2 points less due to Breaching. Breached armour can only be Repaired by an Blacksmith (OOG – with Production Points, at Logistics). Gunther now calculates his armour at 48 AP after the Refit. As he travels, he passes an Armour Marshal and quickly asks him out-of-game to update his tag.



If he enters in battle again, and the 48-point Chain armour becomes Breached again, it will be worth 46 Armour Points and can be Refit only to this amount, and so on and so forth until the armour is worth 0 Armour Points and cannot be Refit. In that case, the armour will need to be Repaired to some extent.

How Breached Armour Works

Almost all damage sources will damage a player's armour before it will damage their Body. As a rule, always lose points first from any magically granted Armour Points, then from normal Armour Points, then from magically granted Body, then finally from Body. As a player receives damage, they subtract that damage number from their current Armour Point value. Once that Armour Point value reaches zero, the armour is considered "Breached". Breached armour is very visible since Blacksmith PP are required to Repair a Breach. If armour is being physically worn, the armour is literally falling off you in broken pieces. If armour is being magically worn, the armour flashes quickly and brightly before expiring (vanishing from existence). To represent this, once a player's armour is Breached, that player must immediately declare in a loud voice "BREACH!" to inform their attackers and others around them that their armour is now destroyed. Once a Breach occurs, that player will stop subtracting damage from their armour and now start subtracting from their Body points. Keep in mind that if there is that damage remaining from the swing that Breached your armour, that damage will damage your Body points after the Breach (If you had 4 Armour Points left and were hit for 7, you would lose the remaining 4 points, call 'BREACH', and then take the remaining 3 to Body). If you enter battle with no Armour Points, you are expected to call "BREACH" the first time you are hit. It is generally frowned upon to continue wearing reps for armour that have been Breached to the point of providing no Armour Points.

Armour Points & Guidelines

There are three basic criteria on which Armour Points will be awarded; coverage, type, and quality of reps.

Armour Types

There are four basic types of armour (although many other types are acceptable, they will be assessed on a case-by-case basis, and treated as one of the four types) each of these types is worth a different number of Armour Points. Each piece of armour will be designated as one of the following types:

Leather - 1pt/location: Leather of at least 5oz thickness or more will be graded as full value. Most types of wooden armour will also fall into this category.

Studded leather/ Boiled Non-flexible Leather - 2pts/location: Any type of leather of 5oz or greater thickness with studs, grommets or rings attached to it (generally studs will need to be no more than 2" apart) or any leather that is boiled to the point of rigidity, will be graded as full value.

Chain mail - 3 pts./location: Links of metal chain woven together, no less thick than 18 gauge wire, with inner ring diameter of 1/4", 16 gauge wire with inner ring diameter of 3/8" or any gauge /diameter with an aspect ratio of 6 or less will be graded as full value. Any chain mail constructed of wire thinner than 18ga that meets the aspect ratio of 6 will be considered 'micro mail' and be assessed a value of 2 points per location.

Plate mail - 4 pts./location: Sheets of metal which are formed or not, no less than 18 gauge in thickness and splint/banded mail will be graded as full value.

Quality of Reps

When you log in at an event, your costume will be evaluated by a Marshal to determine the *type*, *coverage*, and *quality* of armour that your reps provide. The Marshal will judge each of your armour reps as either full value for their *type*, or will apply a 1/2-point penalty / location of coverage to them. It is possible that your armour is so inferior that it receives a zero armour value. The following list will help you know what sort of things will cause your armour to be graded as less than full value:



- Any armour which does meet the minimum standards of a category (leather <5oz, plate <18ga)
- Any armour made from aluminum will receive a full point penalty
- Any armour made from ANY light weight alloy (such as zinc, roofing tin, street signs)
- Any armour constructed out of scaled pieces (scale mail)
- Any armour that shows very poor craftsmanship
- Any armour that is of obvious modern clothing (such as leather trench coats, hockey padding etc...)

Each layer of armour will only ever be subject to one penalty per location; whichever penalty is higher shall apply. Example: Aluminum scale mail will only incur a 1-point penalty NOT a 1 ½-point penalty.

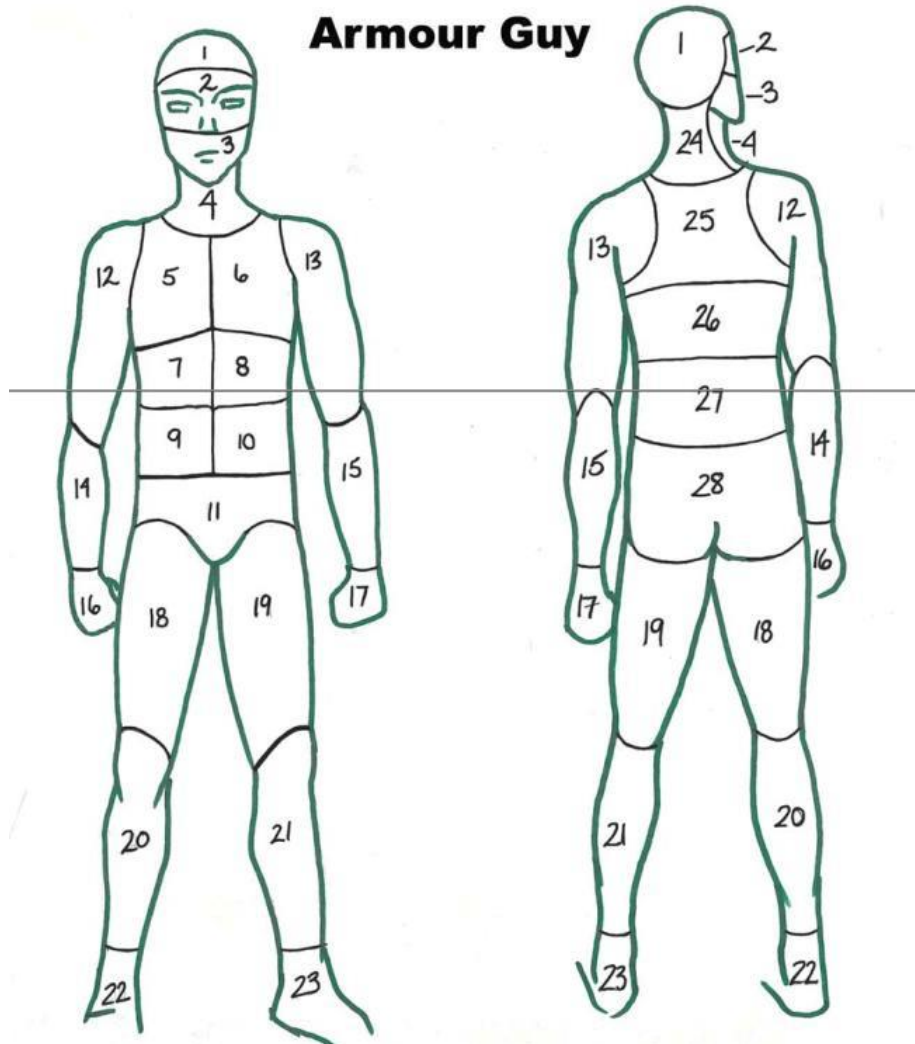
Coverage Locations

1	Upper Skull	15	Left Forearm
2	Eyes	16	Right Hand
3	Lower Face/Jaw	17	Left Hand
4	Throat	18	Right Thigh
5	Right Pectoral	19	Left Thigh
6	Left Pectoral	20	Right Calf
7	Right Ribs	21	Left Calf
8	Left Ribs	22	Right Foot
9	Right Abdomen	23	Left Foot
10	Left Abdomen	24	Back of Neck
11	Groin	25	Upper Back
12	Right Shoulder	26	Mid Back
13	Left Shoulder	27	Lower Back
14	Right Forearm	28	Gluteus

Chart 7-1



Armour Guy



Armour Stacking

If you are wearing more than one piece of armour in any one location, you may only claim the highest value armour for each location, unless you have the Heavy Armour skill. If you have the Heavy Armour skill, then you can claim the two types of armour for the same location. Two layers of the same type (chain, plate, leather, studded leather) will not stack with each other.

Armour must be determined to be safe before it will be evaluated for Armour Points or can be worn at Underworld. If your rep is determined to be unsafe, the evaluating Marshal will give you advice on how it can be improved in order to be determined as safe. Unsafe armour will NOT be approved or allowed in-game. There are no class restrictions for amounts of armour worn.



Chapter 8: MAGIC



Spell Focus

Casting Magic is, at the best of times, a difficult and arduous task. Spell casters, while able to store great magical power in their magically trained brains, require an attuned trinket or Spell Focus to channel the magic out into a useful or destructive form. Spell Foci are small trinkets associated with a specific Sphere of Magic that the caster has attuned to their person. An Attuned Spell Focus of the appropriate sphere allows a caster to cast spells from their pyramid without hindrance. Spell Foci are not required to use scrolls, magic items, etc. Without an Attuned Spell Focus, the caster is unable to cast even the most basic spells from that sphere. Luckily, the process of creating a Spell Focus is not overly difficult. Each Sphere of Magic will have a related trinket that the caster can attune, if they possess it. It is up to the caster to find or purchase this trinket and then attune it to them.

