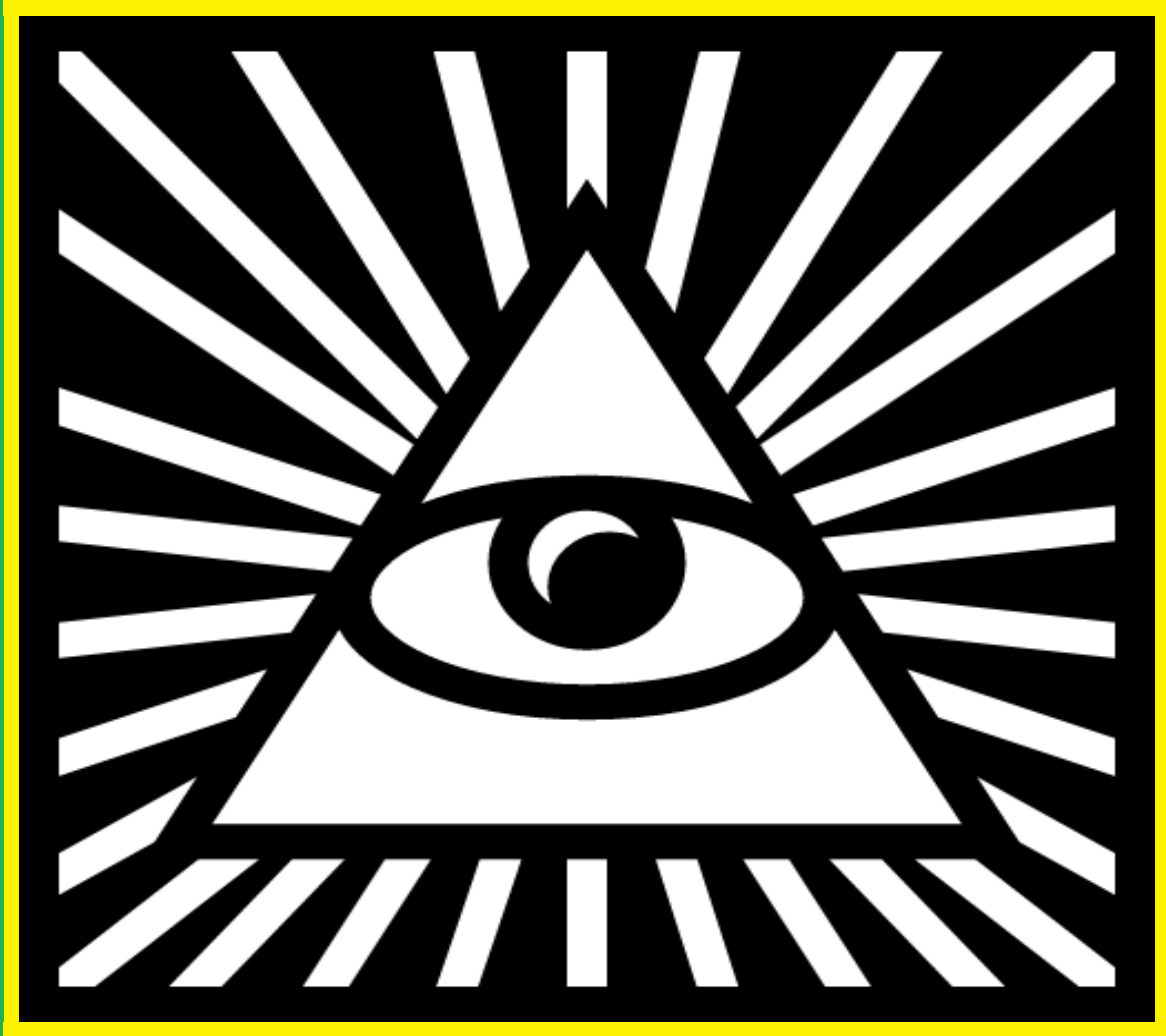


The Book of Abilities



PHLARP

PARK HILLS, MO 573-516-3099

WRITTEN BY: JASON L. SMITH (AKA: NORTH) AND THROUGH A COLLABERATIVE EFFORT MADE BY EVERY SINGLE PHLARPER.

Paladin

PALADIN

~LEVEL/
AP
COST~

TWO-HANDED WEAPON TRAINING

0

VARIATION~ DEATH KNIGHT

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN WIELD A TWO-HANDED WEAPON. A WEAPON THAT IS 41-50" IN OVERALL LENGTH IS CATEGORIZED AS A TWO-HANDED WEAPON. YOU CANNOT ATTACK WITH A TWO-HANDED WEAPON WITH ONLY ONE HAND ON IT UNLESS YOU HAVE A DAMAGED ARM.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

PALADIN

~LEVEL/
AP
COST~

OFF-HANDED WEAPON TRAINING

0

VARIATION~ DEATH KNIGHT

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

PALADIN

~LEVEL/
AP
COST~

SHIELD TRAINING

VARIATION~ DEATH KNIGHT

0

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN DEFEND WITH A SHIELD. YOU CANNOT WIELD A SHIELD AS A WEAPON AND YOU CANNOT CONTACT ANYONE'S BODY WITH IT. YOUR SHIELD CANNOT BE LARGER THAN 12.5' AROUND ITS EDGE AND YOU MUST BE ABLE TO CARRY YOUR SHIELD BY YOURSELF WITH ONE HAND.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

PALADIN

~LEVEL/
AP
COST~

ONE-HANDED WEAPON TRAINING

VARIATION~ DEATH KNIGHT

0

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

PALADIN

~LEVEL/
AP
COST~

R.I.P.

VARIATION~ **DEATH KNIGHT**

USES~ **1**

CASTING TIME~ **1 SECOND**

DURATION~ **SPECIAL**

TARGET(S)~ **AN UNDEAD**

RANGE~ **THROWN**

COMPONENT~ **PINK PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"RIP!"

~MECHANICS~ EFFECT~ **CHARMING**

YOU CAN CAUSE AN UNDEAD TO BE UNDER YOUR CONTROL UNTIL EITHER ONE OF YOU RECEIVES A FATAL STRIKE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A PINK PACKET.



PALADIN

~LEVEL/
AP
COST~

THE BLACK KNIGHT

VARIATION~ **DEATH KNIGHT**

USES~ **∞**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"I DUB THEE THE BLACK KNIGHT!"

~MECHANICS~ EFFECT~ **AILMENT**

YOU CAN CAUSE A LIMBLESS ENEMY TO BECOME IMMUNE TO NORMAL DAMAGE, UNABLE TO BE HEALED, UNABLE TO BENEFIT FROM ANY POSITIVE EFFECTS, AND UNABLE TO PERFORM ABILITIES UP TO YOUR MAXIMUM BLEED OUT TIME, IF YOU SHOUT THE VERBAL AS YOU STRIKE HIS SHOULDER WITH YOUR MELEE WEAPON.



PALADIN

~LEVEL/
AP
COST~

HONOR SWITCH

VARIATION~ **DEATH KNIGHT**

1

USES~ ∞

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **PHYSICAL**

DURATION~ **INSTANT**

YOU CAN TRANSFER AN ITEM INTO YOUR UNDAMAGED ARM AS YOU RECEIVE DAMAGE TO YOUR OTHER ARM WITHOUT HAVING TO DROP THE ITEM FIRST IF YOU SHOUT THE VERBAL AS YOU RECEIVE THE DAMAGE. YOU MAY CONTINUE TO MOVE AS YOU DO THIS BUT IF YOU DEFEND YOURSELF FROM AN ATTACK WITH A WEAPON OR SHIELD THAT IS IN YOUR DAMAGED ARM THEN YOU RECEIVE FATAL DAMAGE.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"HONOR SWITCH!"

PALADIN

~LEVEL/
AP
COST~

INOCULATE

VARIATION~ **DEATH KNIGHT**

2

USES~ **1**

CASTING TIME~ **30 SECONDS**

~MECHANICS~ EFFECT~ **ANTI-AILMENT**

DURATION~ **SPECIAL**

YOU CAN IGNORE AN AILMENT IF YOU BEGIN SHOUTING THE VERBAL AS YOU TIE A WHITE BAND ON TO YOUR HEAD AND IF YOU THEN CONTINUE TO SHOUT THE REMAINING VERBAL WHILE YOU ARE SLOWED. IF YOU RECEIVE DAMAGE OR AN AILMENT BEFORE YOU COMPLETE SHOUTING THE VERBAL, INOCULATE IS SPENT AND NEGATED.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"INOCULATING 1, INOCULATING 2,...
INOCULATING 30, SUCCESS!"**

PALADIN

~LEVEL/
AP
COST~

BLOOD PACT

VARIATION~ DEATH KNIGHT

USES~ ∞

2

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ MINION

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ MELEE

YOU CAN TRANSFORM AN ENEMY INTO AN UNDEAD SKELETON FOR UP TO YOUR MAXIMUM BLEED OUT TIME IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR SKELETON CAN WIELD THE SAME WEAPONS AS HE DID IN LIFE, HE HAS ONLY 1 HP, HE CANNOT BE HEALED, HE MUST OBEY YOU, AND IF HE RECEIVES FATAL DAMAGE AGAIN OR HIS DURATION EXPIRES HE BECOMES MUTILATED.

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"BLOOD PACT [YOUR MAXIMUM BLEED OUT TIME]!"

PALADIN

~LEVEL/
AP
COST~

DETECT HIDDEN

VARIATION~ DEATH KNIGHT

USES~ 1

2

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ REVEALING

DURATION~ INSTANT

TARGET(S)~ ALL HIDDEN ENEMIES WITHIN RANGE

YOU CAN REVEAL HIDDEN ENEMIES THAT ARE WITHIN 15' OF YOU IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A PURPLE PACKET.

RANGE~ 15'

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DETECT HIDDEN!"

PALADIN

~LEVEL/
AP
COST~

SOUL SHARD

2

VARIATION~ **DEATH KNIGHT**

USES~ **1**

CASTING TIME~ **SPECIAL**

DURATION~ **INSTANT**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **SPECIAL**

INFERRED PREREQUISITE~ **SPECIAL**

~VERBAL~

"SOUL SHARD!"

~MECHANICS~ EFFECT~ **SHADOW**

YOU CAN HEAL ONE OF YOUR LIMBS IF YOU FIRST SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO AN ENEMY WITH A MELEE WEAPON AND WHILE YOUR RUNIC SYMBOL IS YOUR OTHER HAND, AND IF YOU THEN SHOUT THE VERBAL AS YOU EXTEND YOUR RUNIC SYMBOL SKYWARD.

PALADIN

~LEVEL/
AP
COST~

MEAT PUPPET

3

VARIATION~ **DEATH KNIGHT**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"MEAT PUPPET [DURATION]!"

~MECHANICS~ EFFECT~ **MINION**

YOU CAN TRANSFORM AN ENEMY INTO AN UNDEAD MEAT PUPPET FOR UP TO YOUR MAXIMUM BLEED OUT TIME IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR MEAT PUPPET CAN WIELD THE SAME WEAPONS AS IN LIFE, HE MUST OBEY YOU, HE BEGINS FULLY HEALED, HE CAN BE HEALED, AND IF HE IS DESTROYED OR HIS DURATION EXPIRES HE BECOMES A MUTILATED CORPSE.

PALADIN

~LEVEL/
AP
COST~

SKELETAL SOLDIER

VARIATION~ **DEATH KNIGHT**

USES~ **1**

3

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **MINION**

DURATION~ **YOUR MAXIMUM BLEED OUT**

YOU CAN TRANSFORM AN ENEMY INTO AN UNDEAD SKELETAL SOLDIER FOR UP TO YOUR MAXIMUM BLEED OUT TIME IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR SKELETAL SOLDIER CAN WIELD THE SAME WEAPONS AS A SQUIRE, HE MUST OBEY YOU, HE HAS 1 HP, AND IF HE IS DESTROYED OR HIS DURATION EXPIRES HE BECOMES A MUTILATED CORPSE.

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"SKELETAL SOLDIER [DURATION]!"

PALADIN

~LEVEL/
AP
COST~

SHATTER CHAINS

VARIATION~ **DEATH KNIGHT**

USES~ **1**

3

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **ANTI-SHACKLING**

DURATION~ **INSTANT**

YOU CAN RELEASE A SHACKLED PLAYER IF YOU SHOUT THE VERBAL AS YOU GRAB THE SHACKLE COMPONENT WITH BOTH HANDS. YOU CAN ALSO RELEASE YOURSELF IF YOU SHOUT THE VERBAL WHILE AN ENEMY IS NOT HOLDING THE SHACKLE. IF YOU HAVE A DAMAGED ARM YOU CANNOT PERFORM SHATTER CHAINS ON YOURSELF.

TARGET(S)~ **AN ALLY OR SELF**

RANGE~ **TOUCH**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"SHATTER CHAINS!"

PALADIN

~LEVEL/
AP
COST~

HAND ARMOR

3

VARIATION~ **DEATH KNIGHT**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

~VERBAL~

"HAND ARMOR!"

PALADIN

~LEVEL/
AP
COST~

CHALLENGE

4

VARIATION~ **DEATH KNIGHT**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **15'**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~MECHANICS~ EFFECT~ **UNIQUE**

YOU CAN LOCK AN ENEMY INTO A 1-ON-1 COMBAT WITH YOU FOR UP TO 300 SECONDS BY ISSUING A VERBAL CHALLENGE TO HIM. HE DOES NOT HAVE TO ACCEPT YOUR CHALLENGE BUT IF HE DENIES IT, IT IS NOT SPENT. IF HE ACCEPTS, NEITHER OF YOU CAN MOVE MORE THAN 15' AWAY FROM EACH OTHER AND YOU MUST BOTH ATTEMPT TO STAY WITHIN 30' OF WHERE THE INITIAL CHALLENGE WAS ISSUED.

~VERBAL~

"I CHALLENGE [TARGET]!"

PALADIN

~LEVEL/
AP
COST~

COLD BLOODED

VARIATION~ **DEATH KNIGHT**

4

USES~ ∞

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **SLOWING**

DURATION~ **10 SECONDS**

YOU CAN SLOW ANY PLAYER THAT DELIVERS A NORMAL MELEE STRIKE TO YOU FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU ARE RECEIVING IT.

TARGET(S)~ **SPECIAL**

RANGE~ **MELEE**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"COLD BLOODED, 10!"

PALADIN

~LEVEL/
AP
COST~

ARM ARMOR

VARIATION~ **DEATH KNIGHT**

5

USES~ ∞

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **ARMOR**

DURATION~ **PASSIVE**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR ARM ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR ARMS FROM YOUR ELBOWS TO YOUR WRISTS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR ARM ARMOR.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"ARM ARMOR!"

PALADIN

~LEVEL/
AP
COST~

SOUL STONE

VARIATION~ DEATH KNIGHT

USES~ 1

CASTING TIME~ SPECIAL

DURATION~ INSTANT

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ SKULL

INFERRED PREREQUISITE~ ARM

~VERBAL~

"SOUL STONE"

5

~MECHANICS~ EFFECT~ SHADOW

YOU CAN BRING YOURSELF BACK TO LIFE WITH FULL HEALTH IF YOU FIRST SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO AN ENEMY WITH A MELEE WEAPON AND WHILE YOUR RUNIC SYMBOL IS IN YOUR OTHER HAND, AND IF YOU THEN SHOUT THE VERBAL AS YOU EXTEND YOUR RUNIC SYMBOL SKYWARD AFTER YOU HAVE REACHED YOUR MINIMUM BLEED OUT TIME AS A CORPSE.

PALADIN

~LEVEL/
AP
COST~

LEPER

VARIATION~ DEATH KNIGHT

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"LEPER!"

5

~MECHANICS~ EFFECT~ AILMENT

YOU CAN TRANSFORM AN ENEMY INTO AN UNDEAD LEPER FOR UP TO YOUR MAXIMUM BLEED OUT TIME IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR LEPER CAN WIELD THE SAME WEAPONS AS HE DID IN LIFE, HE RECEIVES DAMAGE NORMALLY, HE MUST OBEY YOU, HE BECOMES FULLY HEALED UPON TRANSFORMING BUT HE CANNOT BE HEALED AFTERWARD, ANY DAMAGE THAT HE DELIVERS ALSO DELIVERS LEPROSY, AND IF HE RECEIVES FATAL DAMAGE AGAIN OR HIS DURATION EXPIRES HE BECOMES MUTILATED. LEPROSY CAUSES AN ENEMY TO RECEIVE DAMAGE ON ONE OF HIS LIMBS EVERY 10 SECONDS UNTIL HE HAS ONLY ONE LIMB REMAINING.

PALADIN

~LEVEL/
AP
COST~

FREE ACTION

VARIATION~ **DEATH KNIGHT**

USES~ **1**

6

CASTING TIME~ **INSTANT**

~MECHANICS~ **EFFECT~ ANTI-MOVEMENT IMPAIRING**

DURATION~ **3 SECONDS**

YOU CAN IGNORE MOVEMENT IMPAIRING EFFECTS FOR 3 IMMEDIATE STEPS IF YOU SHOUT THE VERBAL.

TARGET(S)~ **AN ENEMY**

RANGE~ **3 STEPS**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **BOTH LEGS**

~VERBAL~

"CHARGE!"



PALADIN

~LEVEL/
AP
COST~

INSTANT KARMA

VARIATION~ **DEATH KNIGHT**

USES~ **1**

6

CASTING TIME~ **INSTANT**

~MECHANICS~ **EFFECT~ MAGICAL**

DURATION~ **INSTANT**

YOU CAN RECIPROCATE A NORMAL LIMB STRIKE IF YOU SHOUT THE VERBAL AS YOU RECEIVE IT.

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"INSTANT KARMA!"



