

# LORE

LIVE ACTION ROLEPLAYING

A LIVE ACTION-ADVENTURE GAME  
2025 EDITION

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# INTRODUCTION

## **What, or who, is Lore?**

We believe that if you asked any of our players or staff, they would say that Lore is a community. We are a community of role-players that have been running this game for more than a decade. Our staff has a lifetime of experience with our LARP and others LARPs in the tri-state area. Our rules and game play have changed over the years as we have adjusted our core rulebook. We work hard to listen to the needs of our players and adapt as we grow. We invite anyone to come and grow with us as we tell our stories and share in our adventures. The goal of our staff is to tell a story that our players can interact with and add to. Most importantly we are always open to the feedback of our players as we try to tell the best story possible.

## **What is LARP?**

Put simply, LARP is Live Action Role-Playing. This is something almost everyone has done at some point in their life. As children, we would have played things like “Let’s pretend” or “Cops and Robbers” but as we age, most step away from the live action part and simply role-play. We strive to bring individuals back together in the outdoors to interact with one another through staged combat and role play. When you come to a larp, you can either be a Player Character (PC) or a Non-Player Character (NPC). PCs are the protagonists in our stories while the NPC’s work with our staff to be the antagonists, townsfolk, monsters and everyone else the PCs might interact with at an event. These stories are plots that can last a weekend or years and your interaction in the story determines the outcome.

## **Where does this story take place?**

Our game takes place on the continent of Elizadale. The Royal family resides in the capital city of Candrea Bay. Most individuals will simply refer to the continent as The Kingdom. While The Pendragon royals have ownership of the land, most towns and regions govern themselves and live in harmony with the royals. Our story focuses on three towns in the vast Kingdom. These towns differ greatly and each has unique and interesting backgrounds. Our towns are Fairhaven, Baronswell and Marshfield. Fairhaven is an outpost near wildlands. Governed by a military unit that defends the borders from the dangers of the wilderness. Baronswell is a land governed by an ancient barony. The land itself is rich in magic and the dead are always wandering. Marshfield is an old swamp town filled with strange creatures and rumored to be a den for villains. Even more interesting are the PC’s and NPC’s that shape them. We hope you will join us and help shape our story. Welcome to Lore!

# BASIC RULES

## Out of Game

This is a sign that is used to denote that something does not exist within the game. If you have personal belongings with you, they should be marked with the letters "OOG" using tape, paint, or some other form of marking. For example, you need to carry a pouch with medication, you could use tape to write OOG signifying that it could not be stolen or searched by other players. This should not be used to hide in-game items.

Travel between locations is sometimes taken this way. When that occurs, you put your hand on your head or wear a white headband. Role-play can still occur at this time. Please remember, anything said after the start of an event is taken as being stated in-game. Never go "out-of-game" for a conversation.

## In-Game

While you are playing the game and are either a PC or an NPC player you are considered in-game. Everything you say and do reflects the actions that your character has taken.

## Alcohol / Drugs

The use of alcohol or drugs is strictly prohibited, and cause for immediate removal and possible permanent ban on the spot.

## Pause Rule

This statement is used to create a small break in game play. When you hear some shout "Pause," you should echo "Pause." This should only be used if you have a question that takes more than a quick answer, if you see a hazard, such as a drop-off or a rock, during combat, or if a Marshal is setting something up. If you are not directly involved in the call, your head should be down (facing the ground), your eyes shut, and no talking. This way, those who are involved can hear what is going on, and quickly get back to the game.

## Medical Pause

This statement is ONLY used when there is an accident, and someone is hurt. If you hear this call "Medical Pause," echo "Medical Pause" loudly, take a knee, and remain quiet so the medical staff can help. If you notice that you are close to the injured player, take several steps back so that the medical staff can see where to go.

## Contact Rule

Body contact during combat is prohibited. At no point is shield bashing, kicking, punching or no pinning of a person, limb or weapon at any time. This also applies to intimate situations both in-game and out of game. This no contact rule also includes sleeping arrangements. There should only be one person to a bed, sleeping bag or blankets, even if you are married or consenting adults.

There are various forms of contact that are acceptable such as: handshakes, pat on the back, friendly hug, appropriate touch casting spells, and various other non-threatening or non-intimate types of contact.

## Physical Role-play

Sometimes during gameplay you need / want the game to have a real life feel, and to do this you might want to carry someone over your shoulder or get into someone's personal space. To do this, you must ask the person "Do you consent to physical role-play?" After the request you explain to the person what your plan is, and they can decide whether to accept or not accept. If they accept, at no point should the result be someone being physically hurt. If the person declines, then you are not allowed to come into contact with them.

Example: Jamie the Wizard has fallen during combat, Alex their best friend wants to get them to a healer, Alex says to Jamie: "Do you consent to physical role-play? I am going to pick you up and carry you." At that point Jamie can either decline or accept.

## Sportsmanship

Because a Marshal cannot be present in all situations, Lore, as with all LARPs is an honor-based system. Players are expected to take the correct amount of damage, use skills and spells accordingly, and not engage in certain out of game behavior, such as stealing (See the Stealing section below.) LARP cheating of this sort is grounds for punishment and while most punishments are not severe, multiple minor offenses will increase the likelihood of harsher punishments up to being banned.

Additionally, we try to preserve a friendly and team-oriented atmosphere, so players are asked to act accordingly and treat other players, both PC and NPC, with respect and courtesy. Bullying or shaming of a



player for lack of knowledge or skill will not be tolerated. Remember, we are all here to tell a great story and have fun, so help other players where you can and share your knowledge and skill to help make them a better player and help make the game that much stronger.

### **Meta gaming**

Meta gaming is when someone who has learned something out of game, like overhearing the Marshal's talking about plot, and using it to their in-game advantage. This is considered cheating and egregious examples will be treated accordingly.

### **In-Game / Out of Game Actions**

Because we take on a different persona in-game our beliefs may be different than those out of game, leading us to say or do things we would not normally do.

Players should understand there is a line between in-game and out of game actions, and anything said or done in the context of the game is not meant to offend or hurt anyone outside of the game.

However, players should not use this as an excuse to justify extremely poor behavior on their part. If you are struggling with this or believe a player is crossing the line, please speak with a marshal to help resolve the issue.

Conversely, out of game feelings or emotions should be kept outside the game. For example, if you dislike someone out of game, try not to let that affect the flow of the game, simply avoid that person. Causing an in-game conflict because of out of game problems is considered unsportsmanlike and is frowned upon.

### **Marshals**

A marshal is like a referee at a sporting event remaining out of the game and monitoring different situations occurring within the game. They are a non-biased set of eyes and ears during intense combat situations that can sort out complicated situations. If any issues or questions arise, they can deal with them appropriately and according to the rules.

A Marshal will enforce and interpret the rules and ensure that they are always carried out to the best of their ability in that given situation. Marshals must make decisions that might arise during tense situations in game, such as combat or intense role-playing, that may temporarily resolve a situation even if it seems to contradict another rule. These temporary rulings stand

as called until the situation can be reviewed by staff and a definitive ruling can be made.

There are a few types of Marshals that serve different roles. At times, one Marshal may hold more than one of these roles. Here are the types of Marshals that exist:

**Rules Marshal** - Deals with general game rules in combat and non-combat situations.

**Rogue Marshal** - Oversees situations where rogueing might occur to ensure all rules are followed and all personal items are kept safe and secure.

**Plot Marshal** – Deals specifically with rulings on plot related items and information that is specific or sensitive to an individual event. Not all Marshals or staff members may be privy to this knowledge.

**Ritual Marshal** – Oversees the performance of in game rituals. Rituals can be complex and require many stipulations to be met within the ritual rules. The ritual marshal ensures that the process is complete, fair, and efficient.

**\*PLEASE NOTE\*** All in-game rituals should be submitted for approval prior to the event as this involves planning and review to ensure that the submitted ritual is something that is reasonable, within the rules, and ready for the player(s) to complete when the time comes to perform said ritual in game.

### **In-Game Areas, Out of Game Areas and Non-Combat Areas**

Generally before each event Staff will post a map of each site showing in-game, out of game, and any non-combat areas.

In-game areas include all public buildings such as cabins and tavern area (except bathrooms and medical cabins) are considered in-game, meaning any in-game action can take place in those spaces.

Out of Game Areas are areas where combat or any in-game actions, such as stealing may occur. You cannot hide any in-game items in these areas to retrieve them later. Out of game areas include tents, cars, bathrooms, underneath beds, inside bedding or any box marked with OOG (Out of Game)

Non-Combat Areas are areas in the game that in-game roleplay can occur, stealing can occur but where combat is prohibited. Once combat starts in an in-game area you are not allowed to run into a non-combat area to hide. Additionally, you cannot travel through a non-combat area to sneak around and get advantage on an enemy. If you are in a non-combat area when combat starts, you may remain there, but you are not allowed to use any abilities or skills while in that area (Ex: healing someone with magic from inside non-combat areas while they are in combat areas.)

The only exception to the rule of leaving and entering a non-combat area is to retrieve something you need for combat, (Ex: The kitchen staff takes off weapons while cooking and needs to run back into grab their weapon;) players may do so but must IMMEDIATELY return to combat area. Non-Combat areas include the kitchen and anywhere deemed by staff at a particular camp for safety reason.

### Tags

Tags are used for any item that is used in-game and has an in-game function. On each tag it will have the type of craft it is, if there is a type or School, if there is a modifier to the item, if it's a scroll what level it is, the name of the item, initials of the staff member who printed or wrote the tag and the expiration date of the tag. In some cases, there may be additional details on the reverse side of the tag.

<b>LORE</b>			
CRAFT:	SCRIDE	TYPE/SCHOOL:	FIRE
MODIFIER:		SPELL LEVEL:	4
<b>ELEMENTAL WEAPON (FIRE)</b>			
INITIALS:	ABC	EXPIRATION:	OCT-24

Modifiers can have varying degrees of information. For example, a healing elixir tag, shows how much is healed from the elixir, while a magic item might say attunement (See **Expiration Dates and Attunement**).

The expiration date for any newly create tag is two years from the date of creation. However, it is possible to obtain or purchase a tag with less than two years left until they expire (See **Expiration Dates and Attunement**.)

Tagged Items Include but not limited to:

- Weapons
- Armor
- Alchemy
- Scrolls
- Magic Items

Tagged items **do not** include:

- Costuming
- Personal Items
- Personal Props

There are three different colors of tags in-game.

- White – These tags represent any item in game. The majority of your items will be printed or written on white tags.
- Yellow – Yellow tags represent any tag that is plot or town specific. These tags are meant to indicate some importance to the items. These tags will list a town or plot that they belong to and are only used in that town or plot.
- Green – Green tags represent components used for crafting or rituals.

### Out of Game Stealing vs. In-Game Stealing

There are two different types of stealing: Out of Game which is prohibited and In-Game, which is allowed. While In-game stealing is allowed, out of game stealing is not. People work hard on equipment and costuming and have other personal items in their cabins, and the taking of these items is prohibited. You would not want your personal items stolen so please respect the personal property of our players.

In game stealing consists of taking another character's coins, tags or tagged items. If coins, tags or tagged items are laying out in the open in a common area (Ex: Tavern), you are able to take these items, but if you are caught there can be in-game consequences. If it is a tagged item (Ex: Weapon) you can find the nearest Rogue Marshal and bring the item to them, they will then find the owner of the item, obtain the tag and then give it to you, as discreetly as possible.

If you are attempting to steal from a player's cabin or non-common area you are **REQUIRED** to have a Rogue Marshal. If the cabin you are attempting to steal from has a lock on it, you are **REQUIRED** to have a Rogue Marshal before attempting to pick lock and must have the required skill to do so.

### **Check-In**

Arrival time, location and price are posted on Facebook and Discord prior to each event. Upon arrival at the site, it is recommended that you immediately come to the area that is designated as check-in to obtain your character sheet, perform any updates, do your crafting and receive any coin or grab bags that your character is owed. To finalize this process your armor, weapons, costuming and make-up must be inspected.

### **Armor**

Armor must be made of a material listed in the armor section of the rulebook and be made to look as in-period (medieval fantasy) as possible. Armor that does not look in-period may not receive any armor points or might be asked to wear under other in-period looking costuming. Additionally, armor must cover at least 50% of an area to receive credit. **Armor and Shields** have specific ratings listed. Armor must be worn for you to gain the armor points.

### **Armor Reprieve**

During events that are extremely hot or cold, we typically issue an armor reprieve effect, which will be announced during the check-in speech or during a pause by our medical staff. When an Armor Reprieve is put into place, you are not required to wear your physical armor but you will still maintain your armor points as if you were wearing it.

### **Costuming**

A base costuming set is required when PCing, but it is not a heavy restriction. Modern looking clothing, such as jeans or t-shirts with visible logos is discouraged when worn as an outer layer. If you are struggling to find or make costuming, we do have a donation bin available at check-in that has various costuming pieces including shirts and pants. Having costuming grants a character a base 5 armor points which are added to your total armor value AND allows you to go 5 points past your armor cap. This armor does not stack with the Efficient Armor talent or Reinforced Armor items.

### **Make-Up & Race Requirements**

Most non-human races have a make-up and/or costuming requirements. At check-in a PC is expected to fully represent the race they are playing in appearance. If a PC does not properly meet these requirements, it could result in the loss of racial talents for the weekend. We understand that sometimes players forget things at home, and that during the event makeup might rub-off, so these sorts of minor issues will not be held against a player. If a player needs assistance with the application of racial make-up during check-in there will be a makeup station with experienced staff to help.

### **Weapons**

Weapons must be made of safe material such as PVC or Kitespar and foam insulation (at least 5/8ths thick.) Details on weapons and their requirements can be found at the back of the book under **Weapon Sizes**. Latex and plastidip weapons are allowed but due to the lack of a thrusting tip players are not allowed to thrust with them. If a weapon fails weapon inspection during check-in, it cannot be used for the event.

### **Shields**

Shields can be constructed out of a variety of materials, but must be made to the specifications located in the section in the back of the book labeled **Armor & Shields**. Any shield made out of a hard rigid material like metal or wood, must have all edges covered in foam. This is to prevent damage to other players weapons, as well as accidental harm to another player. If a shield fails inspection during check-in, it cannot be used for the event.

### **Pre-Game Speech**

Prior to every event the staff will give a Pre-Game Speech. The speech is comprised of an In-game section and an Out of game section. During the initial Out of game portion the Staff and Marshalls will be introduced, a summary of basic rules geared towards new players (such as rogueing, sleeping, and combat) laid out, and usable camp areas will be outlined. Additionally, rules or procedural changes being made are mentioned.

During the in-game portion the plot team for the weekend will give any in-game information, such as a summary of what is going on in the town, any important NPCs and specific in-game locations., They may also any and answer any questions that can be answered before ending the meeting and designating a time when the game officially starts.

### **Pre-Registration**

Prior to each event players may pre-register using the posted Venmo link. Player who pre-register will be eligible for a 1XP bonus, usable immediately. You are also encouraged to update your character sheet ahead of time gaining you an additional bonus to lore points. Additionally, you can do production prior to the vent, granting you an additional 10 production points, which can be used as part of that production order. Pre-registration typically starts 4 weeks before the event and closes the Friday before the event to allow staff time to update sheets and create tags. Additional information on pre-registration is posted on our Discord prior to the vent.

### **Check-Out**

Prior to leaving the event, all players are required to clean any area that they slept in and any mess they created. Additionally, all players are required to perform a cleanup duty assigned to them. PCs will have a designated person, typically the people running the tavern who will assign them a specific job as well as sign their sheet when the job is completed. NPCs will be assigned a duty by one of the Plot Marshals. As we all use the camp and get it dirty, we all take part in cleaning it up and try to leave the camp as good if not better than how we found it.