Attuning a new Spell Focus requires that the caster have at least one spell still memorized, which is consumed when the attuning starts. Which spell is used is the caster's choice. Once the spell has been burnt, the process has started and will require ten minutes of uninterrupted concentration. Should the caster break concentration, or take damage into Body during these ten minutes, the attuning has failed. The caster may try again so long as they have another memorized spell. If successful, the trinket is now transformed into a Spell Focus only usable by that caster. A caster may have multiple trinkets, but only one that is Attuned per Sphere of Magic. Attempting to Attune a second Spell Focus from the same sphere or Attuning another caster's Spell Focus, will remove the original attuning and replace it on the new trinket. Attuned Spell Foci are magical in nature, never expire, are immune the effects of Dispel Magic. However, they are not indestructible. They are as fragile as the trinket itself. The Spell Focus does not need to be held or even visible for the caster to gain its effects, but should a Spell Focus leave the possession of the caster for more than 1 hour, its attunement will fade. A Caster must have an attuned Spell Focus on their person for each Sphere they wish to cast from. The specific type of Spell Focus required can be found in the description of the Sphere of Magic.

Spell Durations

Combat

The spell will last the duration of 1 combat. Spell terminates if no damage calls, offensive incants, offensive activation words, or defensive calls have been made within 50 feet of the target for longer than 1 minute.

Concentration

The spell will last for as long as the caster of the spell maintains concentration, as described in the appropriate spell description. If a definition is not given in the description, then the following definition applies:

A concentrating individual may walk but not run, cannot speak or use any other skills, and will lose their concentration if they take damage to Body or become unconscious.

Hours

The spell will last for the specified number of hours.

Instant

The spell goes off immediately, though its effects may be permanent. Damage is permanent until cured.

Indefinite

Permanent unless victim receives the proper counter-spell, the spells effect is used up, or the victim dies. All forms of protective spells will expire after 5 days regardless of whether they have been used up or not.

Line of Sight

The spell will last for as long as a straight line could be drawn from any part of the caster's torso to any part of the target's torso without interruption. If the line of sight is fully broken for more than 10 seconds the spell will terminate. Line of sight duration will end if the caster becomes unconscious or incapacitated. An individual is never considered to have line of sight of themselves.



Minutes

The spell will last for the specified number of minutes.

Other

Duration of this spell is an exception and will be listed. Some spells are continuous, but will terminate if the target dies.

Automatic, Conscious & Racial Defenses

An individual with a spirit may have defenses available to them of an Automatic, Conscious or Racial nature. All forms of defense have a set of effects which they can defend against. How they trigger depends on their type:

Automatic: These defenses will trigger against the first applicable effect.

Conscious: These defenses must be triggered by the individual protected by them, when the individual is hit by an applicable effect. In order for these defenses to be triggered the target must be conscious, be able to make decisions and be aware of the attack prior to it hitting the target. This means that attacks with a “Surprise” prefix cannot be defended against by Conscious defenses. Conscious defenses cannot be used by wild animals and other less intelligent creatures.

Racial: These defenses behave identically to Conscious defenses, however the limitations of Conscious defenses do not apply to these defenses. **A Racial defense must always be activated by the target, and can be activated at any time. The individual can choose to let an attack bypass this defense.**

Ritual Magic

Any character that has learned a 9th circle spell may learn Ritual Magic of the appropriate Sphere. Advanced Spheres of Ritual Magic may also be encountered, though these schools require other Ritual Magics as pre requisites. Ritual Magic is an advanced form of Ritual Magic which is both highly powerful and highly dangerous. As these rituals are so complex, they are recorded on powerful scrolls which cannot be destroyed or copied by any means short of Ritual Magic itself. It is not possible to remember these rituals after having witnessed one in order to duplicate it.

In addition to the scroll, Ritual Magic requires Catalysts which are represented in-game by coloured wooden discs with stamps, numbers, and descriptions on them. Catalysts are not just used for Ritual Magic. They are prized by craftsmen, smiths, alchemists and more.

All Ritual Magic cast on a spirit will persist through resurrection unless the ritual is explicitly exempted from this rule.

All Ritual Magics have their own duration which may be altered using further Ritual Magics. Furthermore, Ritual Magics are exempt from rules concerning stacking and defense limitations. Casting Ritual Magic also brings with it the dangers of ritual failure and backlash, some of the side effects of which can be deadly. Some of the most common examples of Ritual Magic which many players will encounter are as follows:

Bane

Works like an Advanced Reflect Magic, but stackable. Works against one specific nature of Magic.

Cloak

A stackable “Advanced Shield Magic” spell.



Damage Aura

Used in the making of Magical weapons, this spell gives the weapon added damage ability.

Threshold

Gives the wearer a protective aura vs. physical damage attacks. Any damage from an attack, which does not do greater than the threshold, will have "no effect". If you have a racial vulnerability (such as fae and iron) those attacks will bypass any threshold you wear. A threshold can be turned off and on at will by the individual affected by it.

Some Basic Regulations Concerning Spells

Ending Durations Early

Unless specifically stated in the description of a specific spell, a caster cannot choose to prematurely end a spell effect either on them or on a target. If there are requirements stated in the spell description that are not met, such as concentration or holding summoned weapons in your hand, then the spell will fail naturally. This includes spells with durations of "until used", "Line of Sight" and the like. These spells will end when their duration naturally expires.

Casting & Incants

As previously stated, when casting a spell, a Mage must have the hand they are using to cast the spell free of all held items, including other packets, though they may still wear gloves and/or jewelry. Having ensured these conditions have been met, the caster must then state the incant which accompanies the spell they wish to cast. They can then throw the packet. Before the packet is thrown, the incant must be fully stated in a normal speaking voice and loud enough for the target to hear and understand. The incant must be stated properly. If not stated properly and / or the caster suffers any damage directly to Body, the spell is considered a miss-cant and the spell is lost.

If the incant has been stated properly, you now have 3 seconds to choose one of the following actions:

Throw the packet at your target

Or

Use hand to touch cast.

Failure to choose either action within 3 seconds will result in the spell failing. This means that the respective spell is lost and you are no longer able to cast the spell.

It is important to note that an incant, despite the fact that it is stated in English for role-playing purposes, is not understood in-game as English. Only another caster who can cast the same spell will recognize the incant. The exception to this rule is Clerical Magic. While the spell incant is indecipherable, the name of the God being channeled is known to all who hear the incant. Furthermore, it is possible for someone who has seen the effect of any spell before and who knew what the spell was, to recognize the effect of the spell again.

It is also important to note that regarding the casting of spells, that it is not possible to fake an incant by starting and stopping. Doing so is considered a miss-cant and the spell fizzles. Similarly, characters who do not know Magic may under no circumstances, even attempt to cast a spell, channel energy without the use of a Magical item, or fake the casting of a spell.

Touch-Casting

In order to touch-cast the caster must touch the target with their hand in order for them to be affected. A packet is not necessary to do this. Obviously, this brings with it the benefit of guaranteeing a hit. Another advantage is that a target (if they are willing and conscious) can accept a spell through their Shield Magic (or other, similar spells) without setting it off. This is beneficial in cases of Healing. The target always has the opportunity to accept a spell after the spell has been cast. If the spell promised turns out to be harmful, the target may choose to have their Shield Magic (or other, similar spell) go off so long as they are wearing it. If they are not wearing a Shield Magic type spell, they will take the full effect of the spell as if it were thrown. In the event that an individual is wearing



an Advanced Shield Magic, the target always has the choice as to whether or not the Advanced Shield Magic goes off after having heard the spell being cast. Please be aware of the out-of-game dangers involved in touch casting, especially with regard to punching or clawing when in melee combat.

Channeling Energy

Any character that possesses even a single spell slot is able to Channel Energy. This is represented by holding at least a single spell packet in hand, which will glow dimly to any who see it. One does not need to have an active spell memorized for Channeling to succeed, a mage who has cast all their daily memorized spells can still Channel. Channeling Energy not only shows that a person is capable of casting, but also can be thrown by casting the packet as if it were a real spell. Throwing energy in this manner never breaks spell protections, and never has any affect beyond “throwing light.” The visual effect in game would look similar to throwing a glow stick, Out of Game. The energy of a thrown energy packet will dissipate immediately upon striking any solid surface. Channeled Energy is commonly used for target practice or marking a target or location from a distance. To throw Channeled Energy the caster must incant “Magic 0.” No spell or effect of any kind may be used to augment this energy or increase its damage.

Spell Strikes

Spell Strikes are specific attacks that allow a character to focus a spell and channel it through their next weapon swing as if it was being cast. Spell Strikes do not require that the spell be incanted first, nor does it require the character spell striking to even be able to speak. If a skill or spell gives you the ability to Spell Strike you need only Incant “Spellstrike <spellname>” then strike you opponent with your boffer weapon. The target, if successfully struck, will take the effect of that spell as if it had been thrown at them via packet. Although spell strikes are performed with a boffer weapon and are restricted to valid strike locations out-of-game, in-game they will affect the target if they hit a weapon, shield or costuming, the same as a packet delivered spell. Regardless if the strike is successful or not, the Spell Strike is still considered used. Spell Striking an opponent removes any natural damage they would have taken from your weapon swing. Spell Strikes cannot be stacked on a weapon.

Resurrections

Resurrections may be cast by anyone who has invested in a permanent resurrection circle.

Spell Stacking

If a spell which is already on a target’s spirit is cast on them again, the new spell overrides the old spell entirely. There is no need to inform either caster that a spell has been overridden.

Magic Items

Magic items can be found or made using Ritual Magic. Usually, they allow someone to cast an offensive or defensive spell, though sometimes they grant abilities from the Ritual Magic list (such as a Cloak) once per day. These are, for the most part, fairly rare and valuable. There are five types of Magical items:

Times Ever

A “Times Ever” is an item that only works a limited number of times and will not recharge itself. Once used up, the item is useless. These items can be destroyed as it has now become a non-magical item

Times Per Day

A magical item that recharges itself every day. Usually indestructible, but not always, these items must be brought to Logistics for renewal of tags.

Permanent

A Ritual Magic effect that is stored in an item, usually causing an effect such as “damage aura”. These are normally indestructible.



