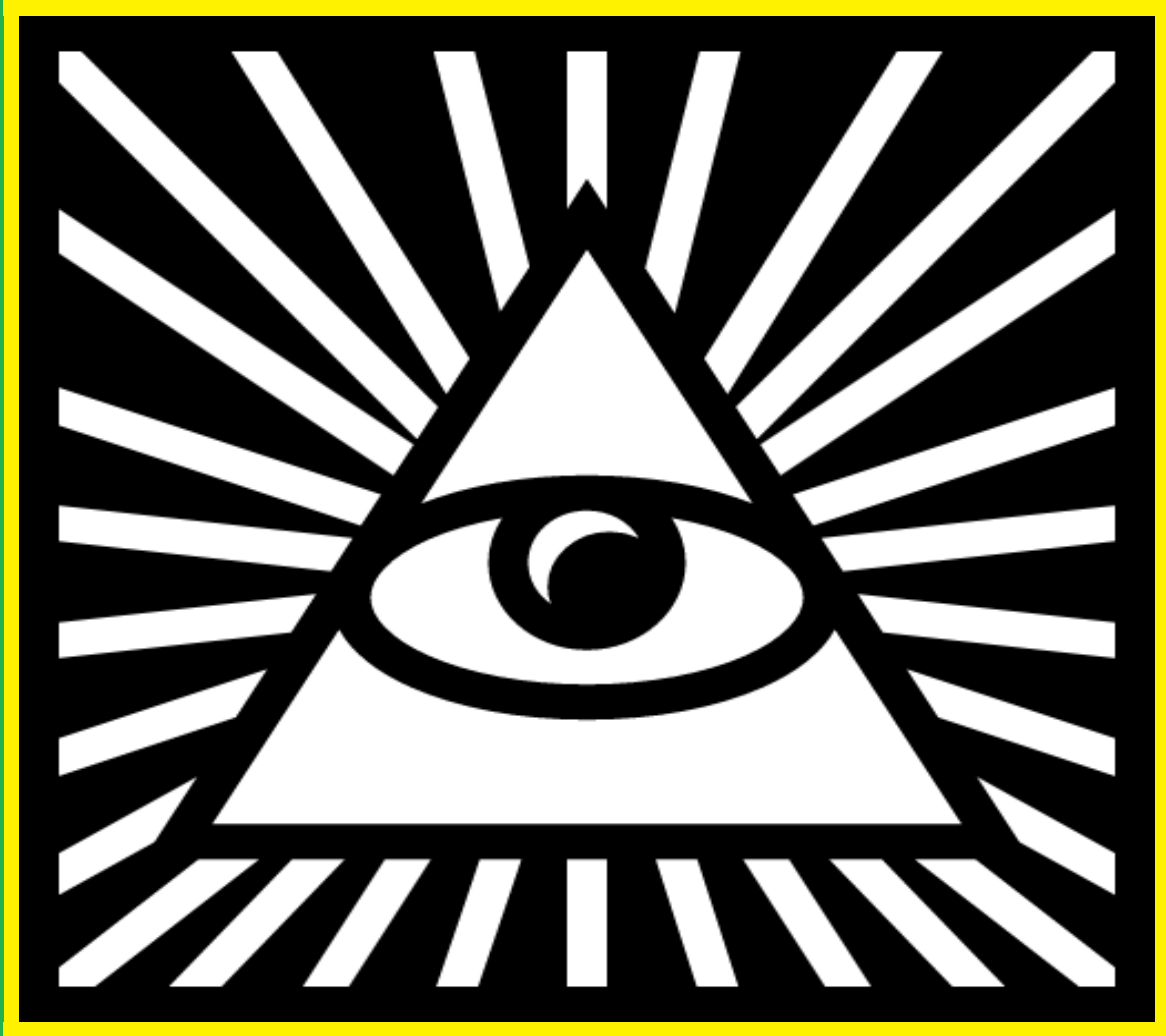


# The Book of Abilities



# 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~

0

## TWO-HANDED WEAPON TRAINING

VARIATION~ DEATH KNIGHT

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~

0

## OFF-HANDED WEAPON TRAINING

VARIATION~ DEATH KNIGHT

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~**0****ONE-HANDED WEAPON  
TRAINING**VARIATION~ **DEATH KNIGHT**USES~  $\infty$ 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~**0****SHIELD TRAINING**VARIATION~ **DEATH KNIGHT**USES~  $\infty$ 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.

**PALADIN**~LEVEL/  
AP  
COST~**HONOR SWITCH**VARIATION~ **DEATH KNIGHT**USES~  $\infty$ 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~**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. IF THIS PACKETS STRIKES A VAMPIRE, HIS WEAPON, OR HIS SHIELD HE BECOMES DISARMED.

**PALADIN**~LEVEL/  
AP  
COST~**THE BLACK KNIGHT****1**VARIATION~ **DEATH KNIGHT**USES~  $\infty$ 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~**BLOOD PACT****2**VARIATION~ **DEATH KNIGHT**USES~  $\infty$ CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"BLOOD PACT [YOUR MAXIMUM BLEED OUT TIME]!"**~MECHANICS~ EFFECT~ **MINION**

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.

**PALADIN**~LEVEL/  
AP  
COST~**DETECT HIDDEN****2**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **ALL HIDDEN ENEMIES WITHIN  
RANGE**RANGE~ **15'**COMPONENT~ **PURPLE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"DETECT HIDDEN!"**~MECHANICS~ EFFECT~ **REVEALING****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.****PALADIN**~LEVEL/  
AP  
COST~**INOCULATE****2**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **30 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **WHITE BAND**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"INOCULATING 1, INOCULATING 2,...  
INOCULATING 30, SUCCESS!"**~MECHANICS~ EFFECT~ **ANTI-AILMENT****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.**

**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~**SKELETAL SOLDIER****3**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **YOUR MAXIMUM BLEED OUT**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"SKELETAL SOLDIER [DURATION]!"**~MECHANICS~ EFFECT~ **MINION**

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.



**PALADIN**~LEVEL/  
AP  
COST~**MEAT PUPPET**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~**SHATTER CHAINS**VARIATION~ **DEATH KNIGHT**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~ **DEATH KNIGHT**USES~  $\infty$ 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~**COLD BLOODED****4**VARIATION~ **DEATH KNIGHT**USES~  $\infty$ CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **SPECIAL**RANGE~ **MELEE**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"COLD BLOODED, 10!"**~MECHANICS~ EFFECT~ **SLOWING**

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.

## 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

~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.

## PALADIN

~LEVEL/  
AP  
COST~LEPER

5

VARIATION~ DEATH KNIGHT

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"LEPER!"

~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~**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"**~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~**ARM ARMOR**VARIATION~ **DEATH KNIGHT**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.

**PALADIN**~LEVEL/  
AP  
COST~**PESTILENT CORPSE****6**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**~**VERBAL**~**"PESTILENT CORPSE [DURATION]!"**~**MECHANICS**~ EFFECT~ **MINION**

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~**FREE ACTION****6**VARIATION~ **DEATH KNIGHT**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~ DEATH KNIGHT

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.

PALADIN

~LEVEL/  
AP  
COST~

LEG ARMOR

7

VARIATION~ DEATH KNIGHT

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"LEG ARMOR!"

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR LEG ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR LEGS FROM YOUR KNEES DOWN AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR LEG ARMOR.

**PALADIN**~LEVEL/  
AP  
COST~**ULTIMATUM**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **3 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **ALL MINIONS**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING ULTIMATUM 1, ULTIMATUM 2,  
ULTIMATUM 3, SUCCESS!"**~MECHANICS~ EFFECT~ **SHADOW**

YOU CAN HEAL ONE OF YOUR LIMBS FOR EVERY ONE OF YOUR ACTIVE MINIONS IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR RUNIC SYMBOL SKYWARD. AFTER YOU PERFORM ULTIMATUM, OR IF YOU ARE INTERRUPTED WHILE PERFORMING IT, ALL OF YOUR MINIONS ARE DESTROYED.

**PALADIN**~LEVEL/  
AP  
COST~**SACRIFICIAL RITE**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **AN ALLY & SELF**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"SACRIFICIAL RITE!"**~MECHANICS~ EFFECT~ **SHADOW**

YOU CAN BRING YOURSELF BACK TO LIFE WITH FULL HEALTH IF YOU KNEEL AFTER YOU RECEIVE A FATAL STRIKE AND THEN IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO AN ALLY BEFORE YOU HAVE REACHED YOUR MINIMUM BLEED OUT TIME OR YOU RECEIVE AN ADDITIONAL FATAL STRIKE. YOUR LIMBS ARE IMMUNE TO DAMAGE FROM ALLIES WHILE YOU ARE ATTEMPTING TO PERFORM SACRIFICIAL RITE.

**PALADIN**~LEVEL/  
AP  
COST~**CREEPER**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"CREEPER [DURATION]!"**~MECHANICS~ EFFECT~ **MINION**

YOU CAN TRANSFORM AN ENEMY INTO AN UNDEAD CREEPER FOR UP TO YOUR MAXIMUM BLEED OUT TIME OR UNTIL HE DELIVERS OR RECEIVES A MELEE STRIKE IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR CREEPER CAN WIELD THE SAME MELEE WEAPONS AS IN LIFE, HE MUST OBEY YOU, HE BEGINS FULLY HEALED, HE CANNOT BE HEALED, ANY MELEE DAMAGE HE DELIVERS OR RECEIVES DESTROYS HIM AND DELIVERS EXPLOSIVE DAMAGE TO THE ENEMY THAT DELIVERED OR RECEIVED THE DAMAGE, AND IF HE IS DESTROYED OR HIS DURATION EXPIRES HE BECOMES A MUTILATED CORPSE.

**PALADIN**~LEVEL/  
AP  
COST~**DESECRATE**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **3 SECONDS**TARGET(S)~ **ALL ENEMIES WITHIN RANGE**RANGE~ **15'**COMPONENT~ **WEAPON**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"DESECRATE, 3!"**~MECHANICS~ EFFECT~ **SHADOW**

YOU CAN STUN THE NEAREST ENEMY TO YOU FOR 3 SECONDS, CAUSE ALL OTHER ENEMIES THAT ARE WITHIN 15' OF YOU TO KNEEL FOR 3 SECONDS AND FULLY HEAL ALL UNDEAD THAT ARE WITHIN 15' OF YOU IF YOU SHOUT THE VERBAL AS YOU STRIKE THE GROUND WITH A ONE-HANDED OR LONGER MELEE WEAPON. IF YOU ARE A DEATH KNIGHT, DESECRATING ALSO CAUSES ALL OF YOUR MINIONS WITHIN 30' OF YOU TO BEGIN COUNTING UP FROM 1 AGAIN.



**PALADIN**~LEVEL/  
AP  
COST~**CONDEMN****8**VARIATION~ **DEATH KNIGHT**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"CONDEMN!"**~MECHANICS~ EFFECT~ **MINION**

YOU CAN TRANSFORM AN ENEMY INTO A CONDEMNED UNDEAD CREATURE UNTIL ONE OF YOU RECEIVES A FATAL STRIKE IF YOU SHOUT THE VERBAL WHILE DELIVERING A FATAL STRIKE TO HIM WITH A MELEE WEAPON. YOUR CONDEMNED HAS THE SAME WEAPONS TRAINING AS IN LIFE, HE MUST OBEY YOU, AND HE IGNORES ALL NORMAL LIMB DAMAGE.