PALADIN

~LEVEL/
AP
COST~

PESTILENT CORPSE

VARIATION~ **DEATH KNIGHT**

6

USES~ **1**

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **MINION**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"PESTILENT CORPSE [DURATION]!"

YOU CAN TRANSFORM AN ENEMY INTO AN UNDEAD PESTILENT CORPSE FOR UP TO YOUR MAXIMUM BLEED OUT TIME IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR PESTILENT CORPSE CAN WIELD THE SAME WEAPONS AS IN LIFE, HE MUST OBEY YOU, HE BEGINS FULLY HEALED, HE CANNOT BE HEALED, ANY DAMAGE HE DELIVERS ALSO DELIVERS CREEPING DEATH AND IF HE IS DESTROYED OR HIS DURATION EXPIRES HE BECOMES A MUTILATED CORPSE. CREEPING DEATH CAUSES AN ENEMY TO BE SLOWED FOR 30 SECONDS AND THEN TO BECOME A CORPSE.

PALADIN

~LEVEL/
AP
COST~

SHIELD TRAINING

VARIATION~ **DIVINE**

0

USES~ **∞**

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **TRAINING**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

N/A

YOU CAN DEFEND WITH A SHIELD. YOU CANNOT WIELD A SHIELD AS A WEAPON AND YOU CANNOT CONTACT ANYONE'S BODY WITH IT. YOUR SHIELD CANNOT BE LARGER THAN 12.5' AROUND ITS EDGE AND YOU MUST BE ABLE TO CARRY YOUR SHIELD BY YOURSELF WITH ONE HAND.

PALADIN

~LEVEL/
AP
COST~

OFF-HANDED WEAPON TRAINING

0

VARIATION~ DIVINE

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

PALADIN

~LEVEL/
AP
COST~

ONE-HANDED WEAPON TRAINING

0

VARIATION~ DIVINE

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

PALADIN

~LEVEL/
AP
COST~

TWO-HANDED WEAPON
TRAINING

0

VARIATION~ DIVINE

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A TWO-HANDED WEAPON. A WEAPON THAT IS 41-50" IN OVERALL LENGTH IS CATEGORIZED AS A TWO-HANDED WEAPON. YOU CANNOT ATTACK WITH A TWO-HANDED WEAPON WITH ONLY ONE HAND ON IT UNLESS YOU HAVE A DAMAGED ARM.

PALADIN

~LEVEL/
AP
COST~

HONOR SWITCH

1

VARIATION~ DIVINE

USES~ ∞

CASTING TIME~ INSTANT

DURATION~ INSTANT

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"HONOR SWITCH!"

~MECHANICS~ EFFECT~ PHYSICAL

YOU CAN TRANSFER AN ITEM INTO YOUR UNDAMAGED ARM AS YOU RECEIVE DAMAGE TO YOUR OTHER ARM WITHOUT HAVING TO DROP THE ITEM FIRST IF YOU SHOUT THE VERBAL AS YOU RECEIVE THE DAMAGE. YOU MAY CONTINUE TO MOVE AS YOU DO THIS BUT IF YOU DEFEND YOURSELF FROM AN ATTACK WITH A WEAPON OR SHIELD THAT IS IN YOUR DAMAGED ARM THEN YOU RECEIVE FATAL DAMAGE.

PALADIN

~LEVEL/
AP
COST~

INTERCEPT

VARIATION~ **DIVINE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

TARGET(S)~ **AN ALLY**

RANGE~ **15'**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **SPECIAL**

~**VERBAL**~

"INTERCEPT!"

~**MECHANICS**~ **EFFECT~ HOLY**

YOU CAN INTERCEPT A NON-FATAL NEGATIVE EFFECT OR STRIKE THAT AN ALLY RECEIVES IF HE IS WITHIN 15' OF YOU AND IF YOU SHOUT THE VERBAL AS HE RECEIVES IT.

PALADIN

~LEVEL/
AP
COST~

TURN UNDEAD

VARIATION~ **DIVINE**

USES~ **2**

CASTING TIME~ **INSTANT**

DURATION~ **10 SECONDS**

TARGET(S)~ **AN UNDEAD**

RANGE~ **15'**

COMPONENT~ **RELIGIOUS SYMBOL**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"TURN UNDEAD [TARGET] 10!"

~**MECHANICS**~ **EFFECT~ HOLY**

YOU CAN CAUSE AN UNDEAD THAT IS WITHIN 15' OF YOU TO IMMEDIATELY MOVE DIRECTLY AWAY FROM YOU FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR RELIGIOUS SYMBOL OUT TOWARDS THEM.

PALADIN

~LEVEL/
AP
COST~

DETECT HIDDEN

VARIATION~ DIVINE

2

USES~ 1

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ REVEALING

DURATION~ INSTANT

YOU CAN REVEAL HIDDEN ENEMIES THAT ARE WITHIN 15' OF YOU IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A PURPLE PACKET.

TARGET(S)~ ALL HIDDEN ENEMIES WITHIN RANGE

RANGE~ 15'

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DETECT HIDDEN!"

PALADIN

~LEVEL/
AP
COST~

DIVINE SHIELD

VARIATION~ DIVINE

2

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS/
INSTANT

~MECHANICS~ EFFECT~ HOLY

DURATION~ SPECIAL

YOU CAN GRANT AN ALLY THE ABILITY TO IGNORE A NORMAL LIMB DAMAGING STRIKE THAT HE RECEIVES IF YOU SHOUT THE VERBAL AS YOU TIE A WHITE BAND ON TO HIS HEAD AND IF HE THEN SHOUTS, "DIVINE SHIELD!" AS HE RECEIVES A NORMAL LIMB DAMAGING STRIKE.

TARGET(S)~ AN ALLY

RANGE~ TOUCH

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"CASTING DIVINE SHIELD!"

PALADIN

~LEVEL/
AP
COST~

DIVINE LIGHT

VARIATION~ **DIVINE**

USES~ **1**

2

CASTING TIME~ **(ROUGHLY) 3 SECONDS**

~MECHANICS~ EFFECT~ **HOLY**

DURATION~ **SPECIAL**

YOU CAN HEAL AN ALLY'S LIMB IF YOU SHOUT THE VERBAL AS YOU TIE A WHITE BAND ON TO IT.

TARGET(S)~ **AN ALLY**

RANGE~ **TOUCH**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"CASTING DIVINE LIGHT!"



PALADIN

~LEVEL/
AP
COST~

INOCULATE

VARIATION~ **DIVINE**

USES~ **1**

2

CASTING TIME~ **30 SECONDS**

~MECHANICS~ EFFECT~ **ANTI-AILMENT**

DURATION~ **SPECIAL**

YOU CAN IGNORE AN AILMENT IF YOU BEGIN SHOUTING THE VERBAL AS YOU TIE A WHITE BAND ON TO YOUR HEAD AND IF YOU THEN CONTINUE TO SHOUT THE REMAINING VERBAL WHILE YOU ARE SLOWED. IF YOU RECEIVE DAMAGE OR AN AILMENT BEFORE YOU COMPLETE SHOUTING THE VERBAL, INOCULATE IS SPENT AND NEGATED.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"INOCULATING 1, INOCULATING 2,...
INOCULATING 30, SUCCESS!"**



PALADIN

~LEVEL/
AP
COST~

SHATTER CHAINS

3

VARIATION~ **DIVINE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

TARGET(S)~ **AN ALLY OR SELF**

RANGE~ **TOUCH**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

"SHATTER CHAINS!"

~**MECHANICS**~ **EFFECT~ ANTI-SHACKLING**

YOU CAN RELEASE A SHACKLED PLAYER IF YOU SHOUT THE VERBAL AS YOU GRAB THE SHACKLE COMPONENT WITH BOTH HANDS. YOU CAN ALSO RELEASE YOURSELF IF YOU SHOUT THE VERBAL WHILE AN ENEMY IS NOT HOLDING THE SHACKLE. IF YOU HAVE A DAMAGED ARM YOU CANNOT PERFORM SHATTER CHAINS ON YOURSELF.

PALADIN

~LEVEL/
AP
COST~

HAND ARMOR

3

VARIATION~ **DIVINE**

USES~ **∞**

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"HAND ARMOR!"

~**MECHANICS**~ **EFFECT~ ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

PALADIN

~LEVEL/
AP
COST~

PARRY OF FAITH

VARIATION~ **DIVINE**

3

USES~ **1**

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **HOLY**

DURATION~ **INSTANT**

**YOU CAN IGNORE A SHADOW EFFECT IF YOU SHOUT THE
VERBAL AS YOU RECEIVE IT.**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **SPECIAL**

~**VERBAL**~

"PARRY OF FAITH!"



PALADIN

~LEVEL/
AP
COST~

CURE AILMENT

VARIATION~ **DIVINE**

3

USES~ **2**

CASTING TIME~ **1 SECOND**

~MECHANICS~ EFFECT~ **ANTI-AILMENT**

DURATION~ **INSTANT**

**YOU CAN REMOVE AILMENTS FROM AN ALLY IF YOU SHOUT
THE VERBAL AS YOU THROW AND STRIKE HIM, HIS
WEAPON, OR HIS SHIELD WITH A WHITE PACKET.**

TARGET(S)~ **AN ALLY, WEAPON OR SHIELD,
OR SELF**

RANGE~ **THROWN**

COMPONENT~ **WHITE PACKET**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"CURE AILMENT!"



PALADIN

~LEVEL/
AP
COST~**SMITE**

VARIATION~ DIVINE

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ INSTANT

TARGET(S)~ AN ENEMY, WEAPON OR
SHIELD

RANGE~ THROWN

COMPONENT~ WHITE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"SMITE!"

4

~MECHANICS~ EFFECT~ HOLY

YOU CAN BREAK AN ENEMY'S WEAPON OR SHIELD OR DELIVER RANGED DAMAGE TO HIM IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A WHITE PACKET. IF SMITE STRIKES AN UNDEAD BEING, HIS WEAPON, OR HIS SHIELD THEN HE BECOMES A MUTILATED CORPSE.

PALADIN

~LEVEL/
AP
COST~**CHALLENGE**

VARIATION~ DIVINE

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ 15'

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

"I CHALLENGE [TARGET]!"

4

~MECHANICS~ EFFECT~ UNIQUE

YOU CAN LOCK AN ENEMY INTO A 1-ON-1 COMBAT WITH YOU FOR UP TO 300 SECONDS BY ISSUING A VERBAL CHALLENGE TO HIM. HE DOES NOT HAVE TO ACCEPT YOUR CHALLENGE BUT IF HE DENIES IT, IT IS NOT SPENT. IF HE ACCEPTS, NEITHER OF YOU CAN MOVE MORE THAN 15' AWAY FROM EACH OTHER AND YOU MUST BOTH ATTEMPT TO STAY WITHIN 30' OF WHERE THE INITIAL CHALLENGE WAS ISSUED.

PALADIN

~LEVEL/
AP
COST~

DIVINE FAVOR

VARIATION~ **DIVINE**

USES~ **1**

5

CASTING TIME~ **(ROUGHLY) 3 SECONDS**

~MECHANICS~ EFFECT~ **HOLY**

DURATION~ **SPECIAL**

YOU CAN GRANT AN ALLY THE ABILITY TO PREVENT ALL ENEMIES EXCEPT ONE FROM MOVING TOWARDS HIM UNTIL HE RECEIVES DAMAGE, ALTHOUGH ALL OF YOUR ALLIES EXCEPT YOU MUST IMMEDIATELY MOVE AND CONTINUE TO STAY AT LEAST 15' AWAY FROM HIM, IF YOU SHOUT THE VERBAL AS YOU TIE A BAND ON TO HIS HEAD AND IF HE THEN SHOUTS "DIVINE FAVOR!" AS MORE THAN ONE ENEMY OR ANY ALLY EXCEPT YOU IS WITHIN 15' OF HIM.

TARGET(S)~ **AN ALLY**

RANGE~ **TOUCH**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"CASTING DIVINE FAVOR!"

PALADIN

~LEVEL/
AP
COST~

HOLY PRAYER

VARIATION~ **DIVINE**

USES~ **1**

5

CASTING TIME~ **5 SECONDS**

~MECHANICS~ EFFECT~ **HOLY**

DURATION~ **INSTANT**

YOU CAN HEAL ONE OF YOUR LIMBS IF YOU SIT DOWN, CLOSE YOUR EYES, AND THEN SHOUT THE VERBAL.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"CASTING HOLY PRAYER 1, 2, 3, 4, 5, SUCCESS!"

PALADIN

~LEVEL/
AP
COST~

ARM ARMOR

VARIATION~ **DIVINE**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"ARM ARMOR!"

5

~**MECHANICS**~ **EFFECT~ ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR ARM ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR ARMS FROM YOUR ELBOWS TO YOUR WRISTS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR ARM ARMOR.

PALADIN

~LEVEL/
AP
COST~

BEFRIEND

VARIATION~ **DIVINE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **5'**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"BEFRIEND!"

6

~**MECHANICS**~ **EFFECT~ AILMENT**

YOU CAN PREVENT AN ENEMY THAT IS WITHIN 5' OF YOU FROM DELIVERING DAMAGE TO YOU UNTIL YOU DELIVER DAMAGE TO HIM OR HE IS FORCED TO DEFEND HIMSELF FROM RECEIVING DAMAGE FROM YOU IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR OPEN HAND OUT TOWARD HIM. THIS EFFECT PERSISTS THROUGH DEATH AND UNTIL THE END OF BATTLE.

PALADIN

~LEVEL/
AP
COST~

FREE ACTION

6

VARIATION~ **DIVINE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **3 SECONDS**

TARGET(S)~ **AN ENEMY**

RANGE~ **3 STEPS**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **BOTH LEGS**

~**VERBAL**~

"CHARGE!"

~**MECHANICS**~ **EFFECT~ ANTI-MOVEMENT IMPAIRING**

YOU CAN IGNORE MOVEMENT IMPAIRING EFFECTS FOR 3 IMMEDIATE STEPS IF YOU SHOUT THE VERBAL.

PALADIN

~LEVEL/
AP
COST~

INSTANT KARMA

6

VARIATION~ **DIVINE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"INSTANT KARMA!"

~**MECHANICS**~ **EFFECT~ MAGICAL**

YOU CAN RECIPROCATE A NORMAL LIMB STRIKE IF YOU SHOUT THE VERBAL AS YOU RECEIVE IT.

Priest

PRIEST

~LEVEL/
AP
COST~

OFF-HANDED WEAPON TRAINING

0

VARIATION~ HOLY

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

PRIEST

~LEVEL/
AP
COST~

SHIELD TRAINING

0

VARIATION~ HOLY

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN DEFEND WITH A SHIELD. YOU CANNOT WIELD A SHIELD AS A WEAPON AND YOU CANNOT CONTACT ANYONE'S BODY WITH IT. YOUR SHIELD CANNOT BE LARGER THAN 12.5' AROUND ITS EDGE AND YOU MUST BE ABLE TO CARRY YOUR SHIELD BY YOURSELF WITH ONE HAND.

PRIEST

~LEVEL/
AP
COST~

HONOR SWITCH

VARIATION~ HOLY

USES~ ∞

1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ PHYSICAL

DURATION~ INSTANT

YOU CAN TRANSFER AN ITEM INTO YOUR UNDAMAGED ARM AS YOU RECEIVE DAMAGE TO YOUR OTHER ARM WITHOUT HAVING TO DROP THE ITEM FIRST IF YOU SHOUT THE VERBAL AS YOU RECEIVE THE DAMAGE. YOU MAY CONTINUE TO MOVE AS YOU DO THIS BUT IF YOU DEFEND YOURSELF FROM AN ATTACK WITH A WEAPON OR SHIELD THAT IS IN YOUR DAMAGED ARM THEN YOU RECEIVE FATAL DAMAGE.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"HONOR SWITCH!"



PRIEST

~LEVEL/
AP
COST~

RESTORE LIMB

VARIATION~ HOLY

USES~ 1

1

CASTING TIME~ 3 SECONDS

~MECHANICS~ EFFECT~ HOLY

DURATION~ INSTANT

YOU CAN HEAL AN ALLY'S LIMB IF YOU SHOUT THE VERBAL AS YOU TIE A WHITE BAND ON TO IT.

TARGET(S)~ AN ALLY OR SELF

RANGE~ TOUCH

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING RESTORE LIMB, SUCCESS!"



PRIEST

~LEVEL/
AP
COST~

SPEAK TO THE DEAD

VARIATION~ HOLY

1

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ MAGICAL

DURATION~ PASSIVE

YOU CAN COMMUNICATE WITH GHOSTS AND BLEEDING OUT PLAYERS WITHIN 50' OF YOU WHILE YOU ARE ALIVE.

TARGET(S)~ ALL BLEEDING OUT PLAYERS AND GHOSTS

RANGE~ 50'

COMPONENT~ LTAG

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

PRIEST

~LEVEL/
AP
COST~

MEND ITEM

VARIATION~ HOLY

2

USES~ 2

CASTING TIME~ 5 SECONDS

~MECHANICS~ EFFECT~ REPAIRING

DURATION~ INSTANT

YOU CAN REPAIR A BROKEN ITEM IF YOU TIE A WHITE BAND ON TO THE ITEM AS YOU SHOUT THE VERBAL. IF YOU ARE ATTEMPTING TO REPAIR A MAGICAL ITEM YOUR CASTING TIME IS MULTIPLIED BY 10.

TARGET(S)~ A BROKEN OBJECT

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MENDING ITEM 1, MENDING 2,...MENDING 5, SUCCESS!"

PRIEST

~LEVEL/
AP
COST~

CURE AILMENT

VARIATION~ HOLY

USES~ 2

2

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ ANTI-AILMENT

DURATION~ INSTANT

YOU CAN REMOVE AILMENTS FROM AN ALLY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A WHITE PACKET.