### **Grab Bags**

Grab bags are bonuses that a player receives when an NPC event is put towards a character. The next time that character is played. Players will receive a reward during check-in. You can redeem multiple grab bags per character.

## Lore Points

Lore points are out-of-game currency that is obtainable in a few different ways. You can gain Lore points from NPCing or donating items. Below is a chart that tells you how many points you gain from each category.

Action	Lore Points (LP)
NPC	50
Weapon	Based upon weapon and need
Shield	Based upon need
Packets	½ per packet
Other Donation	Based on item and need

**ALL WEAPONS must be tested for safety and durability before credit is awarded for donation.**

You will be able to spend these points during check-in or pre-registration. When determining the specific cost of an item you must look at the production cost of an item and use the multiplier below.

For example, a 6th level PC with a conversion of 22 could need to spend 44 LP to gain the 2 bonus XP, which are usable immediately. I would put a specific crafting example here as well.

There is a total buying cap of 800 points per event.

Item	Cost	Cap
XP	Conversion	2XP Per event
Alchemy*	Production x4 LP	None
Engineering*	Production x4 LP	None
Scribe*	Production x4 LP	None
Smithing*	Production x4 LP	None
Ritual Crystals	30 LP Each	150 LP (5 Crystals)
Common Component	5 LP Each	None
Uncommon Component	20 LP Each	200 LP (10 Components)
Rare Component	30 LP Each	150 LP (5 Components)
Extend Normal Item	10 LP Each	None
Extend Magic Item	200 LP Each	2 Per Event



# COMBAT RULES

## Combat

One of the core elements of most fantasy LARPS, including LORE, is combat. For many players this is the primary reason they attend our events, and our goal is to engage in safe and exciting physical combat using safe weapons, armor, and shields.

## Light Touch

Lore is a light touch LARP, meaning players should not be swinging full force against their opponents. Any contact by a weapon against a legal target on an opponent's body or costume that is not blocked by a shield or weapon is considered a valid hit. One handed weapon swing should be no more than 90° and two-handed weapons should swing no more than 45°. Accidents do happen and players do get excited so it is understandable that people may get intense, but Marshalls will monitor this and act accordingly if a player is hitting too hard.

## Legal Targets

There are areas you are not allowed to purposefully attack during combat. The following targets are not legal targets: head, groin, hands if they are carrying a weapon or shield, and feet if they are planted on the ground. If a player repeatedly hits another player in the head or groin disciplinary action is possible. Conversely a player cannot use objects such as shields or doors to present only non-legal target

## Hit Points (HP)

Each character has an amount of hit points determined by their level and class, as seen on the Health and Experience chart below. A player's HP is reduced any time they would take damage from a weapon or spell.

For example, if a player is hit for 10 damage from a weapon strike, they lose 10 HP. A player cannot be reduced to less than -1HP. Specific status effects, as detailed below, occur as a player loses HP.

## Armor

Armor adds additional protection to your character. You gain armor points from wearing physical armor. Each type and piece of armor, as seen in Armor and Shields, grants the player a specific number of armor points. When taking any numerical damage, your armor points take the damage first. Once your armor points are reduced to zero, you begin taking damage to your hit points. Once armor hits zero, the only way to restore it is to perform a counted **Armor Refit** action that takes 60 seconds.

**Armor Cap** – This is the total armor rating that your class can wear, regardless of the actual amount of physical armor you are wearing. This cap can be increased by the Extra Armor skill, which increases your cap by 5 and can be purchased 2 times. Your armor cap can also be supplemented with the Armor Efficiency talent and/or a Reinforced Armor item.

**Armor Points** - The total value of armor is based on the sum of all the individual pieces of armor a player is wearing. This number cannot exceed a PC's armor cap, even if they are wearing more points worth of armor. For example, Jill is wearing 58 points worth of armor (**Armor and Shields** for point values) but her armor cap is 48, she can only have a maximum of 48 points of armor.

**Armor Rating** – This is the total value of a PC's armor as determined by a staff member during check in. This is based on the material of the armor and where it goes on the body.

For example, Phrank, who has a metal breastplate that covers over 50% of his torso, back and front, would get 20 total points of armor. **Armor & Shields** for more information regarding armor type and location.

**Armor Value** - The specific amount of armor provided by a single piece of armor, ability, or effect. For example, the Talent Natural Armor would give a 7<sup>th</sup> level player 14 points of natural armor and a plate chest plate would give 10 armor.

**Armor Refit** – At any time after taking damage to their armor a player may perform an Armor Refit. To engage in this action, you must say “Refitting Armor” and begin to tap on your chest or do some other action to represent fixing your armor. After 60 seconds your armor is restored to full armor point value. This action can be interrupted by any negative in-game effect such as taking damage from any source. There are specific in-game abilities, spells and items that can reduce the 60 second count.

### **Dexterity**

This specific and unique type of armor is granted to a player from a talent from either a class or race. This talent provides you 2 points of armor for every level that you are (retroactive – so if you take at level 10, you still get it for levels 1 through 9.) Dexterity armor does not stack with normal physical armor and can be refitted the same way as physical armor, except that it takes 2 minutes. This armor does not need to be phys-repped by any type of actual armor.

### **Unconscious**

When the total amount of damage received by a player reduces them to exactly zero hit points, the character will be dropped to the ground unconscious. They will then begin a 5-minute count. If that character takes no additional damage or receive no healing, they will regain consciousness and have 1 hit point. Certain effects in-game can also put you to sleep. This renders the player unconscious for five minutes, but your hit points are not affected.

### **Bleeding**

When a player takes enough damage to drop them to -1 HP they are bleeding. A PC can never go below -1 HP. When this happens, you drop to the ground and begin a 1-minute bleeding count. During this minute you can receive healing from any magical or alchemy source, which heals the player a specific number of HP. First aid may also be administered, which stops the bleeding count, unless the first-aid action is interrupted. If the first aid is interrupted your bleeding count resumes from the same number it was stopped at when receiving the aid. Administering Alchemy to someone who is bleeding requires the First Aid skill.

### **Dying**

If a player reaches the end of their bleeding count before receiving any healing, they enter their 5-minute dying count. If you have not received the proper healing at the end of this count you are dead.

When a player dies, they drop all of their belongings on the ground and place your hands on your head to symbolize you are out of game. You then proceed to the NPC shack to see what your fate will be.

Once you enter your dying count you **MUST** receive a Life spell (any living creature) Revive spell (any living or dead creature) or a Slay spell (any undead creature.) First aid or alchemical healing are not effective during the dying count.

### **Damage Calls**

Damage in Lore is called out on every ability, attack, skill or spell. This represents the amount of damage a player takes from said effect.

Our formula for any physical damage (spell damage is discussed in the magic section) is:

“[Type] [Damage] [Carrier] [Effect]”

### **Types**

We have three damage types in Lore: Natural, Magic and Weapon Attacks.

**Natural** - This is any attack that is non-magical in nature.

**Ex: "Natural 10 Fire"**

**Magic** - This is any attack that is magical in nature, that does not require a spell incantation. These types cannot be blocked by shields.

**Ex: "Magic 10 Fire"**

**Weapon Attacks** - This is any attack that is delivered by a melee weapon, ranged weapon (including Arcane Focus) or thrown weapon. When making any attacks with weapons, you are not required to say any type.

**Ex: "3 Normal"**

## Damage

This is the amount of damage you are being hit with, which always comes off your armor points first. Once you are out of armor points, this damage affects your health points. The only exceptions to this rule are attacks with the "pierce" carrier. This carrier ignores armor.

Ex: "Natural **10 Fire**" "**3 Normal**" or "**5 Pierce**"

## Carriers

Carriers are designed to inform you of the type of damage you are being attacked with. Some creatures and players will have resistances to certain carriers. This lets the player know what carrier they are receiving and if it affects them or not. Any carrier delivered by a melee weapon, ranged weapon (including arcane focus) or thrown weapon can be blocked by a physical shield or the parry and sidestep skills. Typical carriers include:

**Normal** - All standard melee weapons, thrown weapons and arcane focus, deal normal damage. This is the base type of damage in the game.

Ex: "**3 Normal**"

**Pierce** - Bows and Crossbows have this carrier, which ignores any armor points you have, and attacks straight to health points.

Ex: "**3 Pierce**"

**Magic** - This carrier implies that your weapon is magical in nature. This carrier is designed to bypass any resistance a creature might have to the normal carrier. If the magic carrier is delivered by a melee weapon, ranged weapon (including arcane focus) or thrown weapon, it can be blocked by a physical shield or the parry and sidestep skills. If the [Type] is also Magic, then this damage type is treated as a magical attack and can bypass any physical defenses.

Ex: "**3 Magic**" - with no [Type] this is a physical attack and can be blocked

Ex: "Magic **3 Magic**" - with the magic [Type] this attack is magical and cannot be blocked

**Other Magic Carriers** - There is a carrier for each school of magic. Typically, these carriers will deal double damage to all creatures of the opposite type, or characters with the Bane disadvantage.

Ex: "**3 Fire**" - with no [Type] this is a physical attack and can be blocked

Ex: "Magic **3 Fire**" - with the magic [Type] this attack is magical and cannot be blocked

## Effect

There are times that an extra effect will be added to an attack, such, but not limited to: destroy, disarm, entangle or stun. These are typically done through NPC abilities.

Ex: "Natural **10 Fire Destroy**" - This is a natural attack, that deals 10 Fire damage, but if it hits you, it also destroys a physical weapon or shield on you (targets choice)

## Count Actions

Count Actions are anything that is an in-game action that requires time to complete. This required mechanic is designed to simulate actions due to safety or logistics reasons. Common counting actions include Looting, Killing Blows, cutting objects like rope and climbing.

## Looting

To loot a monster or character, place your hand on an appropriate part of the player's body, common place is the shoulder, and begin to count loud enough so that the player may hear you. Once you reach 60 you say, "search complete" and the player will hand you any loot that they have on their person. This may include coin, tags or objects.

Some monsters may have a weapon that they used during combat but might not always have a tag for said weapon. At no point should you ever take another player's phys-rep or an NPC weapon.

## Character Strength

In-game strength grants characters bonus damage to weapons and can be used for various things in game. Strength is split between both right and left hands for every plus one. Your first point of strength goes to your main hand and increases the damage by one point. Your second point of strength will go to your off-hand and increase the damage of the weapon held by one point. Even if you are using a shield or nothing in your offhand, the strength still goes to the off-hand.

If using a two-handed weapon, all strength is added to the weapon damage.

Strength can also be used to break out of natural or magic bindings on a 5-count. The spell or effect determines how much strength is used to break out.

- Trap Foot – 2 Strength
- Entangle or Bind – 4 Strength
- Confine – 6 Strength

## Killing Blows

A killing blow is when you lightly touch your weapon to a fallen monster, upon doing this you begin to count “Killing Blow 1, Killing Blow 2....”. You do this to a 5 count. You must say this loud enough so that the people in the surrounding area can hear you. If you or the target is hit during this count, it interrupts the count, and you must start over. When you reach 5 the target is taken from whatever state they are in – to their death count.

## Spells and Effects

Magic has an incantation (incant) at the beginning of the spell, and the effect at the end. Some spells deal damage while some other spells cause status effects. You can reference the magic section for more details on spells. All magic is delivered through magic packets.

## Magic Packets

Magic packets are made with a piece of cloth usually about 4 or 5 square inches. The inside of the cloth is filled with a little bit of birdseed or biodegradable airsoft BB’s, and then bundled and held with a rubber band. These packets are thrown at other players and may not contain anything that could be harmful to them. (Certain camps allow certain materials in spell packets.)

When a player is hit by a magic packet, whether it be in their physical body, shield, weapon, or clothing (including cloaks) they take the effect of the spell.

## Bufs

A buff is anything that gives you a temporary benefit, such as extra hp, increased strength, or resistance to something. These can come in the forms of talents, skills, or magic. There are a few types of buffs in the game that can stop various abilities. Some are smart buffs, and some are dumb buffs.

## Smart Buff

Smart Buffs are things like racial talents (enchantment resist) that you can choose when to activate it and what affects you don’t want to take. Smart Defenses are reactive, meaning you do not have to cast or use them beforehand, and you activate them when getting hit by a skill or magic spell.

## Dumb Buff

Dumb Buffs are skills or magic effects that need to be cast in advanced and stops the next ability of a certain type from affecting you, whether it be beneficial or detrimental.

## Magic Items

Magic items are activated by verbally saying “**Activate Item – Magic Spell Name.**” This is an out of game call since it is an item that is being used. In the case of something that provides a buff like Magic Shield – the item must be used and spell placed on the target prior to being hit with spell, per the standard protective rules.

## Locks and Lock Picking

Locks can be represented in two ways at Lore. One is to have a physical lock, which typically is a pad lock but other types are accepted. To pick these locks, you can use a physical set of lock picks and/or use the counted lock pick action.

Another option for locks is to have a flash card sized lock that has a picture of a lock on it. These locks can be removed via a counted lock pick action. A rogue marshal can provide a physical lock to a player that is lock picking if available.

Locks do not require any skill to set them.

If a player decides to use physical lock picks, they can attempt to get the lock open before the counted action finishes. If while lock picking, they are unable to open the lock with physical picks, the character is still treated as if the counted action is being performed.

Counted Lock Picking Action times:

Simple – 2 minutes

Average – 4 minutes

Complex – 6 minutes

Master – 8 minutes

To use a lock on an object (Chest, Door, etc.) they player must tape the physical lock or flash card lock to the object and include a folded note labeled "Marshal" on the outside. The inside must include the tag, the player's name and character's name who set the lock.

(Examples can be shown at check-in if asked)

## Traps

Traps can only be set or disarmed by those who have the Thieves Tools skill. A character who has the thrown weapon skill, bow or arcane focus can attempt to throw their thrown weapon or shoot the traps in order to disarm them. Wizards can attempt to destroy traps with any spell that destroys objects, pending they hit the trap with the spell.

Traps are typically designed by using a line that is attached to something that makes a noise such as a mouse trap, snaps or anything that would represent a loud sound to signify a trap going off. Other trap types are accepted as long as they are safe for all participants and game play. Traps must be stationary, they cannot be attached to a person or moving object, they cannot be thrown or made into a ranged weapon of any sort.

To use a trap, they player must include a folded note labeled "Marshal" that is visible and in a place that the marshal can access without setting off the trap. The note on the inside must include the tag, the player's name and character's name who set the trap.

(Examples can be shown at check-in if asked)

## Natural Constraints

Natural constraints are non-magical means of constraint such as manacles, shackles or rope used to make a player immobile. A player **cannot** be physically tied up, bound or shackled in any way that makes the PLAYER unable to move, additionally if a player feels uncomfortable about this in any way, it is highly discouraged. If a player consents and is trapped in some way, a piece of rope or something similar may be placed in a circle around them or laid across them to symbolize that they are in some way bound. A character can escape these bonds if they can complete a five-minute count. A player may be interrupted during this count and will have to restart again.

## Offensive vs Defensive

As our game has many offensive and defensive abilities, effects, and spells; the following page has a chart that will show the type of ability that can be used and what can be used to defend against it.



# OFFENSIVE VS DEFENSIVE

This chart is design to give a layout of what spells and abilities can defend another.