**PALADIN**~LEVEL/  
AP  
COST~**NECROMANTIC MASTERY****9**VARIATION~ **DEATH KNIGHT**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**

INFERRED PREREQUISITE~ **A MINION THAT DELIVERS AILMENTS TO ENEMIES BY DELIVERING MELEE DAMAGE**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **SHADOW**

YOUR MINIONS THAT DELIVER AILMENTS TO ENEMIES BY DELIVERING MELEE DAMAGE, GAIN THE ADDITIONAL EFFECT OF ALSO DELIVERING THAT AILMENT TO ANY PLAYER THAT DELIVERS A MELEE STRIKE TO A MINION OF THAT TYPE.

## PALADIN

~LEVEL/  
AP  
COST~

0

**OFF-HANDED WEAPON  
TRAINING**

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~

0

**ONE-HANDED WEAPON  
TRAINING**

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~**SHIELD 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 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~**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~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~HONOR SWITCH

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~

**DIVINE LIGHT**

VARIATION~ **DIVINE**

USES~ **1**

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

DURATION~ **SPECIAL**

TARGET(S)~ **AN ALLY**

RANGE~ **TOUCH**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"CASTING DIVINE LIGHT!"

~MECHANICS~ EFFECT~ **HOLY**

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

~~~~~

## PALADIN

~LEVEL/  
AP  
COST~**DETECT HIDDEN**

VARIATION~ DIVINE

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ INSTANT

TARGET(S)~ ALL HIDDEN ENEMIES WITHIN  
RANGE

RANGE~ 15'

COMPONENT~ PURPLE PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"DETECT HIDDEN!"

2

~MECHANICS~ EFFECT~ REVEALING

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.

## PALADIN

~LEVEL/  
AP  
COST~**DIVINE SHIELD**

VARIATION~ DIVINE

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS/  
INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ALLY

RANGE~ TOUCH

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"CASTING DIVINE SHIELD!"

2

~MECHANICS~ EFFECT~ HOLY

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.

**PALADIN**~LEVEL/  
AP  
COST~**INOCULATE**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **30 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **WHITE BAND**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

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

~~~~~

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

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.

**PALADIN**~LEVEL/  
AP  
COST~**SHATTER CHAINS**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~**PARRY OF FAITH**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **SPECIAL**

~VERBAL~

**"PARRY OF FAITH!"**~MECHANICS~ EFFECT~ **HOLY****YOU CAN IGNORE A SHADOW EFFECT IF YOU SHOUT THE  
VERBAL AS YOU RECEIVE IT.****PALADIN**~LEVEL/  
AP  
COST~**HAND ARMOR**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~**CURE AILMENT**VARIATION~ **DIVINE**USES~ **2**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **AN ALLY, WEAPON OR SHIELD,  
OR SELF**RANGE~ **THROWN**COMPONENT~ **WHITE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"CURE AILMENT!"**~MECHANICS~ EFFECT~ **ANTI-AILMENT**

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. IF YOU STRIKE A VAMPIRE THEY BECOME STUNNED FOR 10 SECONDS.

**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!"**~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 THEN HE BECOMES A MUTILATED CORPSE IF IT STRIKES AN UNDEAD BEINGS WEAPON OR HIS SHIELD THEN HE BECOMES DISARMED AND HIS ARM HOLDING IT RECIEVES DAMAGE IN ADDITON TO HIS WEAPON OR SHIELD BECOMING BROKEN.

## PALADIN

~LEVEL/  
AP  
COST~CHALLENGE

4

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]!"

~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~ARM ARMOR

5

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!"

~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~**DIVINE FAVOR**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **(ROUGHLY) 3 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **AN ALLY**RANGE~ **TOUCH**COMPONENT~ **WHITE BAND**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING DIVINE FAVOR!"**~MECHANICS~ EFFECT~ **HOLY**

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.

**PALADIN**~LEVEL/  
AP  
COST~**HOLY PRAYER**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **5 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"CASTING HOLY PRAYER 1, 2, 3, 4, 5,  
SUCCESS!"**~MECHANICS~ EFFECT~ **HOLY**

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

**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 RECIPROCATATE A NORMAL LIMB STRIKE IF YOU SHOUT THE VERBAL AS YOU RECEIVE IT.**

**PALADIN**~LEVEL/  
AP  
COST~**BEFRIEND****6**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **5'**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"BEFRIEND!"**~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~**SPELL BREAKER****7**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **(ROUGHLY) 3 SECONDS/  
INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **SHIELD**RANGE~ **MELEE**COMPONENT~ **SHIELD & PURPLE BAND**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING SPELL BREAKER!"**~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN CAUSE YOUR SHIELD TO BECOME ABLE TO IGNORE AN EFFECT THAT STRIKES IT IF YOU FIRST SHOUT THE VERBAL AS YOU TIE A PURPLE BAND ON TO YOUR SHIELD AND IF YOU THEN SHOUT "SPELL BREAKER!" AS THE EFFECT STRIKES YOUR SHIELD.

## PALADIN

~LEVEL/  
AP  
COST~LEG ARMOR

VARIATION~ DIVINE

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"LEG ARMOR!"

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR LEG ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR LEGS FROM YOUR KNEES DOWN AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR LEG ARMOR.

## PALADIN

~LEVEL/  
AP  
COST~LAY ON HANDS

VARIATION~ DIVINE

USES~ 1

CASTING TIME~ 10 SECONDS

DURATION~ INSTANT

TARGET(S)~ A BLEEDING OUT ALLY

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"LAY ON HANDS 1, LAY ON HANDS 2,... LAY ON HANDS 10, SUCCESS!"

~MECHANICS~ EFFECT~ HOLY

YOU CAN BRING A BLEEDING OUT ALLY BACK TO LIFE WITH TWO HEALED LIMBS IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR OPEN HANDS OUT OVER HIM AND THEN SELF-IMPOSE DAMAGE ON TO TWO OF YOUR LIMBS. THE TWO LIMBS YOU SELF-IMPOSE DAMAGE TO CORRESPONDS WITH THE TWO LIMBS THAT ARE HEALED.

**PALADIN**~LEVEL/  
AP  
COST~**SACRIFICE**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **5 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **A BLEEDING OUT ALLY**RANGE~ **TOUCH**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ANY LIMB**

~VERBAL~

**"CASTING SACRIFICE 1, SACRIFICE 2,...  
SACRIFICE 3, SUCCESS!"**~MECHANICS~ EFFECT~ **HOLY**

YOU CAN BRING A BLEEDING OUT ALLY BACK TO LIFE WITH FULL HEALTH IF YOU SHOUT THE VERBAL AS YOU EXTEND YOUR OPEN HANDS OUT OVER HIM AND THEN SELF-IMPOSE DAMAGE ON TO ONE OF YOUR LIMBS WHICH PERSISTS THROUGH YOUR DEATH AND UNTIL THE END OF BATTLE. YOUR SACRIFICED LIMB IS CONSIDERED AN AILMENT.

**PALADIN**~LEVEL/  
AP  
COST~**HOLY HAND GRENADE**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **4 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY, WEAPON OR  
SHIELD**RANGE~ **THROWN**COMPONENT~ **ORANGE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"HOLY HAND GRENADE 1, 2, 5, 3!"**~MECHANICS~ EFFECT~ **HOLY**

YOU CAN DELIVER EXPLOSIVE DAMAGE TO AN ENEMY AND MUTILATE OR DESTROY ANY UNDEAD WITHIN 15' OF WHERE THE GRENADE STRIKES IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A WHITE PACKET. IF YOU STRIKE HIS WEAPON OR SHIELD THEN IT BECOMES BROKEN AND HIS ARM RECEIVES DAMAGE. IF YOU STRIKE HIS LIMB THEN BOTH OF HIS LIMBS OF THAT TYPE RECEIVE DAMAGE. IF YOU STRIKE HIS LIMB AND HIS OTHER LIMB OF THAT TYPE IS ALREADY DAMAGED THEN HE BECOMES A MUTILATED CORPSE. IF YOU STRIKE HIS TORSO THEN HE BECOMES MUTILATED.

**PALADIN**~LEVEL/  
AP  
COST~**CONSECRATE****8**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT/ 3 SECONDS**TARGET(S)~ **ALL ENEMIES WITHIN RANGE**RANGE~ **15'**COMPONENT~ **WEAPON**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"CONSECRATE, 3!"**~MECHANICS~ EFFECT~ **KNEELING**

YOU CAN STUN THE NEAREST ENEMY TO YOU THAT IS WITHIN 15' OF YOU FOR 3 SECONDS, CAUSE ALL OTHER ENEMIES THAT ARE WITHIN 15' OF YOU TO KNEEL FOR 3 SECONDS, AND CAUSE ALL UNDEAD THAT ARE WITHIN 15' OF YOU TO BECOME MUTILATED OR DESTROYED IF YOU SHOUT THE VERBAL AS YOU STRIKE THE GROUND WITH A ONE-HANDED OR LONGER MELEE WEAPON.

**PALADIN**~LEVEL/  
AP  
COST~**REBIRTH****8**VARIATION~ **DIVINE**USES~ **1**CASTING TIME~ **SPECIAL**DURATION~ **INSTANT**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **UNMUTILATED**

~VERBAL~

**"REBIRTH!"**~MECHANICS~ EFFECT~ **HOLY**

YOU CAN BRING YOURSELF BACK TO LIFE WITH FULL HEALTH BY RECEIVING A FATAL STRIKE AND THEN IF YOU SHOUT THE VERBAL ONCE YOU HAVE REACHED YOUR MINIMUM BLEED OUT TIME. IN ORDER TO USE REBIRTH YOU CANNOT BLEED OUT BEYOND YOUR MAXIMUM BLEED OUT TIME.



PALADIN

~LEVEL/  
AP  
COST~

**DIVINE LIGHT, MASS**

**9**

VARIATION~ **DIVINE**

USES~ **1**

CASTING TIME~ **3+ SECONDS**

DURATION~ **SPECIAL**

TARGET(S)~ **UP TO ALL ALLIES**

RANGE~ **TOUCH**

COMPONENT~ **WHITE BAND(S)**

INFERRED PREREQUISITE~ **BOTH ARMS**

~MECHANICS~ EFFECT~ **HOLY**

**YOU CAN HEAL AN ALLY'S LIMB IF YOU SHOUT THE VERBAL WHILE TYING A WHITE BAND ON TO IT. AS LONG AS YOU HAVE NOT TAKEN DAMAGE OR MOVED YOUR FEET THEN YOU CAN TIE UP TO AN INFINITE NUMBER OF ADDITIONAL WHITE BANDS IN THE SAME MANNER WITH THE SAME EFFECTS.**