TARGET(S)~ AN ALLY, WEAPON OR SHIELD, OR SELF

RANGE~ THROWN

COMPONENT~ WHITE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CURE AILMENT!"

PRIEST

~LEVEL/
AP
COST~

HOLY BURST

VARIATION~ HOLY

USES~ 1

3

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ HOLY

DURATION~ INSTANT

YOU CAN CAUSE ALL ENEMIES THAT ARE WITHIN 15' OF YOU TO IMMEDIATELY MOVE 15' AWAY FROM YOU IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A WHITE PACKET. IF ANY UNDEAD ARE WITHIN 15' OF YOU WHEN YOU PERFORM HOLY BURST THEN THEY MUST IMMEDIATELY MOVE AWAY FROM YOU FOR 10 SECONDS.

TARGET(S)~ ALL ENEMIES WITHIN RANGE

RANGE~ 15'

COMPONENT~ WHITE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"HOLY BURST!"

PRIEST

~LEVEL/
AP
COST~

DISPEL MAGIC

VARIATION~ HOLY

USES~ 2

3

CASTING TIME~ 1 SECOND

DURATION~ INSTANT

TARGET(S)~ A ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DISPEL MAGIC!"

~MECHANICS~ EFFECT~ ANTI-MAGICAL

YOU CAN REMOVE MAGICAL EFFECTS FROM A PLAYER IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A PURPLE PACKET.

PRIEST

~LEVEL/
AP
COST~

HAND ARMOR

VARIATION~ HOLY

USES~ ∞

4

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"HAND ARMOR!"

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

PRIEST

~LEVEL/
AP
COST~

CIRCLE OF PROTECTION: MELEE

4

VARIATION~ HOLY

USES~ 1

CASTING TIME~ (ROUGHLY) 5 SECONDS

DURATION~ ∞

TARGET(S)~ ALL PLAYERS WITHIN THE CIRCLE

RANGE~ 2' RADIUS

COMPONENT~ 12.5' OF RED ROPE

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING CIRCLE OF MELEE PROTECTION,
SUCCESS!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN CREATE A CIRCLE OF PROTECTION ON THE BATTLEFIELD THAT WILL GRANT ANY PLAYER THAT STANDS WITHIN IT THE ABILITY TO IGNORE NORMAL MELEE STRIKES IF YOU SHOUT THE VERBAL AS YOU PLACE A RED ROPE ON TO THE GROUND INTO THE SHAPE OF A CIRCLE AND IF A PLAYER THEN YELLS "IMMUNE!" AS HE RECEIVES NORMAL MELEE STRIKES FROM WITHIN IT.

PRIEST

~LEVEL/
AP
COST~

FULL HEAL

4

VARIATION~ HOLY

USES~ 1

CASTING TIME~ 3 SECONDS

DURATION~ INSTANT

TARGET(S)~ AN ALLY, WEAPON OR SHIELD,
OR SELF

RANGE~ THROWN

COMPONENT~ WHITE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING FULL HEAL 1, FULL HEAL 2,
FULL HEAL 3, SUCCESS!"

~MECHANICS~ EFFECT~ HOLY

YOU CAN FULLY HEAL AN ALLY IF YOU DO NOT MOVE YOUR FEET AS YOU FIRST SHOUT THE VERBAL AND IF YOU THEN THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A WHITE PACKET.

PRIEST

~LEVEL/
AP
COST~

POCKET HEALER

VARIATION~ HOLY

USES~ 1

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

5

~MECHANICS~ EFFECT~ MAGICAL

YOU RECEIVE 2 ADDITIONAL USES OF RESTORE LIMB FOR EACH RESTORE LIMB THAT YOU LEARN.

PRIEST

~LEVEL/
AP
COST~

RESTORATION

VARIATION~ HOLY

USES~ 1

CASTING TIME~ 5 SECONDS

DURATION~ INSTANT

TARGET(S)~ F

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"CASTING RESTORATION 1, RESTORATION 2,...RESTORATION 5, SUCCESS!"

5

~MECHANICS~ EFFECT~ HOLY

YOU CAN BRING A BLEEDING OUT ALLY BACK TO LIFE WITH TWO UNDAMAGED LIMBS IF YOU SHOUT THE VERBAL AS YOU EXTEND BOTH OF YOUR OPEN HANDS OUT OVER HIM.

PRIEST

~LEVEL/
AP
COST~

CIRCLE OF PROTECTION: RANGED

VARIATION~ HOLY

USES~ 1

CASTING TIME~ (ROUGHLY) 5 SECONDS

DURATION~ ∞

TARGET(S)~ ALL PLAYERS WITHIN THE CIRCLE

RANGE~ 2' RADIUS

COMPONENT~ 12.5' OF GREEN ROPE

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING CIRCLE OF RANGED PROTECTION, SUCCESS!"

~MECHANICS~ EFFECT~ ELEVATING

YOU CAN CREATE A CIRCLE OF PROTECTION ON THE BATTLEFIELD THAT WILL GRANT ANY PLAYER THAT STANDS WITHIN IT THE ABILITY TO IGNORE NORMAL RANGED STRIKES IF YOU SHOUT THE VERBAL AS YOU PLACE A GREEN ROPE ON TO THE GROUND INTO THE SHAPE OF A CIRCLE AND IF A PLAYER THEN YELLS "IMMUNE!" AS HE RECEIVES NORMAL RANGED STRIKES FROM WITHIN IT.

PRIEST

~LEVEL/
AP
COST~

IMBUE WEAPON

VARIATION~ HOLY

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS/
INSTANT

DURATION~ SPECIAL

TARGET(S)~ SPECIAL

RANGE~ TOUCH

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"IMBUING WEAPON!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN GRANT AN ALLY THE ABILITY TO BREAK AN ENEMY'S WEAPON OR SHIELD, OR DELIVER MELEE DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU TIE A WHITE BAND ON TO HIS WEAPON AND IF HE THEN SHOUTS "ANNIHILATE!" AS HE STRIKES AN ENEMY, AN ENEMY'S WEAPON, OR AN ENEMY'S SHIELD WITH IT.

PRIEST

~LEVEL/
AP
COST~

REGENERATE

VARIATION~ HOLY

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS

DURATION~ 30 SECONDS

TARGET(S)~ AN ALLY

RANGE~ 15'

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

“CASTING REGENERATE 1, REGENERATE 2,... REGENERATE 100, SUCCESS!”

~MECHANICS~ EFFECT~ HOLY

YOU CAN HEAL AN ALLY'S LIMB EVERY 5 SECONDS THAT HE DOES NOT RECEIVE DAMAGE AND THAT HE STAYS WITHIN 50' OF YOU FOR UP TO 100 SECONDS OR UNTIL ONE OF YOU RECEIVES A FATAL STRIKE IF YOU SHOUT THE VERBAL AS YOU TIE A WHITE BAND ON TO HIS HEAD.

PRIEST

~LEVEL/
AP
COST~

ARM ARMOR

VARIATION~ HOLY

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"ARM ARMOR!"

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR ARM ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR ARMS FROM YOUR ELBOWS TO YOUR WRISTS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR ARM ARMOR.

PRIEST

~LEVEL/
AP
COST~

CIRCLE OF PROTECTION: MAGICAL

6

VARIATION~ HOLY

USES~ 1

CASTING TIME~ (ROUGHLY) 5 SECONDS

DURATION~ ∞

TARGET(S)~ ALL PLAYERS WITHIN THE CIRCLE

RANGE~ 2' RADIUS

COMPONENT~ 12.5' OF YELLOW ROPE

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING CIRCLE OF MAGICAL PROTECTION, SUCCESS!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN CREATE A CIRCLE OF PROTECTION ON THE BATTLEFIELD THAT WILL GRANT ANY PLAYER THAT STANDS WITHIN IT THE ABILITY TO IGNORE MAGICAL EFFECTS STRIKES IF YOU SHOUT THE VERBAL AS YOU PLACE A YELLOW ROPE ON TO THE GROUND INTO THE SHAPE OF A CIRCLE AND IF A PLAYER THEN YELLS "IMMUNE!" AS HE RECEIVES MAGICAL EFFECTS FROM WITHIN IT.

PRIEST

~LEVEL/
AP
COST~

OFF-HANDED WEAPON TRAINING

0

VARIATION~ SHADOW

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

PRIEST

~LEVEL/
AP
COST~

SHIELD TRAINING

0

VARIATION~ SHADOW

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN DEFEND WITH A SHIELD. YOU CANNOT WIELD A SHIELD AS A WEAPON AND YOU CANNOT CONTACT ANYONE'S BODY WITH IT. YOUR SHIELD CANNOT BE LARGER THAN 12.5' AROUND ITS EDGE AND YOU MUST BE ABLE TO CARRY YOUR SHIELD BY YOURSELF WITH ONE HAND.

PRIEST

~LEVEL/
AP
COST~

SPEAK TO THE DEAD

1

VARIATION~ SHADOW

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ ALL BLEEDING OUT PLAYERS AND GHOSTS

RANGE~ 50'

COMPONENT~ LTAG

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN COMMUNICATE WITH GHOSTS AND BLEEDING OUT PLAYERS WITHIN 50' OF YOU WHILE YOU ARE ALIVE.

PRIEST

~LEVEL/
AP
COST~

WHISPER OF DEATH

VARIATION~ SHADOW

1

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ SHADOW

DURATION~ PASSIVE

YOU CAN CONTINUE TO COMMUNICATE WITH PLAYERS THAT ARE WITHIN 50' OF YOU WHILE YOU ARE BLEEDING OUT OR WHILE YOU ARE A GHOST.

TARGET(S)~ ALL PLAYERS

RANGE~ 50'

COMPONENT~ LTAG

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

PRIEST

~LEVEL/
AP
COST~

HONOR SWITCH

VARIATION~ SHADOW

1

USES~ ∞

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ PHYSICAL

DURATION~ INSTANT

YOU CAN TRANSFER AN ITEM INTO YOUR UNDAMAGED ARM AS YOU RECEIVE DAMAGE TO YOUR OTHER ARM WITHOUT HAVING TO DROP THE ITEM FIRST IF YOU SHOUT THE VERBAL AS YOU RECEIVE THE DAMAGE. YOU MAY CONTINUE TO MOVE AS YOU DO THIS BUT IF YOU DEFEND YOURSELF FROM AN ATTACK WITH A WEAPON OR SHIELD THAT IS IN YOUR DAMAGED ARM THEN YOU RECEIVE FATAL DAMAGE.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"HONOR SWITCH!"

PRIEST

~LEVEL/
AP
COST~

BRITTLE BONES

VARIATION~ SHADOW

USES~ 1

2

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ AILMENT

DURATION~ 10 SECONDS

YOU CAN WEAKEN AN ENEMY SO THAT ANY DAMAGE HE RECEIVES WITHIN THE NEXT 10 SECONDS BECOMES FATAL DAMAGE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLACK PACKET.

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BLACK PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"BRITTLE BONES 10!"

PRIEST

~LEVEL/
AP
COST~

MEND ITEM

VARIATION~ SHADOW

USES~ 2

2

CASTING TIME~ 5 SECONDS

~MECHANICS~ EFFECT~ REPAIRING

DURATION~ INSTANT

YOU CAN REPAIR A BROKEN ITEM IF YOU TIE A WHITE BAND ON TO THE ITEM AS YOU SHOUT THE VERBAL. IF YOU ARE ATTEMPTING TO REPAIR A MAGICAL ITEM YOUR CASTING TIME IS MULTIPLIED BY 10.

TARGET(S)~ A BROKEN OBJECT

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MENDING ITEM 1, MENDING 2,...MENDING 5, SUCCESS!"

PRIEST

~LEVEL/
AP
COST~

UNHOLY PRAYER

VARIATION~ SHADOW

USES~ 1

3

CASTING TIME~ 5 SECONDS

~MECHANICS~ EFFECT~ SHADOW

DURATION~ INSTANT

YOU CAN HEAL ONE OF YOUR LIMBS IF YOU SIT DOWN,
CLOSE YOUR EYES, AND THEN SHOUT THE VERBAL.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

"UNHOLY PRAYER 1, PRAYER 2,...PRAYER
5, SUCCESS!"

PRIEST

~LEVEL/
AP
COST~

DISPEL MAGIC

VARIATION~ SHADOW

USES~ 2

3

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ ANTI-MAGICAL

DURATION~ INSTANT

YOU CAN REMOVE MAGICAL EFFECTS FROM A PLAYER IF
YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM,
HIS WEAPON, OR HIS SHIELD WITH A PURPLE PACKET.

TARGET(S)~ A ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DISPEL MAGIC!"

PRIEST

~LEVEL/
AP
COST~

DRAIN LIFE

4

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ INSTANT

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ BLACK PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DRAIN LIFE!"

~MECHANICS~ EFFECT~ SHADOW

YOU CAN DELIVER RANGED DAMAGE TO AN ENEMY AND HEAL YOURSELF EQUAL TO THE DAMAGE THAT YOU DELIVER IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A BLACK PACKET. IF YOU DELIVER FATAL DAMAGE THEN YOU RECEIVE A FULL HEAL AND IF YOU DELIVER LIMB DAMAGE THEN YOU RECEIVE A HEAL TO ONE OF YOUR LIMBS.

PRIEST

~LEVEL/
AP
COST~

HAND ARMOR

4

VARIATION~ SHADOW

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"HAND ARMOR!"

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

PRIEST

~LEVEL/
AP
COST~

CIRCLE OF POWER: LIFE DRAINING

4

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ (ROUGHLY) 5 SECONDS

DURATION~ ∞

TARGET(S)~ ALL PLAYERS WITHIN THE CIRCLE

RANGE~ 2' RADIUS

COMPONENT~ 12.5' OF BLACK ROPE

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING CIRCLE OF POWER, LIFE DRAINING, SUCCESS!"

~MECHANICS~ EFFECT~ SHADOW

YOU CAN CREATE A CIRCLE OF POWER ON THE BATTLEFIELD THAT WILL GRANT ANY PLAYER THAT STANDS WITHIN IT THE ABILITY TO HEAL HIMSELF EQUAL TO THE DAMAGE THAT HE DELIVERS IF YOU SHOUT THE VERBAL AS YOU PLACE A BLACK ROPE ON TO THE GROUND IN THE SHAPE OF A CIRCLE AND IF A PLAYER THEN YELLS "DRAIN LIFE" AS HE DELIVERS DAMAGE FROM WITHIN IT. IF HE DELIVERS FATAL DAMAGE FROM WITHIN THE CIRCLE, THEN HE RECEIVES A FULL HEAL AND IF HE DELIVERS LIMB DAMAGE FROM WITHIN THE CIRCLE THEN HE RECEIVES A HEALED LIMB.

PRIEST

~LEVEL/
AP
COST~

CIRCLE OF POWER: RANGED

5

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 10 SECONDS

TARGET(S)~ LIGHT SOURCES

RANGE~ 30'

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DARKNESS 10!"

~MECHANICS~ EFFECT~ SHADOW

YOU CAN CREATE A CIRCLE OF POWER ON THE BATTLEFIELD THAT WILL GRANT ANY PLAYER THAT STANDS WITHIN IT A CLEAVE EFFECT TO ANY OF THE RANGED DAMAGE THAT THEY DELIVER IF YOU SHOUT THE VERBAL AS YOU PLACE A GREEN ROPE ON TO THE GROUND IN THE SHAPE OF A CIRCLE AND IF HE THEN STANDS WITHIN IT.

PRIEST

~LEVEL/
AP
COST~

CURSE

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BLACK PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CURSE!"

~MECHANICS~ EFFECT~ AILMENT

YOU CAN WEAKEN AN ENEMY SO THAT ANY DAMAGE HE RECEIVES BECOMES CLEAVE DAMAGE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLACK PACKET. THIS EFFECT PERSISTS THROUGH HIS DEATH AND UNTIL THE END OF BATTLE.

PRIEST

~LEVEL/
AP
COST~

STONE OF RECALL

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ 3 SECONDS

DURATION~ SPECIAL

TARGET(S)~ SELF

RANGE~ 50'

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ ARM

~VERBAL~

"RECALL 1, RECALL 2, RECALL 3, SUCCESS!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN IGNORE DAMAGE AND EFFECTS AS YOU IMMEDIATELY MOVE TO YOUR FRISBEE IF YOU FIRST SET YOUR FRISBEE ON TO THE BATTLEFIELD AND IF YOU THEN THROW AND STRIKE THE GROUND WITH A PURPLE PACKET AFTER YOU SHOUT THE COMPLETE VERBAL.

PRIEST

~LEVEL/
AP
COST~

IMBUE WEAPON

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS/
INSTANT

DURATION~ SPECIAL

TARGET(S)~ SPECIAL

RANGE~ TOUCH

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"IMBUING WEAPON!"

6

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN GRANT AN ALLY THE ABILITY TO BREAK AN ENEMY'S WEAPON OR SHIELD, OR DELIVER MELEE DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU TIE A WHITE BAND ON TO HIS WEAPON AND IF HE THEN SHOUTS "ANNIHILATE!" AS HE STRIKES AN ENEMY, AN ENEMY'S WEAPON, OR AN ENEMY'S SHIELD WITH IT.

PRIEST

~LEVEL/
AP
COST~

CIRCLE OF POWER: AMPLIFY MAGIC

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ (ROUGHLY) 5 SECONDS

DURATION~ ∞

TARGET(S)~ ALL PLAYERS WITHIN THE
CIRCLE

RANGE~ 2' RADIUS

COMPONENT~ 12.5' OF PURPLE ROPE

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING CIRCLE OF POWER AMPLIFY
MAGIC, SUCCESS!"

6

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN CREATE A CIRCLE OF POWER ON THE BATTLEFIELD THAT WILL GRANT ANY PLAYER THAT STANDS WITHIN IT A DOUBLING OF THE RANGE OF HIS ABILITIES IF YOU SHOUT THE VERBAL AS YOU PLACE A PURPLE ROPE ON TO THE GROUND IN THE SHAPE OF A CIRCLE AND IF HE THEN STANDS WITHIN IT.