Artifact

Any Magic item which contains usable Ritual Magic.

Relic

A Magic item which does not conform to the normal laws of the Ritual Magic theory.

Spirit Linked

An item which is spirit linked to an individual may not travel more than 5 ft away from the spirit to which it is linked. Any time it is moved more than 5 ft away, it will reappear touching the spirit to which it is linked. This effect continues during the spirit's death count. If the spirit resurrects, the item will dissipate and reappear in the resurrection circle with the spirit. This effect will only end when the spirit suffers Final Death.

Using Magic Items

When using a Magic item, you must say "activate" followed by the spell being cast. i.e. "activate Spell Shield". A spell tag will be given out for each charge that an item has per day at every Logistics. The word "activate" is representative of an in-game word which the item requires to activate it. To know an activation word requires that you either have the item identified, have heard it used before, or were present when the item was created. Using a spell from a magic item, for all intents and purposes, is equivalent to casting the spell from memory.

Spellbook

What is a Spellbook? A Spellbook is literally just a collection of scrolls. Most spell casters will have at least one scroll from each Sphere that they know, conveniently organized in a book, so when the time to memorize rolls around, they will have something to memorize from. A spell caster may memorize his spells from any Spellbook or scroll so long as they have previously purchased that Sphere of Magic.

For simplicity, rather than force spell casters to collect individual scrolls (and given that they are highly unlikely to read their Spellbook scrolls as a normal spell scroll), each spell caster is issued a Spellbook tag at character creation. This tag will be based on each Sphere and will contain a list of scrolls that the Mage has in his/her book. For a starting Mage, this will contain every spell up to his/her maximum level in spell slots.

As a spell caster gains levels and purchases further spell slots, they will need to find the appropriate scroll or they'll have nothing to memorize. Example: Shemdrick purchases his first 9th level slot but does not have the 9 lvl Life scroll to put in his Spellbook, therefore, Shemdrick cannot memorize the Life Spell. .

Basic rules of Spellbooks:

- A spell caster may memorize from any Spellbook or scrolls provided he has purchased that Sphere of Magic.
- A player must have a suitable phys-rep for their Spellbook.
- There are no Cleric Spellbooks. Clerics do not need to memorize in the same manner that Mages do.
- Elemental scrolls are created with all 4 Elemental Magic types (fire, ice, lightning and stone). While casting from the scroll, the reader may choose any Magic type. Memorizing from the scroll limits the Mage to his attuned type.
- If a spell caster loses their Spellbook they lose all the scrolls inside and must begin collecting them again.

Spheres of Magic

When the Sphere of a particular spell is referred to in Underworld, the spell is being referred to in terms of what it accomplishes. Spheres include, but are not limited to: Healing, Protections, Elemental (Fire, Water, Air, Earth), Nature, and Psionics. Note: spells may also be represented in several Spheres, but are different in terms of their origin.

Spheres are purchased in list form, with each spell becoming accessible to the caster when they have purchased the appropriate spell-slot. This means that until the appropriate spell-slot is purchased, the character cannot cast



the spell, even though they do have in-game knowledge of the spell and what it does. They simply have not been able to master it yet. In short, buying the Sphere gives the character practical knowledge regarding the casting of the spell, but buying the slot represents the ability to channel the Magical energies necessary to cast the spell. The first Sphere of Magic is relatively easy to buy. Subsequent Spheres become more difficult to learn.

Psionic vs. Demonic / Angelic Creatures

Psionic-assault spells are those spells in the Psionic Sphere which do damage directly to Body. All Demonic and Angelic creatures are vulnerable to Psionic-assault magic. All such spells will do x4 the usual damage to any Demonic or Angelic creature compared to how they would affect a regular target.

Psionic-assault spells will not affect Undead or non-living creatures. Furthermore, if a host is possessed by a Demonic or Angelic creature, Psionic-assault spells are the only attack which will harm said creatures without causing damage to the occupied host.

Potions & Scrolls

Potions are Magical elixirs which contain Magic in liquid form. Scrolls are Magical text containing an expendable Battle-Magic or Ritual Magic spell. All potions and scrolls in Underworld are considered to be Magical. Potions may not be combined together or added to food or drink unless specifically stated in the spells description. Any attempt at doing so nullifies the potion.

To activate a Battle-Magic scroll, the caster must read and speak the incant located on the open scroll in one hand with enough light to properly and clearly read the incant.

Healing vs. Undead

All Undead are affected by Healing spells as if the reverse of the spell had been cast. All curative spells will do twice as much damage to an Undead as it would have healed in a living creature. This includes potions from the Healing Sphere if they are somehow ingested by the Undead. Throwing a potion at, or on, an Undead will have no effect.

Infliction vs. Living

Infliction is to the Undead as Healing is to the living. All Undead are affected by Infliction spells and are healed based on the amount of damage of the spell. All Infliction spells will do double the amount of damage to the living as it would have healed in an Undead creature.

Darkness

A character is considered to be in darkness (for the purposes of Dim, etc.) when words on a page cannot be read.

Spell Packets

Spell packets are the physical representations of channelled energy. They are considered to be visible in-game as a glowing ball of energy when they are held in someone's hand. They must be made by tying a small piece of material around a relatively small amount of bird seed using an elastic or string. The amount of bird seed used should be no more than what would fill a 35mm film canister. No other materials should be added or substituted for bird seed, cloth, and string/elastic. Spell packets may be any colour except orange.

In addition to what has already been stated, it is important to note that the hand a caster is using to cast with may only hold one packet at a time, though the other may hold as many as the caster can carry. It is also permissible to stuff packets in pockets, pouches, etc., in order to ensure that you always have some. In in-game terms, energy can be drawn by a scholar from thin air and is therefore an inexhaustible resource. It is however preferable, for the sake of not having to call holds during the progression of the game in order to obtain packets, that a caster always has enough on their person. Only someone who has the capacity to cast (by any means) should be carrying spell packets. A caster may carry as many packets as you wish, regardless of how many spells they can cast.

Special Notes Regarding Magic



- All characters may begin each event with a full set of any spell-protections that they can cast. This applies to the caster only, not any other character. These protections are limited to spells with an (*) in their description: Elemental Shield (Elemental Sphere), Barkskin & Cloak of Moonlight (Nature Sphere), from the Protection Sphere: Mage Robes, Magic Armour, Resist Toxin, Mage Leathers, Shield Magic, Advanced Magic Armour, Reflect Magic and Advanced Shield Magic.
- No creature may have more than one version of the same spell on their person at one time, unless the spell description actually states otherwise. This rule includes two of the same spells from different Spheres. Furthermore, a spell will only affect one target unless otherwise stated.
- All spell defenses are visible as a flash when they go off and it is obvious to anyone watching that a defense has gone off, unless it is otherwise stated in the description. It is not possible to fake having your Shield Magic go off. When a defense goes off, the subject of the attack must state the appropriate spell defense loudly and clearly.
- Any creature which is not affected by a spell for any reason must state "resist" when struck by the spell in question, not "no effect", which is reserved for weapon strikes which do not Breach a creature's threshold.
- If a target is affected by any spell whose effects are visible, the target is required to inform anyone, upon being asked, what effect is visible. Otherwise, they have no obligation to do so.
- Unless a spell's description states otherwise, a spell has no visible component. The packet seen when casting is merely an OOG targeting indicator in most cases.

Racial Abilities vs. Magic

All Racial Abilities will always work against any type of Magic, including Ritual, Aspectual, and God Magic. Note that occupational abilities do not work likewise, unless specifically stated in the description.

Spell Pyramids

A "Spell Pyramid" is the term used to describe the whole system of spell slots that a character purchases. There are rules governing in what order, and how many, spell slots a character can purchase at a given time. It's referred to as a "Pyramid" because looking at the diagram of spell slots a character has purchased, the base (low level spells) must always be larger or equal to the rest of the Spell Pyramid. Some rules follow:

- In order to open up a spell slot for purchase, a character must have already purchased two spell slots from the level below it. A second spell slot of the same level would require the character to have purchased three spell slots of the level below it. This pattern continues until they are 5 spell slots wide. The obvious exception to this rule is level 1 spell slots.
- You may not exceed 5 spells slots wide, on any circle (level) until your entire pyramid is full. This means 5 spell slots wide up to your 9th circle.
- Once you have a column pyramid of 5 wide and 9th circle high, you may expand outwards to a maximum of 10 wide. You may ignore the need to build in a pyramid but must still purchase the lower circle spell slot in order to purchase a spell slot from the circle above it. You may never have a higher number of circle spell slots then you do lower circle spell slots. Example: you may have eight 1 level spells or seven 1st level spells and seven 2nd level spells, but you may not have seven 1 level spells and eight 2nd level spells.



- The highest level spell slot available is 9th level. For more powerful magic beyond that, see the section on Ritual Magic.

Example of a Typical Spell Pyramid:

Column 1	Column 2	Column 3	Column 4	Column 5	Spell Level
35	39	42	44	45	Level 9
30	34	38	41	43	Level 8
25	29	33	37	40	Level 7
20	24	28	32	36	Level 6
15	19	23	27	31	Level 5
10	14	18	22	26	Level 4
6	9	13	17	24	Level 3
3	5	8	12	16	Level 2
1	2	4	7	11	Level 1

Chart 8-1

This chart demonstrates the typical path a mage takes when purchasing spell slots, going from their 1st spell slot purchase until their 45th.

Each vertical row represents a column in the spell pyramid. Each horizontal row represents a spell level. Starting at #1 and working through to #45, it's possible to see how a player would purchase spell slots without breaking any of the rules listed above.