~VERBAL~

**"CASTING MASS DIVINE LIGHT!"**

~~~~~

# Priest

## PRIEST

~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.

VARIATION~ HOLY

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

## PRIEST

~LEVEL/  
AP  
COST~

0

## SHIELD TRAINING

~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.

VARIATION~ HOLY

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

**PRIEST**~LEVEL/  
AP  
COST~**HONOR SWITCH**VARIATION~ **HOLY**USES~  $\infty$ 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.

**PRIEST**~LEVEL/  
AP  
COST~**SPEAK TO THE DEAD**VARIATION~ **HOLY**USES~  $\infty$ 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~

**RESTORE LIMB**

VARIATION~ **HOLY**

USES~ **1**

CASTING TIME~ **3 SECONDS**

DURATION~ **INSTANT**

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

RANGE~ **TOUCH**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"CASTING RESTORE LIMB, SUCCESS!"

~MECHANICS~ EFFECT~ **HOLY**

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

**PRIEST**

~LEVEL/  
AP  
COST~

**MEND ITEM**

VARIATION~ **HOLY**

USES~ **2**

CASTING TIME~ **5 SECONDS**

DURATION~ **INSTANT**

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

RANGE~ **TOUCH**

COMPONENT~ **WHITE BAND**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"MENDING ITEM 1, MENDING 2,...MENDING  
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.

**PRIEST**

~LEVEL/  
AP  
COST~

# CURE AILMENT

VARIATION~ **HOLY**

USES~ **2**

CASTING TIME~ **1 SECOND**

DURATION~ **INSTANT**

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

RANGE~ **THROWN**

COMPONENT~ **WHITE PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"CURE AILMENT!"

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

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. IF YOU STRIKE A VAMPIRE THEY BECOME STUNNED FOR 10 SECONDS.

**PRIEST**

~LEVEL/  
AP  
COST~

# HOLY BURST

VARIATION~ **HOLY**

USES~ **1**

CASTING TIME~ **INSTANT**

DURATION~ **INSTANT**

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

RANGE~ **15'**

COMPONENT~ **WHITE PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"HOLY BURST!"

~MECHANICS~ EFFECT~ **HOLY**

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.

**PRIEST**~LEVEL/  
AP  
COST~**DISPEL MAGIC**VARIATION~ **HOLY**USES~ **2**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~**CIRCLE OF PROTECTION:**  
**MELEE**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~**HAND ARMOR****4**VARIATION~ **HOLY**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~**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~**CIRCLE OF PROTECTION:**  
**RANGED****5**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~**RESTORATION****5**VARIATION~ **HOLY**USES~ **1**CASTING TIME~ **5 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **A BLEEDING OUT PLAYER**RANGE~ **TOUCH**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING RESTORATION 1, RESTORATION  
2,...RESTORATION 5, SUCCESS!"**~MECHANICS~ EFFECT~ **HOLY**

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



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

~MECHANICS~ EFFECT~ MAGICAL

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

5

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.

6

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~

# REGENERATE

6

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~

**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!"

**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~

**DAILY PRAYER**

~ VARIATION~ **HOLY**

~ USES~ **1**

~ CASTING TIME~ **5 SECONDS**

~ DURATION~ **INSTANT**

~ TARGET(S)~ **SELF**

~ RANGE~ **N/A**

~ COMPONENT~ **N/A**

~ INFERRED PREREQUISITE~ **N/A**

~VERBAL~

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

**7**

~MECHANICS~ EFFECT~ **HOLY**

YOU CAN HEAL YOUR LIMBS IF YOU SHOUT THE VERBAL AS YOU SIT DOWN WITH YOUR EYES CLOSED.

**PRIEST**~LEVEL/  
AP  
COST~**RESURRECTION**VARIATION~ **HOLY**USES~ **1**CASTING TIME~ **5 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **A BLEEDING OUT ALLY**RANGE~ **TOUCH**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

“CASTING RESURRECTION ON [TARGET], 1,  
RESURRECTION 2,.. RESURRECTION 5,  
SUCCESS!”

~~~~~

~MECHANICS~ EFFECT~ **HOLY**

YOU CAN BRING A BLEEDING OUT ALLY BACK TO LIFE WITH  
FULL HEALTH IF YOU SHOUT THE VERBAL AS YOU EXTEND  
YOUR OPEN HANDS OUT OVER HIM.

**PRIEST**~LEVEL/  
AP  
COST~**SHOULDER ARMOR**VARIATION~ **HOLY**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"SHOULDER ARMOR!"

~~~~~

~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR  
SHOULDER ARMOR IF YOU WEAR A PHYSICAL  
REPRESENTATION OF ARMOR OVER EACH OF YOUR  
SHOULDERS FROM THE BASE OF YOUR NECK TO THE TOP  
OF YOUR BICEP AND IF YOU THEN SHOUT THE VERBAL AS  
YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER  
ARMOR. SHOULDER ARMOR DOES NOT PROTECT ANY OF  
YOUR TORSO AREA OR YOUR BICEPS.

**PRIEST**

~LEVEL/  
AP  
COST~

**CHAIN HEAL**

VARIATION~ **HOLY**

USES~ **1**

CASTING TIME~ **SPECIAL**

DURATION~ **SPECIAL**

TARGET(S)~ **UP TO 6 ALLIES, WEAPONS OR SHIELDS**

RANGE~ **THROWN**

COMPONENT~ **6 WHITE PACKETS**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"CASTING CHAIN HEAL 1, CHAIN HEAL 2,...  
CHAIN HEAL 6!"

~MECHANICS~ EFFECT~ **HOLY**

YOU CAN FULLY HEAL AN ALLY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A WHITE PACKET. IF YOU DO STRIKE AN ENEMY, HIS WEAPON, OR HIS SHIELD, AND YOU HAVE NOT RECEIVED DAMAGE OR MOVED YOUR FEET THEN YOU CAN THROW UP TO 5 ADDITIONAL WHITE PACKETS IN THE SAME MANNER WITH THE SAME EFFECTS.

**PRIEST**

~LEVEL/  
AP  
COST~

**PURGE**

VARIATION~ **HOLY**

USES~ **1**

CASTING TIME~ **1 SECOND**

DURATION~ **INSTANT**

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

RANGE~ **15'**

COMPONENT~ **WHITE PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"PURGE!"

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

YOU CAN REMOVE AILMENTS FROM YOURSELF AND ALLIES THAT ARE WITHIN 15' OF YOU IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A WHITE PACKET.

# PRIEST

~LEVEL/  
AP  
COST~

## REINCARNATE

VARIATION~ HOLY

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ A BLEEDING OUT ALLY

RANGE~ 50'

COMPONENT~ N/A

INFERRED PREREQUISITE~ SPECIAL

~VERBAL~

"REINCARNATING [TARGET]!"

~MECHANICS~ EFFECT~ HOLY

YOU CAN BRING A BLEEDING OUT ALLY THAT IS WITHIN 50' OF YOU BACK TO LIFE WITH FULL HEALTH IF YOU SHOUT THE VERBAL WHILE YOU ARE A GHOST. YOU MUST REMAIN A GHOST UNTIL HE RECEIVES A FATAL STRIKE.

# PRIEST

~LEVEL/  
AP  
COST~

## IMBUE SHIELD

VARIATION~ HOLY

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS/  
INSTANT

DURATION~ SPECIAL

TARGET(S)~ SPECIAL

RANGE~ TOUCH

COMPONENT~ SHIELD & PURPLE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"IMBUING SHIELD!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN CAUSE A SHIELD TO BE ABLE TO IGNORE AN EFFECT THAT STRIKES IT BY SHOUTING THE VERBAL WHILE TYING A PURPLE BAND ON TO IT AND THEN BY THE SHIELD BEARER SHOUTING "SPELL BREAKER!" AS IT IS BEING STRUCK WITH THE EFFECT.

**PRIEST**~LEVEL/  
AP  
COST~**0****OFF-HANDED WEAPON  
TRAINING**VARIATION~ **SHADOW**USES~  $\infty$ 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~**0****SHIELD TRAINING**VARIATION~ **SHADOW**USES~  $\infty$ 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~ **SHADOW**USES~  $\infty$ 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.

**PRIEST**~LEVEL/  
AP  
COST~**WHISPER OF DEATH**VARIATION~ **SHADOW**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **ALL PLAYERS**RANGE~ **50'**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **SHADOW**

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



**PRIEST**

~LEVEL/  
AP  
COST~

# **SPEAK TO THE DEAD**

~ VARIATION~ **SHADOW**

~ USES~ **∞**

~ CASTING TIME~ **N/A**

~ DURATION~ **PASSIVE**

~ TARGET(S)~ **ALL BLEEDING OUT PLAYERS  
AND GHOSTS**

~ RANGE~ **50'**

~ COMPONENT~ **L TAG**

~ 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~

# **MEND ITEM**

~ VARIATION~ **SHADOW**

~ USES~ **2**

~ CASTING TIME~ **5 SECONDS**

~ DURATION~ **INSTANT**

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

~ RANGE~ **TOUCH**

~ COMPONENT~ **N/A**

~ INFERRED PREREQUISITE~ **ARM**

~ VERBAL~

**"MENDING ITEM 1, MENDING 2,...MENDING  
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.**

**PRIEST**

~LEVEL/  
AP  
COST~

**BRITTLE BONES**

**2**

VARIATION~ **SHADOW**

USES~ **1**

CASTING TIME~ **1 SECOND**

DURATION~ **10 SECONDS**

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

RANGE~ **THROWN**

COMPONENT~ **BLACK PACKET**

INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"BRITTLE BONES 10!"

~MECHANICS~ EFFECT~ **AILMENT**

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.

**PRIEST**

~LEVEL/  
AP  
COST~

**UNHOLY PRAYER**

**3**

VARIATION~ **SHADOW**

USES~ **1**

CASTING TIME~ **5 SECONDS**

DURATION~ **INSTANT**

TARGET(S)~ **SELF**

RANGE~ **N/A**

COMPONENT~ **N/A**

INFERRED PREREQUISITE~ **N/A**

~VERBAL~

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

~MECHANICS~ EFFECT~ **SHADOW**

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

**PRIEST**

~LEVEL/  
AP  
COST~

**DISPEL MAGIC**

VARIATION~ **SHADOW**

USES~ **2**

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~

**DRAIN LIFE**

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~  $\infty$ 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~  $\infty$ 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~

**5**

**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~

**5**

**CIRCLE OF POWER:**  
**RANGED**

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!"****5**~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~**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**~**VERBAL**~**"TRAP SOUL"**~**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.

**PRIEST**~LEVEL/  
AP  
COST~**IMBUE WEAPON****6**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!"**~**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~

**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**

~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~

**DAILY PRAYER**

**7**

variation~ **SHADOW**

uses~ **1**

casting time~ **5 SECONDS**

duration~ **INSTANT**

target(s)~ **SELF**

range~ **N/A**

component~ **N/A**

inferred prerequisite~ **N/A**

~VERBAL~

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

~MECHANICS~ EFFECT~ **HOLY**

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



**PRIEST**~LEVEL/  
AP  
COST~**REANIMATE CORPSE****7**VARIATION~ **SHADOW**USES~ **1**CASTING TIME~ **5 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **A BLEEDING OUT PLAYER**RANGE~ **TOUCH**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

“CASTING REANIMATE CORPSE 1,  
REANIMATE 2,... REANIMATE 5 SUCCESS!”

~~~~~

~MECHANICS~ EFFECT~ **SHADOW**

YOU CAN TRANSFORM A BLEEDING OUT PLAYER INTO AN UNDEAD ZOMBIE UNTIL HE IS DESTROYED AGAIN IF YOU SHOUT THE VERBAL AS YOU EXTEND BOTH OF YOUR HANDS OUT OVER HIM. HE CAN WIELD THE SAME WEAPONS AS IN LIFE, HE MUST OBEY YOU, HE BEGINS WITH TWO DAMAGED LIMBS, AND HE CANNOT BE HEALED. IF HE IS DESTROYED OR HIS DURATION EXPIRES HE BECOMES A MUTILATED CORPSE.

**PRIEST**~LEVEL/  
AP  
COST~**PURGE****8**VARIATION~ **SHADOW**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **ALL ALLIES WITHIN RANGE**RANGE~ **15'**COMPONENT~ **WHITE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"PURGE!"