PRIEST

~LEVEL/
AP
COST~

TRAP SOUL

6

VARIATION~ SHADOW

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~MECHANICS~ EFFECT~ SHADOW

YOU CAN CAUSE THE GHOST OF A PLAYER TO BE UNABLE TO MOVE MORE THAN 15' AWAY FROM YOU, OR TO RESURRECT, UNTIL YOU RECEIVE OR DELIVER FATAL DAMAGE IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH YOUR MELEE WEAPON WHILE YOU ARE HOLDING YOUR RELIGIOUS SYMBOL IN YOUR HAND. YOU CAN COMMUNICATE WITH EACH OTHER WHILE HE IS TRAPPED.

~VERBAL~

"TRAP SOUL"

PRIEST

~LEVEL/
AP
COST~

ARM ARMOR

6

VARIATION~ SHADOW

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR ARM ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR ARMS FROM YOUR ELBOWS TO YOUR WRISTS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR ARM ARMOR.

~VERBAL~

"ARM ARMOR!"

Ranger

RANGER

~LEVEL/
AP
COST~

0

VARIATION~ ARCHER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

N/A

BOW TRAINING

~MECHANICS~ EFFECT~ TRAINING

YOU CAN SHOOT A BOW. YOU CANNOT DEFEND WITH A BOW THAT IS NOT SAFELY COVERED IN FOAM. YOUR BOW CAN BE ANY FACTORY-MADE BOW THAT HAS A DRAW OF UP TO 30 LBS. YOU CAN CREATE AN EFFECTIVE INEXPENSIVE BOW IF YOU RUN A 10.5' PIECE OF PARACORD THROUGH A 5' LENGTH OF 3/4" ELECTRICAL CONDUIT AND THEN TIE THE CORD BACK TO ITSELF IN A LARGE LOOP. BOWS MUST BE FIRED WITHIN THE BOUNDS OF REASON BASED UPON THE PROXIMITY OF YOUR TARGET (DO NOT OVERDRAW!) YOU CANNOT CARRY MORE THAN ONE WEAPON, SHIELD, ARROW, OR ITEM PER UNDAMAGED HAND. YOU CANNOT CARRY AROUND ARROWS, ALTHOUGH YOU CAN TOSS THEM WITH A FREE HAND. IF YOU ARE ALLOWED A BOW YOU MUST HAVE A QUIVER TO HOLD MULTIPLE ARROWS AND IF YOU HAVE AN ARROW NOTCHED YOU MUST PUT IT IN YOUR QUIVER TO PICK ANOTHER ARROW UP OFF OF THE GROUND.

RANGER

~LEVEL/
AP
COST~

0

VARIATION~ ARCHER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

OFF-HANDED WEAPON TRAINING

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

RANGER

~LEVEL/
AP
COST~

**ONE-HANDED WEAPON
TRAINING**

0

VARIATION~ **ARCHER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

N/A

~**MECHANICS**~ EFFECT~ **TRAINING**

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

RANGER

~LEVEL/
AP
COST~

AMBIDEXTROUS

0

VARIATION~ **ARCHER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

N/A

~**MECHANICS**~ EFFECT~ **TRAINING**

YOU CAN SIMULTANEOUSLY WIELD TWO OFF-HANDED WEAPONS, OR AN OFF-HANDED WEAPON AND A ONE-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON AND A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS A ONE-HANDED WEAPON.

RANGER

~LEVEL/
AP
COST~

BOW STAFF

VARIATION~ ARCHER

USES~ ∞

1

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ PHYSICAL

DURATION~ PASSIVE

YOU CAN DELIVER THE EFFECTS OF A STAFF TO AN ENEMY WITH YOUR BOW IF YOU SAFELY COVER YOUR BOW WITH FOAM. IF YOU STRIKE AN ENEMY'S ARM WITH YOUR BOW THEN HE BECOMES DISARMED. IF YOU STRIKE AN ENEMY'S LEG WITH YOUR BOW THEN HE MUST TOUCH HIS KNEE TO THE GROUND. IF YOU STRIKE AN ENEMY'S TORSO WITH YOUR BOW THEN HE BECOMES STUNNED FOR 3 SECONDS. YOU CANNOT ATTACK WITH YOUR BOW WITH ONLY ONE OF YOUR HANDS HOLDING IT UNLESS YOU HAVE A DAMAGED ARM.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ N/A

~VERBAL~

SPECIAL

RANGER

~LEVEL/
AP
COST~

TREE CLIMB

VARIATION~ ARCHER

USES~ 1

1

CASTING TIME~ (ROUGHLY) 3 SECONDS

~MECHANICS~ EFFECT~ ELEVATING

DURATION~ SPECIAL

YOU CAN IGNORE MELEE STRIKES IF YOU SHOUT THE VERBAL AS YOU TIE A GREEN BAND ON TO YOUR HEAD AND PLACE YOUR FOOT AGAINST A TREE. WHILE YOU ARE TREE CLIMBING ENEMIES CAN STILL DELIVER RANGED STRIKES TO YOU BUT THEY MUST BE AT LEAST 15' AWAY FROM YOU TO DO SO, IF YOU RECEIVE DAMAGED YOU BECOME GROUNDED AND YOU RECEIVE A DAMAGED LEG, IF YOU MOVE AWAY FROM THE TREE YOU BECOME GROUNDED, AND IF YOU ATTEMPT TO MELEE ATTACK AN ENEMY THEN YOU BECOME GROUNDED.

TARGET(S)~ SELF

RANGE~ SPECIAL

COMPONENT~ GREEN BAND

INFERRED PREREQUISITE~ ALL LIMBS

~VERBAL~

"CLIMBING TREE!"

RANGER

~LEVEL/
AP
COST~

DUAL WIELD

VARIATION~ **ARCHER**

2

USES~ ∞

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **TRAINING**

DURATION~ **PASSIVE**

YOU CAN WIELD TWO ONE-HANDED WEAPONS SIMULTANEOUSLY. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

N/A

RANGER

~LEVEL/
AP
COST~

SCOUTING

VARIATION~ **ARCHER**

2

USES~ **1**

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **UNIQUE**

DURATION~ **30 SECONDS**

YOU CAN START EVENTS 30 SECONDS EARLY. YOU CANNOT TIE OR CARRY A FLAG, CANNOT ENGAGE IN COMBAT, OR MOVE WITHIN 30' FEET OF ENEMIES WHILE YOU ARE SCOUTING.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

N/A

RANGER

~LEVEL/
AP
COST~

REVEAL LOCATION

VARIATION~ **ARCHER**

3

USES~ **1**

CASTING TIME~ **INSTANT**

~MECHANICS~ **EFFECT~ REVEALING**

DURATION~ **SPECIAL**

YOU CAN REVEAL A HIDDEN ENEMY THAT IS WITHIN 30' OF YOU AND YOU CAN CONTINUE TO SEE HIM WHILE HE IS HIDDEN UNTIL HE DELIVERS A FATAL STRIKE TO YOU IF YOU SHOUT THE VERBAL.

TARGET(S)~ **A HIDDEN ENEMY**

RANGE~ **30'**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"[TARGET] REVEAL LOCATION!"

RANGER

~LEVEL/
AP
COST~

IRON QUIVER

VARIATION~ **ARCHER**

3

USES~ **∞**

CASTING TIME~ **N/A**

~MECHANICS~ **EFFECT~ ARMOR**

DURATION~ **PASSIVE**

YOU CAN IGNORE A NORMAL STRIKE DELIVERED TO YOUR QUIVER IF YOU SHOUT THE VERBAL AS YOU RECEIVE A NORMAL STRIKE ON IT.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"IRON QUIVER"

RANGER

~LEVEL/
AP
COST~

HUNTER'S MARK

4

VARIATION~ **ARCHER**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY, WEAPON OR SHIELD**

RANGE~ **THROWN**

COMPONENT~ **PURPLE PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"HUNTER'S MARK!"

~MECHANICS~ EFFECT~ **AILMENT**

YOU CAN WEAKEN AN ENEMY SO THAT ANY RANGED DAMAGE HE RECEIVES BECOMES RANGED CLEAVE DAMAGE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLACK PACKET. THIS EFFECT PERSISTS THROUGH HIS DEATH AND UNTIL THE END OF BATTLE.

RANGER

~LEVEL/
AP
COST~

TAR ARROW

4

VARIATION~ **ARCHER**

USES~ **1**

CASTING TIME~ **1 SECOND**

DURATION~ **10 SECONDS**

TARGET(S)~ **AN ENEMY, WEAPON OR SHIELD**

RANGE~ **BOW**

COMPONENT~ **BLACK ARROW**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"TAR ARROW, 10!"

~MECHANICS~ EFFECT~ **SLOWING**

YOU CAN DELIVER RANGED DAMAGE AND TO AN ENEMY FOR 10 SECONDS AND/OR DELIVER RANGED DAMAGE TO HIM IF YOU SHOUT THE VERBAL AS YOU SHOOT AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN ARROW.

RANGER

~LEVEL/
AP
COST~

VAELAN'S GRASP

VARIATION~ **ARCHER**

5

USES~ **∞**

CASTING TIME~ **N/A**

~MECHANICS~ **EFFECT~ PHYSICAL**

DURATION~ **PASSIVE**

YOU CAN HOLD AN UNLIMITED NUMBER OF ARROWS IN YOUR HANDS REGARDLESS OF WHAT ELSE YOU ARE HOLDING.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

N/A



RANGER

~LEVEL/
AP
COST~

ARCANE ARROW

VARIATION~ **ARCHER**

5

USES~ **1**

CASTING TIME~ **1 SECOND**

~MECHANICS~ **EFFECT~ MAGICAL**

DURATION~ **INSTANT**

YOU CAN DELIVER RANGED DAMAGE TO AN ENEMY, OR TO AN ENEMY'S ARM THROUGH HIS SHIELD IF YOU SHOUT THE VERBAL AS YOU SHOOT AND STRIKE HIS SHIELD OR HIM WITH A PURPLE ARROW.

TARGET(S)~ **AN ENEMY**

RANGE~ **BOW**

COMPONENT~ **PURPLE ARROW**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

"ARCANE ARROW!"



RANGER

~LEVEL/
AP
COST~

HAND ARMOR

5

VARIATION~ **ARCHER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"HAND ARMOR!"

~**MECHANICS**~ **EFFECT~ ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

RANGER

~LEVEL/
AP
COST~

MULTI-SHOT

5

VARIATION~ **ARCHER**

USES~ ∞

CASTING TIME~ **1 SECOND**

DURATION~ **INSTANT**

TARGET(S)~ **UP TO 2 ENEMIES**

RANGE~ **BOW**

COMPONENT~ **2 ARROWS**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

N/A

~**MECHANICS**~ **EFFECT~ PHYSICAL**

YOU CAN SHOOT TWO ARROWS SIMULTANEOUSLY.

RANGER

~LEVEL/
AP
COST~

FIST FULL O' ARROWS

6

VARIATION~ **ARCHER**

USES~ **∞**

CASTING TIME~ **1 SECOND**

DURATION~ **INSTANT**

TARGET(S)~ **UP TO 3 ENEMIES**

RANGE~ **BOW**

COMPONENT~ **3 ARROWS**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

N/A

~MECHANICS~ **EFFECT~ PHYSICAL**

YOU CAN SHOOT THREE ARROWS SIMULTANEOUSLY.



RANGER

~LEVEL/
AP
COST~

DEKU SEED

6

VARIATION~ **ARCHER**

USES~ **1**

CASTING TIME~ **1 SECOND**

DURATION~ **3 SECONDS**

TARGET(S)~ **AN ENEMY**

RANGE~ **5'**

COMPONENT~ **BROWN PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"DEKU SEED, 3!"

~MECHANICS~ **EFFECT~ STUNNING**

YOU CAN STUN THE NEAREST ENEMY THAT IS WITHIN 5' OF YOU FOR 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A GREEN PACKET.



RANGER

~LEVEL/
AP
COST~

ZIP LINE

6

VARIATION~ **ARCHER**

USES~ ∞

CASTING TIME~ **1 SECOND**

DURATION~ **SPECIAL**

TARGET(S)~ **SPECIAL**

RANGE~ **BOW**

COMPONENT~ **AN ARROW**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"ZIP LINE!"

~MECHANICS~ EFFECT~ **ELEVATING**

YOU CAN MOVE AS FAST AS POSSIBLE FROM ONE TREE TO ANOTHER WHILE REMAINING ELEVATED IF YOU CLIMB A TREE AND IF YOU THEN SHOOT AND STRIKE THE TREE YOU WANT TO MOVE TO WITH AN ARROW. WHILE YOU ARE ZIP LINING ENEMIES CAN STILL DELIVER RANGED STRIKES TO YOU BUT THEY MUST BE AT LEAST 15' AWAY FROM YOU TO DO SO, IF YOU RECEIVE DAMAGED YOU BECOME GROUNDED AND YOU RECEIVE A DAMAGED LEG, AND IF YOU ATTEMPT TO MELEE ATTACK AN ENEMY THEN YOU BECOME GROUNDED.

RANGER

~LEVEL/
AP
COST~

**ONE-HANDED WEAPON
TRAINING**

0

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

N/A

~MECHANICS~ EFFECT~ **TRAINING**

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

RANGER

~LEVEL/
AP
COST~

**OFF-HANDED WEAPON
TRAINING**

0

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

N/A

~MECHANICS~ EFFECT~ **TRAINING**

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

RANGER

~LEVEL/
AP
COST~

AMBIDEXTROUS

0

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

N/A

~MECHANICS~ EFFECT~ **TRAINING**

YOU CAN SIMULTANEOUSLY WIELD TWO OFF-HANDED WEAPONS, OR AN OFF-HANDED WEAPON AND A ONE-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON AND A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS A ONE-HANDED WEAPON.

RANGER

~LEVEL/
AP
COST~

BOW TRAINING

0

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

N/A

~**MECHANICS**~ EFFECT~ **TRAINING**

YOU CAN SHOOT A BOW. YOU CANNOT DEFEND WITH A BOW THAT IS NOT SAFELY COVERED IN FOAM. YOUR BOW CAN BE ANY FACTORY-MADE BOW THAT HAS A DRAW OF UP TO 30 LBS. YOU CAN CREATE AN EFFECTIVE INEXPENSIVE BOW IF YOU RUN A 10.5' PIECE OF PARACORD THROUGH A 5' LENGTH OF 3/4" ELECTRICAL CONDUIT AND THEN TIE THE CORD BACK TO ITSELF IN A LARGE LOOP. BOWS MUST BE FIRED WITHIN THE BOUNDS OF REASON BASED UPON THE PROXIMITY OF YOUR TARGET (DO NOT OVERDRAW!) YOU CANNOT CARRY MORE THAN ONE WEAPON, SHIELD, ARROW, OR ITEM PER UNDAMAGED HAND. YOU CANNOT CARRY AROUND ARROWS, ALTHOUGH YOU CAN TOSS THEM WITH A FREE HAND. IF YOU ARE ALLOWED A BOW YOU MUST HAVE A QUIVER TO HOLD MULTIPLE ARROWS AND IF YOU HAVE AN ARROW NOTCHED YOU MUST PUT IT IN YOUR QUIVER TO PICK ANOTHER ARROW UP OFF OF THE GROUND.

RANGER

~LEVEL/
AP
COST~

**TWO-HANDED WEAPON
TRAINING**

1

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

N/A

~**MECHANICS**~ EFFECT~ **ARMOR**

YOU CAN WIELD A TWO-HANDED WEAPON. A WEAPON THAT IS 41-50" IN OVERALL LENGTH IS CATEGORIZED AS A TWO-HANDED WEAPON. YOU CANNOT ATTACK WITH A TWO-HANDED WEAPON WITH ONLY ONE HAND ON IT UNLESS YOU HAVE A DAMAGED ARM.

RANGER

~LEVEL/
AP
COST~

BOW STAFF

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

SPECIAL

~MECHANICS~ EFFECT~ **PHYSICAL**

YOU CAN DELIVER THE EFFECTS OF A STAFF TO ENEMIES WITH YOUR BOW IF YOU SAFELY COVER YOUR BOW WITH FOAM. A STRIKE FROM A BO STAFF DOES NOT DELIVER DAMAGE. INSTEAD, A STRIKE DELIVERED TO AN ENEMY'S ARM DISARMS HIS ARM, A STRIKE DELIVERED TO HIS LEG CAUSES HIM TO HAVE TO TOUCH HIS KNEE TO THE GROUND AND A STRIKE TO HIS CHEST CAUSES HIM TO BE STUNNED FOR 3 SECONDS. YOU CANNOT ATTACK WITH A STAFF WITH ONLY ONE HAND HOLDING IT UNLESS YOU HAVE A DAMAGED ARM.

RANGER

~LEVEL/
AP
COST~

BEASTIAL EMPATHY

VARIATION~ **BEAST MASTER**

USES~ ∞

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ANIMAL**

RANGE~ **5'**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"BEASTIAL EMPATHY!"

~MECHANICS~ EFFECT~ **CHARMING**

YOU CAN PREVENT AN ANIMAL THAT IS WITHIN 5' OF YOU FROM ATTACKING YOU UNTIL YOU ATTACK HIM, OR UNTIL HE RECEIVES FATAL DAMAGE IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR OPEN HAND OUT TOWARDS HIM.

RANGER

~LEVEL/
AP
COST~

GNOMISH NET

VARIATION~ **BEAST MASTER**

2

USES~ **1**

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **SLOWING**

DURATION~ **30 SECONDS**

YOU CAN SLOW AN ENEMY FOR 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET.