#1 is your very first level 1 spell slot. #2 is your second purchase of a level 1 spell slot. #3 represents your first 2nd level purchase. #4 is your third purchase of a level 1 slot. #5 is your second 2nd level spell slot. #6 represents your first purchase of a level 3 spell slot. This continues up the pyramid until the mage has 5 spell slots from each level.



Chapter 9: SPELL LISTS



Quick Reference Spell Lists

Elemental	Healing	Nature
Incant: "I Invoke the Elements to"	Incant: "I Invoke Healing to"	Incant: "I Invoke Nature to"
Spell Focus: Smooth River Stone	Spell Focus: Seeds in Water	Spell Focus: Birch & Root
1 Elemental Missile <Type> Swampwalk	1 Potion of Sweetwater Cure Light Wounds	1 Hunter's Snare Goodberry
2 Elemental Shard <Type> Water Breathing	2 Potion of Cure Wounds Cure Disease	2 Charm Animal Repel
3 Elemental Blade <Type> Elemental Affinity <Type>	3 Potion of Cure Serious Wounds Cure Wounds	3 Claws Cloak of Moonlight *
4 Elemental Bolt <Type> Fortitude	4 Potion of Time Extension Cure Serious Wounds	4 Root Lance Bind
5 Banish Lesser Elemental <Type> Elemental Shield *	5 Potion of Cure Critical Wounds Cure Silence	5 Web Regeneration
6 Elemental Blast <Type> Greater Elemental Blade <Type>	6 Potion of Restore Limb Cure Critical Wounds	6 Strength of the Bear Cocoon
7 Elemental Wall <Type> Earth Meld	7 Potion of Cure Mortal Wounds Restore Limb	7 Barkskin * Swarm
8 Earth Clap Vertigo	8 Potion of Purify Blood Cure Mortal Wounds	8 Wall of Thorns Gaia's Restoration
9 Elemental Storm <Type> Hellfire	9 Potion of Dispel Magic Life	9 Faerie Fire Suspension

Chart 9-1



Protections		Psionics	
Incant: “I Invoke Protections to”		Incant: “By Force of Will I”	
Spell Focus: Steel/Iron		Spell Focus: Silver Coin w/ Eye	
1	Magic Shield	1	Sense Angelic / Demonic
	Mage Robes *		Ego Whip
2	Magic Armour *	2	Mind Meld
	Ward Stone		Ethereal Jump
3	Stone Form	3	Psionic Knife
	Render Weapon		Hallucinogen
4	Resist Toxin *	4	Sleep
	Mage Leathers *		Ego Flay
5	Shield Magic *	5	Ego Rend
	Hold Portal		Wall of Id
6	Advanced Magic Armour *	6	Silence
	Dispel Magic		Charm
7	Reflect Magic *	7	Ego Burn
	Ring of Knives		Psionic Blade
8	Advanced Shield Magic *	8	CoP Demonic / Angelic
	Iron Skin		Paralysis
9	Anti-Magic Field	9	Forget
	Circle of Protection		Exorcism

Chart 9-2

*All characters may begin each event with any of these spell-protections that they can cast. This applies to the caster only, not any other character.



Sphere of Elemental

By tapping the thin veil between our world and the Elemental planes, the Elementalist can manipulate the raw power of the Elements into formidable Magic power. Though rarely handling true Elemental power, the scholar can harness just enough to force the Magic to freeze, burn, smash and fry their target.

Upon purchasing this spell list, the player MUST choose one of the four Elements which will become their <type> specialization (fire, stone, ice, or lightning). The player will use their Elemental specialization in those <type> specific spells.

Example: If a player chooses the fire specialization, s/he would call Elemental Missile Fire and their damage call would be "5 Magic Fire" Once the Elementalist picks their specialization it cannot be changed, although additional specialization may be purchased later.

Spell Focus: A Smooth River Stone

Level 1

Elemental Missile <type>

Incant: "I invoke the Elements to inflict <type> Missile. 5 Magic <type>!"

Duration: Instant

Description: This spell will create a small Elemental missile that will do 5 Magic <type> upon a successful hit.

Swampwalk

Incant: "I invoke the Elements to inflict Swampwalk."

Duration: Line of Sight

Description: This spell causes the earth beneath the target's feet to become viscous and muddy. For the duration of the spell, the target must do a three-count to move either foot. The effect follows the target until the spell ends. This spell in no way affects anyone other than the target.

Level 2

Elemental Shard <type>

Incant: "I invoke the Elements to inflict <type> Shard. 10 Magic <type>!"

Duration: Instant

Description: This spell causes a fist-sized shard of the caster's Element to fly from the caster's hand and strike the target for 10 points of Magic <type>.

Water Breathing

Incant: "I invoke the Elements to grant Water Breathing."

Duration: 10 minutes

Description: This spell will allow the target to breathe water as well as air. This spell does not grant any other ability, such as the ability to swim, or see under water.



Level 3

Elemental Affinity <type>

Incant: "I invoke the Elements to grant Affinity <types>."

Duration: 1 hour

Description: When this spell is cast, the caster gains affinity with <type> Elemental. The Elemental will treat the caster as a friend so long as the caster does not engage in any activity that the Elemental would deem hostile. This affinity will only work against your specialized Element. However, should you have purchased additional Elemental specializations; this spell will become effective against those types of Elementals as well.

Elemental Blade <type>

Incant: "I invoke the Elements to grant <type> Blade."

Duration: 10 minutes or the next 3 swings

Description: This spell sits on the target's Spirit and will cause the target's next three weapon strikes to become imbued with the caster's Element. It will add +3 damage in addition to the weapon's normal damage and will change the damage type to "Magic <type> for the next 3 strikes. The target must call the altered damage when they strike. Example: "7 Magic Stone". This effect will remain on the target's Spirit for the duration of the spell and must be used on the next 3 physical strikes that they make.

Level 4

Elemental Bolt <type>

Incant "I invoke the Elements to inflict <type> Bolt. 20 Magic <type>!"

Duration: Instant

Description: This spell causes an Elemental bolt of <type> to leap from the caster's fingertips, inflicting 20 points of Magic damage to any target it hits.

Fortitude

Incant: "I invoke the Elements to grant Fortitude."

Duration: 10 minutes

Description: The target of this spell must plant their feet. Three seconds after their feet are planted, s/he is granted a 2 normal threshold, +1 Strength Bonus, and will regenerate 1 Body point / minute. This lasts until either foot is moved in any way. This spell will continue to work if the target falls into their 1-minute "Bleed Out" count and somehow their feet were still planted. If forced to move either foot, the target must again plant their feet and wait three seconds for the bonuses to kick back in. In any event, after ten minutes the spell ends.

Level 5

Banish Lesser Elemental <type>

Incant: "I invoke the Elements to Banish you."

Duration: Instant

Description: This spell will banish any true lesser <type> Elemental back to its home plane of existence. The only way to resist this spell's effects would be to avoid the spell completely, or via Elemental resists



Elemental Shield *

Incant: "I invoke the Elements to grant Elemental Shield."

Duration: 5 days or until used

Description: This spell will protect the recipient from the next Elemental-based attack which hits them, so long as it employs the word "Elemental" in its damage suffix.

Level 6

Elemental Blast <type>

Incant "I Invoke the Elements to inflict Elemental Blast. 30 Magic <type>!"

Duration: Instant

Description: This spell focuses an enormous amount of Elemental Magic in the caster's hands before firing it at the target in a HADOKEN-like manner for 30 Magic <type>.

Greater Elemental Blade <type>

Incant: "I invoke the Elements to grant Greater Elemental Blade."

Duration: 1 hour or until used

Description: This spell will act as an Elemental Blade but the duration is extended to all the attacks on one specific opponent. There is no limit to the number of physical attacks that the Greater Elemental Blade will alter, so long as the spell's target does not change opponents. If the spell's target, at any time, switches opponents, the spell will terminate. If the user leaves the battle for more than 1 minute, the spell will terminate. The battle is considered over when one of the two people fighting becomes unconscious, dead or they spend more than 1 minute without attacking.

Level 7

Earth Meld

Incant: "I invoke the Elements to grant Earth Meld."

Duration: 1 hour

Description: The target of this spell will be swallowed immediately by the earth. The target must then put on a white headband or hold their hand on their head and cannot move. They have become one with the earth itself and inseparable via any means save Dispel Magic. Even then, the Dispel Magic must be cast at the point (within 5 feet) where the target entered the earth. The spell has a maximum duration of 1 hour, or until the target wishes to terminate the spell, at which point the earth pushes them back out. If the target becomes unconscious for any reason, the spell will end, furthermore the spell cannot be cast on unconscious targets. During the time spent underground, the target can hear anything said above them, though may not see anything. They may not move while underground. Furthermore, the target is fully able to breath and takes no damage from their subterranean state.

Elemental Wall <type>

Incant: "I invoke the Elements to create Wall of <type>."

Duration: 1 hour



Description: This spell creates and fashions a wall of specific Elemental material with various effects. The physical representation must be placed before the casting of the spell. The phys-rep may be no longer than 10 feet and must be straight.

Earth: Creates a solid wall of stone with a normal threshold of 7 and 300 Body points.

Fire: Creates a flickering wall of flame that does 35 points of Elemental damage to anything crossing it.

Air: Creates a wall of negative pressure which will suck the breath out of any who cross it, silencing them and making them unable to use any skills for 60 seconds afterwards.

Ice: Creates a wall of ice that perpetually regenerates itself. Only a Magical or Elemental flame attack of 20 or greater will destroy the wall. Such an attack will destroy it instantly

Level 8

Earth Clap

Incant "I invoke the Elements to inflict Earth-Clap."

Duration: Instant

Description: The casting of this spell will cause massive chunks of rock to jet up out of the earth on either side of the target and "clap" together. This will cause "10 Massive Magic Stone". It can only be cast on targets with a spirit. This spell is considered a massive damage attack for the purposes of defenses, and thus may not be blocked by Battle Magic spells.