		Defense																														
		Awaken	Calm	Release	Magic Shield	Reflect Magic	Absorb Magic	Pattern Shield	Nature Shield	Elemental Shield	Spirit Shield	Celestial Shield	Time Shield	Psychic Shield	Prot. From Weapons	Free Speech	Iron Will \ Willpower	Dispel Magic	Foresight	Evade	Phase	Parry	Sidestep	Elemental Resist	Enchant Resist	Fear Resist	Magic Resist	Poison Resist	Psychic Resist	Stun Resist	Temporarl Resist	
Spells and Effects	Sleep Effects	x														x		x	x	x					x							
	Fear Effects		x														x		x	x	x				x	x						
	Rage Effects		x														x		x	x	x				x							
	Charm Effects	x															x		x	x	x				x							
	Silence Effects															x			x	x	x											
	Stun Effects																		x	x	x									x		
	Force Magic				x	x	x											x	x	x	x						x					
	Nature Magic				x	x	x		x									x	x	x	x						x					
	Elemental Magic (Air, Fire, Solar, Shadow, Stone, Water)				x	x	x			x								x	x	x	x			x			x					
	Chaos Magic				x	x	x	x										x	x	x	x						x					
	Order Magic				x	x	x	x										x	x	x	x						x					
	Life Magic				x	x	x				x							x	x	x	x						x					
	Death Magic				x	x	x				x							x	x	x	x						x					
	Time Magic				x	x	x						x					x	x	x	x						x				x	
	Psychic (Packet)													x			x		x	x	x					x						
	Psychic (Physical)														x				x	x	x	x	x	x					x			
	Elemental (Packet)										x								x	x	x				x							
	Natural (Packet)									x									x	x	x											
	Poisons									x									x	x	x							x				
	Great Strike																		x	x	x	x	x	x								
	Destroy Strike																		x	x	x	x	x	x								
	Mangle Strike																		x	x	x	x	x	x								
	Disarm Strike																		x	x	x	x	x	x								
	Waylay (Stun)																		x	x	x	x	x	x						x		
	Execute																		x	x	x	x	x	x								
	Traps (Physical)																		x	x	x											
	Surge Effects																															
	Persistent Effects																															
	Aura Effects																															

# HEALTH AND EXPERIENCE CHART

Each event you attend you gain event points. These event points are converted to experience which in turn determines what level you are and how much you may spend on purchasing skills. For example, if you have 30 experience, you may spend 30 experience on skills. Once this experience is spent however, you will not be able to spend it again and must earn more to purchase more skills. Also as noted below, your level determines how many talents you may purchase.

## Event points earned:

**NPC- 100 a day**

**PC- 50 a day**

**Example:** Level 1 Conversion is 15 EP to 1 XP

If you PC both days (Friday & Saturday) you gain 100 EP (50 for each day)

To determine your XP gained: 100 EP / 15 Conversion = 6 XP (with .6 remaining that is carried over)

Level	Experience	Conversion	Talents
1	30-44	15	2
2	45-59	16	-
3	60-74	17	-
4	75-89	18	1
5	90-104	20	-
6	105-119	22	-
7	120-134	24	1
8	135-149	26	-
9	150-164	30	-
10	165-179	34	1
11	180-194	38	-
12	195-209	42	-
13	210-224	47	1
14	225-239	52	-
15	240-254	57	-
16	255-269	62	1
17	270-284	68	-
18	285-299	74	-
19	300-314	80	1
20	315-329	86	-

## Health per level

Level	Fighter	AW, Cav, War, Mys	Rogue, Artisan	Wizard
1	19	15	11	7
2	20	16	12	8
3	22	17	13	9
4	23	18	14	9
5	25	20	15	10
6	26	21	16	11
7	28	22	17	12
8	29	23	18	12
9	31	25	19	13
10	32	26	20	14
11	34	27	21	15
12	35	28	22	15
13	37	30	23	16
14	38	31	24	17
15	40	32	25	18
16	41	33	26	18
17	43	35	27	19
18	44	36	28	20
19	46	36	29	20
20	47	38	30	21

# CHARACTER CREATION

The character creation process begins with deciding what kind of character you want to play. You are able to choose a race (possible sub-race depending on race) and class. Each race and class are unique in design and fits different styles of game play. Additionally, all new characters start with the below:

## **New Characters:**

- Start at level 1
- Start with 30 xp
- Start with 2 Talents (One must be from Race)
- Start with 10 coin
- Start with all weapons and armor tags that they bring with them to the game and have proficiency with.
- First time players will have zero cost crafting for craft skills they have ranks in, up to 50 points of production combined across crafting skills.
- First time players will receive common components for any crafting they do (Up to the 50 points of production combined across all crafting skills)

## **Step 1: Select a Race**

First you select a race, which determines what you will look like. In some cases, this also affects how your character is roleplayed. Each race has racial talents that are specific to it as well. Additionally, some races have factions, clans or tribes within them that have special talents that apply only to them.

If applicable and desirable you may also select a specific sub-race to gain access to unique talents only. Many races have specific disadvantages, which can be seen in the race section. These racial disadvantages are always in effect, regardless of PC level. There are in- game abilities or items that can have some effect on them.

## **Step 2: Select a Class**

Next, you select a class, which determines what kind of adventurer you will be and what skills and abilities you are able to specialize in. Classes have talents specific to them as well.

## **Step 3: Select Your Talents**

At character creation each character begins with two talents. There are three types of talents that a player may select from: class talents tied to their class, racial talents tied to their race, and universal talents open to anyone. One of these starting talents must be from selected from list of racial talents of the race that you chose. All talents after your first (including your second starting talent) can be taken from either your race or class.

## **Step 4: Purchase your Skills**

After choosing a race and a class a player can now spend their available experience on the skills needed to make their way in a dangerous world. There are a variety of skills to choose from such as combat, weapon, crafting, magical, general, and mystic skills. See the tables after each class section and the Skills section for specific skill cost and description.

### **Game Transfer**

Lore offers players from other LARPS bonus experience points. If players are transferring from another game, To gain these points they may send a copy of their in their previous character sheet from said their previous LARP game during check in for pre-register the pre-registration period or during check in. It The sheet must be legible with their name clearly visible. No titles, memories, items or money are transferred with the character. Transferring players will receive a 30 exp bonus, bringing them to level 3 at 60 exp. This must be done before the player's second event.

### **Military**

Veterans who can show a photo of them in uniform or some type of military ID will receive a 15 exp bonus as a way of us saying "Thank you for our service." This must be done before the player's second event. Active military member that cannot make it to the event due to their military commitments will receive an NPC credit for the weekend. They will need to show a copy of the military work schedules, or orders, in advance to receive the bonus. This offer remains active with them the entire time they are enlisted and continue to show their military work schedules or orders.

A player can come into the game with both a game transfer and military bonus, starting them at level 4 at 75 exp.

### **Re-Writes**

A re-write can be used to alter certain aspects of a character. A new player gains one re-write that must be used by the second time they PC their character. The character that is being re-written maintains all their coin, components, experience and items; but may make changes to the following:

- Name
- Race
- Class
- Skills
- Talents

In addition to a new player choosing to do a re-write, a PC may earn an additional re-write if they choose to let that character be inactive for 1 year. They may NPC and credit may be given to that character. After the year of inactivity, they may perform a re-write per the above paragraph.

### **Currency**

The currency at Lore is called Coin. This is represented by 4 different types of physical coins, each have their own value and distinguishing feature that identifies it.

Brass – Brass color, No markings or Wolf Paw – 1 coin

Gold – Brass color, has a Dragon – 5 coin

Silver – Silver color, has a Wolf Paw – 10 coin

Platinum – Silver color, has a Dragon – 25 coin

(Yes, silver is worth more than gold)

# RACES

The world of Lore is made up of a multitude of playable PC races, each with their own unique advantages and disadvantages. Some races are better at some things and worse than others, some races may have weaknesses to a specific element or are susceptible to certain spells or abilities.

For example, Dwarven characters must pay double the cost to purchase any magic but have options that make them better at crafting and melee combat to compensate. Conversely, Elves, except for wild elves, are more skilled at magic but are unable to wield certain weapons.

Another example is how Rodents are susceptible to solar and animal command spells but can be extra sneaky

## Racial Variations

Many of the races in Elizadale have variations that set them apart from each other allowing players a massive selection of potential races to portray. For example, not all Elves are identical. Depending on what geographical location you hail from you might be a graceful High-Elf, stealthy Deep-Elf, rugged Wild-Elf, or a wandering Aquatic-Elf, each with their own racial talents and physical features.

Other races, such as Wild Elves, Barbarians and Grimalkin, are split into tribes, clans or breeds also granting different talents that set them apart from each other.

## Racial Features / Costuming

Most races have costuming, or makeup requirements based on that racial feature, such as ears, colored eye shadow, or fur. Players should attempt to meet these specifications to the best of their ability, not only to properly represent that they are a character of that race, but also for immersion within the game.

Remember that it doesn't take a large amount of money to make a character look great, just a little bit of ingenuity. After Halloween makeup sales bring great bargains. Local thrift stores carry hidden treasures as well. Use your imagination and see where it takes you!

## Racial Talents

As stated in the Character Creation section of the rulebook, you must select at least one racial talent at character creation. Remember that the talent you select defines what features your character gains from the race you have chosen.

*\*\*Talents that give production points do not give you the skills or ranks in the skill to be able to use them. \*\**

IE: Racial Production Alchemy does not give you the skill to make Alchemy, it just adds to your existing pool of production points. \*\*



# ARACHNID

<b>Race Description</b>	Spider like humanoids, these creatures are quick and deadly. They are known for trapping their victims and poisoning them. While not many are seen in society, they have been known to be valuable allies on the battlefield.
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<b>Costuming</b>	Red hourglass on forehead and/or multiple sets of eyes.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
Escape Artist	This talent grants the character a 50% reduction on all binding effects. This includes (but not limited to): Trap Foot, Entangle, Confine, Cage & Web. Additionally, the character can escape rope (or similar) bindings with a 10 second count.
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Poisonous	This talent grants the character the ability to use a paralyze poison. It may be used by packet or a topical for their weapon. The poison will wear off of a weapon after an hour from coating. This ability is useable once per day for every three levels. The proper verbal call for weapon coating is "Enact Poison". The proper verbal call for thrown is "Natural Paralyze Poison"
Weapon Affinity (Dagger)	This talent grants the character proficiency with a dagger. Additionally, the character gains one Waylay every three levels. The bonus Waylay may only be used when fighting with a dagger.
Web	This talent allows the character to encase someone in a web from the neck down. This skill is packet delivered and is usable once per day for every three levels. The proper verbal call is "Natural Web". Web lasts for five minutes.

<b>Disadvantages</b>	<b>Description</b>
Fragile	A character with this disadvantage may not purchase the Healthy talent.
Weapon Ineptitude (Bow)	A character with this disadvantage may purchase the skill to use a bow, but at double cost.
Servant	This disadvantage causes the character to be controlled by a command spell of the appropriate type. Example: Deathtouched with "Command Undead," Vincuuls with "Command Elemental," and Rodents and Arachnids with "Command Animal."

# ASTERION

<b>Race Description</b>	A race of bovine humanoids, docile in nature, deliberate in their actions until a threat is perceived. Once in combat the Asterion become very aggressive and at times seemingly unstoppable. Their culture is known to be somewhat nomadic or tribal.
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<b>Costuming</b>	Bovine style horns and furs of a natural color in representation of their hide.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Juggernaut	This talent grants the character immunity from any movement impairing effects (from the waist down, such as slows, trap foot, entangle, or bind) for 5 minutes. The character would still take full effect from "Neck down" effects such as confine, cage and web. This ability it usable once per day for every three levels.
Natural Armor	This talent grants the character two points of natural armor per level. Natural armor may not be refit; it must be healed the same as health damage. Health points are restored before natural armor is, meaning the character must be at maximum health before natural armor may be recovered. Natural armor cannot be stacked with other forms of non-magical armor.
Rage	This talent grants the character the ability to go into a battle rage. While in a rage, the character gains +2 strength, Threshold 4, 10 health points, and fear immunity, but loses access to any combat defenses they may have, i.e. parry, sidestep, etc. This ability lasts for five minutes. Upon the completion of a rage, the character is affected as if by a weakness spell for five minutes. It is usable once per day for every three levels. This ability is announced as "incite battle rage."
Superhuman Strength	This talent grants the character the +2 Strength monster ability. When fighting with a one-handed weapon, damage is split between each hand.
Weapon Affinity (Two Handed Mace)	This talent grants the character proficiency with Two-handed Maces. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroys may only be used when fighting with a two-handed mace.

<b>Disadvantages</b>	<b>Description</b>
Crafting Finesse	A character with this disadvantage may only purchase and use the Smithing craft.
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.
Mental Block	A character with this disadvantage may purchase the Path of the Mind Tiers, but at double cost. This does not include the Tier Abilities.
Weapon Ineptitude (Small/Short)	A character with this disadvantage may purchase the skills for any small or short weapons but at double cost.

# BARBARIAN

<b>Race Description</b>	A tribal group of primitive humans that look to animals for their teachings in life. Barbarians are full of distrust for outsiders to their ways and tend to stick to their own. The different tribes devote themselves to different animals which they believe provide them with strength and power.
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<b>Costuming</b>	Must wear leathers and furs that create a tribal appearance. Each clan has specific facial markings as outlined below OR the marking visible on a piece of costuming or equipment at all times. If located on costuming must be at least three square inches or bigger.
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<b>Clans</b>	Bear (Paw with 5 Toes) Strong but sure
	Eagle (Wings)- Wise and strategic
	Stag (Antlers) - Majestic but inspiring
	Wolf (Paw with 4 Toes) - Quick and cunning

<b>Clan Talents</b>	<b>Description</b>
Bear - Manhandler	This talent grants the use of the pushback ability. To activate this skill, the character must have a weapon in hand. Characters affected by the skill will take a few steps away from you. The proper use for this ability is to hit your target and call "pushback". It's usable once per day for every three levels.
Eagle - Weapon Affinity (Bow)	This talent grants the character proficiency with a bow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a bow.
Stag - Warcry	This talent grants the character the ability to rally their comrades, increasing their combat effectiveness. The initiating character and those included in the Warcry gain two extra points of damage on their attacks. This ability lasts until the end of combat. Initially, the character may include one person in the Warcry. Every time another use of this ability is granted, one additional person may be included. It is usable once per day for every three levels. The proper activation call for this ability is "Warcry"
Wolf - Tumbler	This talent grants the character one Sidestep for every three levels.

<b>Talent</b>	<b>Description</b>
Burly	This talent grants the character a +1 strength. The additional strength is also added to your base damage. In addition, characters restricted from using two-handed weapons may now learn the appropriate weapon skills.
Fear Resist	This talent grants the character resistance to all fear or terrify effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Rage	This talent grants the character the ability to go into a battle rage. While in a rage, the character gains +2 strength, Threshold 4, 10 health points, and fear immunity, but loses access to any combat defenses they may have, i.e. parry, sidestep, etc. This ability lasts for five minutes. Upon the completion of a rage, the character is affected as if by a weakness spell for five minutes. It is usable once per day for every three levels. This ability is announced as "incite battle rage."
Weapon Affinity (Two Handed Blunt)	This talent grants the character proficiency with Two-Handed Blunt weapons. Additionally, the character gains one Mangle Limb every three levels. The bonus Mangle Limb may only be used when fighting with a Two Handed Blunt Weapon.
Weapon Familiarity	This talent grants the character an additional point of base damage when fighting with a specified weapon type. The character is free to choose any weapon they are capable of using but must do so when initially picking this talent.

<b>Disadvantages</b>	<b>Description</b>
Family Ties	A character with this disadvantage maintains a strong bond with their extended family, clan, or tribe. The character may never accept a position of responsibility, as the needs of the family always take precedence over the needs of others. Additionally, from time to time the character may be asked to help a family member in trouble, and they are expected to do so. Failure to comply with this roleplaying disadvantage may result in In-game disciplinary action.
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.
Mental Block	A character with this disadvantage may purchase the Path of the Mind Tiers, but at double cost. This does not include the Tier Abilities.