TARGET(S)~ **AN ENEMY**

RANGE~ **THROWN**

COMPONENT~ **BROWN PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"SLOW 30!"

RANGER

~LEVEL/
AP
COST~

BOLO THROW

VARIATION~ **BEAST MASTER**

3

USES~ **1**

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **SHACKLING**

DURATION~ **30 SECONDS**

YOU CAN STUN AN ALREADY MOVEMENT IMPAIRED ENEMY FOR UP TO 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET. IF YOU HAND HIM A SHACKLE COMPONENT DURING THE TIME THAT HE IS STUNNED THEN HE BECOMES SHACKLED. IF HE BECOMES SHACKLED HE MUST STOP MOVING, DROP ALL OF HIS WEAPONS, ITEMS, ARROWS, ETC. THAT HE IS HOLDING AND HE CANNOT HOLD ANYTHING AND CANNOT MOVE UNLESS A PLAYER IS HOLDING THE OTHER END OF THE SHACKLE AND PROMPTING HIM TO DO SO. THERE ARE ABILITIES THAT REMOVE THIS EFFECT AND HE CAN STILL BE SHACKLED EVEN IF HE HAS DAMAGED LIMBS. IF HE BECOMES SHACKLED HE CANNOT BE DAMAGED BY ANYTHING OTHER THAN ABILITY DAMAGE.

TARGET(S)~ **A MOVEMENT IMPAIRED ENEMY, WEAPON OR SHIELD**

RANGE~ **THROWN**

COMPONENT~ **BROWN PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"STUN 30!"

RANGER

~LEVEL/
AP
COST~

VENGEANCE

VARIATION~ **BEAST MASTER**

3

USES~ ∞

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **DISARMING**

DURATION~ **SPECIAL**

YOU CAN DISARM THE LAST ENEMY THAT HAS DELIVERED A FATAL STRIKE TO YOU IF YOU SHOUT THE VERBAL AS YOU STRIKE HIS WEAPON, OR HIS SHIELD WITH A MELEE WEAPON.

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **SPECIAL**

~VERBAL~

"VENGEANCE!"

RANGER

~LEVEL/
AP
COST~

FIND FAMILIAR

VARIATION~ **BEAST MASTER**

4

USES~ **1**

CASTING TIME~ **SPECIAL**

~MECHANICS~ EFFECT~ **SUMMON**

DURATION~ **SPECIAL**

YOU CAN DELIVER THE EFFECTS OF A BO STAFF TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH AN ANAMORPHIC PACKET. IF YOUR FAMILIAR RECEIVES A FATAL STRIKE IT BECOMES A CORPSE AND IT MUST BE BROUGHT BACK TO LIFE WITH AN ABILITY. A STRIKE FROM A BO STAFF DOES NOT DELIVER DAMAGE. INSTEAD, A STRIKE DELIVERED TO AN ENEMY'S ARM DISARMS HIS ARM, A STRIKE DELIVERED TO HIS LEG CAUSES HIM TO HAVE TO TOUCH HIS KNEE TO THE GROUND AND A STRIKE TO HIS CHEST CAUSES HIM TO BE STUNNED FOR 3 SECONDS.

TARGET(S)~ **SPECIAL**

RANGE~ **SPECIAL**

COMPONENT~ **SPECIAL**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"[FAMILIAR] ATTACK!"

RANGER

~LEVEL/
AP
COST~

GHOST STRIKE

4

VARIATION~ **BEAST MASTER**

USES~ **1**

CASTING TIME~ **(ROUGHLY) 3 SECONDS/
INSTANT**

~MECHANICS~ EFFECT~ **PHYSICAL**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY OR SHIELD**

RANGE~ **MELEE**

YOU CAN DELIVER MELEE DAMAGE TO AN ENEMY, OR TO AN ENEMY'S ARM THROUGH HIS SHIELD IF YOU FIRST SHOUT THE VERBAL AS YOU TIE A PURPLE BAND ON TO YOUR WEAPON AND IF YOU THEN SHOUT "GHOST STRIKE!" AS YOU STRIKE HIS SHIELD OR HIM WITH IT. IF YOUR PRIMED WEAPON STRIKES A WEAPON AFTER GHOST STRIKE IS PRIMED BUT BEFORE IT IS PREFORMED, THEN GHOST STRIKE IS SPENT AND NEGATED.

COMPONENT~ **PURPLE BAND**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"CASTING GHOST STRIKE!"

RANGER

~LEVEL/
AP
COST~

HAND ARMOR

5

VARIATION~ **BEAST MASTER**

USES~ **∞**

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **ARMOR**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"HAND ARMOR!"

RANGER

~LEVEL/
AP
COST~

BUCKLER

VARIATION~ **BEAST MASTER**

5

USES~ ∞

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **TRAINING**

DURATION~ **PASSIVE**

YOU CAN DEFEND WITH A BUCKLER OF A MAXIMUM OF 14” IN DIAMETER. YOU CAN ATTACH YOUR BUCKLER TO YOUR FOREARM THAT YOU CAN DEFEND WITH AS A SHIELD ALTHOUGH IF IT BREAKS IT BECOMES AN EXTENSION OF YOUR ARM AREA.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

N/A

RANGER

~LEVEL/
AP
COST~

Vaelan's Grasp

VARIATION~ **BEAST MASTER**

5

USES~ ∞

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **PHYSICAL**

DURATION~ **PASSIVE**

YOU CAN HOLD AN UNLIMITED NUMBER OF ARROWS IN YOUR HANDS REGARDLESS OF WHAT ELSE YOU ARE HOLDING.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

N/A

RANGER

~LEVEL/
AP
COST~

SUMMON BEAST

VARIATION~ **BEAST MASTER**

USES~ ∞

5

CASTING TIME~ **10 SECONDS**

DURATION~ **SPECIAL**

TARGET(S)~ **A SUMMONED PLAYER**

RANGE~ **50'**

COMPONENT~ **FIGURINE**

INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"SUMMONING [TYPE OF BEAST] 1,
SUMMONING 2,... SUMMONING 10,
SUCCESS!"

~MECHANICS~ EFFECT~ **SUMMON**

YOU CAN SUMMON A BOAR, WOLF, BEAR OR CROCODILE INTO BATTLE TO FIGHT FOR YOU IF YOU SHOUT THE VERBAL WHILE YOU KNEEL AND HOLD YOUR SUMMONING TOTEM SKYWARD. YOUR BEAST MUST STAY WITHIN 50' OF YOU, HE HAS 1HP, HE CANNOT SPEAK A LANGUAGE, HE HAS AN ABILITY THAT HE CAN PERFORM EACH TIME YOU SUMMON HIM, AND IF HE RECEIVES A FATAL STRIKE HE MUST BECOME A CORPSE FOR YOUR BLEED OUT TIME. YOUR BEAST HAS AN ABILITY IT CAN PERFORM EACH TIME THAT YOU SUMMON HIM. YOU MUST CHOOSE WHICH TYPE OF BEAST TO SUMMON THE FIRST TIME YOU PERFORM SUMMON BEAST AND YOU CANNOT CHANGE IT. YOU CAN CHOOSE FROM THE FOLLOWING TYPES OF BEASTS; A BOAR WITH CHARGE, AN OFF-HANDED WEAPON, AND A BUCKLER, A CROCODILE WITH BITE AND AN EXOTIC WEAPON, A BEAR WITH ROAR AND 2 OFF-HANDED WEAPONS, OR A WOLF WITH TAUNT AND A ONE-HANDED WEAPON.

RANGER

~LEVEL/
AP
COST~

SOOTHE THE BEAST

VARIATION~ **BEAST MASTER**

USES~ **1**

6

CASTING TIME~ **5 SECONDS**

DURATION~ **INSTANT**

TARGET(S)~ **YOUR BEAST**

RANGE~ **TOUCH**

COMPONENT~ **GREEN PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"SOOTHING BEAST 1, 2, 3, 4, 5, SUCCESS"

~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN DELIVER AN ADDITIONAL USE OF YOUR BEAST'S MAIN ABILITY IF YOU BOTH SHOUT THE VERBAL IN ROTATION AS YOU KNEEL, CLOSE YOUR EYES, AND TOUCH YOUR TOTEM.

RANGER

~LEVEL/
AP
COST~

DEKU SEED

6

VARIATION~ **BEAST MASTER**

USES~ **1**

CASTING TIME~ **1 SECOND**

DURATION~ **3 SECONDS**

TARGET(S)~ **AN ENEMY**

RANGE~ **5'**

COMPONENT~ **BROWN PACKET**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"**DEKU SEED, 3!**"

~**MECHANICS**~ **EFFECT~ STUNNING**

YOU CAN STUN THE NEAREST ENEMY THAT IS WITHIN 5' OF YOU FOR 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A GREEN PACKET.

RANGER

~LEVEL/
AP
COST~

FEED THE BEAST

6

VARIATION~ **BEAST MASTER**

USES~ **1**

CASTING TIME~ **5 SECONDS**

DURATION~ **INSTANT**

TARGET(S)~ **YOUR BEAST**

RANGE~ **TOUCH**

COMPONENT~ **GREEN PACKET**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"**FEEDING BEAST 1, 2, 3, 4, 5, SUCCESS**"

~**MECHANICS**~ **EFFECT~ MAGICAL**

YOU CAN DELIVER AN ADDITIONAL HP TO YOUR BEAST IF YOU BOTH SHOUT THE VERBAL IN ROTATION AS YOU KNEEL, CLOSE YOUR EYES, AND TOUCH YOUR TOTEM.

Rogue

ROGUE

~LEVEL/
AP
COST~

OFF-HANDED WEAPON TRAINING

0

VARIATION~ ROGUE

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

ROGUE

~LEVEL/
AP
COST~

AMBIDEXTROUS

0

VARIATION~ ROGUE

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN SIMULTANEOUSLY WIELD TWO OFF-HANDED WEAPONS, OR AN OFF-HANDED WEAPON AND A ONE-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON AND A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS A ONE-HANDED WEAPON.

ROGUE

~LEVEL/
AP
COST~

THROWN WEAPON
TRAINING

0

VARIATION~ **ROGUE**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

N/A

~**MECHANICS**~ EFFECT~ **TRAINING**

YOU CAN DELIVER NORMAL RANGED DAMAGE WITH THROWN WEAPONS. YOU MUST THROW THEM WITHIN THE BOUNDS OF REASON BASED UPON THE PROXIMITY OF YOUR TARGET. YOU CAN WEIGHT THEM WITH BIRDSEED, BUT EACH ONE CANNOT WEIGH MORE THAN 1/2 LB. THEY MUST BE 4-14" IN DIAMETER OR TOTAL LENGTH AND THEY MUST BE MADE OF ONLY FOAM, TAPE, AND BIRDSEED. THEY MUST BE SHAPED LIKE A DAGGER, KNIFE, HATCHET, ETC. (I.E. NOT A PACKET).

ROGUE

~LEVEL/
AP
COST~

ONE-HANDED WEAPON
TRAINING

0

VARIATION~ **ROGUE**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

N/A

~**MECHANICS**~ EFFECT~ **TRAINING**

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

ROGUE

~LEVEL/
AP
COST~

PICK LOCK

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

TARGET(S)~ **A SHACKLED PLAYER**

RANGE~ **TOUCH**

COMPONENT~ **BLACK TONGUE DEPRESSOR**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"**PICKING LOCK 1, PICKING LOCK 2,
PICKING LOCK 3, SUCCESS!**"

~**MECHANICS**~ **EFFECT~ ANTI-SHACKLING**

YOU CAN RELEASE A SHACKLED PLAYER IF YOU SHOUT THE VERBAL AS YOU HAND THE PICK LOCK COMPONENT TO HIM.

ROGUE

~LEVEL/
AP
COST~

HIDE

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **(ROUGHLY) 3 SECONDS**

DURATION~ **30 SECONDS**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **BLACK BAND OR HOOD**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"**HIDE!**"

~**MECHANICS**~ **EFFECT~ HIDING**

YOU CAN HIDE FROM ENEMIES FOR UP TO 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW UP YOUR HOOD. IF ANY ENEMIES ARE WITHIN 15' OF YOU THEN YOU CANNOT HIDE OR REVEAL YOURSELF AND IF YOU HAVE NO CHOICE BUT TO REVEAL YOURSELF THEN YOU CANNOT ATTACK ANYONE FOR 3 SECONDS. BEING HIDDEN DOES NOT PREVENT YOU FROM LOOTING.

ROGUE

~LEVEL/
AP
COST~

SCOUTING

2

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **N/A**

DURATION~ **30 SECONDS**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

N/A

~MECHANICS~ EFFECT~ **UNIQUE**

YOU CAN START EVENTS 30 SECONDS EARLY. YOU CANNOT TIE OR CARRY A FLAG, CANNOT ENGAGE IN COMBAT, OR MOVE WITHIN 30' FEET OF ENEMIES WHILE YOU ARE SCOUTING.

ROGUE

~LEVEL/
AP
COST~

STAGGERING BLADES

2

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **10 SECONDS**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **BROWN BAND**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

"CASTING STAGGERING BLADES 1, STAGGERING BLADES 2, STAGGERING BLADES 3, SUCCESS!"

~MECHANICS~ EFFECT~ **SLOWING**

YOU CAN SLOW AN ENEMY FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU TIE A BROWN BAND ON TO YOUR WEAPON AND IF YOU THEN SHOUT "SLOW, 10!" AS YOU STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH IT.

ROGUE

~LEVEL/
AP
COST~

VENGEANCE

VARIATION~ **ROGUE**

USES~ ∞

3

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **DISARMING**

DURATION~ **SPECIAL**

YOU CAN DISARM THE LAST ENEMY THAT HAS DELIVERED A FATAL STRIKE TO YOU IF YOU SHOUT THE VERBAL AS YOU STRIKE HIS WEAPON, OR HIS SHIELD WITH A MELEE WEAPON.

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **SPECIAL**

~VERBAL~

"VENGEANCE!"



ROGUE

~LEVEL/
AP
COST~

DISTRACT

VARIATION~ **ROGUE**

USES~ **1**

3

CASTING TIME~ **1 SECOND**

~MECHANICS~ EFFECT~ **PULLING**

DURATION~ **3 SECONDS**

TARGET(S)~ **ALL ENEMIES WITHIN RANGE**

YOU CAN CAUSE ALL PLAYERS THAT ARE WITHIN 15' OF WHERE YOUR UNIQUE NOISE-MAKING PACKET LANDS TO IMMEDIATELY MOVE WITHIN 5' OF IT FOR 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW IT.

RANGE~ **SPECIAL**

COMPONENT~ **SPECIAL**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"DISTRACT, 3!"



ROGUE

~LEVEL/
AP
COST~

NIMBLE FINGERS

3

VARIATION~ **ROGUE**

USES~ **2**

CASTING TIME~ **5 SECONDS**

DURATION~ **INSTANT**

TARGET(S)~ **A BROKEN OBJECT**

RANGE~ **TOUCH**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

"REPAIRING [OBJECT] 1, REPAIRING 2,...
REPAIRING 5, SUCCESS!"

~MECHANICS~ EFFECT~ **REPAIRING**

YOU CAN REPAIR A BROKEN ITEM IF YOU TIE A WHITE BAND ON TO THE ITEM AS YOU SHOUT THE VERBAL. IF YOU ARE ATTEMPTING TO REPAIR A MAGICAL ITEM YOUR CASTING TIME IS MULTIPLIED BY 10.

ROGUE

~LEVEL/
AP
COST~

VOID STRIKE

4

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"VOID STRIKE (YOUR LEVEL)!"

~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN CAUSE AN ENEMY TO LOSE 1 USE OF HIS HIGHEST LEVEL ABILITY UP TO YOUR LEVEL IF YOU SHOUT THE VERBAL AS YOU STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH YOUR MELEE WEAPON. IF HE HAS MORE THAN ONE QUALIFYING ABILITY THEN HE MAY CHOOSE WHICH ABILITY TO LOSE.

ROGUE

~LEVEL/
AP
COST~

DUAL WIELD

4

VARIATION~ **ROGUE**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

N/A

~**MECHANICS**~ **EFFECT~ TRAINING**

YOU CAN WIELD TWO ONE-HANDED WEAPONS SIMULTANEOUSLY. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON.

ROGUE

~LEVEL/
AP
COST~

EYE FOR AN EYE

4

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **15'**

COMPONENT~ **SPECIAL**

INFERRED PREREQUISITE~ **SPECIAL**

~**VERBAL**~

"EYE FOR AN EYE!"

~**MECHANICS**~ **EFFECT~ AILMENT**

YOU CAN BLIND AN ENEMY'S EYE THAT IS WITHIN 15' OF YOU IF YOU SHOUT THE VERBAL AS HE DELIVERS A FATAL STRIKE TO YOU. YOU MAY CHOOSE WHICH OF HIS EYES THAT HE EQUIPS THE EYE PATCH ON. THIS EFFECT PERSISTS THROUGH HIS DEATH AND UNTIL THE END OF BATTLE.

ROGUE

~LEVEL/
AP
COST~

GHOST STRIKE

4

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **(ROUGHLY) 3 SECONDS/
INSTANT**

~MECHANICS~ EFFECT~ **PHYSICAL**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY OR SHIELD**

RANGE~ **MELEE**

COMPONENT~ **PURPLE BAND**

INFERRED PREREQUISITE~ **BOTH ARMS**

YOU CAN DELIVER MELEE DAMAGE TO AN ENEMY, OR TO AN ENEMY'S ARM THROUGH HIS SHIELD IF YOU FIRST SHOUT THE VERBAL AS YOU TIE A PURPLE BAND ON TO YOUR WEAPON AND IF YOU THEN SHOUT "GHOST STRIKE!" AS YOU STRIKE HIS SHIELD OR HIM WITH IT. IF YOUR PRIMED WEAPON STRIKES A WEAPON AFTER GHOST STRIKE IS PRIMED BUT BEFORE IT IS PREFORMED, THEN GHOST STRIKE IS SPENT AND NEGATED.