Vertigo

Incant: "I invoke the Elements to inflict Vertigo."

Duration: 10 minutes

Description: This spell causes the senses of the target to become muddled. The target must sit down for the duration of the spell and can use no skills. The target may resist killing blows, and other forcible gestures that require a count, but cannot otherwise move or defend themselves. This spell will not work on Undead or mindless creatures.

Level 9

Elemental Storm <type>

Incant: "I invoke the Elements to inflict <type> storm... (Repeat)"

Duration: Concentration

Description: The caster must plant their feet when this spell is cast. As long as neither foot is moved, the caster may throw packets doing 5 Magic <type> each. Each packet must be preceded by the words "<type> storm". The spell will end if the caster moves their feet, is hit with a Dispel Magic or is damaged into Body.

Hellfire

Incant: "I invoke the Elementals to inflict Hellfire. 45 Elemental Fire!"

Duration: Instant

Description: This spell will temporarily cause a tiny tear in the fabric between this plane and the Elemental plane of fire, causing a massive blast of raw Elemental fire to strike the target. This true Elemental fire will disintegrate armour, flesh, and bone leaving nothing but a smoldering pile of ash. Should this spell drop the target to negative Body points, the target will forego their 1 minute "bleed out" and directly enter their 5 minute death count. Hellfire, unlike most Battle Magic, can only be resisted by an Elemental Shield or appropriate racial.



Sphere of Healing

By achieving great understanding of the workings of the physical body, the Healer is able to mend wounds that would have otherwise proven to be fatal, and in the most accomplished cases can even restore life to the dead.

Potions are considered to be touch-cast spells with regards to spell defenses, and will last 5 days unless extended via Magical means.

Spell Focus: Seeds in Water

Level 1

Cure Light Wounds

Incant: "I invoke Healing to grant Cure Light Wounds."

Duration: Instant

Description: The spell Cure Wounds will heal the recipient of 2 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 4 points of Body damage to any Undead creature.

Potion of Sweetwater

Incant: "I invoke Healing to grant Sweetwater."

Duration: 5 days

Description: This potion will turn any liquid, including other potions and Alchemy, into pure water. It simply needs to be poured into a container that holds the liquid to be changed. 1 Potion of Sweetwater will affect 1 pint-sized container. Sweetwater potions may be combined to change larger volumes of liquid

Level 2

Cure Disease

Incant: "I invoke Healing to grant Cure Disease."

Duration: Instant

Description: The spell Cure Disease, will cure an infected creature of a disease, but will not restore any Body points lost due to the disease. It will have no effect on potions or poisons. It will not cure some Magically inflicted diseases like lycanthropy or vampirism.

Potion of Cure Wounds

Incant: "I invoke Healing to create Potion of Cure Wounds."

Duration: 5 days

Description: This potion works the same as the spell Cure Light Wounds although it must be swallowed to take effect. The potion will heal the recipient of 5 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 10 points of Body damage to any Undead creature that drinks it.



Level 3

Cure Wounds

Incant: "I invoke Healing to grant Cure Wounds."

Duration: Instant

Description: The spell Cure Wounds will heal the recipient of 5 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 10 points of Body damage to any Undead creature.

Potion of Cure Serious Wounds

Incant: "I invoke Healing to create Potion of Cure Serious Wounds."

Duration: 5 days

Description: The potion works the same as the spell Cure Wounds although it must be swallowed to take effect. The potion will heal the recipient of 10 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 20 points of Body damage to any Undead creature that drinks it.

Level 4

Cure Serious Wounds

Incant: "I invoke Healing to grant Cure Serious Wounds."

Duration: Instant

Description: The spell Cure Serious Wounds will heal the recipient of 10 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 20 points of Body damage to any Undead creature.

Potion of Time Extension

Incant: "I invoke Healing to create Potion of Time Extension."

Duration: 1 year

Description: This potion, when poured into another potion, will change the lifespan of that potion to 1 year. The Potion of Time Extension tag must be affixed to the original potion tag at the time of mixing.

Level 5

Cure Silence

Incant: "I invoke Healing to grant Cure Silence."

Duration: Instant

Description: This spell restores the ability to speak to a target, no matter what the cause of its loss of speech.

Potion of Cure Critical Wounds

Incant: "I invoke Healing to create Potion of Cure Critical Wounds."

Duration: 5 days



Description: The potion works the same as the spell Cure Critical Wounds, although it must be swallowed to take effect. The potion will heal the recipient of 15 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 30 points of Body damage to any Undead creature that drinks it.

Level 6

Cure Critical Wounds

Incant: "I invoke Healing to grant Cure Critical Wounds."

Duration: Instant

Description: The spell Cure Serious Wounds will heal the recipient of 15 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 30 points of Body damage to any Undead creature.

Potion of Restore Limb

Incant: "I invoke Healing to create Potion of Restore Limb."

Duration: 5 days

Description: The potion works the same as the spell Restore Limb, although it must be swallowed to take effect. The potion will restore a withered or severed appendage. If the original limb is not present the spell will still function and the old limb will turn to dust. No lost Body points are regained through the use of this spell.

Level 7

Potion of Cure Mortal Wounds

Incant: "I invoke Healing to create Potion of Cure Mortal Wounds."

Duration: 5 days

Description: The potion works the same as the spell Cure Mortal Wounds, although it must be swallowed to take effect. The potion will heal the recipient of 20 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 40 points of Body damage to any Undead creature that drinks it

Restore Limb

Incant: "I invoke Healing to grant Restore Limb."

Duration: Instant

Description: When Restore Limb is cast, a withered or severed appendage (arm or leg) is restored to its former health. If the original limb is not present at the time of casting, the spell will still function normally and the old limb will turn to dust. No lost Body points are regained through the use of this spell.



Level 8

Cure Mortal Wounds

Incant: "I invoke Healing to grant Cure Mortal Wounds."

Duration: Instant

Description: The spell Cure Serious Wounds will heal the recipient of 20 points of Body damage although it will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life. It will cause 40 points of Body damage to any Undead creature.

Potion of Purify Blood

Incant: "I invoke Healing to create Potion of Purify Blood."

Duration: 5 days

Description: This potion will purge the blood of most toxins which are Alchemical, but will not heal any damage which was done by these toxins. It will have no effect on some Blood Magic and/or some Magical blood disorders such as Vampirism. It will not cure the target of any damage they may have suffered because of the contaminant. The target must drink this potion for it to take effect.

Level 9

Life

Incant: "I invoke Healing to grant Life."

Duration: Instant

Description: Life will bring one creature back from the dead so long as it has not passed its death count. It will bring the creature back to consciousness and full Body points. Should the body be in more than one piece, the Spirit may choose which piece to reform from.



When Life is cast, the body reforms with the Spirit and all other pieces of the body elsewhere crumble to dust. The Spirit must be present with the body or body part when Life is cast for it to take effect. Life will have no effect on Undead, creatures which are living, or on creatures which are bottled.

Potion of Dispel Magic

Incant: "I invoke Healing to create Potion of Dispel Magic."

Duration: 5 days

Description: This potion, when swallowed, will affect the target with Dispel Magic. The potion will terminate any spell or effect currently residing on the target's Spirit. Dispel Magic will only terminate spells or effects of ninth level or lower, unless specifically stated otherwise in the description. This will have no effect on any Magical items the target may have on their body. The target must drink this potion for it to take effect. It cannot be poured onto something Magical, nor thrown.



Sphere of Nature

Drawing from the very essence of the land itself, Nature casters focus the energies of the land into formidable Magic. This Sphere is the meat of a Druid's diet, although it is not unheard of to see it in the hands of other scholars.

Spell Focus: Birch Bark Wrapped Around a Root

Level 1

Goodberry

Incant: "I invoke Nature to create Goodberry."

Duration: 1 hour

Description: This spell will transform up to 3 pieces of non-Magical fruit into health-giving Goodberries at the rate of 1 fruit per Goodberry. The caster must have at least 1 to 3 pieces of edible fruit, no bigger than an apple, at the time of casting. These Goodberries will last 1 hour, or until eaten. Each Goodberry will restore 1 Body point to the target but cannot exceed the target's maximum Body points. Berries that are cherry-sized and smaller may be feed to an unconscious target to bring them back to consciousness. Please note that the fruit must be fully eaten in and out-of-game for the healing effect to succeed. Be mindful if the target has food allergies and never feed anybody anything if they are not aware of what it is.

Hunter's Snare

Incant: "I invoke Nature to inflict Hunter's Snare."

Duration: Line of Sight

Description: This spell causes a magical vine to emerge from the ground and wrap itself tightly around the target's right foot, forcing the target to keep that foot upon the ground, unable to move. The vines may be cut through with a two minute count. The Snare may be ripped free from by the victim if a +2 or greater strength is used. This however, will cause them to take 2 points of damage straight to Body. It takes 3 seconds to rip free from the snare.

Level 2

Charm Animal

Incant: "I invoke Nature to inflict Charm Animal."

Duration: 1 hour

Description: This spell will act as a Charm spell against any natural animal. During the spell's duration, the Charmed animal will respond to the caster as if it was a "friend", pack member or master. The exact relationship will depend on the animal in question, for example a wolf would consider the caster a member of its pack, a soldier ant will see the caster as worker ant, and other animals may see the caster as a parent or cub. The type of relationship that appears upon casting is random.

Repel

Incant: "I invoke Nature to inflict Repel."