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

YOU CAN REMOVE AILMENTS FROM YOURSELF AND ALLIES THAT ARE WITHIN 15' OF YOU IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE THE GROUND WITH A WHITE PACKET.

**PRIEST**~LEVEL/  
AP  
COST~**8**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~

**"LEPROSY, 10!"**~MECHANICS~ EFFECT~ **AILMENT**

YOU CAN CAUSE AN ENEMY TO RECEIVE LIMB DAMAGE EVERY 10 SECONDS UNTIL HE HAS ONLY ONE LIMB REMAINING IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLACK PACKET. HE CHOOSES WHICH LIMB RECIEVES DAMAGE.

**PRIEST**~LEVEL/  
AP  
COST~**8**VARIATION~ **SHADOW**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"SHOULDER ARMOR!"****SHOULDER ARMOR**~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR SHOULDER ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR SHOULDERS FROM THE BASE OF YOUR NECK TO THE TOP OF YOUR BICEP AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER ARMOR. SHOULDER ARMOR DOES NOT PROTECT ANY OF YOUR TORSO AREA OR YOUR BICEPS.

# PRIEST

~LEVEL/  
AP  
COST~

## IMBUE SHIELD

~ VARIATION~ SHADOW

~ USES~ 1

~ CASTING TIME~ (ROUGHLY) 3 SECONDS/  
INSTANT

~ DURATION~ SPECIAL

~ TARGET(S)~ SPECIAL

~ RANGE~ TOUCH

~ COMPONENT~ SHIELD & PURPLE BAND

~ INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"IMBUING SHIELD!"

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN CAUSE A SHIELD TO BE ABLE TO IGNORE AN EFFECT THAT STRIKES IT BY SHOUTING THE VERBAL WHILE TYING A PURPLE BAND ON TO IT AND THEN BY THE SHIELD BEARER SHOUTING "SPELL BREAKER!" AS IT IS BEING STRUCK WITH THE EFFECT.

# PRIEST

~LEVEL/  
AP  
COST~

## CREEPING DEATH

~ VARIATION~ SHADOW

~ USES~ 1

~ CASTING TIME~ 1 SECOND

~ DURATION~ 30 SECONDS

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

~ RANGE~ THROWN

~ COMPONENT~ BLACK PACKET

~ INFERRED PREREQUISITE~ ARM

~VERBAL~

"CREEPING DEATH, 30!"

~MECHANICS~ EFFECT~ AILMENT

YOU CAN SLOW AN ENEMY AND FOR 30 SECONDS AND THEN CAUSE HIM TO RECEIVE FATAL DAMAGE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLACK PACKET.

# Ranger

## RANGER

~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.

VARIATION~ ARCHER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ ARM

~VERBAL~

N/A

## RANGER

~LEVEL/  
AP  
COST~

0

## 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.

VARIATION~ ARCHER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ LTAG

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

N/A

**RANGER**~LEVEL/  
AP  
COST~**AMBIDEXTROUS****0**VARIATION~ **ARCHER**USES~  $\infty$ 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~**OFF-HANDED WEAPON  
TRAINING****0**VARIATION~ **ARCHER**USES~  $\infty$ 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~**TREE CLIMB**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **(ROUGHLY) 3 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **SELF**RANGE~ **SPECIAL**COMPONENT~ **GREEN BAND**INFERRED PREREQUISITE~ **ALL LIMBS**

~VERBAL~

**"CLIMBING TREE!"**~MECHANICS~ EFFECT~ **ELEVATING**

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, IF YOU RECEIVE DAMAGE 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.

**RANGER**~LEVEL/  
AP  
COST~**INFRAVISION**VARIATION~ **ARCHER**USES~ **∞**CASTING TIME~ **INSTANT**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **SPECIAL**COMPONENT~ **RED LIGHT & LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN ACTIVATE A RED HEADLAMP FOR AN INFINITE AMOUNT OF TIME.

**RANGER**~LEVEL/  
AP  
COST~**BOW STAFF****1**VARIATION~ **ARCHER**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 AN ENEMY WITH YOUR BOW IF YOU SAFELY COVER YOUR BOW WITH FOAM AND YOU ARE HOLDING THE CENTER OF YOUR BOW WHEN YOU STRIKE. 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.

**RANGER**~LEVEL/  
AP  
COST~**SCOUTING****2**VARIATION~ **ARCHER**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.

**RANGER**~LEVEL/  
AP  
COST~**DUAL WIELD****2**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 WIELD TWO ONE-HANDED WEAPONS  
SIMULTANEOUSLY. A WEAPON THAT IS 31-40" IN OVERALL  
LENGTH IS CATEGORIZED AS AN ONE-HANDED WEAPON.**

**RANGER**~LEVEL/  
AP  
COST~**REVEAL LOCATION****3**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **A HIDDEN ENEMY**RANGE~ **30'**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"[TARGET] REVEAL LOCATION!"**~MECHANICS~ EFFECT~ **REVEALING**

**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.**



**RANGER**~LEVEL/  
AP  
COST~**IRON QUIVER**VARIATION~ **ARCHER**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"IRON QUIVER"****3**

~MECHANICS~

EFFECT~ **ARMOR**

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

**RANGER**~LEVEL/  
AP  
COST~**TAR ARROW**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **10 SECONDS**TARGET(S)~ **AN ENEMY, WEAPON OR SHIELD**RANGE~ **BOW**COMPONENT~ **BROWN ARROW**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"TAR ARROW, 10!"****4**

~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~**4****HUNTER'S MARK**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~**5****VAELAN'S GRASP**VARIATION~ **ARCHER**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**~**VERBAL**~**N/A**~**MECHANICS**~ EFFECT~ **PHYSICAL**

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

**RANGER**~LEVEL/  
AP  
COST~**MULTI-SHOT**VARIATION~ **ARCHER**USES~  $\infty$ 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~**HAND ARMOR**VARIATION~ **ARCHER**USES~  $\infty$ 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~

## ARCANE ARROW

VARIATION~ ARCHER

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ INSTANT

TARGET(S)~ AN ENEMY

RANGE~ BOW

COMPONENT~ PURPLE ARROW

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"ARCANE ARROW!"