~VERBAL~

"CASTING GHOST STRIKE!"

ROGUE

~LEVEL/
AP
COST~

SAP

5

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **STUNNING**

DURATION~ **10 SECONDS**

TARGET(S)~ **AN ENEMY**

RANGE~ **MELEE**

COMPONENT~ **OFF-HAND WEAPON**

INFERRED PREREQUISITE~ **ARM & HIDDEN**

YOU CAN STUN AN ENEMY AND CAUSE HIM TO BECOME IMMUNE TO DAMAGE FOR 10 SECONDS IF YOU HIDE AND IF YOU THEN SPEAK THE VERBAL AS YOU STRIKE HIM IN HIS TORSO WITH YOUR OFF-HANDED WEAPON.

~VERBAL~

"SAP, 10!"

ROGUE

~LEVEL/
AP
COST~

FAN OF KNIVES

VARIATION~ **ROGUE**

USES~ ∞

5

CASTING TIME~ **N/A**

~MECHANICS~ EFFECT~ **PHYSICAL**

DURATION~ **PASSIVE**

YOU CAN HOLD AN UNLIMITED NUMBER OF THROWN WEAPONS IN YOUR HANDS REGARDLESS OF WHAT ELSE YOU ARE HOLDING.

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

N/A

ROGUE

~LEVEL/
AP
COST~

DISARM

VARIATION~ **ROGUE**

USES~ **1**

5

CASTING TIME~ **INSTANT**

~MECHANICS~ EFFECT~ **DISARMING**

DURATION~ **INSTANT**

TARGET(S)~ **AN ENEMY'S WEAPON OR SHIELD**

YOU CAN CAUSE AN ENEMY TO IMMEDIATELY DROP HIS WEAPON OR SHIELD IF YOU SHOUT THE VERBAL AS YOU STRIKE IT WITH A MELEE WEAPON.

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"DISARM!"

ROGUE

~LEVEL/
AP
COST~

KING SLAYER

5

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **SELF**

RANGE~ **MELEE**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ARM**

~**VERBAL**~

"KING SLAYER!"

~**MECHANICS**~ **EFFECT~ PHYSICAL**

YOU CAN IGNORE A NORMAL ARM AND/OR A TORSO DAMAGING STRIKE IF YOU SHOUT THE VERBAL AS YOU RECEIVE IT, OR AS YOU CATCH OR GRAB A MELEE WEAPON FOR UP TO 3 SECONDS.

ROGUE

~LEVEL/
AP
COST~

CLOSE CALL

6

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **ALL LIMBS**

~**VERBAL**~

"CLOSE CALL!"

~**MECHANICS**~ **EFFECT~ PHYSICAL**

YOU CAN IGNORE A NORMAL FATAL STRIKE IF YOU SHOUT THE VERBAL AS YOU RECEIVE IT. IF YOU HAVE A DAMAGED LIMB YOU CANNOT PERFORM CLOSE CALL.

ROGUE

~LEVEL/
AP
COST~

PICK POCKET

6

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **AN ENEMY**

RANGE~ **TOUCH**

COMPONENT~ **OFF-HAND WEAPON**

INFERRED PREREQUISITE~ **BOTH ARMS & HIDDEN**

~**VERBAL**~

"**PICK POCKET ON 3..., 1, 2, 3,!**"

~**MECHANICS**~ **EFFECT~ UNIQUE**

YOU CAN CAUSE AN ENEMY THAT IS NOT IN COMBAT AND WITHIN 5' OF YOU TO ENGAGE WITH YOU IN THE BEST 2 OUT OF 3 GAMES OF ROCK/PAPER/SCISSORS WITH YOU IF YOU HIDE AND YOU THEN SPEAK THE VERBAL WHILE YOU ARE WITHIN MELEE RANGE OF HIM. IF EITHER ONE OF YOU ARE FORCED TO DEFEND YOURSELVES BEFORE A WINNER HAS BEEN DETERMINED, THEN PICK POCKET IS NEGATED BUT NOT SPENT. IF YOU WIN THE GAME HE MUST GIVE YOU COPPER EQUAL TO HIS LEVEL, AND IF YOU LOSE, YOU RECEIVE DAMAGE TO YOUR DOMINANT ARM.

ROGUE

~LEVEL/
AP
COST~

VENOMOUS BLADES

6

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **(ROUGHLY) 3 SECONDS/
INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **SPECIAL**

RANGE~ **MELEE**

COMPONENT~ **BLACK BAND**

INFERRED PREREQUISITE~ **BOTH ARMS**

~**VERBAL**~

"**APPLYING VENOM!**"

~**MECHANICS**~ **EFFECT~ AILMENT**

YOU CAN SLOW AN ENEMY FOR 30 SECONDS AND THEN CAUSE HIM TO RECEIVE FATAL DAMAGE IF YOU SHOUT THE VERBAL AS YOU TIE A BLACK BAND ON TO YOUR MELEE WEAPON AND IF YOU THEN SHOUT "CREEPING DEATH, 30!" AS YOU STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH IT.

ROGUE

~LEVEL/
AP
COST~

HAND ARMOR

VARIATION~ **ROGUE**

USES~ ∞

CASTING TIME~ **N/A**

DURATION~ **PASSIVE**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **PHYSICAL ARMOR**

INFERRED PREREQUISITE~ **N/A**

~**VERBAL**~

"**HAND ARMOR!**"

6

~**MECHANICS**~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

ROGUE

~LEVEL/
AP
COST~

TUMBLE

VARIATION~ **ROGUE**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **SPECIAL**

TARGET(S)~ **SELF**

RANGE~ **SPECIAL**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **BOTH LEGS**

~**VERBAL**~

"**TUMBLE!**"

6

~**MECHANICS**~ EFFECT~ **PHYSICAL**

YOU CAN IGNORE NORMAL DAMAGE FOR UP TO 3 CONSECUTIVE SUMMERSAULTS, OR UNTIL YOU ATTACK AN ENEMY, IF YOU SHOUT THE VERBAL AS YOU PERFORM EACH ONE.

Squire

SQUIRE

~LEVEL/
AP
COST~

0

ANCIENT CROWN OF MAGIC NULLIFICATION

VARIATION~ SQUIRE

USES~ ∞

CASTING TIME~

DURATION~

TARGET(S)~

RANGE~

COMPONENT~

INFERRED PREREQUISITE~

~MECHANICS~ EFFECT~

~VERBAL~

SQUIRE

~LEVEL/
AP
COST~

1

LOOT

VARIATION~ SQUIRE

USES~ ∞

CASTING TIME~ 5 SECONDS

DURATION~ INSTANT

TARGET(S)~ A BLEEDING OUT PLAYER

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~MECHANICS~ EFFECT~

YOU CAN LOOT A BLEEDING OUT PLAYER IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR OPEN HAND OUT OVER HIM WITHOUT MOVING YOUR FEET OR RECEIVING ANY DAMAGE OR EFFECTS.

~VERBAL~

“LOOTING 1, LOOTING 2, LOOTING 3,
LOOTING 4, LOOTING 5, SUCCESS!!”

Warrior

WARRIOR

VARIATION~ CHAMPION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~LEVEL/
AP
COST~

0

OFF-HANDED WEAPON TRAINING

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WARRIOR

VARIATION~ CHAMPION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~LEVEL/
AP
COST~

0

ONE-HANDED WEAPON TRAINING

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WARRIOR

~LEVEL/
AP
COST~

**TWO-HANDED WEAPON
TRAINING**

0

VARIATION~ CHAMPION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A TWO-HANDED WEAPON. A WEAPON THAT IS 41-50" IN OVERALL LENGTH IS CATEGORIZED AS A TWO-HANDED WEAPON. YOU CANNOT ATTACK WITH A TWO-HANDED WEAPON WITH ONLY ONE HAND ON IT UNLESS YOU HAVE A DAMAGED ARM.

WARRIOR

~LEVEL/
AP
COST~

EXOTIC WEAPON TRAINING

0

VARIATION~ CHAMPION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN EXOTIC WEAPON. A WEAPON THAT IS 51+" IN OVERALL LENGTH IS CATEGORIZED AS AN EXOTIC WEAPON. YOU CANNOT ATTACK WITH AN EXOTIC LENGTH WEAPON WITH ONLY ONE HAND HOLDING IT UNLESS YOU HAVE A DAMAGED ARM.

WARRIOR

~LEVEL/
AP
COST~

AMBIDEXTROUS

VARIATION~ CHAMPION

0

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN SIMULTANEOUSLY WIELD TWO OFF-HANDED WEAPONS, OR AN OFF-HANDED WEAPON AND A ONE-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON AND A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS A ONE-HANDED WEAPON.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

N/A

WARRIOR

~LEVEL/
AP
COST~

WHIRLWIND

VARIATION~ CHAMPION

1

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ PHYSICAL

DURATION~ 100 SECONDS

YOU CAN ATTACK WITH ANY LENGTH WEAPON WHILE YOU HOLD IT WITH ONLY ONE OF YOUR HANDS FOR UP TO 100 SECONDS IF YOU SHOUT THE VERBAL.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"WHIRLWIND 1, WHIRLWIND 2,...WHIRLWIND 100, SUCCESS!"

WARRIOR

~LEVEL/
AP
COST~

TAUNT

VARIATION~ CHAMPION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ INSTANT

TARGET(S)~ AN ENEMY

RANGE~ 15'

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

1

~MECHANICS~ EFFECT~ PULLING

YOU CAN CAUSE AN ENEMY THAT IS WITHIN 15' OF YOU TO IMMEDIATELY MOVE WITHIN MELEE RANGE OF YOU AND TO STRIKE YOU, YOUR WEAPON, OR YOUR SHIELD IF YOU SHOUT THE VERBAL. IF HE IS FORCED TO DEFEND HIMSELF BEFORE HE CAN MOVE TO YOU THEN TAUNT IS NEGATED, AND IT IS STILL SPENT. YOU CANNOT MOVE BACKWARDS ONCE YOU HAVE PERFORMED TAUNT.

~VERBAL~

"TAUNT [TARGET]!"

WARRIOR

~LEVEL/
AP
COST~

CHALLENGE

VARIATION~ CHAMPION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 300 SECONDS

TARGET(S)~ AN ENEMY

RANGE~ 50'

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ N/A

1

~MECHANICS~ EFFECT~ UNIQUE

YOU CAN LOCK AN ENEMY INTO A 1-ON-1 COMBAT WITH YOU FOR UP TO 300 SECONDS BY ISSUING A VERBAL CHALLENGE TO HIM. HE DOES NOT HAVE TO ACCEPT YOUR CHALLENGE BUT IF HE DENIES IT, IT IS NOT SPENT. IF HE ACCEPTS, NEITHER OF YOU CAN MOVE MORE THAN 15' AWAY FROM EACH OTHER AND YOU MUST BOTH ATTEMPT TO STAY WITHIN 30' OF WHERE THE INITIAL CHALLENGE WAS ISSUED.

~VERBAL~

"I CHALLENGE [TARGET]!"

WARRIOR

~LEVEL/
AP
COST~

HAND ARMOR

VARIATION~ CHAMPION

USES~ ∞

2

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ ARMOR

DURATION~ PASSIVE

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"HAND ARMOR!"



WARRIOR

~LEVEL/
AP
COST~

SHATTER CHAINS

VARIATION~ CHAMPION

USES~ 1

2

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ ANTI-SHACKLING

DURATION~ INSTANT

YOU CAN RELEASE A SHACKLED PLAYER IF YOU SHOUT THE VERBAL AS YOU GRAB THE SHACKLE COMPONENT WITH BOTH HANDS. YOU CAN ALSO RELEASE YOURSELF IF YOU SHOUT THE VERBAL WHILE AN ENEMY IS NOT HOLDING THE SHACKLE. IF YOU HAVE A DAMAGED ARM YOU CANNOT PERFORM SHATTER CHAINS ON YOURSELF.

TARGET(S)~ AN ALLY OR SELF

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"SHATTER CHAINS!"



WARRIOR

~LEVEL/
AP
COST~

DISARM

VARIATION~ CHAMPION

3

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ DISARMING

DURATION~ INSTANT

YOU CAN CAUSE AN ENEMY TO IMMEDIATELY DROP HIS WEAPON OR SHIELD IF YOU SHOUT THE VERBAL AS YOU STRIKE IT WITH A MELEE WEAPON.

TARGET(S)~ AN ENEMY'S WEAPON OR SHIELD

RANGE~ MELEE

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DISARM!"

WARRIOR

~LEVEL/
AP
COST~

DUAL WIELD

VARIATION~ CHAMPION

3

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN WIELD TWO ONE-HANDED WEAPONS SIMULTANEOUSLY. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

N/A

WARRIOR

~LEVEL/
AP
COST~

HAMMER THROW

VARIATION~ CHAMPION

4

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ UNIQUE

DURATION~ SPECIAL

YOU CAN DISARM AN ENEMY OR DELIVER THE EFFECTS OF A STAFF TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A HAMMER SHAPED THROWN WEAPON. A STRIKE FROM YOUR HAMMER DOES NOT DELIVER DAMAGE. INSTEAD, A STRIKE DELIVERED TO AN ENEMY'S ARM DISARMS HIS ARM, A STRIKE DELIVERED TO HIS LEG CAUSES HIM TO HAVE TO TOUCH HIS KNEE TO THE GROUND AND A STRIKE TO HIS CHEST CAUSES HIM TO BE STUNNED FOR 3 SECONDS. IF YOUR HAMMER STRIKES HIS WEAPON OR SHIELD THEN IT BECOMES DISARMED.

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ ARM

~VERBAL~

"HAMMER THROW!"

WARRIOR

~LEVEL/
AP
COST~

WAR CRY

VARIATION~ CHAMPION

4

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ PUSHING

DURATION~ 10 SECONDS

YOU CAN CAUSE AN ENEMY THAT IS WITHIN 15' OF YOU TO IMMEDIATELY MOVE AWAY FROM YOU FOR 10 SECONDS IF YOU SHOUT THE VERBAL. HE CAN DEFEND HIMSELF AS HE MOVES.

TARGET(S)~ AN ENEMY

RANGE~ 15'

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

"[TARGET] WAR CRY, 10!"

WARRIOR

~LEVEL/
AP
COST~

ARM ARMOR

4

VARIATION~ CHAMPION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"ARM ARMOR!"

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR ARM ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR ARMS FROM YOUR ELBOWS TO YOUR WRISTS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR ARM ARMOR.

WARRIOR

~LEVEL/
AP
COST~

CHARGE

5

VARIATION~ CHAMPION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 3 SECONDS

TARGET(S)~ AN ENEMY

RANGE~ 3 STEPS

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH LEGS

~VERBAL~

"CHARGE!"

~MECHANICS~ EFFECT~ ANTI-MOVEMENT IMPAIRING

YOU CAN IGNORE MOVEMENT IMPAIRING EFFECTS FOR 3 IMMEDIATE STEPS IF YOU SHOUT THE VERBAL AS YOU TAKE THEM TOWARDS AN ENEMY THAT IS WITHIN 15' OF YOU IN AN ATTEMPT TO ATTACK HIM. IF YOU HAVE A DAMAGED LEG YOU CANNOT PERFORM CHARGE.

WARRIOR

~LEVEL/
AP
COST~

BOLO THROW

VARIATION~ CHAMPION

USES~ 1

5

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ SHACKLING

DURATION~ 30 SECONDS

YOU CAN STUN AN ALREADY MOVEMENT IMPAIRED ENEMY FOR UP TO 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET WHILE HIS MOVEMENT IS IMPAIRED BY AN ABILITY. IF YOU HAND HIM A SHACKLE COMPONENT DURING THE TIME THAT HE IS STUNNED THEN HE BECOMES SHACKLED. IF HE BECOMES SHACKLED HE MUST STOP MOVING, DROP ALL OF HIS WEAPONS, ITEMS, ARROWS, ETC. THAT HE IS HOLDING AND HE CANNOT HOLD ANYTHING AND CANNOT MOVE UNLESS A PLAYER IS HOLDING THE OTHER END OF THE SHACKLE AND PROMPTING HIM TO DO SO. THERE ARE ABILITIES THAT REMOVE THIS EFFECT AND HE CAN STILL BE SHACKLED EVEN IF HE HAS DAMAGED LIMBS. IF HE BECOMES SHACKLED HE CANNOT BE DAMAGED BY ANYTHING OTHER THAN ABILITY DAMAGE.

TARGET(S)~ A MOVEMENT IMPAIRED ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"STUN 30!"



WARRIOR

~LEVEL/
AP
COST~

ANNIHILATING STRIKE

VARIATION~ CHAMPION

USES~ 1

5

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ BREAKING

DURATION~ INSTANT

YOU CAN BREAK AN ENEMY'S WEAPON OR SHIELD IF YOU SHOUT THE VERBAL AS YOU STRIKE HIS WEAPON OR HIS SHIELD WITH A MELEE WEAPON. IF YOU STRIKE HIM THEN HE RECEIVES MELEE DAMAGE. IF YOU DELIVER FATAL DAMAGE WITH THIS ABILITY THEN HE BECOMES MUTILATED.

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"ANNIHILATE!"



WARRIOR

~LEVEL/
AP
COST~

PULVERIZE

VARIATION~ CHAMPION

USES~ 1

6

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ AILMENT

DURATION~ SPECIAL

YOU CAN DELIVER LIMB DAMAGE TO A BLEEDING OUT ENEMY WHICH PERSISTS THROUGH HIS DEATH AND UNTIL THE END OF BATTLE IF YOU SHOUT THE VERBAL AS YOU STRIKE HIS LIMB WITH A MELEE WEAPON.