Duration: Concentration

Description: This spell causes the target to be pushed away from the caster to a distance of 10 feet. The target may throw spells, weapons, or other objects at the caster, but may not cross the 10 foot boundary by any means



(phasing, teleporting, etc.) so long as the caster maintains concentration. The caster must hold out one of their hands with the palm out (as a policeman's "stop" signal) and must maintain this gesture if the spell is to remain in effect. While doing this, the caster may move freely but may not engage in combat or use any skill, ability, or spell. If a repelled creature cannot retreat any further and the caster approaches the creature within the ten feet, the spell will fail and is lost. Note that some creatures that possess the ability "Innate Repel" may use both hands on two separate targets.

Level 3

Claws

Incant: "I invoke Nature to grant Claws."

Duration: 1 hour

Description: This spell causes the target to grow a vicious set of claws. These claws act as natural weapons, cannot be disarmed or shattered and grant the natural ability to use them. They swing for 2 Normal and may be used to block, as well as attack. Strength bonuses, either natural or spell-granted, will add to the damage as well, but Blade spells and other enhancers do not affect the damage of the Claws. If this spell is cast on another the caster is responsible for providing the weapon reps or the spell fails, likewise if the claw reps are dropped the spell will end. Magic may be cast while claws are active, however spells cannot be touch-cast through the claws. You may temporarily release a claw rep in order to cast spells via packets.

Cloak of Moonlight *

Incant: "I invoke Nature to grant Cloak of Moonlight."

Duration: 5 days or until used

Description: This spell envelops the target in an invisible cloak of Magical Body points, providing an additional 6 Body points. For all intents and purposes, these Body points behave entirely like real Body points except for the fact that they can be dispelled. Once they are gone, they cannot be healed and the spell ends. There are no flashes or any other perceptual indications that a Cloak of Moonlight is present in combat. Such cloaks count as Body when the recipient is struck by effects that bypass armour.

Additionally, a Cloak of Moonlight may be intentionally used-up in order to heal a target victim (as per Healing Magic). The Cloak will heal an amount in Body points equal to how many points remain within the cloak. The Cloak may not be partially used in this manner, it is all or nothing. Once the Cloak has been used to heal someone the spell is terminated and the Cloak is gone.

The incant to transfer a Cloak of Moonlight is "Transfer Cloak of Moonlight" and may only be touch-cast. Only 1 Cloak of Moonlight may be worn at any given time. Furthermore, only someone who has the Nature Sphere may actually wear a Cloak of Moonlight, though any creature may be the recipient of its healing power.

Level 4

Bind

Incant: "I invoke Nature to inflict Bind."

Duration: Line of Sight

Description: This spell causes the target to have their hands pulled to their side and be bound there by a glowing white band of Druidic energy 1 inch in thickness. The band is impervious to damage from weapons or spells, although it may be negated with a Dispel Magic (will also affect the rest of the person who is bound). The bound target may rip free from the Bind with +4 strength or greater. Doing so will cause the target to take 4 points of



damage straight to Body and requires a 3 count to do so. While bound, a person may walk, run, and otherwise move freely. They cannot however, use their hands in any means and therefore cannot cast, fight, or use the vast majority of their skills. The Magic of the Bind also shorts out any attempts by the target to touch cast on themselves, but Magic items may be used.

Root Lance

Incant: "I invoke Nature to inflict Root Lance."

Duration: Instant

Description: This spell will cause a sharp, barbed root to tear from the ground and up into the target's body. This packet-delivered attack will cause 15 points of Normal damage upon a successful strike and if damages the target into Body it will also affect them with a Magic Hunter's Snare. Root Lance cannot be cast upon stone floors, inside man-made buildings or wherever there is no dirt, earth or soil, nor on targets without spirits. This is considered a physical attack and is defended against with protections such as Magic Armour. If the spell strikes a shield, it is negated as per other physical attacks and may even be parried.

Level 5

Web

Incant: "I invoke Nature to inflict Web."

Duration: Line of Sight

Description: This spell creates a Magical Web that immobilizes the target from the neck down. Creatures so trapped are unable to do anything with the exception of talking, reading, and skills that require no movement. Trapped creatures may also activate Magical items if the items are touching them, though few items would be beneficial, for the victim cannot use their hands to direct the activated item by throwing packets. Creatures with a strength bonus of +6 may rip free from the web themselves on a 3 count, doing 6 Body in the process; otherwise they may be cut out which takes 6 minutes of time to completely remove the sticky strands.

Regeneration

Incant: "I invoke Nature to grant Regeneration."

Duration: 10 minutes

Description: This healing spell will restore 1 Body point per minute for a period of 10 minutes. The first Body point is healed 60 seconds after the spell is cast, the next 60 after that, etc. Although this spell will not give the target more Body points than their maximum, if during the 10 minutes the target reaches full Body and is wounded again, the regeneration will continue for the remaining duration. Regeneration will still continue to work if the target drops into their 1 minute "Bleed" count but not the target's "Death" count.

Level 6

Cocoon

Incant: "I invoke Nature to inflict Cocoon."

Duration: Line of Sight

Description: This spell is a combination of a Web spell and Silence spell. While affected the target cannot move and their arms are pinned at their sides as per the Nature Web spell. On top of this, they cannot speak or make any sounds via their voice, as if they had been Silenced. Cocooned targets may rip themselves free but doing so requires +8 strength and a 3 count, taking 8 Body damage in the process. Others may also rip them free with a combined +8 strength or greater also doing 8 Body to the victim and requiring a 3 count, or they may be released



by cutting them out. Cutting takes 8 minutes of role-played effort but no damage is taken. While Cocooned, the target cannot be searched or looted of items and they are completely vulnerable to all forms of attack.

Strength of the Bear

Incant: "I invoke Nature to grant Strength of the Bear."

Duration: 1 hour

Description: This spell will grant its target +2 strength for an hour. This strength bonus will stack with any other strength bonus the target may have, but cannot be stacked with another Strength of Bear Spell.

Level 7

Barkskin *

Incant: "I invoke Nature to grant Barkskin."

Duration: 5 days or until used

Description: This spell gives the target 40 points of Magical Armour. This armour is Magical in nature, always comes off the target first, and may not be Refit. All fire based attacks that strike the Barkskin do double damage. If the armour is Breached the remaining fire damage will carry over to the target.

Swarm

Incant: "I invoke Nature to inflict Swarm."

Duration: Indefinite (special)

Description: This spell surrounds the target with a swarm of biting insects. These insects will cause the target to be unable to cast spells. Any damage calls from the target will be at -1 the Normal damage, and every 10 seconds the target will take 1 Body damage. These effects will continue until the target (or an ally) spends a 10 count batting away the insects. Multiple targets swatting will not lower this count. This spell has no effect against non-living targets, such as Undead, golems and incorporeal Spirits.

Level 8

Gaia' s Restoration

Incant: "I invoke Nature to grant Gaia's Restoration."

Duration: Instant

Description: This healing spell will cure all ailments, restore health in all forms (blindness, broken limbs, disease, etc.) and will heal 10 Body points of damage. This will not cure effects that require a specific cure.

Wall of Thorns

Incant: "I invoke Nature to create Wall of Thorns."

Duration: 24 hours

Description: This spell will erect a wall of sharp thorns in a straight line, of no greater than ten feet in length. A phys-rep of some type (rope, string, a visible line in the dirt) must be placed before the spell is cast. Any attempt to cross this line will cause the creature 5 Body points of damage and will inflict the target with poison. This poison will cause 5 points of Body damage every hour, and the target cannot be healed until the poison is removed from their system. (A Dispel Magic spell would work). The wall itself can be cut down, and is



considered to possess 50 Body points, taking double damage from Elemental attacks. The wall will remain for 24 hours, so long as the physical representation remains, and it has not been destroyed.

Level 9

Faerie Fire

Incant: "I invoke Nature to inflict Faerie Fire."

Duration: 10 minutes

Description: This spell causes an aura of light to instantly be created around the struck target. The light emanates from the victim, thereby following them wherever they go, lasting 10 minutes in duration. The light inflicts the cumulative effects of x2 damage from all attacks, the inability to be healed in any form, and also causes blindness.

Suspension

Incant: "I invoke Nature to grant Suspension."

Duration: 5 days

Description: Suspension places a target that is in their 5-minute count in a state of suspended animation until the spell has ended or until the caster wishes to terminate the spell. Dispel Magic will continue the death count where it left off. This spell does not make the target immune to magic, so a Life spell will work on it.



Sphere of Protections

Almost as popular as the Sphere of Healing, the Protections caster is dedicated to keeping themselves alive. Using powerful Charms, Wards and other Magics, the Protections caster can block and reflect the most powerful of Magics.

Spell Focus: A piece of steel or iron

Level 1

Magic Shield

Incant: "I invoke Protection to grant Magic Shield."

Duration: 1 hour

Description: This spell calls into existence a Magical Shield, usable only by the caster. It also gives the caster the Shield skill-proficiency for the duration of the spell. The size of the shield must be chosen upon casting and can be no larger than a "Large Shield". The shield is Spirit-linked to the caster and will remain with the caster until the duration expires or the caster wills the spell to end.

This Magic Shield will have every benefit and detriment of a real shield, with the exception that it cannot be shattered (destroyed), disarmed by any skill, and any Slay that strikes it will remain active. It can, however, be Dispelled. If possible, the shield should have white tape visible on its surface to represent that it is Magical. The shield must be larger than a buckler.

Mage Robes *

Incant: "I invoke Protection to grant Mage Robes."

Duration: 5 days or until used / destroyed

Description: This spell will surround the caster in a semi-transparent robe of armour. This Robe is Magical in nature and may be Dispelled as normal. Mage Robes grants the caster +5 Magical Armour Points. This bonus armour will not stack with the Mage Leathers spell but may stack with any other armour the caster is wearing. This spell is caster only.