~MECHANICS~ EFFECT~ MAGICAL

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.

~~~~~

## RANGER

~LEVEL/  
AP  
COST~

## DEKU SEED

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~**FIST FULL O' ARROWS****6**VARIATION~ **ARCHER**USES~  $\infty$ 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~**ZIP LINE****6**VARIATION~ **ARCHER**USES~  $\infty$ 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~**ARM ARMOR**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**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.

**RANGER**~LEVEL/  
AP  
COST~**ANNIHILATING STRIKE**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"ANNIHILATE!"**~MECHANICS~ EFFECT~ **BREAKING**

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.

**RANGER**~LEVEL/  
AP  
COST~**LIGHTNING ARROW****7**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY, WEAPON OR SHIELD**RANGE~ **BOW**COMPONENT~ **YELLOW ARROW**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"ARROW OF LIGHTNING!"**~MECHANICS~ EFFECT~ **SHOCKING**

YOU CAN DISARM AND DELIVER RANGED DAMAGE TO AN ENEMY IF YOU SHOUT THE VERBAL AS YOU SHOOT AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A YELLOW ARROW. 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.

**RANGER**~LEVEL/  
AP  
COST~**CHANNEL MAGIC****8**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **SPECIAL**RANGE~ **SPECIAL**COMPONENT~ **SPECIAL**INFERRED PREREQUISITE~ **SPECIAL**

~VERBAL~

**"[LINKED ABILITY'S VERBAL]"**~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN DELIVER THE EFFECTS OF AN ABILITY YOU HAVE LEARNED THAT HAS AN ARROW COMPONENT WITH A MELEE WEAPON INSTEAD IF YOU SHOUT THE VERBAL WHILE EXTENDING THE APPROPRIATE ARROW SKYWARD AND THEN BY SHOUTING "[THE LINKED ABILITY'S VERBAL]" WHILE STILL HOLDING THE ARROW IN YOUR HAND AND STRIKING AN ENEMY IN THE APPROPRIATE AREA WITH THE WEAPON. UPON CASTING THIS ABILITY BOTH THIS ABILITY AND THE LINKED ABILITY ARE SPENT.

**RANGER**~LEVEL/  
AP  
COST~**MISDIRECTION****8**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **15'**COMPONENT~ **ARROW**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"[TARGET] MISDIRECT"

~MECHANICS~ EFFECT~ **PUSHING**

YOU CAN CAUSE AN ENEMY WITHIN 15' OF YOU TO IMMEDIATELY MOVE WITHIN 5' OF WHERE YOUR ARROW LANDS IF YOU SHOUT THE VERBAL WHILE SHOOTING IT ALTHOUGH HE CAN DEFEND HIMSELF WHILE MOVING.

**RANGER**~LEVEL/  
AP  
COST~**POISONED ARROW****8**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **30 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **BOW**COMPONENT~ **BLACK ARROW**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"CREEPING DEATH, 30!"

~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 SHOOT AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLACK ARROW.



**RANGER**~LEVEL/  
AP  
COST~**SHOULDER ARMOR****9**VARIATION~ **ARCHER**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"SHOULDER ARMOR!"**~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR SHOULDER ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR SHOULDERS FROM THE BASE OF YOUR NECK TO THE TOP OF YOUR BICEP AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER ARMOR. SHOULDER ARMOR DOES NOT PROTECT ANY OF YOUR TORSO AREA OR YOUR BICEPS.

**RANGER**~LEVEL/  
AP  
COST~**BLESSED ARROW****9**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **AN ALLY**RANGE~ **BOW**COMPONENT~ **WHITE**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"BLESSED ARROW!"**~MECHANICS~ EFFECT~ **HOLY**

YOU CAN FULLY HEAL AN ALLY IF YOU SHOUT THE VERBAL WHILE YOU SHOOT HIM, HIS WEAPON, OR HIS SHIELD WITH A WHITE ARROW.

**RANGER**~LEVEL/  
AP  
COST~**ICE ARROW**VARIATION~ **ARCHER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **3 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **BOW**COMPONENT~ **BLUE ARROW**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"ICE ARROW, 3!"

~MECHANICS~ EFFECT~ **FREEZING**

YOU CAN FREEZE AN ENEMY FOR UP TO 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU SHOOT AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLUE ARROW. IF YOU STRIKE HIM THEN HE BECOMES FROZEN AND HE RECEIVES RANGED DAMAGE. IF YOU STRIKE HIS WEAPON OR HIS SHIELD THEN HE DOES NOT RECEIVE ANY DAMAGE BUT HE DOES BECOME FROZEN. IF YOU STRIKE HIS WEAPON OR HE SHIELD WHILE HE IS FROZEN THEN IT BECOMES BROKEN AND HE BECOMES UNFROZEN. IF YOU STRIKE HIS BODY WHILE HE IS FROZEN, OR IF YOU DELIVER FATAL DAMAGE WITH THIS ABILITY THEN HE BECOMES MUTILATED.

**RANGER**~LEVEL/  
AP  
COST~**AMBIDEXTROUS**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~  $\infty$ 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~**OFF-HANDED WEAPON  
TRAINING****0**VARIATION~ **BEAST MASTER**USES~  $\infty$ 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~**0****ONE-HANDED WEAPON  
TRAINING**VARIATION~ **BEAST MASTER**USES~  $\infty$ 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~**1****TWO-HANDED WEAPON  
TRAINING**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**~**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.

**RANGER**~LEVEL/  
AP  
COST~**BOW STAFF**VARIATION~ **BEAST MASTER**USES~  $\infty$ 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 AN ENEMY WITH YOUR BOW IF YOU SAFELY COVER YOUR BOW WITH FOAM AND YOU ARE HOLDING THE CENTER OF YOUR BOW WHEN YOU STRIKE. 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.

**RANGER**~LEVEL/  
AP  
COST~**INFRAVISION**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **INSTANT**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **SPECIAL**COMPONENT~ **RED LIGHT & LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN ACTIVATE A RED HEADLAMP FOR AN INFINITE AMOUNT OF TIME.

**RANGER**~LEVEL/  
AP  
COST~**BEASTIAL EMPATHY****2**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****2**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **30 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **THROWN**COMPONENT~ **BROWN PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"SLOW 30!"**~MECHANICS~ EFFECT~ **SLOWING**

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.

**RANGER**~LEVEL/  
AP  
COST~**VENGEANCE**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **SPECIAL**

~VERBAL~

"VENGEANCE!"

~MECHANICS~ EFFECT~ **DISARMING**

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.

**RANGER**~LEVEL/  
AP  
COST~**BOLO THROW**VARIATION~ **BEAST MASTER**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. 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.

**RANGER**~LEVEL/  
AP  
COST~**FIND FAMILIAR****4**VARIATION~ **BEAST MASTER**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 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.

**RANGER**~LEVEL/  
AP  
COST~**GHOST STRIKE****4**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **(ROUGHLY) 3 SECONDS/  
INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY OR SHIELD**RANGE~ **MELEE**COMPONENT~ **PURPLE BAND**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING GHOST STRIKE!"**~MECHANICS~ EFFECT~ **PHYSICAL**

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 PERFORMED, THEN GHOST STRIKE IS SPENT AND NEGATED.



**RANGER**~LEVEL/  
AP  
COST~**SUMMON BEAST**VARIATION~ **BEAST MASTER**USES~  $\infty$ 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 1 HP, 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~**BUCKLER**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **TRAINING**

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.

**RANGER**~LEVEL/  
AP  
COST~**VAELAN'S GRASP**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A****5**~MECHANICS~ EFFECT~ **PHYSICAL**

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

**RANGER**~LEVEL/  
AP  
COST~**HAND ARMOR**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"HAND ARMOR!"****5**~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~

**SOOTHE 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**~

"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~

**FEED THE BEAST**

**6**

VARIATION~ **BEAST MASTER**

USES~ **1**

CASTING TIME~ **5 SECONDS**

DURATION~ **INSTANT**

TARGET(S)~ **YOUR BEAST**

RANGE~ **TOUCH**

COMPONENT~ **SCROTUM**

INFERRED PREREQUISITE~ **2 FRIENDLY ARMS**

~**VERBAL**~

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

~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 SCROTUM.

**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~**ANNIHILATING STRIKE****7**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"ANNIHILATE!"**~MECHANICS~ EFFECT~ **BREAKING**

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.

**RANGER**~LEVEL/  
AP  
COST~**RABIES**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **30 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"RABIES, [YOUR MAXIMUM BLEED OUT  
TIME]!"**~MECHANICS~ EFFECT~ **AILMENT**

YOU CAN FORCE AN ENEMY TO ATTACK THE CLOSEST PLAYER TO HIM THAT IS HIS ALLY, THEN HIS ENEMY, AND THEN YOU, RESPECTIVELY, FOR UP TO YOUR MAXIMUM BLEED OUT TIME IF YOU SHOUT THE VERBAL AS YOU DELIVER A FATAL MELEE STRIKE TO HIM. HE ALSO RECEIVES A FULL HEAL, BECOMES IMMUNE TO LIMB DAMAGE, AND IF HE DELIVERS A FATAL STRIKE TO ANYONE ELSE THAT PLAYER ALSO RECEIVES RABIES IN THE SAME MANNER WITH THE SAME EFFECTS. IF HE RECEIVES A FATAL STRIKE OR HIS DURATION EXPIRES HE BECOMES MUTILATED.

**RANGER**~LEVEL/  
AP  
COST~**ARM ARMOR**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**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.

**RANGER**~LEVEL/  
AP  
COST~**UNLEASH THE BEAST****8**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **YOUR BEAST**RANGE~ **15'**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"UNLEASH BEAST!"**~MECHANICS~ EFFECT~ **UNIQUE**

**YOU CAN RELEASE A BEAST FROM YOUR CONTROL IF YOU SHOUT THE VERBAL. A BEAST THAT HAS BEEN UNLEASHED IN THIS WAY DOES NOT HAVE HP BUT TAKES NORMAL DAMAGE AND THEY MUST ATTACK THE NEAREST PLAYER TO THEM UNTIL THEY DIE.**

**RANGER**~LEVEL/  
AP  
COST~**MISDIRECTION****8**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **15'**COMPONENT~ **ARROW**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"[TARGET] MISDIRECT"**~MECHANICS~ EFFECT~ **PUSHING**

**YOU CAN CAUSE AN ENEMY WITHIN 15' OF YOU TO IMMEDIATELY MOVE WITHIN 5' OF WHERE AN ARROW LANDS IF YOU SHOUT THE VERBAL WHILE SHOOTING IT ALTHOUGH HE CAN DEFEND HIMSELF WHILE MOVING.**

**RANGER**~LEVEL/  
AP  
COST~**BEAST MASTERY****8**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **SUMMON MASTERY****YOU CAN CONTROL UP TO 2 SUMMONED BEASTS  
SIMULTANEOUSLY.****RANGER**~LEVEL/  
AP  
COST~**SHOULDER ARMOR****9**VARIATION~ **BEAST MASTER**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"SHOULDER ARMOR!"**~MECHANICS~ EFFECT~ **ARMOR****YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR  
SHOULDER ARMOR IF YOU WEAR A PHYSICAL  
REPRESENTATION OF ARMOR OVER EACH OF YOUR  
SHOULDERS FROM THE BASE OF YOUR NECK TO THE TOP  
OF YOUR BICEP AND IF YOU THEN SHOUT THE VERBAL AS  
YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER  
ARMOR. SHOULDER ARMOR DOES NOT PROTECT ANY OF  
YOUR TORSO AREA OR YOUR BICEPS.**

**RANGER**~LEVEL/  
AP  
COST~**BEASTIAL WRATH****9**VARIATION~ **BEAST MASTER**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **YOUR BEAST**RANGE~ **50'**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"BEASTIAL WRATH!"**~MECHANICS~ EFFECT~ **UNIQUE**

YOU CAN CAUSE YOUR BEAST TO BECOME IMMUNE TO ALL NORMAL DAMAGE UNTIL ONE OF YOU RECEIVES A FATAL STRIKE, OR UNTIL YOUR BEAST RETURNS AND SITS WITHIN 5' OF YOU IF YOU SHOUT THE VERBAL AS YOU SIT DOWN WITHIN 5' OF YOUR BEAST WITH YOUR EYES CLOSED. IF YOUR BEAST DOES RETURN IT RECEIVES A 10 SECOND STUN UPON RETURNING AND IF EITHER OF YOU DIE WHILE BEASTIAL WRATH IS ACTIVE, OR WHILE YOUR BEAST IS STUNNED, THEN YOU BOTH BECOME MUTILATED.

**RANGER**~LEVEL/  
AP  
COST~**SUMMON TURTLE****9**VARIATION~ **BEAST MASTER**USES~ **∞**CASTING TIME~ **10 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **A SUMMONED PLAYER**RANGE~ **50'**COMPONENT~ **FIGURINE**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"SUMMONING TURTLE 1, SUMMONING 2,...  
SUMMONING 10, SUCCESS!"**

~MECHANICS~ EFFECT~ **SUMMON**

YOU CAN SUMMON A TURTLE INTO BATTLE TO FIGHT FOR YOU IF YOU SHOUT THE VERBAL WHILE YOU KNEEL AND HOLD YOUR SUMMONING TOTEM SKYWARD. HE MUST STAY WITHIN 50' OF YOU, HE HAS 3 HP, AND IF YOU RECEIVE A FATAL STRIKE BEFORE HIM HE MUST USE THE ABILITY TURTLE POWER WHICH HE IS GRANTED INFINITE USES OF. HE CAN WIELD TWO SHIELDS SIMULTANEOUSLY AND HE CANNOT SPEAK.



# Rogue

## ROGUE

~LEVEL/  
AP  
COST~

0

## AMBIDEXTROUS

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~

0

## THROWN WEAPON TRAINING

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~**0****ONE-HANDED WEAPON  
TRAINING**VARIATION~ **ROGUE**USES~  $\infty$ 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~**0****OFF-HANDED WEAPON  
TRAINING**VARIATION~ **ROGUE**USES~  $\infty$ 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~

## 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.

## 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~**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~**DISTRACT**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **3 SECONDS**TARGET(S)~ **ALL ENEMIES WITHIN RANGE**RANGE~ **SPECIAL**COMPONENT~ **SPECIAL**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"DISTRACT, 3!"

**3**~MECHANICS~ EFFECT~ **PULLING**

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.

**ROGUE**~LEVEL/  
AP  
COST~**NIMBLE FINGERS**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!"

**3**~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~**VENGEANCE****3**VARIATION~ **ROGUE**USES~  $\infty$ CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **SPECIAL**~**VERBAL**~**"VENGEANCE!"**~**MECHANICS**~ EFFECT~ **DISARMING**

**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.**

**ROGUE**~LEVEL/  
AP  
COST~**DUAL WIELD****4**VARIATION~ **ROGUE**USES~  $\infty$ 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~**VOID STRIKE**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)!"****4**~**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~**EYE FOR AN EYE**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!"****4**~**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**

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 PERFORMED, THEN GHOST STRIKE IS SPENT AND NEGATED.

RANGE~ **MELEE**COMPONENT~ **PURPLE BAND**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING GHOST STRIKE!"****ROGUE**~LEVEL/  
AP  
COST~**FAN OF KNIVES****5**VARIATION~ **ROGUE**USES~ **∞**CASTING TIME~ **N/A**~MECHANICS~ **EFFECT~ PHYSICAL**DURATION~ **PASSIVE**TARGET(S)~ **SELF**

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

RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**



**ROGUE**~LEVEL/  
AP  
COST~**DISARM**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY'S WEAPON OR  
SHIELD**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"DISARM!"

~MECHANICS~ EFFECT~ **DISARMING**

**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.**

**ROGUE**~LEVEL/  
AP  
COST~**SAP**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **OFF-HAND WEAPON**INFERRED PREREQUISITE~ **ARM & HIDDEN**

~VERBAL~

"SAP, 10!"

~MECHANICS~ EFFECT~ **STUNNING**

**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.**

**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~**HAND ARMOR****6**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!"**~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~**CLOSE CALL**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!"****6**~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**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,!"****6**~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~**TUMBLE****6**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **SELF**RANGE~ **SPECIAL**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH LEGS**~**VERBAL**~**"TUMBLE!"**~**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.

**ROGUE**~LEVEL/  
AP  
COST~**CLOUD LEAP**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **SELF**RANGE~ **10 STEPS**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH LEGS**

~VERBAL~

**"CLOUD LEAP 1, LEAP 2,... LEAP 10,  
SUCCESS!"**~MECHANICS~ EFFECT~ **ELEVATING**

YOU CAN IGNORE MELEE DAMAGE FOR UP TO 10 IMMEDIATE STEPS IF YOU SHOUT THE VERBAL AS YOU PERFORM THEM. WHILE YOU ARE CLOUD LEAPING ENEMIES CAN STILL DELIVER RANGED STRIKES TO YOU AND IF YOU RECEIVE DAMAGE YOU BECOME GROUNDED AND YOU RECEIVE A DAMAGED LEG. IF YOU ATTEMPT TO PERFORM A MELEE ATTACK THEN YOU BECOME GROUNDED.

**ROGUE**~LEVEL/  
AP  
COST~**BLIND**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **3 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **THROWN**COMPONENT~ **PURPLE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"BLIND, 3!"**~MECHANICS~ EFFECT~ **AILMENT**

YOU CAN CAUSE AN ENEMY TO CLOSE HIS EYES FOR 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A PURPLE PACKET.

**ROGUE**~LEVEL/  
AP  
COST~**VULCAN NERVE PINCH****7**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"VULCAN NERVE PINCH, 10!"**~MECHANICS~ EFFECT~ **AILMENT**

YOU CAN CAUSE AN ENEMY TO QUIETLY LIE DOWN FOR 10 SECONDS IF YOU FIRST HIDE AND YOU THEN SHOUT THE VERBAL AS YOU STRIKE HIM IN HIS TORSO WITH YOUR OFF-HANDED WEAPON. YOU CANNOT DAMAGE HIM WHILE HE IS VULCAN NERVE PINCHED. USING VULCAN NERVE PINCH DOES NOT CAUSE YOU TO BECOME REVEALED.

**ROGUE**~LEVEL/  
AP  
COST~**POCKET MIRROR****8**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **∞**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"POCKET MIRROR!"**~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN REFLECT THE EFFECTS OF AN ABILITY THAT HAS A PACKET COMPONENT BACK AT THE CASTER INSTEAD IF YOU SHOUT THE VERBAL WHILE CATCHING IT. IF THE ABILITY CAUSES LIMB DAMAGING EFFECTS THEY ARE DELIVERED TO THE CASTERS ARM ON THE SAME SIDE THAT YOU CAUGHT THE PACKET WITH.

ROGUE

~LEVEL/  
AP  
COST~

8

# FIVE POINT PALM EXPLODING HEART TECHNIQUE

~MECHANICS~ EFFECT~ AILMENT

YOU CAN CAUSE AN ENEMY TO BECOME MUTILATED UPON HIM PERFORMING 5 STEPS IF YOU SHOUT THE VERBAL AS YOU STRIKE HIM IN HIS TORSO WITH AN OFF-HANDED WEAPON WHILE YOU ARE HIDDEN.

VARIATION~ ROGUE

USES~ 1

CASTING TIME~ INSTANT

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ MELEE

COMPONENT~ OFF-HAND WEAPON

INFERRED PREREQUISITE~ ARM & HIDDEN

~VERBAL~

"5 POINT PALM EXPLODING TECHNIQUE!"