TARGET(S)~ A BLEEDING OUT ENEMY

RANGE~ MELEE

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"PULVERIZING YOUR [LIMB]!"



WARRIOR

~LEVEL/
AP
COST~

SHOULDER ARMOR

VARIATION~ CHAMPION

USES~ ∞

6

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ ARMOR

DURATION~ PASSIVE

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR SHOULDER ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR SHOULDERS COVERING YOUR SHOULDER MUSCLES (YOUR UPPER ARM MUST STILL BE EXPOSED) AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER ARMOR. IRON SHOULDER ARMOR DOES NOT PROTECT ANY OF YOUR TORSO AREA.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"SHOULDER ARMOR!"



WARRIOR

~LEVEL/
AP
COST~

TWO-HANDED WEAPON
TRAINING

0

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A TWO-HANDED WEAPON. A WEAPON THAT IS 41-50" IN OVERALL LENGTH IS CATEGORIZED AS A TWO-HANDED WEAPON. YOU CANNOT ATTACK WITH A TWO-HANDED WEAPON WITH ONLY ONE HAND ON IT UNLESS YOU HAVE A DAMAGED ARM.

WARRIOR

~LEVEL/
AP
COST~

ONE-HANDED WEAPON
TRAINING

0

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A ONE-HANDED WEAPON. A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON. YOU CAN WIELD AN ONE-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WARRIOR

~LEVEL/
AP
COST~

**OFF-HANDED WEAPON
TRAINING**

0

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD AN OFF-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON. YOU CAN WIELD AN OFF-HANDED WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WARRIOR

~LEVEL/
AP
COST~

AMBIDEXTROUS

0

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN SIMULTANEOUSLY WIELD TWO OFF-HANDED WEAPONS, OR AN OFF-HANDED WEAPON AND A ONE-HANDED WEAPON. A WEAPON THAT IS 10-30" IN OVERALL LENGTH IS CATEGORIZED AS AN OFF-HANDED WEAPON AND A WEAPON THAT IS 31-40" IN OVERALL LENGTH IS CATEGORIZED AS A ONE-HANDED WEAPON.

WARRIOR

~LEVEL/
AP
COST~

SHIELD TRAINING

VARIATION~ DEFENDER

0

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN DEFEND WITH A SHIELD. YOU CANNOT WIELD A SHIELD AS A WEAPON AND YOU CANNOT CONTACT ANYONE'S BODY WITH IT. YOUR SHIELD CANNOT BE LARGER THAN 12.5' AROUND ITS EDGE AND YOU MUST BE ABLE TO CARRY YOUR SHIELD BY YOURSELF WITH ONE HAND.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

WARRIOR

~LEVEL/
AP
COST~

HAND ARMOR

VARIATION~ DEFENDER

1

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ ARMOR

DURATION~ PASSIVE

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR HAND ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR HANDS FROM YOUR WRISTS TO YOUR FINGERTIPS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR HAND ARMOR WHILE YOU ARE HOLDING A WEAPON OR SHIELD. IF YOUR GLOVES ARE FINGERLESS YOU CAN STILL IGNORE STRIKES TO YOUR FINGERS.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"HAND ARMOR!"

WARRIOR

~LEVEL/
AP
COST~

HONOR SWITCH

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ INSTANT

DURATION~ INSTANT

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"HONOR SWITCH!"

~MECHANICS~ EFFECT~ PHYSICAL

YOU CAN TRANSFER AN ITEM INTO YOUR UNDAMAGED ARM AS YOU RECEIVE DAMAGE TO YOUR OTHER ARM WITHOUT HAVING TO DROP THE ITEM FIRST IF YOU SHOUT THE VERBAL AS YOU RECEIVE THE DAMAGE. YOU MAY CONTINUE TO MOVE AS YOU DO THIS BUT IF YOU DEFEND YOURSELF FROM AN ATTACK WITH A WEAPON OR SHIELD THAT IS IN YOUR DAMAGED ARM THEN YOU RECEIVE FATAL DAMAGE.

WARRIOR

~LEVEL/
AP
COST~

CHALLENGE

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 300 SECONDS

TARGET(S)~ AN ENEMY

RANGE~ 50'

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ N/A

~VERBAL~

"I CHALLENGE [TARGET]!"

~MECHANICS~ EFFECT~ UNIQUE

YOU CAN LOCK AN ENEMY INTO A 1-ON-1 COMBAT WITH YOU FOR UP TO 300 SECONDS BY ISSUING A VERBAL CHALLENGE TO HIM. HE DOES NOT HAVE TO ACCEPT YOUR CHALLENGE BUT IF HE DENIES IT, IT IS NOT SPENT. IF HE ACCEPTS, NEITHER OF YOU CAN MOVE MORE THAN 15' AWAY FROM EACH OTHER AND YOU MUST BOTH ATTEMPT TO STAY WITHIN 30' OF WHERE THE INITIAL CHALLENGE WAS ISSUED.

WARRIOR

~LEVEL/
AP
COST~

TITAN'S GRIP

VARIATION~ DEFENDER

2

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ TRAINING

DURATION~ PASSIVE

YOU CAN ATTACK WITH A TWO-HANDED LENGTH WEAPON WHILE TAKING ONE OF YOUR HANDS OFF OF IT.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

WARRIOR

~LEVEL/
AP
COST~

INOCULATE

VARIATION~ DEFENDER

2

USES~ 1

CASTING TIME~ 30 SECONDS

~MECHANICS~ EFFECT~ ANTI-AILMENT

DURATION~ SPECIAL

YOU CAN IGNORE AN AILMENT IF YOU BEGIN SHOUTING THE VERBAL AS YOU TIE A WHITE BAND ON TO YOUR HEAD AND IF YOU THEN CONTINUE TO SHOUT THE REMAINING VERBAL WHILE YOU ARE SLOWED. IF YOU RECEIVE DAMAGE OR AN AILMENT BEFORE YOU COMPLETE SHOUTING THE VERBAL, INOCULATE IS SPENT AND NEGATED.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ N/A

~VERBAL~

"INOCULATING 1, INOCULATING 2,...
INOCULATING 30, SUCCESS!"

WARRIOR

~LEVEL/
AP
COST~

ARM ARMOR

VARIATION~ DEFENDER

3

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ ARMOR

DURATION~ PASSIVE

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR ARM ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR ARMS FROM YOUR ELBOWS TO YOUR WRISTS AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR ARM ARMOR.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"ARM ARMOR!"



WARRIOR

~LEVEL/
AP
COST~

SPARTAN

VARIATION~ DEFENDER

3

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ ANTI-DISARMING

DURATION~ INSTANT

YOU CAN IGNORE A DISARMING EFFECT IF YOU SHOUT THE VERBAL AS YOU RECEIVE IT.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"FOR SPARTA"



WARRIOR

~LEVEL/
AP
COST~

CHARGE

4

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 3 SECONDS

TARGET(S)~ AN ENEMY

RANGE~ 3 STEPS

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH LEGS

~VERBAL~

"CHARGE!"

~MECHANICS~ EFFECT~ ANTI-MOVEMENT IMPAIRING

YOU CAN IGNORE MOVEMENT IMPAIRING EFFECTS FOR 3 IMMEDIATE STEPS IF YOU SHOUT THE VERBAL AS YOU TAKE THEM TOWARDS AN ENEMY THAT IS WITHIN 15' OF YOU IN AN ATTEMPT TO ATTACK HIM. IF YOU HAVE A DAMAGED LEG YOU CANNOT PERFORM CHARGE.

WARRIOR

~LEVEL/
AP
COST~

FIRST STRIKE

4

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ 15'

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

"[TARGET] FIRST STRIKE!"

~MECHANICS~ EFFECT~ UNIQUE

YOU CAN PREVENT AN ENEMY THAT IS WITHIN 15' OF YOU FROM ATTACKING YOU UNTIL HE IS YOUR ONLY ENEMY ON THE BATTLEFIELD, YOU ATTACK HIM, OR HE RECEIVES FATAL DAMAGE IF YOU SHOUT THE VERBAL WHILE THERE IS MORE THAN ONE ENEMY WITHIN 15' OF YOU.

WARRIOR

~LEVEL/
AP
COST~

RETREAT

VARIATION~ DEFENDER

4

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ MAGICAL

DURATION~ 5 SECONDS

YOU CAN IGNORE DAMAGE AND EFFECTS FOR 5 IMMEDIATE STEPS IF YOU SHOUT THE VERBAL AS YOU IMMEDIATELY MOVE AWAY FROM THE ENEMIES THAT ARE CLOSEST TO YOU. YOU CANNOT DELIVER DAMAGE OR EFFECTS WHILE PERFORMING RETREAT.

TARGET(S)~ SELF

RANGE~ 5 STEPS

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH LEGS

~VERBAL~

"RETREAT 1, RETREAT 2,... 5, SUCCESS!!!"

WARRIOR

~LEVEL/
AP
COST~

SHOULDER ARMOR

VARIATION~ DEFENDER

5

USES~ ∞

CASTING TIME~ N/A

~MECHANICS~ EFFECT~ ARMOR

DURATION~ PASSIVE

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR SHOULDER ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR SHOULDERS COVERING YOUR SHOULDER MUSCLES (YOUR UPPER ARM MUST STILL BE EXPOSED) AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER ARMOR. IRON SHOULDER ARMOR DOES NOT PROTECT ANY OF YOUR TORSO AREA.

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"SHOULDER ARMOR!!!"

WARRIOR

~LEVEL/
AP
COST~

ACHILLES' HEEL

5

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS

DURATION~ SPECIAL

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ ORANGE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"ACHILLES' HEEL"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN IGNORE ALL NORMAL DAMAGE ON ALL AREAS OF YOUR BODY EXCEPT FOR ONE OF YOUR LIMBS ALTHOUGH THAT LIMB DOES BECOME FATALLY VULNERABLE IF YOU SHOUT THE VERBAL AS YOU TIE AN ORANGE BAND ON TO YOUR VULNERABLE LIMB AND IF YOU THEN SHOUT, "ACHILLES HEEL!" AS YOU RECEIVE DAMAGE TO ALL AREAS OF YOUR BODY EXCEPT FOR YOUR VULNERABLE LIMB. IF ACHILLES' HEEL IS ACTIVE YOUR ARMOR IS NEGATED, AND YOU CANNOT BENEFIT FROM ANY OTHER POSITIVE EFFECTS OR PERFORM ANY OTHER ABILITIES (INCLUDING ARMOR).

WARRIOR

~LEVEL/
AP
COST~

BOLO THROW

5

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 30 SECONDS

TARGET(S)~ A MOVEMENT IMPAIRED ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"STUN 30!"

~MECHANICS~ EFFECT~ SHACKLING

YOU CAN STUN AN ALREADY MOVEMENT IMPAIRED ENEMY FOR UP TO 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET WHILE HIS MOVEMENT IS IMPAIRED BY AN ABILITY. IF YOU HAND HIM A SHACKLE COMPONENT DURING THE TIME THAT HE IS STUNNED THEN HE BECOMES SHACKLED. IF HE BECOMES SHACKLED HE MUST STOP MOVING, DROP ALL OF HIS WEAPONS, ITEMS, ARROWS, ETC. THAT HE IS HOLDING AND HE CANNOT HOLD ANYTHING AND CANNOT MOVE UNLESS A PLAYER IS HOLDING THE OTHER END OF THE SHACKLE AND PROMPTING HIM TO DO SO. THERE ARE ABILITIES THAT REMOVE THIS EFFECT AND HE CAN STILL BE SHACKLED EVEN IF HE HAS DAMAGED LIMBS. IF HE BECOMES SHACKLED HE CANNOT BE DAMAGED BY ANYTHING OTHER THAN ABILITY DAMAGE.

WARRIOR

~LEVEL/
AP
COST~

SWORD AND BOARD

6

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN SIMULTANEOUSLY WIELD AN EXTRA WEAPON IN CONJUNCTION WITH A SHIELD.

WARRIOR

~LEVEL/
AP
COST~

DISCIPLINED WILL

6

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ 5 SECONDS

DURATION~ INSTANT

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ SPECIAL

~VERBAL~

"DISCIPLINED WILL 1, DISCIPLINE 2,...
DISCIPLINE 5, SUCCESS!"

~MECHANICS~ EFFECT~ PHYSICAL

YOU CAN TRANSFER LIMB DAMAGE FROM ONE OF YOUR LIMBS TO ANOTHER ONE OF YOUR LIMBS IF YOU SHOUT THE VERBAL WHILE YOU SIT DOWN WITH YOUR EYES CLOSED.

Wizard

WIZARD

VARIATION~ CONSTRUCTION

USES~ ∞

CASTING TIME~ 1 SECOND

DURATION~ N/A

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL & LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MAGIC STONE!"

~LEVEL/
AP
COST~

0

MAGIC STONE OR DAGGER TRAINING

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN REPEATEDLY DELIVER NORMAL RANGED DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A UNIQUE PACKET, OR IF YOU FOREGO THE USE OF A MAGIC STONE, YOU CAN WIELD AN DAGGER LENGTH WEAPON. A WEAPON THAT IS NO LONGER THAN 20" IN OVERALL LENGTH IS CATEGORIZED AS A DAGGER WEAPON. YOU CAN WIELD AN DAGGER WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WIZARD

VARIATION~ CONSTRUCTION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~LEVEL/
AP
COST~

0

STAFF TRAINING

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A STAFF WEAPON. A STRIKE FROM YOUR STAFF DOES NOT DELIVER DAMAGE. INSTEAD, IF YOU STRIKE AN ENEMY'S ARM THEN HIS ARM BECOMES DISARMED, IF YOU STRIKE HIM IN HIS LEG THEN HE MUST TOUCH HIS KNEE TO THE GROUND FOR ONE SECOND, AND IF STRIKE HIM IN HIS TORSO THEN HE BECOMES STUNNED FOR 3 SECONDS. YOU CANNOT ATTACK WITH A STAFF IF YOU ONLY HAVE ONE OF YOUR HANDS ON IT UNLESS YOU HAVE A DAMAGED ARM. YOUR STAFF MUST BE 5-6' IN LENGTH AND IT MUST BE COVERED IN FOAM EXCEPT FOR WHERE YOU INTEND TO HOLD IT.

WIZARD

~LEVEL/
AP
COST~

WEB

VARIATION~ CONSTRUCTION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 10 SECONDS

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"WEB 10!"

~MECHANICS~ EFFECT~ ROOTING

YOU CAN ROOT AN ENEMY FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET.



WIZARD

~LEVEL/
AP
COST~

TELEKINESIS

VARIATION~ CONSTRUCTION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ N/A

TARGET(S)~ AN OBJECT

RANGE~ 15'

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"TELEKINESIS!"

~MECHANICS~ EFFECT~ UNIQUE

YOU CAN CAUSE AN ENEMY THAT IS WITH 15' OF YOU AND NOT IN COMBAT TO POLITELY HAND OR TOSS YOU YOUR MAGIC STONE, A WEAPON OR AN ITEM THAT IS WITH 5' OF HIM IF YOU SHOUT THE VERBAL. IF HE IS FORCED TO DEFEND HIMSELF WHILE HE IS ATTEMPTING TO PASS YOU THE ITEM, THEN THIS ABILITY IS NEGATED BUT NOT SPENT.



WIZARD

~LEVEL/
AP
COST~

FIND FAMILIAR

3

VARIATION~ CONSTRUCTION

USES~ 1

CASTING TIME~ SPECIAL

DURATION~ SPECIAL

TARGET(S)~ SPECIAL

RANGE~ SPECIAL

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ N/A

~VERBAL~

"[FAMILIAR] ATTACK!"

~MECHANICS~ EFFECT~ SUMMON

YOU CAN DELIVER THE EFFECTS OF A STAFF TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH AN ANAMORPHIC PACKET. IF YOUR FAMILIAR RECEIVES A FATAL STRIKE IT BECOMES A CORPSE AND IT MUST BE BROUGHT BACK TO LIFE WITH AN ABILITY. A STRIKE FROM A STAFF DOES NOT DELIVER DAMAGE. INSTEAD, A STRIKE DELIVERED TO AN ENEMY'S ARM DISARMS HIS ARM, A STRIKE DELIVERED TO HIS LEG CAUSES HIM TO HAVE TO TOUCH HIS KNEE TO THE GROUND AND A STRIKE TO HIS CHEST CAUSES HIM TO BE STUNNED FOR 3 SECONDS.

WIZARD

~LEVEL/
AP
COST~

MIND MELD

4

VARIATION~ CONSTRUCTION

USES~ 1

CASTING TIME~ 5 SECONDS

DURATION~ INSTANT

TARGET(S)~ A SUMMONED PLAYER

RANGE~ TOUCH

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MIND MELDING 1, MELDING 2,... MELDING 5 SUCCESS!"

~MECHANICS~ EFFECT~ HOLY

YOU CAN HEAL YOUR SUMMONED CREATURE AND CAUSE HIM TO RECOVER ANY ABILITIES HE HAS USED IF YOU BOTH SHOUT THE VERBAL IN ROTATION WHILE YOU BOTH KNEEL AND TOUCH YOUR TOTEM WITH YOUR EYES CLOSED. AFTER MIND MELDING YOU BOTH BECOME STUNNED FOR 5 SECONDS.

WIZARD

~LEVEL/
AP
COST~

SUMMON MONSTER

5

VARIATION~ CONSTRUCTION

USES~ ∞

CASTING TIME~ 10 SECONDS

DURATION~ SPECIAL

TARGET(S)~ A SUMMONED PLAYER

RANGE~ 50'

COMPONENT~ FIGURINE

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"SUMMONING [TYPE OF MONSTER] 1,
SUMMONING 2,... SUMMONING 10,
SUCCESS!"