Level 2

Magic Armour *

Incant: "I invoke Protection to grant Magic Armour."

Duration: 5 days or until used

Description: This spell protects the target from the next single strike from an Underworld safe weapon or from a spell packet attack with the prefix "physical" in its damage call. It cannot be saved and will go off on the first successful hit, even if the recipient does not wish it to. When this spell defense is used, the target must call out "Magic Armour," and a visible flash of white energy can be seen as the spell-protection dissipates. A Magic Armour will not protect against the physical touch of a touch cast spell or a spellstrike. Only 1 Magic Armour or Advanced Magic Armour may be worn at any given time



Ward Stone

Incant: "I invoke Protection to create a Ward Stone."

Duration: 1 hour

Description: This spell will turn normal stone into a Ward Stone, granting the bearer a +1 Threshold. Once cast, the Ward Stone will become Spirit-linked to the first creature that touches it. That Spirit-link and the Ward Stone itself will become dispelled after the spells duration expires or the creature dies. Ward Stones may be stacked with other Ward Stones and other Threshold giving items / spells. This stone may be no smaller then a golfball and no larger than a softball. The spell tag must be attached to the stone.

Level 3

Render Weapon

Incant: "I invoke Protection to create Render Weapon."

Duration: 5 days or until used

Description: The Render Weapon spell will allow a targeted weapon to resist the next attempt to shatter or destroy it. Once an effect has been resisted, the spell ends. A weapon may only have 1 Render Weapon spell cast on it at any given time.

Stone Form

Incant: "I invoke Protection to grant Stone Form."

Duration: 1 hour and Concentration

Description: This spell turns the target into a statue for as long as the target remains motionless. As soon as the target chooses to move, the spell is broken. For the duration of the spell, the target is immune to all non-Magical physical attacks, or spell packets with the prefix "physical". They are also immune to all non ritual-magic sources of forced movement.

While the spell is in effect, the target may not speak or use any skills. All other attacks, such as spells or Magic, affect the target normally.

Due to safety concerns, you cannot use this spell in a manner which would trap someone else's limbs.

Level 4

Mage Leathers *

Incant: "I invoke Protection to grant Mage Leathers."

Duration: 5 days or until used / destroyed

Description: This spell will surround the caster in mystical semi-transparent leather armour. These leathers are Magical in nature and may be dispelled as normal. Mage Leathers grants the caster +10 Magical Armour Points. This bonus armour will not stack with the Mage Robe spell but may stack with any other armour that the caster is wearing. This spell is caster only.

Resist Toxin *

Incant: "I invoke Protection to grant Resist Toxin."

Duration: 5 days or until used



Description: This spell will protect the recipient from the next toxin, poison, or disease which strikes them externally, be it Magical or non-Magical in nature. Once it has served its function, the spell terminates. Resist toxin will always go off with the first toxin that strikes the recipient. When a Resist Toxin goes off it gives off a white flash of light. Resist Toxin will not protect the recipient from ingested toxins. In some ways this is beneficial, for it is not necessary to expend someone's Resist Toxin in order to feed them Healing potions. Only 1 Resist Toxin may be worn at any given time.

Level 5

Hold Portal

Incant: "I invoke Protection to create Hold Portal."

Duration: 5 days

Description: A Hold Portal spell creates a Magical barrier surrounding any target window or doorway. The entire portal is covered by an impermeable field that is visible to all. Nothing besides normal air may pass through the barrier, although astral beings may do so. Once cast, the portal will be held until it is dispelled (via Dispel Magic), the duration expires, or the caster chooses to end it. This barrier will not block gaze-attacks.

Shield Magic *

Incant: "I invoke Protection to grant Shield Magic."

Duration: 5 days or until used

Description: The spell Shield Magic will protect the target once, from the next spell, or spell-like attack, which hits them. It cannot be saved and will activate even if the target wishes to accept the spell. The only exception to this is if the spell is touch cast onto the target and the target chooses to accept it, such as in the case of most healing spells. Unconscious or incapacitated targets cannot choose to accept a touch cast spell. When this spell defense is used the target must call out "Shield Magic", and a visible flash of white energy can be seen as the spell-protection dissipates. Only one Shield Magic, Advanced Shield Magic, or Reflect Magic may be worn at any given time. It will not protect the wearer from any damage that contains the suffix "Elemental" in its damage call.

Level 6

Advanced Magic Armour *

Incant: "I invoke Protection to grant Advanced Magic Armour."

Duration: 5 days or until used

Description: This spell acts like a Magic Armour, except that the wearer of this spell may choose what attack to defend against. When this spell defense is used the target must call out "Advanced Magic Armour", and a visible flash of white energy can be seen as the spell-protection dissipates. Only one Magic Armour or Advanced Magic Armour a may be worn at a time.

Dispel Magic

Incant: "I invoke Protection to inflict Dispel Magic."

Duration: Instant

Description: This spell will terminate any spell of ninth level or lower, unless specifically stated otherwise in the description. A Shield Magic or Reflect Magic will protect a living target from a Dispel Magic. If the spell is cast on a creature, all active spells are lost and any non extended potions carried by the creature are destroyed. Magic items that contain Battle Magic spells, Extended potions and Battle Magic scrolls are inoperative for 10 minutes. Dispel Magic has no effect on ritual magic



Level 7

Reflect Magic *

Incant: "I invoke Protection to grant Reflect Magic."

Duration: 5 days or until used

Description: This spell will protect the caster once from the next spell that hits them by reflecting it back at the attacker. It cannot be saved, and will go off even if the recipient does not wish it to. When this spell defense is used the target must call out "Reflect", and a visible flash of white energy can be seen as the spell-protection dissipates. When a spell is successfully reflected, the caster of Reflect Magic becomes the caster of the reflected spell as if they had cast it themselves. The spell and its target (the original caster) cannot be changed, but things like its duration become under the control of the new caster. Only one Reflect Magic, Shield Magic, or Advanced Shield Magic may be worn at any given time. It will not reflect any damage that contains the suffix "Elemental" in its damage call.

Ring of Knives

Incant: "I invoke Protection to create Ring of Knives."

Duration: Special

Description: This spell will summon forth a barrage of knives which spin and dance around the caster in a close circle. As long as the caster's feet remain planted, the Ring of Knives will do 10 points of Normal damage to anyone who crosses their path by touching or striking the caster (typically through physical melee attacks). The caster must call out "Active Ring of Knives" to inform any attackers they may be taking damage if they touch or strike the caster of this spell. The Ring of Knives will continue until such a time as the caster moves their feet.

Level 8

Advanced Shield Magic *

Incant: "I invoke Protection to grant Advanced Shield Magic."

Duration: 5 days or until used

Description: This spell acts like a Shield Magic, except that the wearer of this spell may choose what attack to defend against. When this spell defense is used the target must call out "Advanced Shield Armour", and a visible flash of white energy can be seen as the spell-protection dissipates. Only one Reflect Magic, Shield Magic, or Advanced Shield Magic may be worn at any given time. It will not protect the wearer from any damage that contains the suffix "Elemental" in its damage call.

Iron Skin

Incant: "I invoke Protection to grant Iron Skin."

Duration: 10 minutes

Description: This spell grants the target a 5 Normal threshold for ten minutes. Any attack that does 5 or fewer points of Normal damage is replied to with "no effect". The target takes no damage from these attacks. This spell also makes the target immune to Saps for the duration of the spell. All attacks that are not normally damaging in nature (i.e. sleep) affect the target normally.



Level 9

Anti-Magic Field

Incant: "I invoke Protection to grant Anti-Magic Field."

Duration: Concentration

Description: This spell will make the caster immune to all Magic spells, so long as the caster holds both arms out to their sides, palms facing outwards, and remains immobile. During this time, the caster can speak, but cannot use any skills that require movement or them breaking their stance. While in this position, the caster calls "Resist" to all Magic that targets them, both positive and negative. This Anti-Magic Field will not protect against any Magic spell with the suffix "Elemental" in its damage call.

Circle of Protection

Incant: "I invoke Protection to create Circle of Protection."

Duration: 5 days or Special

Description: This spell creates a 10-foot diameter spherical barrier, centered on the caster. This barrier is frictionless and cannot be dispelled by anything short of Ritual Magic. The Circle of Protection must be visually represented by a rope, a heavily drawn circle in the dirt, or any other method which distinctly creates a visible circle. This circle representation must be placed before the spell is cast or the spell will fail. If, during the casting, a creature or object is on the barrier wall, the caster will decide if they are pushed out or pulled in as the Circle wall raises. After the Circle is successfully cast, no object or creature may enter or leave, including the caster, unless s/he purposely and permanently ends the spell. If the caster's spirit leaves the circle for any reason, the spell will end and the circle will drop. In addition to normal spells and attacks, the Circle will protect those inside from all gaseous and sound-based attacks as well, but will not protect against the gaze-attacks of certain creatures. Multiple castings by the same caster can be used to increase the size of the Circle by an additional 10 feet at any time after the initial Circle is cast. This Circle of Protection is not to be confused with a Circle of power. Although they may look similar, the Circle of Protection does not grant the user any benefits to casting Ritual Magics.



Sphere of Psionics

Unlike conventional Magic, Psionics harness powerful abilities from the depths of their mind. This energy is a devastating weapon against both the Angelic and the Demonic.

Spell Focus: A silver coin with an eye carved onto one side.

Level 1

Ego Whip

Incant: "By force of will I inflict Ego Whip. 2 Magic Body!"

Duration: Instant

Description: This spell will do 2 points of Magic Body damage. This spell deals x4 damage to Angelic / Demonic creatures, but will not affect Undead, or other non-living creatures.