~~~~~

ROGUE

~LEVEL/  
AP  
COST~

8

# DÉJÀ VU

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN BECOME ABLE TO RECEIVE 2 USES OF AN ABILITY YOU HAVE LEARNED INSTEAD OF 1 ALTHOUGH YOU MUST DO SO CONSECUTIVELY IF YOU SHOUT THE VERBAL AND THEN IMMEDIATELY USING THE ABILITY YOU USED MOST RECENTLY. USING DÉJÀ VU DOES NOT CAUSE YOU TO BECOME REVEALED.

VARIATION~ ROGUE

USES~ 1

CASTING TIME~ INSTANT

DURATION~ INSTANT

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ SPECIAL

INFERRED PREREQUISITE~ SPECIAL

~VERBAL~

"DÉJÀ VU!"

~~~~~

**ROGUE**~LEVEL/  
AP  
COST~**ARM ARMOR****8**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**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.

**ROGUE**~LEVEL/  
AP  
COST~**SHADOW STEP****9**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **3 SECONDS**TARGET(S)~ **SELF**RANGE~ **3 STEPS**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **BOTH LEGS**

~VERBAL~

**"SHADOW STEP 1, STEP 2, STEP 3,  
SUCCESS!"**~MECHANICS~ EFFECT~ **ANTI-MOVEMENT IMPAIRING &  
HIDE**

YOU CAN REMOVE AND IGNORE MOVEMENT IMPAIRING EFFECTS AND 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. IF YOU ARE UNDER THE EFFECTS OF A MOVEMENT IMPAIRING EFFECT YOU CAN USE THIS ABILITY EVEN IF YOUR ARE WITHIN 15' OF ENEMIES.



**ROGUE**~LEVEL/  
AP  
COST~**VANISH**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **30 SECONDS**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **BLACK BAND OR HOOD**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"VANISH!"

~MECHANICS~ EFFECT~ **STEALTH**

YOU CAN STEALTH FROM ENEMIES, EVEN WHILE IN COMBAT, 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 REVEAL YOURSELF AND IF YOU HAVE NO CHOICE BUT TO REVEAL YOURSELF THEN YOU CANNOT ATTACK ANYONE FOR 3 SECONDS.

**ROGUE**~LEVEL/  
AP  
COST~**FEIGN DEATH**VARIATION~ **ROGUE**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"FEIGN DEATH!"

~MECHANICS~ EFFECT~ **PHYSICAL**

YOU CAN BECOME IMMUNE TO NORMAL DAMAGE FOR YOUR MINIMUM BLEED OUT TIME AND UP TO YOUR MAXIMUM BLEED OUT TIME BY PRETENDING TO DIE AND THEN REMAINING STILL WHILE RECEIVING A LIMB DAMAGING STRIKE AND THEN IF YOU SHOUT THE VERBAL ONCE YOU HAVE REACHED YOUR MINIMUM BLEED OUT TIME.

# Squire

## SQUIRE

~LEVEL/  
AP  
COST~

0

## ANCIENT CROWN OF MAGIC NULLIFICATION

~VARIATION~ SQUIRE

~USES~ ∞

~CASTING TIME~

~DURATION~

~TARGET(S)~

~RANGE~

~COMPONENT~

~INFERRED PREREQUISITE~

~VERBAL~

"NULLIFIED!"

~MECHANICS~

EFFECT~

## 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

~VERBAL~

"LOOTING 1, LOOTING 2, LOOTING 3,  
LOOTING 4, LOOTING 5, SUCCESS!"

~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.

# Warrior

## WARRIOR

~LEVEL/  
AP  
COST~

0

## AMBIDEXTROUS

variation~ CHAMPION

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~

0

## ONE-HANDED WEAPON TRAINING

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 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~**0****OFF-HANDED WEAPON  
TRAINING**VARIATION~ **CHAMPION**USES~  $\infty$ 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~**0****TWO-HANDED WEAPON  
TRAINING**VARIATION~ **CHAMPION**USES~  $\infty$ 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~**CHALLENGE****1**VARIATION~ **CHAMPION**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~**TAUNT**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **15'**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"TAUNT [TARGET]!"**~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.

**WARRIOR**~LEVEL/  
AP  
COST~**WHIRLWIND**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **100 SECONDS**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

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

~MECHANICS~ EFFECT~ **PHYSICAL**

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.

**WARRIOR**~LEVEL/  
AP  
COST~**SHATTER CHAINS****2**VARIATION~ **CHAMPION**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.

**WARRIOR**~LEVEL/  
AP  
COST~**HAND ARMOR****2**VARIATION~ **CHAMPION**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.

**WARRIOR**~LEVEL/  
AP  
COST~**DISARM**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY'S WEAPON OR  
SHIELD**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"DISARM!"

~MECHANICS~ EFFECT~ **DISARMING**

**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.**

**WARRIOR**~LEVEL/  
AP  
COST~**DUAL WIELD**VARIATION~ **CHAMPION**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.**



**WARRIOR**~LEVEL/  
AP  
COST~**WAR CRY**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **AN ENEMY**RANGE~ **15'**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"[TARGET] WAR CRY, 10!"

**4**~MECHANICS~ EFFECT~ **PUSHING**

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.

**WARRIOR**~LEVEL/  
AP  
COST~**HAMMER THROW**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **AN ENEMY**RANGE~ **THROWN**COMPONENT~ **SPECIAL**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"HAMMER THROW!"

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

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.

**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~**BOLO THROW****5**VARIATION~ **CHAMPION**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~**CHARGE**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~**ANNIHILATING STRIKE**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"ANNIHILATE!"**~MECHANICS~ EFFECT~ **BREAKING**

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.

**WARRIOR**~LEVEL/  
AP  
COST~**SHOULDER ARMOR****6**VARIATION~ **CHAMPION**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"SHOULDER ARMOR!"**~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR SHOULDER ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR SHOULDERS FROM THE BASE OF YOUR NECK TO THE TOP OF YOUR BICEP AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER ARMOR. SHOULDER ARMOR DOES NOT PROTECT ANY OF YOUR TORSO AREA OR YOUR BICEPS.

**WARRIOR**~LEVEL/  
AP  
COST~**PULVERIZE****6**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **SPECIAL**TARGET(S)~ **A BLEEDING OUT ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"PULVERIZING YOUR [LIMB]!"**~MECHANICS~ EFFECT~ **AILMENT**

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.

**WARRIOR**~LEVEL/  
AP  
COST~**WALK IT OFF**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **5 SECONDS**DURATION~ **INSTANT**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"WALKING IT OFF 1, WALKING 2,...  
WALKING 5, SUCCESS!"

~~~~~

~MECHANICS~ EFFECT~ **PHYSICAL**

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

**WARRIOR**~LEVEL/  
AP  
COST~**MIGHTY GRASP**VARIATION~ **CHAMPION**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**N/A**~MECHANICS~ EFFECT~ **TRAINING**