# DEATHTOUCHEd

<b>Race Description</b>	A race of humanoids that look like undead at first glance, but are still living beings. Healed by Death energy, many find themselves as protectors in front line situations. Most are born naturally into this world but some have been known to return through a magical storm that created the first generation 900 years ago.
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<b>Costuming</b>	All Deathtouched must have their subrace requirement below and at least one additional: dark sunken eyes, colored vein lines or pale complexion make-up.
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<b>Variations</b>	<b>Phantom (Blue or Purple Lips)-</b> Can instill fear and be gone before you scream
	<b>Skeleton (Toothy Grin)-</b> Sturdy bones make for sturdy soldiers
	<b>Vampire (Black Lips)-</b> Will lure their enemy close then drain them of life

<b>Clan Talents</b>	<b>Description</b>
Phantom - Banshee's Scream	This talent allows the character to attempt to terrify a target. The target must flee from the character. As long as the target can see the character from their present position, they must keep running. It is usable once per day for every three levels. The proper verbal call is "natural terrify." The duration is 5 minutes.
Phase	This talent grants the character one phase per day for every three levels. Phase protects against all forms of attacks, magic and abilities. As a talent you can choose when to activate this ability. This will work with area effects up to 10 feet from the outer edge, anything closer cannot be avoided. The proper defense call is "Phase."
Skeleton - Bone Armor	This talent grants the character a temporary 50% reduction to slashing and piercing attacks. With magic carriers, such as a magic weapon, you would take full damage, regardless of the weapon type. The proper defensive call is "reduced" Characters with this ability still take full damage to blunt damage and fists. This ability must be activated in advance per the standard rules for protective effects It is usable once per day for every three levels and each use last for 5 minutes.
Vampire - Essence Drain	This talent grants the ability to drain the essence from a dying target. The player can use this talent in ONE of three ways: restore their health to full OR regain 10 mana OR renew one ability. This is usable once a day for every three levels. The proper call is "Essence Drain: Regain Health / Regain Mana / Renew Ability"
Vampire - Gaseous Form	This talent allows the caster to assume a malleable gaseous form. While in this form, they are immune to normal and silver weapons. While in the gaseous form, a Gust spell will act as a Disperse spell. The caster may slip through cracks in walls or under doors while in this form. The caster must hold their arms above their head, with their hands clasped. No items may be held in either hand while this spell is in effect. The caster should occasionally call "Gaseous Form" to remind others that the spell is still in effect. No In Game abilities may be used while in Gaseous Form. The caster may end the spell prematurely if they wish by verbally saying "End Gaseous Form." This is usable once a day for every three levels.

<b>Talent</b>	<b>Description</b>
Efficient Caster	This talent grants a 25% bonus to the amount of mana a character has purchased, this includes ritual mana.
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Psychic Resist	This talent grants resistance to all psychic effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Weapon Affinity (Flail)	This talent grants the character proficiency with all flails. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with a flail.

<b>Disadvantages</b>	<b>Description</b>
Reverse Metabolism	The character will be healed by Death magic, which means they are hurt by Life. All alchemy affects deathtouched.
Skeleton - Mental Block	A character with this disadvantage may purchase the Path of the Mind Tiers, but at double cost. This does not include the Tier Abilities.
Phantom - Chi Block	A character with this disadvantage may purchase the Path of the Body Tiers, but at double cost. This does not include the Tier Abilities.
Servant	This disadvantage causes the character to be controlled by a command spell of the appropriate type. Example: Deathtouched with "Command Undead," Vincuuls with "Command Elemental," and Rodents and Arachnids with "Command Animal."

# DRAGONKIN

<b>Race Description</b>	Warriors at heart, Dragonkin can be found on frontlines everywhere showing their prowess in battle. Many get restless if they do not have something to “sharpen their claws” on regularly. Their society relies on the knowledge of their elders.
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<b>Costuming</b>	Scaled skin make up (appropriate color to type of dragonkin) or mask with same facial make up requirements
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<b>Variations</b>	Black - (Shadow)
	Blue - (Ice)
	Green - (Acid)
	Red - (Fire)
	Yellow - (Lightning)

<b>Clan Talents</b>	<b>Description</b>
Black - Breath Weapon (Shadow)	This talent grants the character a limited amount of packet-delivered damage depending on sub-species. The character gains ten points per level and the amount can be used in any numerical value. The proper verbal call is “<amount> natural Shadow”
Blue - Breath Weapon (Ice)	This talent grants the character a limited amount of packet-delivered damage depending on sub-species. The character gains ten points per level and the amount can be used in any numerical value. The proper verbal call is “<amount> natural Ice”
Green - Breath Weapon (Acid)	This talent grants the character a limited amount of packet-delivered damage depending on sub-species. The character gains ten points per level and the amount can be used in any numerical value. The proper verbal call is “<amount> natural Acid”
Red - Breath Weapon (Fire)	This talent grants the character a limited amount of packet-delivered damage depending on sub-species. The character gains ten points per level and the amount can be used in any numerical value. The proper verbal call is “<amount> natural Fire”
Yellow - Breath Weapon (Lightning)	This talent grants the character a limited amount of packet-delivered damage depending on sub-species. The character gains ten points per level and the amount can be used in any numerical value. The proper verbal call is “<amount> natural Lightning”

<b>Talent</b>	<b>Description</b>
Amphibious	This talent grants the character the ability to freely move and breathe underwater. They also gain +2 Strength whenever fighting in water.
Burly	This talent grants the character a +1 strength. The additional strength is also added to your base damage. In addition, characters restricted from using two-handed weapons may now learn the appropriate weapon skills.
Natural Armor	This talent grants the character two points of natural armor per level. Natural armor may not be refit; it must be healed the same as health damage. Health points are restored before natural armor is, meaning the character must be at maximum health before natural armor may be recovered. Natural armor cannot be stacked with other forms of non-magical armor.
Weapon Affinity (Polearm)	This talent grants the character proficiency with a polearm. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a polearm.

<b>Disadvantages</b>	<b>Description</b>
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.

# DWARF

<b>Race Description</b>	Small but mighty, the Dwarves are skilled craftsman and warriors alike. They take pride in their work whatever it may be and accept nothing less than what is fair for compensation. At the end of the day they enjoy a strong brew and a hearty meal to celebrate their accomplishments.
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<b>Costuming</b>	Must have a beard that is 6 inches or more, decorative in nature (ornaments, beads, etc)
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<b>Variations</b>	Hill- The hills provide for masonry and other building. Mountain- The mountains provide for the raw materials in blacksmithing and other crafting.
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<b>Clan Talents</b>	<b>Description</b>
Hill - Weapon Affinity (One Handed Axe)	This talent grants the character proficiency with all one-handed axes. Additionally, the character gains one Mangle Limb for every three levels. The bonus Mangles may only be used when fighting with a one-handed axe.
Mountain - Weapon Affinity (One Handed Hammer)	This talent grants the character proficiency with all one-handed hammers. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroys may only be used when fighting with a one-handed hammer.

<b>Talent</b>	<b>Description</b>
Burly	This talent grants the character a +1 strength. The additional strength is also added to your base damage. In addition, characters restricted from using two-handed weapons may now learn the appropriate weapon skills.
Efficient Smith	This talent grants a 40% bonus to the number of smithing production points the character has purchased.
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Racial Production (Smithing)	This talent grants the character 5 production points per character level. The type of points gained is dependent on the character's race. This talent does not give you the skill smithing, just an increase to your pool of production pools
Taunt	This talent grants the character the ability to mock someone to the point of frenzy, forcing them to focus their attacks on the character. The target behaves as if they are under the effects of the Rage talent, though none of the benefits are granted, nor is the Weakness effect gained. If the target has the Rage talent, one use is activated, & the benefits are granted. Creatures with low intelligence are unaffected by this ability. The appropriate activation for this skill is "Appropriate taunt, Taunt" Make sure that the taunt is kept innocent as to not upset a player in real life. It is usable once per day for every three levels.
Unmovable	This talent allows the player to resist knockback, pushback, and gust spells and abilities. The character must keep their feet planted. This ability lasts for 5 minutes and is usable once a day for every three levels

<b>Disadvantages</b>	<b>Description</b>
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.

# DEEP DWARF

<b>Race Description</b>	The grittier, grumpier cousins of the Dwarf that primarily dwell deep within the mountains, mines, and caverns. The lack of light from their dwellings has caused them to be stingier with trade to outsiders. If you find one traveling, you should question if it is leisure or for trade.
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<b>Costuming</b>	A minimum two inch band of grey make-up across the eyes. Must have a beard that is 6 inches or more, decorative in nature (ornaments, beads, etc).
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Ancestral Magic	This talent allows the character to choose a level one spell from any school of magic, as long as it's not an opposite of one they can already cast, and cast that spell for free, once a day for every three levels. A non casting class can take this talent and choose any school.
Burly	This talent grants the character a +1 strength. The additional strength is also added to your base damage. In addition, characters restricted from using two-handed weapons may now learn the appropriate weapon skills.
Efficient Engineer	This talent grants a 40% bonus to the number of engineering production points the character has purchased.
Greedy	This talent grants a 50% reduction in the amount of time it takes to search a person. A character with this talent may search a person in only 30 seconds, as opposed to the normal 60 seconds. If a character with this talent is searching someone with the deep pockets talent, the search time is one minute. This ability must be announced as "greedy" at the beginning of the search count.
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Weapon Affinity (Crossbow)	This talent grants the character proficiency with a Crossbow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a Crossbow.

<b>Disadvantages</b>	<b>Description</b>
Bane (Solar)	This disadvantage causes the character to sustain double damage to respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from a element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).

# AQUATIC ELF

<b>Race Description</b>	It is not known exactly what came first, the water, or the elf, but to these kin they are one in the same. Evolved and adapted to living in aquatic environments they are rarely seen on land, however the more adventurous of their kind choose to bare the dry skin and sun so that they may see what the world has to offer.
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<b>Costuming</b>	Pointed ear prosthetics. Dramatic eye shadow in blue.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Amphibious	This talent grants the character the ability to freely move and breathe underwater. They also gain +2 Strength whenever fighting in water.
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
Elemental Resist	This talent grants the character resistance to all elemental effects of a particular element, regardless of method of delivery. The type of element is determined by the race granting access to the talent. This ability is considered smart, meaning the character may choose when to use this ability. The defense must be made within three seconds of being exposed to the elemental effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist"
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Weapon Affinity (Spear)	This talent grants the character proficiency with a spear. Additionally, the character gains one Pierce for every three levels. The bonus Pierces may only be used when fighting with a spear.

<b>Disadvantages</b>	<b>Description</b>
Bane (Fire)	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from an element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).
Fragile	A character with this disadvantage may not purchase the Healthy talent.
Weapon Ineptitude (Two Handed)	A character with this disadvantage may purchase the Two-Handed Sword, Two-Handed Blunt, or Polearm skills, but at double cost.



# DEEP ELF

<b>Race Description</b>	When traversing at night in a lush field or near a stream, one might question as a pointed ear individual slips into hiding. Deep Elves are as elegant as the High Elves in their own right, but still mysterious. While they don't talk much of their intentions, Deep Elves will protect home, land, and culture without a fault.
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<b>Costuming</b>	Pointed ear prosthetics. Dramatic eye shadow in purple.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Efficient Caster	This talent grants a 25% bonus to the amount of mana a character has purchased, this includes ritual mana.
Efficient Alchemist	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
Stealthy	This talent grants the character the ability to gain a +1 bonus to front attacks for each permanent +4 back attack they own.
Weapon Affinity (Crossbow)	This talent grants the character proficiency with a Crossbow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a Crossbow.

<b>Disadvantages</b>	<b>Description</b>
Bane (Solar)	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from an element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).
Fragile	A character with this disadvantage may not purchase the Healthy talent.
Weapon Ineptitude (Two Handed)	A character with this disadvantage may purchase the Two-Handed Sword, Two-Handed Blunt, or Polearm skills, but at double cost.

# HIGH ELF

<b>Race Description</b>	Graceful humanoids that live with nature. They use their surroundings to help them but never harm it. The wisdom they carry is gained from many years of watching men fight amongst themselves over trivial matters that the Elves do not concern themselves with.
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<b>Costuming</b>	Pointed ear prosthetics. Dramatic eye shadow in green.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Efficient Caster	This talent grants a 25% bonus to the amount of mana a character has purchased, this includes ritual mana.
Efficient Crafter	This talent grants a 25% bonus to the number of production points to a craft of your choice, chosen at talent selection.
Elven Sage	This talent reduces the cost of all Sage skills by 1.
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Spell Scholar	This talent allows the character to cast scrolls from any school of magic up to level 4. School is chosen when selecting this talent and it cannot be an opposing school from which you already cast.
Weapon Affinity (Bow)	This talent grants the character proficiency with a bow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a bow.

<b>Disadvantages</b>	<b>Description</b>
Fragile	A character with this disadvantage may not purchase the Healthy talent.
Weapon Ineptitude (Two Handed)	A character with this disadvantage may purchase the Two-Handed Sword, Two-Handed Blunt, or Polearm skills, but at double cost.

# WILD ELF

<b>Race Description</b>	Wild Elves are tribal in nature and live off the land rather than using magic to improve their homes and everyday life. All materials are from dead fall and they never kill for sport. Like the Barbarians, they look to powerful creatures for their teachings in life.
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<b>Costuming</b>	Pointed ear prosthetics. Dramatic eye shadow in brown. Must wear leathers and furs that create a tribal image.
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<b>Clans</b>	Gryphon- Grace and agile. They dwell on the mountains.
	Dragon- Strong and wise. They use their hands like claws.
	Manticore- Reclusive and poisonous. They dwell in swamps.
	Phoenix- Just as likely to protect the woods as to let them burn. With death comes rebirth.
	Unicorn- Matriarch of the tribes. They are natural healers.

Clan Talents	Description
Gryphon - Tumbler	This talent grants the character one Sidestep for every three levels.
Dragon - Weapon Affinity (Unarmed)	This talent grants the character body weaponry in the form of fists. Additionally, the character gains one Parry for every three levels. The bonus Parries may only be used when fighting unarmed.
Manticore - Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Phoenix - Command Fire Elemental	This talent allows the character to attempt to command a fire elemental. This spell will cause a fire elemental to obey simple commands of the caster for the duration of the ability effect. Some elementals may be resistant or immune to this ability. It is usable once per day for every three levels. The proper call is "command fire elemental".
Unicorn - Elemental Pool (Life)	This talent grants the character a limited amount of access to packet-delivered elemental damage or healing. The character gains ten points per level and the amount can be used in any numerical value. The proper call is "Natural <amount> <type>"

Talent	Description
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Efficient Alchemist	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
Rage	This talent grants the character the ability to go into a battle rage. While in a rage, the character gains +2 strength, Threshold 4, 10 health points, and fear immunity, but loses access to any combat defenses they may have, i.e. parry, sidestep, etc. This ability lasts for five minutes. Upon the completion of a rage, the character is affected as if by a weakness spell for five minutes. It is usable once per day for every three levels. This ability is announced as "incite battle rage."
Weapon Affinity (Bow)	This talent grants the character proficiency with a bow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a bow.

Disadvantages	Description
Family Ties	A character with this disadvantage maintains a strong bond with their extended family, clan, or tribe. The character may never accept a position of responsibility, as the needs of the family always take precedence over the needs of others. Additionally, from time to time the character may be asked to help a family member in trouble, and they are expected to do so. Failure to comply with this roleplaying disadvantage may result in In-game disciplinary action.
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.