Sense Angelic / Demonic

Incant: "By force of will I Grant Sense Angelic / Demonic"

Duration: 1 minute or until used

Description: This spell will allow the caster the ability to sense whether any Angelic or Demonic creatures are in the area. Once the spell has been cast, the caster has the duration of the spell to "Sense Angelic / Demonic" once before the spell ends. The caster must choose either Angelic or Demonic at the time of the spell-casting. The "Sense" must be said in a normal speaking voice. Any Angelic or Demonic creatures in the area will respond with "here" if they are within hearing range.

Level 2

Ethereal Jump

Incant: "By force of will I grant Ethereal Jump"

Duration: Instant

Description: This spell will allow the caster to disappear from their current location and reappear 10 feet away. At the time of casting, the caster must put their weapon or hand on their head (to show s/he is out-of-game), then walk 10 feet in a straight line and immediately go back in-game. There is no hold called for this spell. The time it takes for the caster to walk 10 feet is the time it takes to ethereally jump. The caster must immediately pick a direction and begin walking a straight line as soon as the spell is cast. This spell does not allow the caster to pass through objects. If the caster cannot normally pass through an object (wall, tree, fence, etc.) then s/he cannot pass through it while Ethereally Jumping. If this happens, the spell ends and the caster will immediately reappear. While in this brief ethereal state, the player cannot speak, cast, use abilities or do anything else other than walk.

Mind Meld

Incant: "By force of will I grant Mind Meld."

Duration: Concentration

Description: Mind Meld may be used to communicate telepathically as long as the caster is touching the temples or forehead of the target and concentrates on the task. The Meld takes 30 seconds to initiate. Once established, either participant may choose to convey speech in the form of words, emotions or pictures. Both participants may choose to fabricate any thought, emotion or picture. There is no way to confirm the validity of either participant's



actions, through the use of Mind Meld. No other actions by either party may be taken while a Mind Meld is in effect. Mind Meld is not able to cause erasure or editing of memory. The caster cannot break free of the Mind Meld during the initiation period, although if the target breaks the link, the Meld is terminated. If, during the Meld, the target or caster is rendered unconscious or dead, the link is considered to have been terminated by the target. You cannot force a Mind Meld, as it is a role-playing spell only. If the target is not willing, the spell simply fails. The target may terminate the Mind Meld at any time, without penalty, and the caster may terminate it likewise, at any time after the 30 seconds has elapsed.

Level 3

Hallucinogen

Incant: "By Force of will I inflict Hallucinogen"

Duration: 1 hour

Description: This spell causes wild and totally unrealistic hallucinations to flood the mind of its victim. Their world will not be the same world which everyone around them is experiencing, even though the victim will realize that s/he is hallucinating. Unfortunately, there is nothing that can be done about it until the effect wears off in 1 hour except being dispelled with a Dispel Magic.

Psionic Knife

Incant: "By force of will I create Psionic Knife"

Duration: 1 hour

Description: This spell focuses the caster's mental energy into one small, blade-shaped force, which can be used in combat. Once the spell is cast, the caster may wield a dagger-sized phys-rep (blue) swinging for 2 Magic. While this spell is in effect, the caster may not cast any spells. At any time during the duration of this spell, the caster may channel any Psionic spell currently in memory through the weapon by calling "Spellstrike <Spell-Name>". This reduces the damage that the knife can swing for by 1. If the damage of the knife is reduced to zero, the hour runs out, or the caster wishes, the spell ends. Should the caster drop the weapon or become disarmed, the weapon will dissipate and the spell will end. The caster is responsible for bringing their own blue boffer phys-rep, the spell will fail without the proper rep. Summoned weapons may be used with natural weaponry like Savar Claws, but will not grant the user the Florentine skill needed to fight with both. Purchasing an Exotic Weapon Proficiency: Summoned Weapons, will increase the damage of any weapon conjured by this spell by 1 per purchase, but the summoned weapon will still dissipate when a number of spell-strikes equal to its base damage are used.

Level 4

Ego Flay

Incant: "By force of will I inflict Ego Flay. 5 Magic Body!"

Duration: Instant

This spell will do 5 points of Magic Body damage. This spell deals x4 damage to Angelic / Demonic beings but will not affect Undead, or other non-living creatures.



Sleep

Incant: "By force of will I inflict Sleep"

Duration: 10 minutes

Description: This spell causes the target to fall instantly into a deep sleep. The person will sleep for the duration of the spell, unless someone shakes them continuously for 1 minute, or if they take damage into Body. The target will awaken enough only to resist killing blows then fall back into deep sleep. This spell has no effect on Undead or non-living creatures.

Level 5

Ego Rend

Incant: "By force of will I inflict Ego Rend. 10 Magic Body!"

Duration: Instant

Description: This spell will do 10 points of Magic Body damage. This spell deals x4 damage to Angelic / Demonic beings but will not affect Undead, or other non-living creatures.

Wall of Id

Incant: "By force of will I create Wall of Id."

Duration: Instant: Rage - 5 minutes

Description: This spell creates a two-dimensional, 10"x10", vertical barrier of pure, primal thought, which will instigate a berserker rage in anyone that crosses it. The victim will attack the nearest target, friend or foe, until they are lying on the ground and are no longer moving. The victim will then move on to the next closest target until the rage ends, and will focus on one enemy at a time. The attack will be mindless, and no "tag" skills (i.e. skills that have tags associated with them) can be used. Other than that restriction, the victim will fight in the most efficient manner available to them. A Dispel Magic will remove this effect. This berserk has no effect on Undead or mindless creatures.

The wall itself will grow from where the spell was originally cast until it has reached its full size of 10 feet wide and 10 feet tall. The wall will stop growing in one direction if it is blocked by some object. If the object is later removed, the wall will resume its growth in that direction until it reaches its full size. The physical representation for the wall should be a 10-foot long piece of rope, although any other similar, linear object will do. It is even feasible in some instances to draw a line in the dirt, so long as the line is clearly visible. The wall cannot be curved. Only Dispel Magic can remove the wall. Otherwise, it will last for 5 days or until its creator wishes the spell to cease. Once created it cannot be moved. This spell must be cast on a permanent floor or ground.

Level 6

Charm

Incant: "By force of will I inflict Charm"

Duration: 1 hour

Description: This spell causes the target to treat the caster as their best friend. Although it does not turn the target into a mindless automaton that follows every order the caster gives, the target will be required to stay with their "friend" and listen to any "suggestions" the caster may give. If the caster attacks the Charmed individual, the spell will be broken. However, friends of the caster may attack the victim and the spell may remain intact if the caster can give adequate reason as to why s/he is not defending the target. A Charmed creature will not attack their old friends unless given enough reason. However, if the target is told to "defend me" and their old friends attack the



caster; this would be considered adequate reason. This spell will not force the target to act in a way that is contrary to their nature (a pacifist killing someone, etc.). The spell will not force the target to tell the truth or reveal secrets, unless it is already in their nature to do so to their best friend. This spell will not force the target to do anything obviously suicidal unless it would be in the target's nature to do so. This spell will not work on Undead or other mindless creatures.

Silence

Incant: "By force of will I inflict Silence"

Duration: 1 hour

Description: The target of this spell is rendered speechless and cannot make any sound, including grunting or coughing. Casting spells becomes impossible; although the player must still call out any damage they may do using weapons. This spell may be countered with Dispel Magic.

Level 7

Ego Burn

Incant: "By force of will I inflict Ego Burn. 15 Magic Body!"

Duration: Instant

Description: This spell will do 15 points of Magic Body damage. It will do x4 damage if the target is Angelic / Demonic. This spell will not harm Undead.

Psionic Blade

Incant: "By force of will I create Psionic Blade"

Duration: 1 hour

Description: This spell acts exactly as the Psionic Knife spell, except as follows: the caster may use a phys-rep up to Long Sword size, the Psionic Blade's starting damage is 4 Magic and the caster may spell strike any spell memorized regardless of Sphere. Should the caster drop the weapon, or become disarmed, the weapon will dissipate and the spell will end.

Level 8

Circle of Protection: Demonic / Angelic

Incant: "By force of will I create Circle of Protection: Demonic (or) Angelic."

Duration: 5 days

Description: This spell will summon into existence a Circle of Protection. This is protection against either the Demonic or the Angelic (chosen at the time of casting). This Circle must be physically represented by the caster, and cannot be larger than 10 feet in diameter. While this Circle is up, no creature of the chosen type can enter or leave. This Circle can be used to trap as well as repel. The Circle is immune to all physical and Magical damage, and from all spells originating from the chosen creature type including Dispel Magic. This does not apply to any other creatures that can dispel the circle normally.

Paralysis

Incant: "By force of will I inflict Paralysis."

Duration: 10 minutes



Description: The spell Paralysis will immobilize the target, rendering them unable to move at all. This spell will not work on creatures which have no nervous system such as Undead, Golems, Elementals, etc.

Level 9

Exorcism

Incant: "By force of will I inflict Exorcism."

Duration: Instant

Description: This spell will destroy any lesser Demon or Angel, sending it back to the plane from whence it came, trapping it there for 1 year and 1 day. Against greater Demons and Angels, this spell will do 216 points of Magic Body damage. This spell, if cast at a target who is possessed by the Angelic or Demonic, will only affect the Demon/Angel, and not the target.

Forget

Incant: "By force of will I inflict Forget."

Duration: 10 minutes / Permanent

Description: Forget causes the target's memory to be erased of all that occurred within the last 15 minutes. If the target resurrects or a Dispel Magic is cast on the target within 10 minutes, the memories will be restored. Ten minutes after the casting, the effects are permanent and cannot be restored save via Ritual Magic. This spell can be freely resisted by any conscious target. The target will be fully aware their memories have been removed but will have no idea how, why or by whom.

