

BOOK OF LINEAGES



PHILARP

PARK HILLS MO 573-516-3099

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EVERY SINGLE PHLARPER.

DWARF

Uses	∞	Level	Infravision
Casting Time	1 Second	1	
Duration	∞		
Target	Self		
Range	Special		
Component	Red Light Source	<div>Mechanics</div> <div>You can activate a red headlamp for an infinite amount of time.</div>	
Inferred Prerequisite	N/A		
Verbal			
N/A			

Uses	∞	Level	Available Dwarven Classes
Casting Time	N/A	1	
Duration	N/A		
Target	Self		
Range	N/A		
Component	N/A	Mechanics You can achieve levels in the Warrior, Priest, Paladin, Rogue, or Beast Master Ranger Class.	
Inferred Prerequisite	N/A		
Verbal			
N/A			

Uses	1	Level	Hammer Throw
Casting Time	Instant	5	
Duration	Special		
Target	An Enemy		
Range	Thrown		
Component	Special		
Inferred Prerequisite	Arm	Mechanics 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 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. If your Hammer strikes his weapon or shield then it is Disarmed. If Hammer Throw misses it is not spent.	
Verbal			
"Hammer Throw!"			

Uses	1	Level	Charge
Casting Time	Instant	6	
Duration	Up to 3 Steps		
Target	1 Enemy		
Range	3 Steps	Mechanics	
Component	Tag	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.	
Inferred Prerequisite	Legs		
Verbal			
"Charge 1, Charge 2, Charge 3, End!"			

Uses	1	Level	Charge
Casting Time	Instant	9	
Duration	Up to 10 Steps		
Target	1 Enemy		
Range	10 Steps		
Component	Tag		
Inferred Prerequisite	Legs		
Verbal			
"Charge 1, Charge 2, Charge 3,..., Charge 10, End!"			

Mechanics
You can ignore movement impairing effects for 10 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.

Uses	1	Level	Berserk
Casting Time	Instant	10	
Duration	Special		
Target	Self		
Range	N/A	Mechanics	
Component	Tag	You can become completely healed and immune to all normal damage for 10 seconds by receiving a fatal strike. Upon Berserk ending you become mutilated.	
Inferred Prerequisite	N/A		
Verbal			
"Berserk 1, Berserk 2, Berserk 3,...Berserk 10, End!"			

Uses	1	Level	Bravo
Casting Time	Instant	12	
Duration	10 Seconds		
Target	Self		
Range	N/A		
Component	Tag	Mechanics You can temporarily heal and postpone all damage to your limbs for 10 seconds by speaking the verbal.	
Inferred Prerequisite	N/A		
Verbal			
"Bravo, 1, 2, 3...10, End!"			

ELF

Uses	∞	Level	Available Elf Classes
Casting Time	N/A	1	
Duration	N/A		
Target	Self		
Range	N/A		
Component	N/A	Mechanics	You can achieve levels in the Priest, Ranger, Wizard, Rogue or Defensive Warrior Class.
Inferred Prerequisite	N/A		
Verbal			
N/A			

Uses	∞	Level	Infravision
Casting Time	1 Second	1	
Duration	∞		
Target	Self		
Range	Special		
Component	Red Light Source	Mechanics You can activate a red headlamp for an infinite amount of time.	
Inferred Prerequisite	N/A		
Verbal			
	N/A		

Uses	∞	Level	Bow Training
Casting Time	N/A	5	
Duration	Passive		
Target	Self		
Range	N/A		
Component	Special		
Inferred Prerequisite	Both Arms	Mechanics 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.	
Verbal			
	N/A		

Uses	1	Level	Tumble
Casting Time	Instant	6	
Duration	Special		
Target	Self		
Range	Special		
Component	Tag	<div>Mechanics</div> <div>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.</div>	
Inferred Prerequisite	All Limbs		
Verbal			
"Tumble!"			

Uses	1	Level	Close Call
Casting Time	Instant	8	
Duration	Instant		
Target	Self		
Range	N/A		
Component	Tag	Mechanics If all your limbs are undamaged, you can ignore a normal fatal strike by speaking the verbal as it is happening.	
Inferred Prerequisite	All Limbs		
Verbal			
"Close Call!"			

Uses	∞	Level	Charm Immunity
Casting Time	N/A	10	
Duration	Passive		
Target	Self		
Range	N/A		
Component	LTag	<div>Mechanics</div> <div>You are immune to Sleep and Charm effects while you are alive.</div>	
Inferred Prerequisite	N/A		
Verbal			
N/A			

HUMAN

Uses	∞	Level	<h1>The Human Condition</h1>
Casting Time	N/A	1	
Duration	Passive		
Target	Self		
Range	N/A		
Component	N/A	<h2>Mechanics</h2> <p>You granted one additional Ability Point at every level, up to 9th, which you can spend in any Class that you have achieved at least one level in.</p>	
Inferred Prerequisite	N/A		
Verbal			
	N/A		

VAMPIRE

Uses	∞	Level	Infravision
Casting Time	1 Second	1	
Duration	∞		
Target	Self		
Range	Special		
Component	Red Light Source	Mechanics	
Inferred Prerequisite	N/A	You can activate a red headlamp for an infinite amount of time.	
	Verbal		
	N/A		

Uses	∞	Level	Vampire Class Restrictions
Casting Time	N/A	1	
Duration	N/A		
Target	Self		
Range	N/A		
Component		Mechanics	You can learn levels in the Warrior, Ranger, Wizard, Rogue, Shadow Priest, Death Knight, and a Hell Bound Bard.
Inferred Prerequisite			
	Verbal		

Uses	∞	Level	Vampirism
Casting Time	N/A	1	
Duration	N/A		
Target	Self		
Range	N/A		
Component	N/A	Mechanics You receive double damage if you can see your shadow, beneficial Holy abilities damage you instead of healing you, and you become a mutilated corpse if you receive fatal holy damage.	
Inferred Prerequisite	N/A		
Verbal			
N/A			

Uses	∞	Level	<h1>Drain Corpse</h1>
Casting Time	5 Seconds	1	
Duration	Instant		
Target	An Enemy		
Range	Melee		
Component	N/A	<h2>Mechanics</h2> <p>You can heal your limb and mutilate a player's corpse if you shout the verbal as you extend one of your arms out over him. You can heal an additional limb for every 5 levels you achieve.</p>	
Inferred Prerequisite	A Bleeding Out Player		
Verbal			
"Drain Corpse 1, Drain Corpse 2, Drain Corpse 3, Drain Corpse 4, Drain Corpse 5, Success!"			

Uses	∞	Level	<h1>Creepy Crawler</h1>
Casting Time	Instant	1	
Duration	Special		
Target	Self		
Range	N/A		
Component	N/A		
Inferred Prerequisite	Bleeding Out		
Verbal			<h2>Mechanics</h2> <p>You bring yourself back to life with and with an additional limb for every 5 levels you achieve if you crawl to the nearest corpse to you while you are Bleeding Out and shout the verbal as you extend one of your arms out over him. If you receive any additional damage once you begin crawling you become a mutilated corpse and you must also grunt, growl, or emote loudly with every movement you make while you are Crawling so that anyone within 15' of you can hear you.</p>
"Drain Corpse 1, Drain Corpse 2, Drain Corpse 3, Success!"			