# GARGOYLE

<b>Race Description</b>	A stone skinned race of humanoids misconstrued as monsters. The Gargoyle when fully grown can be the equivalent of an almost impenetrable wall. It is their nature to guard and protect. They bind themselves to a family, a town, an object, or even a single person. They will do everything in their power to protect that which they are connected to.
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<b>Costuming</b>	A minimum two inch band of grey make-up with crack lines across the eyes.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Monster Claws	This talent grants the character body weaponry in the form of monster claws. Once you have taken this talent, you may no longer use one handed weapons, shields, craft, or use bows. If you have spent experience points on any of these skills, you will be allowed to reuse them. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with claws.
Natural Armor	This talent grants the character two points of natural armor per level. Natural armor may not be refit; it must be healed the same as health damage. Health points are restored before natural armor is, meaning the character must be at maximum health before natural armor may be recovered. Natural armor cannot be stacked with other forms of non-magical armor.
Superhuman Strength	This talent grants the character the +2 Strength monster ability. When fighting with a one-handed weapon, damage is split between each hand.
Threshold	This talent grants the character a physical threshold that increases by two every five levels. A level 1 character starts with a threshold of 2, level 6 has a threshold of 4, etc. If an attack is less than or equal to the threshold, the proper defense call is "no effect" to let your opponent know that their attack was ineffective.

<b>Disadvantages</b>	<b>Description</b>
Bane (Solar)	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from an element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).
Crafting Ineptitude	A character with this disadvantage may purchase all crafting skills, but at double cost
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.
Mental Block	A character with this disadvantage may purchase the Path of the Mind Tiers, but at double cost. This does not include the Tier Abilities.

# GNOME

<b>Race Description</b>	Tinkerers at heart and always creating. These humanoids have been known to make amazing gadgets with gears, cogs, and other moving parts. If you want to see what the future may look like, find a Gnome to talk to.
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<b>Costuming</b>	A minimum two inch band of yellow or gold make-up across the eyes.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Craftsman	This talent grants the character three production points that are usable with any craft that they have purchased. These points can be split and used amongst all crafts that the player has purchased. The character gains three additional production points every three levels.
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
Efficient Engineer	This talent grants a 40% bonus to the number of engineering production points the character has purchased.
Evasion	This talent grants the character one Evade per day for every three levels. Evade protects against all forms of attacks, magic and abilities. As a talent you can choose when to activate this ability. This ability will work with area effects if you are past 10ft from the point of origin. The proper defense call is "Evade." This ability is not usable when under the effects of an ability that causes loss of mobility.
Racial Production (Engineering)	This talent grants the character 5 production points per character level. The type of points gained is dependent on the character's race. This talent does not give you the skill engineering, just an increase to your pool of production pools
Weapon Affinity (Crossbow)	This talent grants the character proficiency with a Crossbow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a Crossbow.

<b>Disadvantages</b>	<b>Description</b>
Fragile	A character with this disadvantage may not purchase the Healthy talent.
Weapon Ineptitude (Two Handed)	A character with this disadvantage may purchase the Two-Handed Sword, Two-Handed Blunt, or Polearm skills, but at double cost.

# GRIMALKIN

<b>Race Description</b>	These feline humanoid are not to be mistaken with a common tavern cat, nor should you ever attempt to pet one as such. They are furr-ocious but wise. They are found in many different areas of the kingdom, all appearing to have evolved from different breeds of felines at one point in their past.
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<b>Costuming</b>	A minimum two inch band of appropriate feline markings across the eyes. Feline ears and or tail.
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<b>Variations</b>	Leopard- Skilled hard workers
	Lion- Noble and courageous
	Panther- Thrifty but arrogant
	Snow Leopard- Barbaric and cold
	Tiger- Fierce but loyal
	White Tiger- Wise beyond years

<b>Clan Talents</b>	<b>Description</b>
Leopard - Craftsman	This talent grants the character one free other craft skill for every character level.
Lion - Fear Resist	This talent grants the character resistance to all fear or terrify effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Panther - Efficient Alchemist	This talent grants a 40% bonus to the number of alchemy production points a character possesses.
Snow Leopard - Rage	This talent grants the character the ability to go into a battle rage. While in a rage, the character gains +2 strength, Threshold 4, ten health points, and fear immunity, but loses access to any combat defenses he may have, i.e. Parry, sidestep, etc. This ability lasts for five minutes. Upon the completion of a rage, the character is affected as if by a weakness spell for five minutes. It is usable once per day for every three levels. This ability is announced as "incite battle rage."
Tiger - Fierce Attack	This talent grants one use of the great strike ability for every three levels.
White Tiger - Read Scroll	This talent allows the character to read and cast scrolls from two schools of magic, chosen upon selecting this talent. You can read two levels higher than you can cast, and cannot chose opposing schools. Example: Upon selecting this talent if you currently have no schools of magic to cast from, you will choose two schools (non opposing) and are able to read scrolls up to level 2 from those schools.

<b>Talent</b>	<b>Description</b>
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. <u>Dexterity cannot be stacked with other forms of non-magical armor.</u>
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Pounce	This talent grants the use of the pushback ability. To use this skill, the character must have a weapon in hand. Characters affected by the skill will take a few steps away from you. The proper use for this ability is to hit your target and call "pushback". It is usable once per day for every three levels.
Style Affinity (Paired Weapons)	This talent grants the character the Florentine and Paired Weapons skills. In addition, when fighting with two weapons, the character gains one Counter for every three levels. Counter allows the character to avoid a melee attack, and immediately make a counter attack. The character activating the counter does not need to strike the other person; the damage is part of the defense call. This is represented by calling the proper defense of "counter, 10 <your damage type>" this ability is usable once per day for every three levels. Counters may not be used unless the character is wielding two weapons.
Weapon Affinity (Claws)	This talent grants the character body weaponry in the form of monster claws. Additionally, the character gains one strike with the damage carrier "Pierce" every three levels. The Pierce damage carrier may only be used when fighting with claws. Additionally, claws count towards the body weaponry requirement of Mysticism.

<b>Disadvantages</b>	<b>Description</b>
Opposable Thumbs	A character with this disadvantage must pay double cost for the Shield skill.
Weapon Ineptitude (Blunt)	A character with this disadvantage may purchase any Blunt Weapon skills, but at double cost.
Servant	This disadvantage causes the character to be controlled by a command spell of the appropriate type. Example: Deathtouched with "Command Undead," Vincuuls with "Command Elemental," and Rodents and Arachnids with "Command Animal."

# HALFLING

<b>Race Description</b>	Mischievous and playful humanoids. These hardy people can be found sharing extravagant tales of wonder that often lead to others looking for truth in these stories. When things get boring, they tend to walk away and find something new to do.
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<b>Costuming</b>	At least two non-natural occurring color strips in hair and silver or glittered face markings.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Deep Pockets	This talent makes the character more difficult to search. An increase of 100% is applied to the search count, meaning it takes two minutes. This ability must be announced as “deep pockets” at the beginning of the search count.
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
Fear Resist	This talent grants the character resistance to all fear or terrify effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “resist”.
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “Resist”.
Taunt	This talent grants the character the ability to mock someone to the point of frenzy, forcing them to focus their attacks on the character. The target behaves as if they are under the effects of the Rage talent, though none of the benefits are granted, nor is the Weakness effect gained. If the target has the Rage talent, one use is activated, & the benefits are granted. Creatures with low intelligence are unaffected by this ability. The appropriate activation for this skill is “Appropriate taunt, Taunt” Make sure that the taunt is kept innocent as to not upset a player in real life. It is usable once per day for every three levels.
Tumbler	This talent grants the character one Sidestep for every three levels.
Weapon Affinity (Small Thrown Weapons)	This talent grants the character proficiency with small thrown weapons and increases the base damage to 2. Additionally, the character gains one Pierce for every three levels. The bonus Pierce may only be used when fighting with a small thrown weapon.

<b>Disadvantages</b>	<b>Description</b>
Chi Block	A character with this disadvantage may purchase the Path of the Body Tiers, but at double cost. This does not include the Tier Abilities.
Weapon Ineptitude (Two Handed)	A character with this disadvantage may purchase the Two-Handed Sword, Two-Handed Blunt, or Polearm skills, but at double cost.

# HALF-ORC

<b>Race Description</b>	The not so brute like cousins of the full blooded Orcs, the Half Orc are more humanoid in nature and have chosen to leave their closed society and start a new way of life amongst the rest of the kingdom.
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<b>Costuming</b>	A minimum two inch band of green make-up across the eyes and a pig nose or tusks.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Efficient Smith	This talent grants a 40% bonus to the number of smithing production points the character has purchased.
Monster Fists	This talent grants the character body weaponry in the form of monster fists. Once you have taken this talent, you may no longer use one handed weapons, shields, craft, or use bows. If you have spent experience points on any of these skills, you will be allowed to reuse them. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with fists.
Rage	This talent grants the character the ability to go into a battle rage. While in a rage, the character gains +2 strength, Threshold 4, 10 health points, and fear immunity, but loses access to any combat defenses they may have, i.e. parry, sidestep, etc. This ability lasts for five minutes. Upon the completion of a rage, the character is affected as if by a weakness spell for five minutes. It is usable once per day for every three levels. This ability is announced as "incite battle rage."
Superhuman Strength	This talent grants the character the +2 Strength monster ability. When fighting with a one-handed weapon, damage is split between each hand.
Weapon Affinity (One Handed Club)	This talent grants the character proficiency with all one-handed clubs. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with a one-handed club.

<b>Disadvantages</b>	<b>Description</b>
Mental Block	A character with this disadvantage may purchase the Path of the Mind Tiers, but at double cost. This does not include the Tier Abilities.
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.



# HOLVADI

<b>Race Description</b>	A mystical race, the Holvadi are deeply interwoven into their traditions and beliefs. They are highly in tune with magic. Their eyes and horns are a symbol of lineage and can be viewed in several ways.
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<b>Costuming</b>	Horns and black stylized eyes or face markings.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Efficient Alchemist	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
Efficient Caster	This talent grants a 25% bonus to the amount of mana a character has purchased, this includes ritual mana.
Magic Resist	This talent grants the character resistance to any magic spell. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist"
Weapon Affinity (Polearm)	This talent grants the character proficiency with a polearm. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a polearm.

<b>Disadvantages</b>	<b>Description</b>
Fragile	A character with this disadvantage may not purchase the Healthy talent.

# HUMAN

<b>Race Description</b>	Humans are the most common race in the world. They have round ears, soft skin, and are the least unique in terms of their appearance compared to other races, however they are also the most versatile. Because of the lack of racial pre dispositions they are capable of accomplishing great things that some are not.
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<b>Costuming</b>	No Requirements
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Lucky Fighter	This talent grants 100% bonus to the number of Warrior's Lucks the character has purchased.
Psychic Resist	This talent grants resistance to all psychic effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Quick Learner	This talent grants the player a 1-point discount when purchasing their weapon and crafting skills. Does not count towards style affinity choices.
Versatile	This talent allows the player to take one talent from any other class' talent list provided all rules and restrictions are followed accordingly. (Example a Wizard cannot take Style Affinity – Shield)
Weapon Affinity (Player Choice)	This talent grants the character proficiency with a weapon of their choice. All other rules and restrictions must be followed with respect to choice. This talent does not give you the associated skill with the affinity chosen, only the weapon skill.

<b>Disadvantages</b>	<b>Description</b>
None	

# RODENT

<b>Race Description</b>	Rodent like humanoids of different varieties, these creatures are fast and cunning, small and precise. They may be cute and furry but they are just as dangerous when the circumstances call for it.
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<b>Costuming</b>	Mouse - Brown fur and make up and a black nose
	Rat - Gray fur and make up and a white or brown nose

<b>Variations</b>	Mouse- Calm and collective
	Rat- Sneaky and mischievous

<b>Type Talents</b>	<b>Description</b>
Mouse - Mystic Affinity	This talent reduces the cost of the characters' mysticism tier ability. The cost is reduced to match the cost of a wizard's school of magic.
Rat - Stealthy	This talent grants the character the ability to gain a +1 bonus to front attacks for each permanent +4 back attack they own.

<b>Talent</b>	<b>Description</b>
Deep Pockets	This talent makes the character more difficult to search. An increase of 100% is applied to the search count, meaning it takes two minutes. This ability must be announced as "deep pockets" at the beginning of the search count.
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
Escape Artist	This talent grants the character a 50% reduction on all binding effects. This includes (but not limited to): Trap Foot, Entangle, Confine, Cage & Web. Additionally, the character can escape rope (or similar) bindings with a 10 second count.
Fear Resist	This talent grants the character resistance to all fear or terrify effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Weapon Affinity (Claws)	This talent grants the character body weaponry in the form of monster claws. Additionally, the character gains one strike with the damage carrier "Pierce" every three levels. The Pierce damage carrier may only be used when fighting with claws. Additionally, claws count towards the body weaponry requirement of Mysticism.
Were-Form	This talent grants the character the form of a were-creature. During the night-time hours, the character gains 10 health, claws, +2 strength, and immunity to fear and terrify effects. The character immediately takes form at 7pm and reverts to their normal selves at 7am. NOTE: Once this talent is taken, the character takes double damage from silver weapons at all times of the day.

<b>Disadvantages</b>	<b>Description</b>
Bane (Solar)	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from an element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).
Servant	This disadvantage causes the character to be controlled by a command spell of the appropriate type. Example: Deathtouched with "Command Undead," Vincuuls with "Command Elemental," and Rodents and Arachnids with "Command Animal."

# SHEN'THA

<b>Race Description</b>	Plant-like humanoids, these folk are very attuned with nature and its wonders. They flourish most in their natural environment but choose to walk among the rest of the world.
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<b>Costuming</b>	Make-up on face or body consisting of foliage such as: flowers, fungus, leaves, vines or other plants that can easily be identified.
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<b>Variations</b>	None
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<b>Talent</b>	<b>Description</b>
Efficient Alchemist	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist".
Photosynthesis	This talent grants the character a limited amount of access to a natural life (healing) pool. The character gains ten points of natural life per level and the amount can be to heal in any numerical value. This type of healing can ONLY be used on yourself. Additionally, if you spend 40 points of the healing pool, you can regenerate a limb. Additionally, if you spend 100 points of the healing pool you may bring yourself out of a bleeding count, to one hp. The proper call is "Natural <amount> Life"
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
Pruning	This talent grants the player one common herb or wood component for every three levels at check-in. At level 10 you also gain one uncommon herb or wood component (only one) per event. At level 19 you also gain one rare herb or wood component (only one) per event.
Racial Production Alchemy	This talent grants the character 5 production points per character level. The type of points gained is dependent on the character's race. This talent does not give you the skill alchemy, just an increase to your pool of production pools
Tree Walker	This talent grants the character the ability to travel from one tree to another. The second tree must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the character to walk to the new tree. This travel is Out of Game. This ability is usable once a day for every three levels.
Weapon Affinity (One Handed Blunt)	This talent grants the character proficiency with all one-handed blunt weapons. Additionally, the character gains one Destroy strike every three levels. This bonus destroy may only be used when fighting with a one handed blunt weapon.

<b>Disadvantages</b>	<b>Description</b>
Bane (Shadow)	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from a element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).