YOU CAN WIELD ANY COMBINATION OF TWO MELEE  
WEAPONS THAT YOU HAVE PURCHASED THE TRAINING FOR.

~~~~~

**WARRIOR**~LEVEL/  
AP  
COST~**BERSERK**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **10 SECONDS**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"ARGGGGGHHHHHHHHHH!"**~MECHANICS~ EFFECT~ **PHYSICAL**

YOU CAN FULLY HEAL YOURSELF AND BECOME IMMUNE TO NORMAL DAMAGE FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU RECEIVE A FATAL STRIKE. AFTER PERFORMING BERSERK YOU BECOME MUTILATED.

**WARRIOR**~LEVEL/  
AP  
COST~**CLEAVE**VARIATION~ **CHAMPION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **N/A**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"CLEAVE!"**~MECHANICS~ EFFECT~ **PHYSICAL**

YOU CAN DELIVER MELEE LIMB DAMAGE TO BOTH OF AN ENEMY'S LIMBS OF THE SAME TYPE OR A FATAL MELEE STRIKE TO HIM IF HE ONLY HAS ONE LIMB OF THAT TYPE IF YOU SHOUT THE VERBAL AS YOU STRIKE HIM WITH YOUR MELEE WEAPON. IF YOU CLEAVE ONE OF HIS LIMBS AND HIS OTHER LIMB OF THE SAME TYPE IS ALREADY DAMAGED OR YOU CLEAVE HIS TORSO THEN HE BECOMES MUTILATED.

**WARRIOR**~LEVEL/  
AP  
COST~**LEG ARMOR****9**VARIATION~ **CHAMPION**USES~  $\infty$ CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"LEG ARMOR!"**~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR LEG ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR LEGS FROM YOUR KNEES DOWN AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR LEG ARMOR.

**WARRIOR**~LEVEL/  
AP  
COST~**JAVELIN THROW****9**VARIATION~ **CHAMPION**USES~  $\infty$ CASTING TIME~ **1 SECOND**DURATION~ **PASSIVE**TARGET(S)~ **AN ENEMY**RANGE~ **THROWN**COMPONENT~ **LTAG**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"JAVELIN THROW!"**~MECHANICS~ EFFECT~ **TRAINING**

YOU CAN DELIVER NORMAL RANGED DAMAGE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE AN ENEMY WITH AN ARROW. CARRYING AN ARROW IN YOUR HAND DOES COUNT AS AN ITEM AND YOU CANNOT EQUIP A QUIVER UNLESS YOU HAVE BOW TRAINING.

**WARRIOR**~LEVEL/  
AP  
COST~**0****ONE-HANDED WEAPON**  
**TRAINING**VARIATION~ **DEFENDER**USES~  $\infty$ 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~**0****OFF-HANDED WEAPON**  
**TRAINING**VARIATION~ **DEFENDER**USES~  $\infty$ 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~**TWO-HANDED WEAPON  
TRAINING****0**VARIATION~ **DEFENDER**USES~  $\infty$ 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~**SHIELD TRAINING****0**VARIATION~ **DEFENDER**USES~  $\infty$ 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.

**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~**CHALLENGE****1**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~**HONOR SWITCH**VARIATION~ **DEFENDER**USES~  $\infty$ 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~**HAND ARMOR**VARIATION~ **DEFENDER**USES~  $\infty$ 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.

**WARRIOR**~LEVEL/  
AP  
COST~**TITAN'S GRIP**

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

N/A

**2**

~MECHANICS~ EFFECT~ TRAINING

YOU CAN ATTACK WITH A TWO-HANDED LENGTH WEAPON  
WHILE TAKING ONE OF YOUR HANDS OFF OF IT.**WARRIOR**~LEVEL/  
AP  
COST~**INOCULATE**

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ 30 SECONDS

DURATION~ SPECIAL

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ WHITE BAND

INFERRED PREREQUISITE~ N/A

~VERBAL~

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

~MECHANICS~ EFFECT~ ANTI-AILMENT

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.

WARRIOR

~LEVEL/  
AP  
COST~

**SPARTAN**

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ INSTANT

DURATION~ INSTANT

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

"FOR SPARTA"

~MECHANICS~ EFFECT~ ANTI-DISARMING

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

WARRIOR

~LEVEL/  
AP  
COST~

**ARM ARMOR**

VARIATION~ DEFENDER

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~**FIRST STRIKE**

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!"

**4**

~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

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 5 SECONDS

TARGET(S)~ SELF

RANGE~ 5 STEPS

COMPONENT~ N/A

INFERRED PREREQUISITE~ BOTH LEGS

~VERBAL~

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

**4**

~MECHANICS~ EFFECT~ MAGICAL

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.

**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~**SHOULDER ARMOR****5**VARIATION~ **DEFENDER**USES~ **∞**CASTING TIME~ **N/A**DURATION~ **PASSIVE**TARGET(S)~ **SELF**RANGE~ **N/A**COMPONENT~ **PHYSICAL ARMOR**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

**"SHOULDER ARMOR!"**~MECHANICS~ EFFECT~ **ARMOR**

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR SHOULDER ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION OF ARMOR OVER EACH OF YOUR SHOULDERS FROM THE BASE OF YOUR NECK TO THE TOP OF YOUR BICEP AND IF YOU THEN SHOUT THE VERBAL AS YOU RECEIVE NORMAL STRIKES ON YOUR SHOULDER ARMOR. SHOULDER ARMOR DOES NOT PROTECT ANY OF YOUR TORSO AREA OR YOUR BICEPS.

**WARRIOR**~LEVEL/  
AP  
COST~**5****ACHILLES' HEEL**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~**5****BOLO THROW**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 MELEE 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.**

**WARRIOR**~LEVEL/  
AP  
COST~**WALK IT OFF**

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ 5 SECONDS

DURATION~ INSTANT

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

"WALKING IT OFF 1, WALKING 2,...  
WALKING 5, SUCCESS!"

~~~~~

~MECHANICS~ EFFECT~ PHYSICAL

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

**WARRIOR**~LEVEL/  
AP  
COST~**LEG ARMOR**

VARIATION~ DEFENDER

USES~ ∞

CASTING TIME~ N/A

DURATION~ PASSIVE

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ PHYSICAL ARMOR

INFERRED PREREQUISITE~ N/A

~VERBAL~

"LEG ARMOR!"

~~~~~

~MECHANICS~ EFFECT~ ARMOR

YOU CAN IGNORE NORMAL STRIKES DELIVERED TO YOUR  
LEG ARMOR IF YOU WEAR A PHYSICAL REPRESENTATION  
OF ARMOR OVER EACH OF YOUR LEGS FROM YOUR KNEES  
DOWN AND IF YOU THEN SHOUT THE VERBAL AS YOU  
RECEIVE NORMAL STRIKES ON YOUR LEG ARMOR.

**WARRIOR**~LEVEL/  
AP  
COST~**BERSERK**

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 10 SECONDS

TARGET(S)~ SELF

RANGE~ N/A

COMPONENT~ N/A

INFERRED PREREQUISITE~ N/A

~VERBAL~

"ARGGGGGHHHHHHHHHH!"

8

~MECHANICS~ EFFECT~ PHYSICAL

YOU CAN FULLY HEAL YOURSELF AND BECOME IMMUNE TO NORMAL DAMAGE FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU RECEIVE A FATAL STRIKE. AFTER PERFORMING BERSERK YOU BECOME MUTILATED.

**WARRIOR**~LEVEL/  
AP  
COST~**SPELL BREAKER**

VARIATION~ DEFENDER

USES~ 1

CASTING TIME~ (ROUGHLY) 3 SECONDS/  
INSTANT

DURATION~ SPECIAL

TARGET(S)~ SHIELD

RANGE~ MELEE

COMPONENT~ SHIELD &amp; PURPLE BAND

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"CASTING SPELL BREAKER!"

9

~MECHANICS~ EFFECT~ MAGICAL

YOU CAN CAUSE A SHIELD TO BE ABLE TO IGNORE AN EFFECT THAT STRIKES IT BY SHOUTING THE VERBAL WHILE TYING A PURPLE BAND ON TO IT AND THEN BY SHOUTING "SPELL BREAKER!" AS IT IS BEING STRUCK WITH THE EFFECT.

# 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**VARIATION~ **CONSTRUCTION**USES~ **1**CASTING TIME~ **SPECIAL**DURATION~ **SPECIAL**TARGET(S)~ **SPECIAL**RANGE~ **SPECIAL**COMPONENT~ **SPECIAL**INFERRED PREREQUISITE~ **N/A**

~VERBAL~

"[FAMILIAR] ATTACK!"

**3**~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**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!"

**4**~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~  $\infty$ 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~  $\infty$ 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~DANCING BLADE

7

VARIATION~ CONSTRUCTION

USES~ 1

CASTING TIME~ 5 SECONDS

DURATION~ 30 SECONDS

TARGET(S)~ A SUMMONED PLAYER

RANGE~ 15'

COMPONENT~ WEAPON

INFERRED PREREQUISITE~ BOTH ARMS

~VERBAL~

"SUMMONING DANCING BLADE 1,  
SUMMONING 2,... SUMMONING 10,  
SUCCESS!"

~~~~~

~MECHANICS~ EFFECT~ SUMMON

YOU CAN SUMMON A DANCING BLADE INTO BATTLE TO FIGHT FOR YOU FOR 100 SECONDS IF YOU SHOUT THE VERBAL WHILE YOU KNEEL AND HOLD A MELEE WEAPON SKYWARD. YOUR DANCING BLADE MUST STAY WITHIN 50' OF YOU, HE IS IMMUNE TO NORMAL DAMAGE, HE CANNOT SPEAK A LANGUAGE, HE MUST LOUDLY COUNT UP TO 100, HE MUST ATTACK THE NEAREST PLAYER TO YOU AND IF HE OR HIS WEAPON RECEIVES A BREAKING EFFECT THEN HE IS DESTROYED.

## WIZARD

~LEVEL/  
AP  
COST~SUMMON EPIC MONSTER

8

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 15MP 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 DESTROYED.



**WIZARD**~LEVEL/  
AP  
COST~**CONSTRUCT FLESH GOLEM****9**VARIATION~ **CONSTRUCTION**USES~  $\infty$ CASTING TIME~ **10 SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **A SUMMONED PLAYER**RANGE~ **50'**COMPONENT~ **FIGURINE**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