~MECHANICS~ EFFECT~ SUMMON

YOU CAN SUMMON A MONSTER THAT DOES NOT COST MORE THAN 5MP TO PLAY, AND IS UNLOCKED WITHIN CAMPAIGN, INTO BATTLE TO FIGHT FOR YOU IF YOU SHOUT THE VERBAL WHILE YOU KNEEL AND HOLD YOUR SUMMONING TOTEM SKYWARD. IF EITHER OF YOU RECEIVE A FATAL STRIKE YOUR MONSTER BECOMES MUTILATED.

WIZARD

~LEVEL/
AP
COST~

SUMMON RARE MONSTER

6

VARIATION~ CONSTRUCTION

USES~ ∞

CASTING TIME~ 10 SECONDS

DURATION~ SPECIAL

TARGET(S)~ A SUMMONED PLAYER

RANGE~ 50'

COMPONENT~ FIGURINE

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"SUMMONING [TYPE OF MONSTER] 1,
SUMMONING 2,... SUMMONING 10,
SUCCESS!"

~MECHANICS~ EFFECT~ SUMMON

YOU CAN SUMMON A MONSTER THAT DOES NOT COST MORE THAN 10MP TO PLAY, AND IS UNLOCKED WITHIN CAMPAIGN, INTO BATTLE TO FIGHT FOR YOU IF YOU SHOUT THE VERBAL WHILE YOU KNEEL AND HOLD YOUR SUMMONING TOTEM SKYWARD. IF EITHER OF YOU RECEIVE A FATAL STRIKE YOUR MONSTER BECOMES MUTILATED.

WIZARD

~LEVEL/
AP
COST~

MAGIC STONE OR DAGGER TRAINING

0

VARIATION~ DESTRUCTION

USES~ ∞

CASTING TIME~ 1 SECOND

DURATION~ N/A

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL & LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MAGIC STONE!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN REPEATEDLY DELIVER NORMAL RANGED DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A UNIQUE PACKET, OR IF YOU FOREGO THE USE OF A MAGIC STONE, YOU CAN WIELD AN DAGGER LENGTH WEAPON. A WEAPON THAT IS NO LONGER THAN 20" IN OVERALL LENGTH IS CATEGORIZED AS A DAGGER WEAPON. YOU CAN WIELD AN DAGGER WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WIZARD

~LEVEL/
AP
COST~

STAFF TRAINING

0

VARIATION~ DESTRUCTION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A STAFF WEAPON. A STRIKE FROM YOUR STAFF DOES NOT DELIVER DAMAGE. INSTEAD, IF YOU STRIKE AN ENEMY'S ARM THEN HIS ARM BECOMES DISARMED, IF YOU STRIKE HIM IN HIS LEG THEN HE MUST TOUCH HIS KNEE TO THE GROUND FOR ONE SECOND, AND IF STRIKE HIM IN HIS TORSO THEN HE BECOMES STUNNED FOR 3 SECONDS. YOU CANNOT ATTACK WITH A STAFF IF YOU ONLY HAVE ONE OF YOUR HANDS ON IT UNLESS YOU HAVE A DAMAGED ARM. YOUR STAFF MUST BE 5-6' IN LENGTH AND IT MUST BE COVERED IN FOAM EXCEPT FOR WHERE YOU INTEND TO HOLD IT.

WIZARD

~LEVEL/
AP
COST~

MAGIC STONE

VARIATION~ DESTRUCTION

1

USES~ ∞

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ MAGICAL

DURATION~ N/A

YOU CAN REPEATEDLY DELIVER NORMAL RANGED DAMAGE TO ANY ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A UNIQUE PACKET.

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL & LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MAGIC STONE!"

WIZARD

~LEVEL/
AP
COST~

STATIC SHOCK

VARIATION~ DESTRUCTION

2

USES~ 2

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ UNIQUE

DURATION~ INSTANT

YOU CAN DELIVER DAMAGE WITH A STAFF IF YOU SHOUT THE VERBAL AS YOU STRIKE AN ENEMY WITH IT.

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ STAFF

INFERRED PREREQUISITE~ ARM

~VERBAL~

"SHOCKING!"

WIZARD

~LEVEL/
AP
COST~

DISPEL MAGIC

3

VARIATION~ DESTRUCTION

USES~ 2

CASTING TIME~ 1 SECOND

DURATION~ INSTANT

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DISPEL MAGIC!"

~MECHANICS~ EFFECT~ ANTI-MAGICAL

YOU CAN REMOVE MAGICAL EFFECTS FROM A PLAYER IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A PURPLE PACKET.

WIZARD

~LEVEL/
AP
COST~

TELEPORT

4

VARIATION~ DESTRUCTION

USES~ ∞

CASTING TIME~ 1 SECOND

DURATION~ SPECIAL

TARGET(S)~ SELF

RANGE~ THROWN

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ ARM

~VERBAL~

"TELEPORT!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN IGNORE DAMAGE AND EFFECTS AS YOU IMMEDIATELY FOLLOW AND THEN TOUCH YOUR FRISBEE IF YOU SHOUT THE VERBAL AS YOU THROW IT, ALTHOUGH YOU CANNOT DELIVER DAMAGE AS YOU TELEPORT . IF YOUR FRISBEE IS STRUCK AFTER YOU THROW IT, YOU RECEIVE A 3 SECOND STUN UPON REUNITING WITH YOUR FRISBEE.

WIZARD

~LEVEL/
AP
COST~

LIGHTNING BOLT

VARIATION~ DESTRUCTION

USES~ 1

5

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ SHOCKING

DURATION~ INSTANT

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

YOU CAN DISARM AND DELIVER RANGED DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A YELLOW PACKET. IF YOU STRIKE HIS WEAPON OR SHIELD IT BECOMES DISARMED BUT HE DOES NOT RECEIVE ANY DAMAGE. IF YOU STRIKE HIM HE RECEIVES RANGED DAMAGE AND HE IS DISARMED. IF YOU DELIVER A FATAL STRIKE TO HIM WITH THIS ABILITY THEN HE BECOMES A MUTILATED CORPSE.

RANGE~ THROWN

COMPONENT~ YELLOW PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"LIGHTNING BOLT!"

WIZARD

~LEVEL/
AP
COST~

MAGIC MISSILE

VARIATION~ DESTRUCTION

USES~ 1

6

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ MAGICAL

DURATION~ INSTANT

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

YOU CAN DELIVER A FATAL RANGED STRIKE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A PURPLE PACKET.

RANGE~ THROWN

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MAGIC MISSILE!"

WIZARD

~LEVEL/
AP
COST~**STAFF TRAINING****0**

VARIATION~ INSTRUCTION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A STAFF WEAPON. A STRIKE FROM YOUR STAFF DOES NOT DELIVER DAMAGE. INSTEAD, IF YOU STRIKE AN ENEMY'S ARM THEN HIS ARM BECOMES DISARMED, IF YOU STRIKE HIM IN HIS LEG THEN HE MUST TOUCH HIS KNEE TO THE GROUND FOR ONE SECOND, AND IF STRIKE HIM IN HIS TORSO THEN HE BECOMES STUNNED FOR 3 SECONDS. YOU CANNOT ATTACK WITH A STAFF IF YOU ONLY HAVE ONE OF YOUR HANDS ON IT UNLESS YOU HAVE A DAMAGED ARM. YOUR STAFF MUST BE 5-6' IN LENGTH AND IT MUST BE COVERED IN FOAM EXCEPT FOR WHERE YOU INTEND TO HOLD IT.

WIZARD

~LEVEL/
AP
COST~**MAGIC STONE OR DAGGER
TRAINING****0**

VARIATION~ INSTRUCTION

USES~ ∞

CASTING TIME~ 1 SECOND

DURATION~ N/A

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL & LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MAGIC STONE!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN REPEATEDLY DELIVER NORMAL RANGED DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A UNIQUE PACKET, OR IF YOU FOREGO THE USE OF A MAGIC STONE, YOU CAN WIELD AN DAGGER LENGTH WEAPON. A WEAPON THAT IS NO LONGER THAN 20" IN OVERALL LENGTH IS CATEGORIZED AS A DAGGER WEAPON. YOU CAN WIELD AN DAGGER WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WIZARD

~LEVEL/
AP
COST~

SLOW

VARIATION~ INSTRUCTION

USES~ 1

1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ SLOWING

DURATION~ 10 SECONDS

YOU CAN SLOW AN ENEMY FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET.

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"SLOW 10!"

WIZARD

~LEVEL/
AP
COST~

REPAIRO

VARIATION~ INSTRUCTION

USES~ 2

2

CASTING TIME~ 5 SECONDS

~MECHANICS~ EFFECT~ REPAIRING

DURATION~ INSTANT

YOU CAN REPAIR A BROKEN ITEM IF YOU TIE A WHITE BAND ON TO THE ITEM AS YOU SHOUT THE VERBAL. IF YOU ARE ATTEMPTING TO REPAIR A MAGICAL ITEM YOUR CASTING TIME IS MULTIPLIED BY 10.

TARGET(S)~ A BROKEN OBJECT

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"OCCULUS REPAIRO 1, OCCULUS REPAIRO 2,...OCCULUS REPAIRO 5, SUCCESS!"

WIZARD

~LEVEL/
AP
COST~

MARV'S MITTS

VARIATION~ INSTRUCTION

3

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS

~MECHANICS~ EFFECT~ MAGICAL

DURATION~ SPECIAL

YOU CAN GRANT AN ALLY THE ABILITY TO WIELD UP TO AN EXOTIC LENGTH WEAPON UNTIL HE DELIVERS DAMAGE WITH AN EXOTIC WEAPON IF YOU SHOUT THE VERBAL AS YOU TIE AN ORANGE BAND ON TO HIS ARM.

TARGET(S)~ AN ALLY

RANGE~ TOUCH

COMPONENT~ ORANGE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

“CASTING MARV’S MITTS!”

WIZARD

~LEVEL/
AP
COST~

DEXTEROUS HANDS

VARIATION~ INSTRUCTION

4

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS

~MECHANICS~ EFFECT~ MAGICAL

DURATION~ SPECIAL

YOU CAN GRANT AN ALLY THE ABILITY TO WIELD A BOW OR THROWN WEAPONS UNTIL HE DELIVERS DAMAGE WITH A BOW OR A THROWN WEAPON IF YOU SHOUT THE VERBAL AS YOU TIE A GREEN BAND ON TO HIS ARM.

TARGET(S)~ AN ALLY

RANGE~ TOUCH

COMPONENT~ GREEN BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

“CASTING DEXTEROUS HANDS!”

WIZARD

~LEVEL/
AP
COST~

EXPANDED SPELL BOOK

5

VARIATION~ INSTRUCTION

USES~ 1

CASTING TIME~ N/A

DURATION~ 24 HOURS

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

~MECHANICS~ EFFECT~ UNIQUE

YOU CAN SUBSTITUTE ANY ABILITY UP TO 5TH LEVEL FOR ANY OTHER WIZARD ABILITY OF THE SAME LEVEL FOR A DAY.

WIZARD

~LEVEL/
AP
COST~

INVISIBILITY

6

VARIATION~ INSTRUCTION

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS

DURATION~ 30 SECONDS

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ BLACK BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"CASTING INVISIBILITY, 30!"

~MECHANICS~ EFFECT~ HIDING

YOU CAN HIDE FROM ENEMIES FOR UP TO 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW UP YOUR HOOD. IF ANY ENEMIES ARE WITHIN 15' OF YOU THEN YOU CANNOT HIDE OR REVEAL YOURSELF AND IF YOU HAVE NO CHOICE BUT TO REVEAL YOURSELF THEN YOU CANNOT ATTACK ANYONE FOR 3 SECONDS. BEING HIDDEN DOES NOT PREVENT YOU FROM LOOTING.

WIZARD

~LEVEL/
AP
COST~

MAGIC STONE OR DAGGER TRAINING

0

VARIATION~ OBSTRUCTION

USES~ ∞

CASTING TIME~ 1 SECOND

DURATION~ N/A

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL & LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MAGIC STONE!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN REPEATEDLY DELIVER NORMAL RANGED DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A UNIQUE PACKET, OR IF YOU FOREGO THE USE OF A MAGIC STONE, YOU CAN WIELD AN DAGGER LENGTH WEAPON. A WEAPON THAT IS NO LONGER THAN 20" IN OVERALL LENGTH IS CATEGORIZED AS A DAGGER WEAPON. YOU CAN WIELD AN DAGGER WEAPON WHILE HOLDING IT WITH ONE OR TWO HANDS, HOWEVER, IF YOU ARE HOLDING IT WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT HAND, YOU MUST IMMEDIATELY DROP IT AND IF YOU THEN WANT TO CONTINUE TO WIELD IT YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND.

WIZARD

~LEVEL/
AP
COST~

STAFF TRAINING

0

VARIATION~ OBSTRUCTION

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

~MECHANICS~ EFFECT~ TRAINING

YOU CAN WIELD A STAFF WEAPON. A STRIKE FROM YOUR STAFF DOES NOT DELIVER DAMAGE. INSTEAD, IF YOU STRIKE AN ENEMY'S ARM THEN HIS ARM BECOMES DISARMED, IF YOU STRIKE HIM IN HIS LEG THEN HE MUST TOUCH HIS KNEE TO THE GROUND FOR ONE SECOND, AND IF STRIKE HIM IN HIS TORSO THEN HE BECOMES STUNNED FOR 3 SECONDS. YOU CANNOT ATTACK WITH A STAFF IF YOU ONLY HAVE ONE OF YOUR HANDS ON IT UNLESS YOU HAVE A DAMAGED ARM. YOUR STAFF MUST BE 5-6' IN LENGTH AND IT MUST BE COVERED IN FOAM EXCEPT FOR WHERE YOU INTEND TO HOLD IT.

WIZARD

~LEVEL/
AP
COST~

EXPELLIARMUS

VARIATION~ OBSTRUCTION

1

USES~ 1

CASTING TIME~ INSTANT

~MECHANICS~ EFFECT~ DISARMING

DURATION~ INSTANT

YOU CAN DISARM AN ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET.

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DISARM!"

WIZARD

~LEVEL/
AP
COST~

DIMINUTION

VARIATION~ OBSTRUCTION

2

USES~ 1

CASTING TIME~ 1 SECOND

~MECHANICS~ EFFECT~ KNEELING

DURATION~ 10 SECONDS

YOU CAN CAUSE AN ENEMY TO KNEEL FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET.

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DIMINUTION 10!"

WIZARD

~LEVEL/
AP
COST~

CONFUSION

3

VARIATION~ OBSTRUCTION

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ 5'

COMPONENT~ 10 PLAYING CARDS

INFERRED PREREQUISITE~ ARM

~VERBAL~

“[TARGET], YOU ARE CONFUSED!”

~MECHANICS~ EFFECT~ CHARMING

YOU CAN CONFUSE AN ENEMY THAT IS WITHIN 5' OF YOU UNTIL HE RETRIEVES ALL 10 OF YOUR CARDS IF YOU SHOUT THE VERBAL AS YOU “FLIP” 10 OF YOUR CARDS TOWARDS HIM. ONCE HE BECOMES CONFUSED HE MUST IMMEDIATELY BEGIN TO RETRIEVE THE CARDS AND HE MUST VERBALLY STATE “I AM NO LONGER CONFUSED!” ONCE HE RETRIEVES ALL OF THEM. HE IS IMMUNE TO DAMAGE AND EFFECTS WHILE HE IS CONFUSED. IF ANY CARDS FALL OUTSIDE OF A 5' RADIUS OF HIM HE CAN IGNORE THEM.

WIZARD

~LEVEL/
AP
COST~

STUN

4

VARIATION~ OBSTRUCTION

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ 3 SECONDS

TARGET(S)~ AN ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

“STUN, 3!”

~MECHANICS~ EFFECT~ STUNNING

YOU CAN STUN AN ENEMY FOR 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET.

WIZARD

~LEVEL/
AP
COST~

IMPRISONMENT

5

VARIATION~ OBSTRUCTION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 30 SECONDS

TARGET(S)~ A MOVEMENT IMPAIRED
ENEMY, WEAPON OR SHIELD

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"STUN 30!"

~MECHANICS~ EFFECT~ SHACKLING

YOU CAN STUN AN ALREADY MOVEMENT IMPAIRED ENEMY FOR UP TO 30 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BROWN PACKET WHILE HIS MOVEMENT IS IMPAIRED BY AN ABILITY. IF YOU HAND HIM A SHACKLE COMPONENT DURING THE TIME THAT HE IS STUNNED THEN HE BECOMES SHACKLED. IF HE BECOMES SHACKLED HE MUST STOP MOVING, DROP ALL OF HIS WEAPONS, ITEMS, ARROWS, ETC. THAT HE IS HOLDING AND HE CANNOT HOLD ANYTHING AND CANNOT MOVE UNLESS A PLAYER IS HOLDING THE OTHER END OF THE SHACKLE AND PROMPTING HIM TO DO SO. THERE ARE ABILITIES THAT REMOVE THIS EFFECT AND HE CAN STILL BE SHACKLED EVEN IF HE HAS DAMAGED LIMBS. IF HE BECOMES SHACKLED HE CANNOT BE DAMAGED BY ANYTHING OTHER THAN ABILITY DAMAGE.

WIZARD

~LEVEL/
AP
COST~

SLOW, MASS

6

VARIATION~ OBSTRUCTION

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ 10 SECONDS

TARGET(S)~ UP TO 4 ENEMIES, WEAPONS
OR SHIELDS

RANGE~ THROWN

COMPONENT~ 4 BROWN PACKETS

INFERRED PREREQUISITE~ ARM

~VERBAL~

"MASS SLOW, 10!"

~MECHANICS~ EFFECT~ SLOWING

YOU CAN SLOW UP TO 4 ENEMIES FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU SIMULTANEOUSLY THROW 4 BROWN PACKETS AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH ONE OF THEM.