# VINCUIL

<b>Race Description</b>	Vincuil are a race of humanoids that have been touched by an element. The opposing elements tend to be friendly rivals.
<b>Costuming</b>	Must display the appropriate elemental mark. Optionally, a minimum two inch band of color as predetermined make-up across the eyes.
<b>Variations</b>	<p><b>Fire (flames) or (red band) - Hot tempered, but can be very caring and warming</b></p> <p>Air (clouds or lightning) or (white band) - Flighty, When angered it's a strong burst of aggression.</p> <p><b>Water (water droplet, wave, etc) or (blue band) - Calm and healing, but can bring wrath like none other</b></p> <p>Stone (mountain or rock) or (brown band) - Stubborn, but can be persuaded with time</p> <p><b>Solar (sun) or (orange band) - Spirit bright like the sun, but a touch just as hot</b></p> <p>Shadow (moon or stars) or (purple band) - Cool and quiet like the darkness.</p>
<b>Clan Talents</b>	<b>Description</b>
<b>Fire - Fire Burst</b>	This talent grants the character the innate ability to negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they take ten points of fire damage. This will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst – Ten Fire". This must be activated in advance as per the standard rules for protective effects. The ability is usable once per day for every three levels. The activation call is "channel fire burst".
<b>Air - Tumbler</b>	This talent grants the character one Sidestep for every three levels.
<b>Water - Amphibious</b>	This talent grants the character the ability to freely move and breathe underwater. They also gain +2 Strength whenever fighting in water.
<b>Stone - Natural Armor</b>	This talent grants the character two points of natural armor per level. Natural armor may not be refit; it must be healed as if it were health damage. Health points are restored before natural armor is, meaning the character must be at maximum health before natural armor may be recovered. Natural armor cannot be stacked with other forms of non-magical armor.
<b>Solar - Reflect Magic</b>	This talent will allow a player that has been hit with a spell to negate the effects on themselves and the original caster take effect from the spell. A reflect magic used in this way can be used as the player chooses to. The proper defense call for this spell is "Reflect Magic." This talent is useable once a day for every three levels.
<b>Shadow - Shadow Walk</b>	This talent allows the character to travel from their current location to another. The character must begin and end the transportation in a shadowy area. The destination must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the character to walk to the new shadowed area. This travel is Out of Game. This ability is usable once per day for every three levels.
<b>Talent</b>	<b>Description</b>
<b>Elemental Form</b>	This talent grants the character the ability to assume the form of an elemental creature. The type of element is determined by the race granting access to this talent. While in elemental form, the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered elemental damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals. No other standard elemental abilities are gained through the use of this talent. The ability lasts for five minutes. This is usable once per day for every three levels. The proper activation verbal for this ability is "assume <element> form"
<b>Elemental Pool</b>	This talent grants the character a limited amount of access to packet-delivered natural damage. The character gains ten points per level and the amount can be used in any numerical value. The proper call is "Natural <amount> <type>"
<b>Elemental Resist</b>	This talent grants the character resistance to all elemental effects of a particular element, regardless of method of delivery. The type of element is determined by the race granting access to the talent. This ability is considered smart, meaning the character may choose when to use this ability. The defense must be made within three seconds of being exposed to the elemental effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist"
<b>Form Expertise</b>	This talent grants the character a 100% bonus to the number of elemental forms granted per day.
<b>Form Mastery</b>	This talent improves the Elemental Form, they are now healed by their elemental damage type in and out of elemental form, have a total +4 Strength, a total 20 temporary HP and have monster claws that deal "5 <type>" damage (this includes the strength,) while in form. NOTE- in order to get this; one must have the following talents: elemental form and form expertise.
<b>Heart of the Element</b>	All weapon attacks and skills can be applied to your claws while in Elemental Form
<b>Weapon Affinity (Player Choice)</b>	This talent grants the character proficiency with a weapon of their choice. All other rules and restrictions must be followed with respect to choice. This talent does not give you the associated skill with the affinity chosen, only the weapon skill.
<b>Disadvantages</b>	<b>Description</b>
<b>Bane (Opposing Element)</b>	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from an element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not.
<b>Servant</b>	This disadvantage causes the character to be controlled by a command spell of the appropriate type. Example: Deathtouched with "Command Undead," Vincuuls with "Command Elemental," and Rodents and Arachnids with "Command Animal."

# WANDERER

<b>Race Description</b>	A nomadic race made up of many clans, or families, outlined below. They stick to their own, as family always comes first. Wanderers of the same clan consider each other brothers and sisters, and Wanderers of different clans are their cousins. Each clan has a “Mama” or “Papa” that are a leader of sorts of that clan. Each clan has different talents and specialties, and they take pride in what they do to help the other clans. Each clan lives by a motto.
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<b>Costuming</b>	Players must wear one main piece of costuming in their clan color and it must be visible. In addition to this the player must wear a headdress, bandana or other type of headband representing their clan color.
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<b>Clans</b>	<b>Dragoste (Draw-go-stay) (Red) “We are the diplomats”</b>
	<b>Erudit (Air-oo-deet) (Gray) “We keep the records of our people”</b>
	<b>Naviga (Nav-i-ga) (Purple) “We sail the seas”</b>
	<b>Nicovala (Knee-KO-va-la) (Orange) “We make the weapons”</b>
	<b>Otrava (O-tra-va) (Black) “We find and use poisons to protect the family”</b>
	<b>Tabara (Taa-baa-raa) (Green) “We cultivate the fields to make medicine”</b>
	<b>Ticalos (Tea-KO-los) (Yellow) “We sell and trade everything”</b>
<b>Trandafir (Tron-da-fear) (Blue) “We are beautiful and deadly”</b>	

<b>Clan Talents</b>	<b>Description</b>
<b>Dragoste - Enchantment Resist</b>	This talent grants the character resistance to all enchantment effect, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “resist”.
<b>Erudit - Temporal Resist</b>	This talent grants the character resistance to all temporal effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “Resist”
<b>Naviga - Tumbler</b>	This talent grants the character one Sidestep for every three levels.
<b>Nicovala - Elemental Resist</b>	This talent grants the character resistance to all elemental effects of a particular element, regardless of method of delivery. The type of element is determined by the race granting access to the talent. This ability is considered smart, meaning the character may choose when to use this ability. The defense must be made within three seconds of being exposed to the elemental effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “resist”
<b>Otrava - Poison Resist</b>	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “Resist”.
<b>Tabara - Efficient Alchemist</b>	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
<b>Ticalos - Ancestral Magic</b>	This talent grants the character to choose a level one spell from any school of magic, as long as it's not an opposite of one they can already cast, and cast that spell for free, once a day for every three levels. A non casting class can take this talent and choose any school.
<b>Trandafir - Stealthy</b>	This talent grants the character the ability to gain a +1 bonus to front attacks for each permanent +4 back attack they own.

<b>Talent</b>	<b>Description</b>
<b>Craftsman</b>	This talent grants the character three production points that are usable with any craft that they have purchased. These points can be split and used amongst all crafts that the player has purchased. The character gains three additional production points every three levels.
<b>Dexterity</b>	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
<b>Wanderer Blessing</b>	This talent grants the character one random combat skill from melee skills, special skills or a renew ability. This ability is chosen at random during check-in from a predefined list for each day the player is in-game. This is usable once a day for every three levels.
<b>Weapon Affinity (Dagger)</b>	This talent grants the character proficiency with a dagger. Additionally, the character gains one Waylay every three levels. The bonus Waylay may only be used when fighting with a dagger.

<b>Disadvantages</b>	<b>Description</b>
<b>Family Ties</b>	A character with this disadvantage maintains a strong bond with their extended family, clan, or tribe. The character may never accept a position of responsibility, as the needs of the family always take precedence over the needs of others. Additionally, from time to time the character may be asked to help a family member in trouble, and they are expected to do so. Failure to comply with this roleplaying disadvantage may result in In-game disciplinary action.

# CLASSES

The second step in character creation is the selection of your character class. The class you select is what determines the skills that you're the most proficient at.

## Class Differences

While each class has a description listed on the individual page, a brief synopsis will be provided on some of the major differences and characteristics of them based on the type of class you might like to play.

**Fighters / Cavaliers** – Capable of different powerful melee abilities with access to crafting skills.

**Warden / Rogue** – Specializing in specific types of attacks / combat abilities. These classes also have access to limited magic, as well as crafting.

**Arcane Warrior** – A true cross of a fighter and wizard. A master of neither physical combat nor magic, but adept at both.

**Mystic** – Some would compare them to monks, or masters of the mystical arts. The Path of the Mind allows them to specialize in psychic abilities. The Path of the Body allows them to perform powerful melee attacks specific to their combat style. A player may focus on one path or may branch out to take both paths.

**Artisan** – While an artisan is much like an Arcane Warrior, Warden, and Rogue; in the sense that they can access a variety of combat abilities as well as limited magic, the Artisan is specialized in the art of crafting a variety of wares.

**Wizard** – A master of the magical arts. This class lacks specialization in melee combat but can access powerful levels of one or more types of magic. Many wizards also specialize in scribing scrolls for other magic users to wield.

## Skills

One of the more important aspects of your choice of class are the skills you will gain access to. Using your accrued experience, you can now purchase skills specific to your class. There are many types of skills to choose from, and the tables below show any prerequisites and cost of each skill.

## Hybrid Classes

Hybrid classes are classes that have more widespread abilities and include Arcane Warrior, Warden, Mystic and Artisan. These classes have a wider variety of skills to pick from, which can, depending on skill choice, make your character feel underpowered, especially at lower levels. These classes may never be the best in a certain area such as combat or magic but have a great deal of utility in a diverse range of circumstances, making them valuable additions to any group.

## Universal Talents

It is important to note that characters of any class have access to the following universal talents. A character must take at least one racial talent at level one and cannot take a talent more than once.

# UNIVERSAL TALENTS

Universal Talents	These talents can be taken by any class or race
Talent	Description
<b>Alert</b>	This talent allows the player a Marshal at the beginning of a mod or encounter if they are able to sense any hidden items, traps or anything else the Marshal wishes to disclose. The marshal may answer with a "yes" or "no" but may reveal more information. This does not reveal the nature of the item or trap, if it is locked or has magical properties.
<b>Efficient Gatherer</b>	This talent grants a 100% bonus to the number of components obtained from the gathering skill.
<b>Healthy</b>	This talent grants an additional health point per level.
<b>Medic</b>	This talent grants a 50% reduction in the amount of time it takes to administer first aid. A character with this talent may perform first aid in only thirty seconds, as opposed to the normal sixty seconds. This ability must be announced as "medic" at the beginning of the first aid count.
<b>Merchant</b>	This talent grants the player five coin at check in. This amount increases by five every three levels to a max of 35 coin (level 19.)
<b>Tactician's Insight</b>	This talent allows a character to regain to the use of a purchased combat skill when it used AND the attack misses, has no effect or a defensive is used to protect against it. Combat skills include - destroy strike, disarm, execute, great Strike, mangle limb and waylay. This does not include combat skills gained through talents, magic items or other effects. This talent is usable once a day for every three levels. The proper activation call is "Insight Renew X."
<b>Worker</b>	This talent reduces the cost of gather skills by 1 xp.



# FIGHTER

<b>Class Description</b>	A fighter tends to focus on skills that make their weapons and physical attacks very destructive against their foes in battle.
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<b>Advantage</b>	Weapon and Combat Skills are cheaper, and the Fighter's Talents give bonuses to the total amount of Combat Abilities a character possesses.
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<b>Disadvantage</b>	Fighters do not have the ability to use magic or read scrolls.
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<b>Talent</b>	<b>Description</b>
<b>Armor Efficiency</b>	This talent grants a 50% bonus to the armor rating for a character's armor Phys rep.
<b>Burly</b>	This talent grants the character a +1 strength. The additional strength is also added to your base damage. In addition, characters restricted from using two-handed weapons may now learn the appropriate weapon skills.
<b>Crippling Blow</b>	This talent grants a 100% bonus to the number of mangle strikes the character has purchased.
<b>Destructive</b>	This talent grants a 100% bonus to the number of destroy strikes the character has purchased.
<b>Efficient Smith</b>	This talent grants a 40% bonus to the number of smithing production points the character has purchased.
<b>Hard to Kill</b>	This talent allows the player to choose to take half damage from any numerical damage that hits them. This can be physical, alchemical, or magical. This talent is only usable once per day every three levels.
<b>Improvised Combat</b>	This talent allows the character to wield any weapon. The base damage for any non-proficient weapon is two, regardless of the typical base damage for the weapon. Additionally, the player may continue to fight with a broken weapon, the base damage for the weapon is reduced to 2. If you are proficient with the broken weapon and have novice or master attacks, those still apply to the weapon. This talent does not give the character the ability to use fists or claws.
<b>Lethal</b>	This talent grants a 100% bonus to the number of great strikes the character has purchased.
<b>Manhandler</b>	This talent grants the use of the pushback ability. To use this skill, the character must have a weapon in hand. Characters affected by the skill will take a few steps away from you. The proper use for this ability is to hit your target and call "pushback". It's usable once per day for every three levels.
<b>Stun Resist</b>	This talent grants the character the ability to resist the stun effect. The proper activation call is "Resist Stun." This is usable once a day for every three levels.
<b>Taunt</b>	This talent grants the character the ability to mock someone to the point of frenzy, forcing them to focus their attacks on the character. The target behaves as if they are under the effects of the Rage talent, though none of the benefits are granted, nor is the Weakness effect gained. If the target has the Rage talent, one use is activated, & the benefits are granted. Creatures with low intelligence are unaffected by this ability. The appropriate activation for this skill is "Appropriate taunt, Taunt" Make sure that the taunt is kept innocent as to not upset a player in real life. It is usable once per day for every three levels.
<b>Weapon Familiarity</b>	This talent grants the character an additional point of base damage when fighting with a specified weapon type. The character is free to choose any weapon they are capable of using but must do so when initially picking this talent.

# FIGHTER SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	5	
One Handed Axe	6	
One Handed Blunt	3	
Flail	9	
Bastard Weapon	9	
Two Handed Sword	10	
Two Handed Axe	12	
Two Handed Blunt	9	
Spear	5	
Polearm	10	
Staff	3	
Bow	7	
Crossbow	7	
Small thrown Weapon	2	
Large thrown Weapon	5	
Blade Master	32	
Blunt Master	30	
One-Handed Weapon Master	26	
Two-Handed Weapon Master	28	
Weapons Master	52	
Shield	7	
Florentine	3	Any Weapon
Paired Weapons	3	Florentine
Style Master	10	Any Weapon

Skill	XP	Prerequisite
+1 Novice Attack	12	Any Melee
+1 Master Attack	15	Any Melee
+1 Bow Attack	17	Bow or Crossbow
Warrior's Luck	5	+1 Novice Attack
Parry	5	+1 Novice Attack
Disarm	5	+1 Novice Attack
Great Strike	8	+2 Novice Attack
Destroy Strike	8	+2 Novice Attack
Mangle Limb	8	+2 Novice Attack
Flurry	5 or 8	3 of Any 1 Skill
Master Warrior's Luck	7	+1 Master Attack
Master Parry	7	+1 Master Attack
Master Disarm	7	+1 Master Attack
Master Great Strike	10	+2 Master Attack
Master Destroy Strike	10	+2 Master Attack
Master Mangle Limb	10	+2 Master Attack
Master Flurry	7 or 10	3 of Any 1 Skill
Bow Parry	7	+1 Bow Attack
Bow Disarm	7	+1 Bow Attack
Bow Great Strike	12	+2 Bow Attack

Skill	XP	Prerequisite
Alchemy	5	
Smithing	3	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Tracking	4	

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.