"CONSTRUCTING FLESH GOLEM 1,  
CONSTRUCTING 2,... CONSTRUCTING 10,  
SUCCESS!"

~~~~~

~MECHANICS~ EFFECT~ **SUMMON**

YOU CAN SUMMON A FLESH GOLEM INTO BATTLE TO FIGHT FOR YOU IF YOU SHOUT THE VERBAL WHILE YOU KNEEL AND HOLD YOUR SUMMONING TOTEM SKYWARD. HE MUST STAY WITHIN 50' OF YOU, HE RECEIVES DAMAGE NORMALLY, AND IF YOU RECEIVE A FATAL STRIKE BEFORE HIM HE BECOMES DESTROYED. HE CAN WIELD ALL MELEE WEAPON COMBINATIONS AND IS GRANTED INFINITE USES OF THE DRAIN CORPSE ABILITY. HE CANNOT SPEAK ALTHOUGH HE CAN GRUNT OR MOAN.

**WIZARD**~LEVEL/  
AP  
COST~**STAFF TRAINING****0**VARIATION~ **DESTRUCTION**USES~  $\infty$ 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~**0****MAGIC STONE OR DAGGER  
TRAINING**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~**1****MAGIC STONE**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 ANY ENEMY IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A UNIQUE PACKET.

**WIZARD**~LEVEL/  
AP  
COST~**STATIC SHOCK****2**VARIATION~ **DESTRUCTION**USES~ **2**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY**RANGE~ **MELEE**COMPONENT~ **STAFF**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"SHOCKING!"**~MECHANICS~ EFFECT~ **UNIQUE****YOU CAN DELIVER DAMAGE WITH A STAFF IF YOU SHOUT THE VERBAL AS YOU STRIKE AN ENEMY WITH IT.****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****5**VARIATION~ **DESTRUCTION**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY, WEAPON OR SHIELD**RANGE~ **THROWN**COMPONENT~ **YELLOW PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

"LIGHTNING BOLT!"

~MECHANICS~ EFFECT~ **SHOCKING**

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.

**WIZARD**~LEVEL/  
AP  
COST~**MAGIC MISSILE****6**VARIATION~ **DESTRUCTION**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY, WEAPON OR  
SHIELD**RANGE~ **THROWN**COMPONENT~ **PURPLE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"MAGIC MISSILE!"**~MECHANICS~ EFFECT~ **MAGICAL**

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.

**WIZARD**~LEVEL/  
AP  
COST~**ICE BOLT****7**VARIATION~ **DESTRUCTION**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **3 SECONDS**TARGET(S)~ **AN ENEMY, WEAPON OR  
SHIELD**RANGE~ **THROWN**COMPONENT~ **BLUE PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"ICE BOLT, 3!"**~MECHANICS~ EFFECT~ **FREEZING**

YOU CAN FREEZE AN ENEMY FOR UP TO 3 SECONDS IF YOU  
SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS  
WEAPON, OR HIS SHIELD WITH A BLUE PACKET. IF YOU  
STRIKE HIM THEN HE BECOMES FROZEN AND HE RECEIVES  
RANGED DAMAGE. IF YOU STRIKE HIS WEAPON OR HIS  
SHIELD THEN HE DOES NOT RECEIVE ANY DAMAGE BUT HE  
DOES BECOME FROZEN. IF YOU STRIKE HIS WEAPON OR HE  
SHIELD WHILE HE IS FROZEN THEN IT BECOMES BROKEN  
AND HE BECOMES UNFROZEN. IF YOU STRIKE HIS BODY  
WHILE HE IS FROZEN, OR IF YOU DELIVER FATAL DAMAGE  
WITH THIS ABILITY THEN HE BECOMES MUTILATED.

**WIZARD**~LEVEL/  
AP  
COST~**ENFLAME****8**VARIATION~ **DESTRUCTION**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **10 SECONDS**TARGET(S)~ **AN ENEMY, WEAPON OR SHIELD**RANGE~ **THROWN**COMPONENT~ **RED PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"ENFLAME, 10!"**~MECHANICS~ EFFECT~ **FLAMING**

YOU CAN DELIVER DAMAGE TO BOTH OF AN ENEMY'S LIMBS ON ONE SIDE OF HIS BODY IF YOU SHOUT THE VERBAL AS YOU STRIKE HIM WITH A RED PACKET. IF YOU STRIKE HIS WEAPON OR SHIELD THEN IT BECOMES DISARMED FOR 10 SECONDS.

**WIZARD**~LEVEL/  
AP  
COST~**BLIZZARD****9**VARIATION~ **DESTRUCTION**USES~ **1**CASTING TIME~ **SPECIAL**DURATION~ **SPECIAL**TARGET(S)~ **UP TO 6 ENEMIES, WEAPONS OR SHIELDS**RANGE~ **THROWN**COMPONENT~ **6 BLUE PACKETS**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"CASTING BLIZZARD 1, BLIZZARD 2,...  
BLIZZARD 6!"**~MECHANICS~ EFFECT~ **FREEZING**

YOU CAN FREEZE AN ENEMY FOR UP TO 3 SECONDS IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM, HIS WEAPON, OR HIS SHIELD WITH A BLUE PACKET. IF YOU STRIKE HIM THEN HE BECOMES FROZEN AND HE RECEIVES RANGED DAMAGE. IF YOU STRIKE HIS WEAPON OR HIS SHIELD THEN HE DOES NOT RECEIVE ANY DAMAGE BUT HE DOES BECOME FROZEN. IF YOU STRIKE HIS WEAPON OR HE STRIKE HIS SHIELD WHILE HE IS FROZEN THEN IT BECOMES BROKEN AND HE BECOMES UNFROZEN. IF YOU STRIKE HIS BODY WHILE HE IS FROZEN, OR IF YOU DELIVER FATAL DAMAGE WITH THIS ABILITY THEN HE BECOMES MUTILATED. IF YOU DO STRIKE AN ENEMY, HIS WEAPON, OR HIS SHIELD, AND YOU HAVE NOT RECEIVED DAMAGE OR MOVED YOUR FEET THEN YOU CAN THROW UP TO 5 ADDITIONAL BLUE PACKETS IN THE SAME MANNER WITH THE SAME EFFECTS.

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

VARIATION~ INSTRUCTION

USES~ ∞

CASTING TIME~ 1 SECOND

DURATION~ N/A

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ SPECIAL &amp; 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~**0****STAFF TRAINING**

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~**SLOW**

VARIATION~ INSTRUCTION

USES~ 1

CASTING TIME~ INSTANT

DURATION~ 10 SECONDS

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ BROWN PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"SLOW 10!"

**1**

~MECHANICS~ EFFECT~ SLOWING

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.

**WIZARD**~LEVEL/  
AP  
COST~**REPAIRO**

VARIATION~ INSTRUCTION

USES~ 2

CASTING TIME~ 5 SECONDS

DURATION~ INSTANT

TARGET(S)~ A BROKEN OBJECT

RANGE~ TOUCH

COMPONENT~ N/A

INFERRED PREREQUISITE~ ARM

~VERBAL~

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

**2**

~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.



# WIZARD

~LEVEL/  
AP  
COST~

## MARV'S MITTS

VARIATION~ INSTRUCTION

USES~ 1

3

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

USES~ 1

4

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.

**WIZARD**~LEVEL/  
AP  
COST~**WITHER LIMB****7**

VARIATION~ INSTRUCTION

USES~ 1

CASTING TIME~ 1 SECOND

DURATION~ SPECIAL

TARGET(S)~ AN ENEMY

RANGE~ THROWN

COMPONENT~ BLACK PACKET

INFERRED PREREQUISITE~ ARM

~VERBAL~

"WITHER LIMB!"

~MECHANICS~ EFFECT~ AILMENT

YOU CAN DELIVER RANGED LIMB DAMAGE TO AN ENEMY, OR HIS CORPSE, WHICH PERSISTS THROUGH HIS DEATH AND UNTIL THE END OF BATTLE IF YOU SHOUT THE VERBAL AS YOU THROW AND STRIKE HIM WITH A BLACK PACKET. IF YOU STRIKE HIM IN THE TORSO HE BECOMES MUTILATED AND YOU CHOOSE WHICH OF HIS LIMBS BECOMES WITHERED.

**WIZARD**~LEVEL/  
AP  
COST~**CHAIN LIGHTNING****8**

VARIATION~ INSTRUCTION

USES~ 1

CASTING TIME~ SPECIAL

DURATION~ SPECIAL

TARGET(S)~ UP TO 6 ENEMIES, WEAPONS  
OR SHIELDS

RANGE~ THROWN

COMPONENT~ 6 YELLOW PACKETS

INFERRED PREREQUISITE~ ARM

~VERBAL~

"CASTING CHAIN LIGHTNING 1, CHAIN  
LIGHTNING 2,... CHAIN LIGHTNING 6!"

~MECHANICS~ EFFECT~ SHOCKING

YOU CAN DELIVER RANGED DAMAGE AND DISARM 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 DO STRIKE AN ENEMY, HIS WEAPON, OR HIS SHIELD, AND YOU HAVE NOT RECEIVED DAMAGE OR MOVED YOUR FEET THEN YOU CAN THROW UP TO 5 ADDITIONAL YELLOW PACKETS IN THE SAME MANNER WITH THE SAME EFFECTS.

**WIZARD**~LEVEL/  
AP  
COST~**MARY'S MITTS, MASS****9**VARIATION~ **INSTRUCTION**USES~ **1**CASTING TIME~ **3+ SECONDS**DURATION~ **SPECIAL**TARGET(S)~ **UP TO ALL ALLIES**RANGE~ **TOUCH**COMPONENT~ **RED BAND(S)**INFERRED PREREQUISITE~ **BOTH ARMS**~**VERBAL**~**"CASTING MASS MARY'S MITTS!"**~**MECHANICS**~ EFFECT~ **MAGICAL**

YOU CAN CAUSE ANY ALLY TO BECOME ABLE TO WIELD UP TO AN EXOTIC LENGTH WEAPON UNTIL HE DELIVERS DAMAGE WITH A MELEE WEAPON IF YOU SHOUT THE VERBAL WHILE TYING A ORANGE BAND ON TO HIS ARM. ONCE YOU HAVE BEGAN CASTING THIS ABILITY IF YOU DO NOT MOVE YOUR FEET OR TAKE ANY DAMAGE YOU CAN CONTINUE TO CAST IT AN INFINITE NUMBER OF TIMES.

**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~**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~**EXPELLIARMUS****1**VARIATION~ **OBSTRUCTION**USES~ **1**CASTING TIME~ **INSTANT**DURATION~ **INSTANT**TARGET(S)~ **AN ENEMY, WEAPON OR  
SHIELD**RANGE~ **THROWN**COMPONENT~ **BROWN PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"DISARM!"**~MECHANICS~ EFFECT~ **DISARMING**

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.

**WIZARD**~LEVEL/  
AP  
COST~**DIMINUTION****2**VARIATION~ **OBSTRUCTION**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **10 SECONDS**TARGET(S)~ **AN ENEMY, WEAPON OR  
SHIELD**RANGE~ **THROWN**COMPONENT~ **BROWN PACKET**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**"DIMINUTION 10!"**~MECHANICS~ EFFECT~ **KNEELING**

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.

**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.

**WIZARD**~LEVEL/  
AP  
COST~**SPELL LINK****7**VARIATION~ **OBSTRUCTION**USES~ **1**CASTING TIME~ **SPECIAL**DURATION~ **SPECIAL**TARGET(S)~ **SELF**RANGE~ **TOUCH**COMPONENT~ **PURPLE BAND**INFERRED PREREQUISITE~ **BOTH ARMS**

~VERBAL~

**"CASTING ABILITY LINK!"**~MECHANICS~ EFFECT~ **MAGICAL**

YOU CAN DELIVER THE EFFECTS OF AN ABILITY YOU HAVE LEARNED THAT HAS A PACKET COMPONENT TO AN ENEMY, WITH YOUR STAFF INSTEAD IF YOU FIRST SHOUT THE VERBAL AS YOU EXTEND THE APPROPRIATE PACKET SKYWARD AND IF YOU THEN SHOUT THE LINKED ABILITY'S VERBAL WHILE STILL HOLDING THE PACKET IN YOUR HAND AS YOU STRIKE HIM IN THE APPROPRIATE AREA WITH YOUR STAFF. ONCE YOU PRIME THIS ABILITY THE PACKET OF THE LINKED ABILITY IS NO LONGER CONSIDERED AN ITEM AND UPON PERFORMING THIS ABILITY BOTH THIS ABILITY AND THE LINKED ABILITY ARE SPENT.



**WIZARD**~LEVEL/  
AP  
COST~**WEB, MASS****8**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 WEB, 10!”**~MECHANICS~ EFFECT~ **ROOTING**

YOU CAN ROOT UP TO 4 ENEMIES FOR 10 SECONDS IF YOU SHOUT THE VERBAL AS YOU SIMULTANEOUSLY THROW 4 BROWN PACKETS AND STRIKE THEM, THEIR WEAPONS, OR THEIR SHIELDS WITH ONE OF THEM.

**WIZARD**~LEVEL/  
AP  
COST~**CONFUSION, MASS****9**VARIATION~ **OBSTRUCTION**USES~ **1**CASTING TIME~ **1 SECOND**DURATION~ **SPECIAL**TARGET(S)~ **UP TO 5 ENEMIES**RANGE~ **15'**COMPONENT~ **50 PLAYING CARDS**INFERRED PREREQUISITE~ **ARM**

~VERBAL~

**“[TARGET(S)], YOU ARE CONFUSED, 50!”**~MECHANICS~ EFFECT~ **CHARMING**

YOU CAN CONFUSE UP TO 5 ENEMIES WITHIN 5' OF YOU UNTIL THEY RETRIEVE ALL 50 OF YOUR CARDS IF YOU SHOUT THE VERBAL WHILE FLIPPING THE CARDS AT THEM. UPON BECOMING CONFUSED THEY MUST IMMEDIATELY BEGIN RETRIEVING THE CARDS AND THEY MUST EACH VERBALLY STATE "I AM NO LONGER CONFUSED!" UPON RETRIEVING ALL OF THEM. ENEMIES ARE IMMUNE TO ALL DAMAGE AND EFFECTS WHILE CONFUSED.