# ARCANE WARRIOR

<b>Class Description</b>	A swordsman by skill, but adept in many discipline. An Arcane Warrior has the ability to utilize magic, while still being able to fall back to their melee weapons in close combat.
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<b>Advantage</b>	Access to elemental "powers" in addition to a single school of magic to 4th level, as well as proficiencies in melee combat and defense.
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<b>Disadvantage</b>	Due to the availability of many options for skills, the cost at which those skills are obtained for weapons, combat, and magic are all slightly higher than classes that specialize in those.
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<b>Gaining Access to Magic</b>	An Arcane warrior can gain access to magic at level 1 by purchasing the skill School (1) Level 1. You can purchase a new level every time your character gains a level, up to level 4. The only way to gain access to level 5 spells is through the talent: Arcane Background. To use your spells you must purchase the skill Level "x" Spell, each purchase of the skill grants you one use of that level of spell.
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Talent	Description
<b>Arcane Background</b>	This talent gives the character the skill of "School (1) Magic 5" and allows them to purchase Level 5 Spell slots and read ritual scrolls. The character must have "School (1) Magic 4" to be able to select this talent.
<b>Arcane Weapon</b>	This talent allows the player to always have an active carrier on their weapon, that is the same type of magic that they can cast. This carrier can be turned on or off as the player chooses. Example: If the player is a fire caster, the player can choose to always swing "Fire" damage or turn it off to swing "Normal." The proper call is "Activate Arcane Weapon," or "Deactivate Arcane Weapon."
<b>Armor Efficiency</b>	This talent grants a 50% bonus to the armor rating for a character's armor Phys rep.
<b>Defensive</b>	This talent grants a 100% bonus to the number of parries the character has purchased.
<b>Elemental Pool</b>	This talent grants the character a limited amount of access to packet-delivered natural damage. The character gains ten points per level and the amount can be used in any numerical value. The proper call is "Natural <amount> <type>"
<b>Elemental Resist</b>	This talent grants the character resistance to all elemental effects of a particular element, regardless of method of delivery. The type of element is determined by the race granting access to the talent. This ability is considered smart, meaning the character may choose when to use this ability. The defense must be made within three seconds of being exposed to the elemental effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist"
<b>Style Affinity (Shield)</b>	This talent grants the character the Shield skill. In addition, when fighting with a shield, the character gains one resist disarm. The proper activation call is "Resist Disarm." This ability is usable once per day for every three levels.
<b>Warcry</b>	This talent grants the character the ability to rally their comrades, increasing their combat effectiveness. The initiating character and those included in the Warcry gain two extra points of damage on their attacks. This ability lasts until the end of combat. Initially, the character may include one person in the Warcry. Every time another use of this ability is granted, one additional person may be included. It is usable once per day for every three levels. The proper activation call for this ability is "Warcry"

# ARCANE WARRIOR SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	6	
One Handed Axe	7	
One Handed Blunt	5	
Flail	10	
Bastard Weapon	10	
Two Handed Sword	11	
Two Handed Axe	13	
Two Handed Blunt	10	
Spear	6	
Polearm	11	
Staff	3	
Bow	10	
Crossbow	10	
Small thrown Weapon	2	
Large thrown Weapon	5	
Blade Master	36	
Blunt Master	36	
One-Handed Weapon Master	30	
Two-Handed Weapon Master	32	
Weapons Master	66	
Shield	7	
Florentine	5	Any Weapon
Paired Weapons	5	Florentine
Style Master	15	Any Weapon

Skill	XP	Prerequisite
+1 Novice Attack	15	Any Melee
+1 Master Attack	22	Any Melee
+1 Bow Attack	22	Bow or Crossbow
Warrior's Luck	6	+1 Novice Attack
Parry	6	+1 Novice Attack
Disarm	6	+1 Novice Attack
Great Strike	9	+2 Novice Attack
Destroy Strike	9	+2 Novice Attack
Mangle Limb	9	+2 Novice Attack
Master Warrior's Luck	10	+1 Master Attack
Master Parry	10	+1 Master Attack
Master Disarm	10	+1 Master Attack
Master Great Strike	13	+2 Master Attack
Master Destroy Strike	13	+2 Master Attack
Master Mangle Limb	13	+2 Master Attack
Bow Parry	7	+1 Bow Attack
Bow Disarm	7	+1 Bow Attack
Bow Great Strike	12	+2 Bow Attack

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.

Skill	XP	Prerequisite
Alchemy	5	
Scribe	4	Read Magic
Smithing	5	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Tracking	4	
(CLVL = Character Level)		
Read Magic	8	
School of Magic		Choose One School
School Level 1	3	Read Magic
School Level 2	3	CLVL 2, Sch. Lvl 1
School Level 3	4	CLVL 3, Sch. Lvl 2
School Level 4	5	CLVL 4, Sch. Lvl 3
Level 1 Spell	1	School Level 1
Level 2 Spell	2	Sch Lvl 2, Lvl 1 Spell
Level 3 Spell	3	Sch Lvl 3, Lvl 2 Spell
Level 4 Spell	4	Sch Lvl 4, Lvl 3 Spell
Level 5 Spell	5	Arcane Background

**\*School of Magic Level Requirements**

- Character Level 1      School Level 1
- Character Level 2      School Level 2
- Character Level 3      School Level 3
- Character Level 4      School Level 4

# WARDEN

<b>Class Description</b>	An archer that is attuned with nature. These hunters can be spotted defending the forests and groves of the kingdom.
<b>Advantage</b>	Reduced cost in Ranged skills in addition to talents that allow the character to specialize in the use of a bow. A Warden may learn and use up to Level 4 School of Nature Magic.
<b>Disadvantage</b>	While they can master the use of a Bow, they are otherwise limited on mastering other specialties but remain a jack of all trades.
<b>Gaining Access to Magic</b>	A Warden can gain access to magic at level 1 by purchasing the skill School (1) Level 1. You can purchase a new level every time your character gains a level, up to level 4. To use your spells you must purchase the skill Level "x" Spell, each purchase of the skill grants you one use of that level of spell.

Talent	Description
<b>Bow Defense</b>	This talent allows the character to purchase up to four bow parries per bow attack, as opposed to the usual limit of one.
<b>Combat Archery</b>	This talent grants a character the ability to deflect and block melee attacks without needing to re-string their bow or crossbow.
<b>Efficient Alchemist</b>	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
<b>Iron Grip</b>	This talent grants the character the ability to resist a disarm. When a character is struck with any effect that would cause them to be disarmed, the proper call is "Resist Disarm." This talent is usable once per day for every three levels.
<b>Lethal</b>	This talent grants a 100% bonus to the number of great strikes the character has purchased.
<b>Style Affinity (Paired Weapons)</b>	This talent grants the character the Florentine and Paired Weapons skills. In addition, when fighting with two weapons, the character gains one Counter for every three levels. Counter allows the character to avoid a melee attack, and immediately make a counter attack. The character activating the counter does not need to strike the other person; the damage is part of the defense call. This is represented by calling the proper defense of "counter, 10 <your damage type>" this ability is usable once per day for every three levels. Counters may not be used unless the character is wielding two weapons.
<b>Tracker</b>	This talent grants the player the tracker skill, additionally you gain one max rank sage (three ranks) skill that is related to a monster type of your choice every three levels.
<b>Weapon Affinity (Bow)</b>	This talent grants the character proficiency with a bow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a bow.

# WARDEN SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	7	
One Handed Axe	6	
One Handed Blunt	6	
Flail	10	
Bastard Weapon	10	
Two Handed Sword	12	
Two Handed Axe	14	
Two Handed Blunt	11	
Spear	7	
Polearm	12	
Staff	3	
Bow	7	
Crossbow	10	
Small thrown Weapon	2	
Large thrown Weapon	5	
Blade Master	38	
Blunt Master	38	
One-Handed Weapon Master	32	
Two-Handed Weapon Master	34	
Weapons Master	68	
Shield	8	
Florentine	3	Any Weapon
Paired Weapons	3	Florentine
Style Master	12	Any Weapon

Skill	XP	Prerequisite
+1 Novice Attack	17	Any Melee
+1 Master Attack	22	Any Melee
+1 Bow Attack	15	Bow or Crossbow
Warrior's Luck	7	+1 Novice Attack
Parry	7	+1 Novice Attack
Disarm	7	+1 Novice Attack
Great Strike	10	+2 Novice Attack
Destroy Strike	10	+2 Novice Attack
Mangle Limb	10	+2 Novice Attack
Master Warrior's Luck	10	+1 Master Attack
Master Parry	10	+1 Master Attack
Master Disarm	10	+1 Master Attack
Master Great Strike	13	+2 Master Attack
Master Destroy Strike	13	+2 Master Attack
Master Mangle Limb	13	+2 Master Attack
Bow Parry	5	+1 Bow Attack
Bow Disarm	5	+1 Bow Attack
Bow Great Strike	10	+2 Bow Attack

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.

Skill	XP	Prerequisite
Alchemy	3	
Engineering	5	
Scribe	4	Read Magic
Smithing	5	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Tracking	2	
(CLVL = Character Level)		
Read Magic	8	
Nature Magic		
Nature Level 1	3	Read Magic
Nature Level 2	3	CLVL 2, Sch. Lvl 1
Nature Level 3	4	CLVL 3, Sch. Lvl 2
Nature Level 4	5	CLVL 4, Sch. Lvl 3
Level 1 Spell	1	Nature Level 1
Level 2 Spell	2	Nat Lvl 2, Lvl 1 Spell
Level 3 Spell	3	Nat Lvl 3, Lvl 2 Spell
Level 4 Spell	4	Nat Lvl 4, Lvl 3 Spell
Level 5 Spell	5	Arcane Background

### \*Nature Magic Level Requirements

Character Level 1	Nature Level 1
Character Level 2	Nature Level 2
Character Level 3	Nature Level 3
Character Level 4	Nature Level 4

# CAVALIER

<b>Class Description</b>	Fancy footwork and fast reactions come natural to the Cavalier. The art of defensive combat maneuvers are their way of life.
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<b>Advantage</b>	There are a multitude of defensive abilities available to a Cavalier, as well as advantages when using one handed weapons.
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<b>Disadvantage</b>	Due to the abundance of defensive skills a Cavalier has access to, it is more costly to improve upon offensive combat skills. Additionally crafting is more costly and the Cavalier has no access to magic.
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<b>Talent</b>	<b>Description</b>
<b>Ambidextrous</b>	This talent allows a character to use any attack skill on both hands simultaneously. When fighting with a one-handed weapon, damage is applied to each hand.
<b>Deflection</b>	This talent allows the character to block non magic missile attacks with their parry ability. The proper defense call is "parry, deflection"
<b>Dexterity</b>	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
<b>Reverse</b>	When struck by a melee attack, you can reverse physical damage and any carriers of that attack back at the attacker. The appropriate call is "Reverse"
<b>Style Affinity (Paired Weapons)</b>	This talent grants the character the Florentine and Paired Weapons skills. In addition, when fighting with two weapons, the character gains one Counter for every three levels. Counter allows the character to avoid a melee attack, and immediately make a counter attack. The character activating the counter does not need to strike the other person; the damage is part of the defense call. This is represented by calling the proper defense of "counter, 10 <your damage type>" this ability is usable once per day for every three levels. Counters may not be used unless the character is wielding two weapons.
<b>Weapon Affinity (One Handed Sword)</b>	This talent grants the character proficiency with all one-handed swords. Additionally, the character gains one Disarm for every three levels. The bonus Disarms may only be used when fighting with a one-handed sword.

# CAVALIER SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	5	
One Handed Axe	7	
One Handed Blunt	6	
Flail	12	
Bastard Weapon	12	
Two Handed Sword	14	
Two Handed Axe	16	
Two Handed Blunt	13	
Spear	5	
Polearm	14	
Staff	3	
Bow	10	
Crossbow	12	
Small thrown Weapon	2	
Large thrown Weapon	5	
Blade Master	42	
Blunt Master	42	
One-Handed Weapon Master	35	
Two-Handed Weapon Master	40	
Weapons Master	80	
Buckler	5	
Florentine	3	Any Weapon
Paired Weapons	3	Florentine
Style Master	9	Any Weapon

Skill	XP	Prerequisite
+1 Novice Attack	17	Any Melee
+1 Master Attack	22	Any Melee
+1 Bow Attack	22	Bow or Crossbow
Warrior's Luck	7	+1 Novice Attack
Parry	7	+1 Novice Attack
Disarm	7	+1 Novice Attack
Great Strike	10	+2 Novice Attack
Destroy Strike	10	+2 Novice Attack
Mangle Limb	10	+2 Novice Attack
Master Warrior's Luck	10	+1 Master Attack
Master Parry	10	+1 Master Attack
Master Disarm	10	+1 Master Attack
Master Great Strike	13	+2 Master Attack
Master Destroy Strike	13	+2 Master Attack
Master Mangle Limb	13	+2 Master Attack
Bow Parry	7	+1 Bow Attack
Bow Disarm	7	+1 Bow Attack
Bow Great Strike	12	+2 Bow Attack

Skill	XP	Prerequisite
Alchemy	4	
Smithing	5	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Tracking	4	

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.



# MYSTIC

<b>Class Description</b>	The Mystic is made up of many types of people; martial artists, monks, brawlers, and mentalists. They are skilled combatants that fight with the power of their body or mind based upon their chosen path.
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<b>Advantage</b>	They are granted access to a choice of two paths of mysticism, Body, which uses powerful physical abilities, and Mind, which uses psychic powers to render their enemies defeat.
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<b>Disadvantage</b>	While having access to some offensive and defensive skills and abilities they are less abundant and more costly to access.
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<b>Gaining Access to Mysticism</b>	A Mystic can gain access to one side of their mystical abilities by taking the talents: Weapon Affinity (Unarmed) for Path of the Body or Meditation for Path of the Mind. Following the taking of the talent the player may purchase the levels of Mysticism with the skill Mysticism Tier 1. Both talent and Tier 1 can be taken at character level 1. You can purchase a new tier of mysticism every character level, up to level 5. To use these abilities you must purchase the skill Tier "x" Ability, this grants you one use per purchase per tier.
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Talent	Description
<b>Armored Dexterity</b>	This talent allows the character to use half of their dexterity armor points in conjunction with the physical armor.
<b>Deflection</b>	This talent allows the character to block non magic missile attacks with their parry ability. The proper defense call is "parry, deflection"
<b>Dexterity</b>	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
<b>Knockout</b>	This talent grants the character the ability to unleash a powerful strike with their fists, rendering their victim unconscious. The proper verbal call is "knockout". This ability is usable once per day for every three levels.
<b>Martial Arts</b>	This talent grants the character body weaponry in the form of monster fists. Additionally, the character gains one Parry for every three levels. The bonus Parries may only be used when fighting unarmed. Additionally, the character may use a staff to deliver tiered body mystic abilities.
<b>Meditation</b>	This talent allows the character to regain a single tier ability. The character must "meditate" for two minutes in order for this to work. No in-game actions may be performed; the character should not be moving or talking. This ability is usable once per day for every three levels.
<b>Psychic Pool</b>	This talent grants the character a limited amount of access to packet-delivered psychic damage. The character gains ten points per level, and can be delivered in any amount. The proper call is "<amount> psychic"
<b>Temporal Resist</b>	This talent grants the character resistance to all temporal effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist"

# MYSTIC SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	6	
One Handed Axe	7	
One Handed Blunt	6	
Flail	10	
Bastard Weapon	10	
Two Handed Sword	12	
Two Handed Axe	14	
Two Handed Blunt	11	
Spear	6	
Polearm	10	
Staff	3	
Bow	10	
Crossbow	10	
Small thrown Weapon	2	
Large thrown Weapon	5	
Blade Master	38	
Blunt Master	38	
One-Handed Weapon Master	32	
Two-Handed Weapon Master	34	
Weapons Master	70	
Shield	8	
Florentine	3	Any Weapon
Paired Weapons	3	Florentine
Style Master	12	Any Weapon

Skill	XP	Prerequisite
+1 Novice Attack	17	Any Melee
+1 Master Attack	22	Any Melee
+1 Bow Attack	22	Bow or Crossbow
Warrior's Luck	7	+1 Novice Attack*
Parry	7	+1 Novice Attack*
Disarm	7	+1 Novice Attack*
Great Strike	10	+2 Novice Attack*
Destroy Strike	10	+2 Novice Attack*
Mangle Limb	10	+2 Novice Attack*
Master Warrior's Luck	10	+1 Master Attack*
Master Parry	10	+1 Master Attack*
Master Disarm	10	+1 Master Attack*
Master Great Strike	13	+2 Master Attack*
Master Destroy Strike	13	+2 Master Attack*
Master Mangle Limb	13	+2 Master Attack*
Bow Parry	7	+1 Bow Attack*
Bow Disarm	7	+1 Bow Attack*
Bow Great Strike	12	+2 Bow Attack*

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.

Skill	XP	Prerequisite
Alchemy	4	
Smithing	5	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Tracking	4	
(CLVL = Character Level)		
Mysticism Path		Choose One Path
Mysticism Tier 1	1	Fists/Claws (Body) Meditation (Mind)
Mysticism Tier 2	2	CLVL 2, Myst. 1
Mysticism Tier 3	3	CLVL 3, Myst. 2
Mysticism Tier 4	4	CLVL 4, Myst. 3
Mysticism Tier 5	5	CLVL 5, Myst. 4
Tier 1 Ability	1	Mysticism Tier 1*
Tier 2 Ability	2	Myst. 2, Tier 1 Ab.
Tier 3 Ability	3	Myst. 3, Tier 2 Ab.
Tier 4 Ability	4	Myst. 4, Tier 3 Ab.
Tier 5 Ability	5	Myst. 5, Tier 4 Ab.

### \*Mysticism Requirements

Level 1	Mysticism Level 1
Level 2	Mysticism Level 2
Level 3	Mysticism Level 3
Level 4	Mysticism Level 4
Level 5	Mysticism Level 5

# ROGUE

<b>Class Description</b>	Scoundrels that lurk in the shadows, watching and waiting for their opportunity to strike. A Rogue has unique training in special combat skills.
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<b>Advantage</b>	They primarily focus on attacks of opportunity from behind an opponent. A rogue also has the ability to learn and use alchemy cheaper than most classes as they utilize poisons for thier blades. Additionally they are able to learn to read scrolls but not cast from schools of magic like other classes.
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<b>Disadvantage</b>	They are limited in their access to the standard combat skills and training that the other classes have access to however, this is replaced by the unique skills they do have.
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<b>Talent</b>	<b>Description</b>
<b>Accurate</b>	This talent grants 100% bonus to the number of pierces the character has purchased.
<b>Acrobatic</b>	This talent grants 100% bonus to the number of sidesteps the character has purchased.
<b>Brigand</b>	This talent grants a 100% bonus to the number of waylays the character has purchased.
<b>Cutthroat</b>	All killing blows from this character are reduced to one second. Killing blows cannot be used on conscious or sleeping targets. The proper call for the quickened version is "Killing Blow Cutthroat"
<b>Deep Pockets</b>	This talent makes the character more difficult to search. An increase of 100% is applied to the search count, meaning it takes two minutes. This ability must be announced as "deep pockets" at the beginning of the search count.
<b>Dexterity</b>	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
<b>Dirty Fighter</b>	This talent allows the character to use any attack normally required to be performed from the back, to be used in from the front. It is usable once per day for every three levels. The proper call for this ability is "<damage> <weapon type> <skill type> dirty fighter"
<b>Efficient Alchemist</b>	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
<b>Efficient Engineer</b>	This talent grants a 40% bonus to the number of engineering production points the character has purchased.
<b>Efficient Rogue</b>	This talent allows a rogue to switch the numerical values of a dagger and a long sword
<b>Evasion</b>	This talent grants the character one Evade per day for every three levels. Evade protects against all forms of attacks, magic and abilities. As a talent you can choose when to activate this ability. This ability will work with area effects if you are past 10ft from the point of origin. The proper defense call is "Evade." This ability is not usable when under the effects of an ability that causes loss of mobility.
<b>Greedy</b>	This talent grants a 50% reduction in the amount of time it takes to search a person. A character with this talent may search a person in only 30 seconds, as opposed to the normal 60 seconds. If a character with this talent is searching someone with the deep pockets talent, the search time is one minute. This ability must be announced as "greedy" at the beginning of the search count.
<b>Poison Resist</b>	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist".
<b>Read Scroll</b>	This talent allows the character to read and cast scrolls from two schools of magic, chosen upon selecting this talent. You can read two levels higher than you can cast, and cannot chose opposing schools. Example: Upon selecting this talent if you currently have no schools of magic to cast from, you will choose two schools (non opposing) and are able to read scrolls up to level 2 from those schools.

# ROGUE SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	7	
One Handed Axe	8	
One Handed Blunt	6	
Flail	14	
Bastard Weapon	14	
Two Handed Sword	15	
Two Handed Axe	17	
Two Handed Blunt	14	
Spear	7	
Polearm	15	
Staff	3	
Bow	12	
Crossbow	12	
Small thrown Weapon	2	
Large thrown Weapon	5	
Buckler	6	
Florentine	3	Any Weapon
Paired Weapons	3	Florentine
Style Master	10	Any Weapon

Skill	XP	Prerequisite
+1 Bow Attack	15	Bow or Crossbow
+2 Back Attack	15	Any Weapon
Bow Parry	7	+1 Bow Attack
Bow Disarm	7	+1 Bow Attack
Bow Great Strike	12	+2 Bow Attack
Waylay	6	+2 Back Attack
Pierce	7	+2 Back Attack
Sidestep	5	+2 Back Attack
Execute	10	+4 Back Attack

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.

Skill	XP	Prerequisite
Alchemy	3	
Engineering	3	
Smithing	6	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Thieves Tools	2	
Tracking	3	

# ARTISAN

<b>Class Description</b>	General Weapon and Armorsmiths, Alchemists, Scribes, Carpenters, and Engineers, the Artisan are the crafters and tinkerers of the world.
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<b>Advantage</b>	Exceptional advantages in the cost and requirements of producing crafted items used by people of every class. The Artisan also has access to a plethora of combat skills and the ability to use a limited amount of magic.
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<b>Disadvantage</b>	Because they are a jack of all trades, an Artisan pays a higher cost for learning non crafting skills and has less access to offensive and defensive combat abilities.
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<b>Gaining Access to Magic</b>	An Artisan can gain access to magic at level 1 by purchasing the skill School (1) Level 1. You can purchase a new level every time your character gains a level, up to level 4. The only way to gain access to level 5 spells is through the talent: Arcane Background. To use your spells you must purchase the skill Level "x" Spell, each purchase of the skill grants you one use of that level of spell.
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Talent	Description
<b>Arcane Background</b>	This talent gives the character the skill of "School (1) Magic 5" and allows them to purchase Level 5 Spell slots and read ritual scrolls. The character must have "School (1) Magic 4" to be able to select this talent.
<b>Armor Efficiency</b>	This talent grants a 50% bonus to the armor rating for a character's armor Phys rep.
<b>Clever Craftsman</b>	This talent reduces the common component cost by half on all crafted items.
<b>Craftsman</b>	This talent grants the character three production points that are usable with any craft that they have purchased. These points can be split and used amongst all crafts that the player has purchased. The character gains three additional production points every three levels.
<b>Master Alchemist</b>	This talent grants a 100% bonus to the number of Alchemist production points the character has purchased.
<b>Master Engineer</b>	This talent grants a 100% bonus to the number of Engineering production points the character has purchased.
<b>Master Smith</b>	This talent grants a 100% bonus to the number of Smithing production points the character has purchased.
<b>Rapid Refit</b>	This talent grants a 50% reduction in the amount of time it takes to refit the character's armor. A character with this talent may refit their armor in only thirty seconds, opposed to the normal sixty seconds. This ability may be performed on an ally. This ability must be announced as "Rapid Refit" at the beginning of their count.
<b>Repair</b>	This talent allows a character to spend an appropriate component and repair an item that has been broken after any amount of time. The character must spend one minute of concentration on the item and roleplay the repair.
<b>Resourceful</b>	This talent allows the character to transfer production points from one skill to another that they already possess.
<b>Salvage</b>	This talent grants the ability to salvage components from broken or worn out weapons, armor or various other items.

# ARTISAN SKILLS

Weapon	XP	Prerequisite
Small Blade	2	
Small Blunt	2	
One Handed Sword	6	
One Handed Axe	7	
One Handed Blunt	5	
Flail	10	
Bastard Weapon	10	
Two Handed Sword	12	
Two Handed Axe	14	
Two Handed Blunt	11	
Spear	6	
Polearm	12	
Staff	3	
Bow	12	
Crossbow	12	
Small thrown Weapon	2	
Large thrown Weapon	5	
Blade Master	40	
Blunt Master	40	
One-Handed Weapon Master	34	
Two-Handed Weapon Master	38	
Weapons Master	70	
Buckler	5	
Shield	8	
Florentine	5	Any Weapon
Paired Weapons	5	Florentine
Style Master	18	Any Weapon

Skill	XP	Prerequisite
+1 Novice Attack	17	Any Melee
+1 Master Attack	22	Any Melee
+1 Bow Attack	22	Bow or Crossbow
Warrior's Luck	7	+1 Novice Attack
Parry	7	+1 Novice Attack
Disarm	7	+1 Novice Attack
Great Strike	10	+2 Novice Attack
Destroy Strike	10	+2 Novice Attack
Mangle Limb	10	+2 Novice Attack
Master Warrior's Luck	10	+1 Master Attack
Master Parry	10	+1 Master Attack
Master Disarm	10	+1 Master Attack
Master Great Strike	13	+2 Master Attack
Master Destroy Strike	13	+2 Master Attack
Master Mangle Limb	13	+2 Master Attack
Bow Parry	7	+1 Bow Attack
Bow Disarm	7	+1 Bow Attack
Bow Great Strike	12	+2 Bow Attack

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrikes it requires a +2 attack, to buy a second you must have a +4 attack.

Skill	XP	Prerequisite
Alchemy	3	
Engineering	3	
Scribe	3	Read Magic
Smithing	3	
Other Craft	2	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Thieves Tools	3	
Tracking	3	
(CLVL = Character Level)		
Read Magic	8	
School of Magic		Choose One School
School Level 1	3	Read Magic
School Level 2	3	CLVL 2, Sch. Lvl 1
School Level 3	4	CLVL 3, Sch. Lvl 2
School Level 4	5	CLVL 4, Sch. Lvl 3
Level 1 Spell	1	School Level 1
Level 2 Spell	2	Sch Lvl 2, Lvl 1 Spell
Level 3 Spell	3	Sch Lvl 3, Lvl 2 Spell
Level 4 Spell	4	Sch Lvl 4, Lvl 3 Spell
Level 5 Spell	5	Arcane Background

## \*School of Magic Level Requirements

Character Level 1	School Level 1
Character Level 2	School Level 2
Character Level 3	School Level 3
Character Level 4	School Level 4

# WIZARD

<b>Class Description</b>	Wizards range from those who strive to be battle mages, scholars, and powerful sorcerers. There are many schools of magic to learn from but some Wizards to choose to focus on, and specialize in just one.
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<b>Advantage</b>	A Wizard has access to learn up to three schools of magic as they progressively reach the required levels. They have the innate ability to cast magic more freely and easily than other classes. They also have access to more powerful spells and the use of rituals.
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<b>Disadvantage</b>	The ability to train in the use of weapons is costly, and they do not have access to combat skills. Crafting is also somewhat limited for a Wizard as their focus is on their magical abilities.
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<b>Gaining Access to Magic</b>	A Wizard can gain access to magic at level 1 by purchasing the skill School (1) Level 1. You can purchase a new level every time your character gains a level, up to level 6. At level 7 you may then purchase the skill Ritual (School), which will allow you to participate in rituals involving your magic. To cast any of your spells you must purchase the skill Mana. You can buy Mana multiple times, each time giving you one additional point of mana, the more mana you have, the more spells you can cast.
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<b>Talent</b>	<b>Description</b>
<b>Arcane Linguist</b>	This talent allows a character to cast from a scroll of any school not directly opposed to ones the character can cast. The character can read two levels higher than they can cast.
<b>Concentration</b>	This talent allows the character to successfully complete a spell verbal, even if they are struck for damage. Additionally this prevents interruption from happening in a ritual if the player is struck for damage. This ability is usable once per day for every three levels. The proper defense call is "concentration"
<b>Harvest Mana</b>	This talent allows the character the ability to recuperate ten points of mana for every three levels from a mana well. You can draw from a well as many times per day as you want and any amount you want, up to your total points. Additionally a character with the harvest mana talent may share their mana with other characters at the same rate of ten points of mana for every three levels. When a character shares this mana, it is considered spent.
<b>Master Scribe</b>	This talent grants a 100% bonus to the number of Scribing points the character has purchased.
<b>Ritual Affinity</b>	This talent grants the character half cost to ritual mana and increases the chances of success in a ritual.
<b>Specialist</b>	This talent grants a 50% bonus to the amount of mana the character has purchased, this includes ritual mana. A character with this talent may only cast from one school of magic and may not learn other schools.
<b>Spell Defense</b>	This talent grants the character the innate ability to negate the next spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the ability will also block packet-delivered attacks with the "Magic" verbal. The proper defense call for this spell is "Spell Defense." This ability must be activated in advance per the standard rules for protective effects. It is usable once per day for every three levels. The proper verbal for the activation of this ability is "channel spell defense."
<b>Weapon Affinity (Focus)*</b>	This talent grants the character proficiency with both Arcane Focus and Staff. Additionally, the player may use their staff as a focus.

# WIZARD SKILLS

Weapon	XP
Small Blade	3
Small Blunt	3
One Handed Sword	15
One Handed Axe	16
One Handed Blunt	13
Flail	18
Bastard Weapon	18
Two Handed Edge	20
Two Handed Axe	22
Two Handed Blunt	18
Spear	15
Polearm	20
Staff	3
Bow	18
Crossbow	18
Small thrown Weapon	3
Large thrown Weapon	6
Arcane Focus	5

Skill	XP	Prerequisite
+1 Focus Attack	15	Arcane Focus
Scribe	2	Read Magic
Smithing	5	
Other Craft	3	
Gathering	3	
Extra Health	1	
Extra Armor	3	
Examine	1	
First Aid	1	
Sage	2	
Tracking	5	
Read Magic	5	
Mana	1	
Ritual Mana	2	
		(CLVL = Character Level)
School 1 - Level 1	1	Read Magic
School 1 - Level 2	2	CLVL 2, School 1 - Level 1
School 1 - Level 3	2	CLVL 3, School 1 - Level 2
School 1 - Level 4	3	CLVL 4, School 1 - Level 3
School 1 - Level 5	3	CLVL 5, School 1 - Level 4
School 1 - Level 6	4	CLVL 6, School 1 - Level 5
School 1 - Ritual	5	CLVL 7, School 1 - Level 6

School 2 - Level 1	1	CLVL 4, School 1 - Level 4
School 2 - Level 2	2	CLVL 5, School 2 - Level 1
School 2 - Level 3	2	CLVL 6, School 2 - Level 2
School 2 - Level 4	3	CLVL 7, School 2 - Level 3
School 2 - Level 5	3	CLVL 8, School 2 - Level 4
School 2 - Level 6	4	CLVL 9, School 2 - Level 5
School 2 - Ritual	5	CLVL 10, School 2 - Level 6

School 3 - Level 1	1	CLVL 11, School 1 & 2 - Ritual
School 3 - Level 2	2	CLVL 12, School 3 - Level 1
School 3 - Level 3	2	CLVL 13, School 3 - Level 2
School 3 - Level 4	3	CLVL 14, School 3 - Level 3
School 3 - Level 5	3	CLVL 15, School 3 - Level 4
School 3 - Level 6	4	CLVL 16, School 3 - Level 5
School 3 - Ritual	5	CLVL 17, School 3 - Level 6

Refer to **Magic Section** of rulebook for more information on schools of magic.



# TALENTS

Talent	Description
Accurate	This talent grants 100% bonus to the number of pierces the character has purchased.
Acrobatic	This talent grants 100% bonus to the number of sidesteps the character has purchased.
Alert	This talent allows the player a Marshal at the beginning of a mod or encounter if they are able to sense any hidden items, traps or anything else the Marshal wishes to disclose. The marshal may answer with a "yes" or "no" but may reveal more information. This does not reveal the nature of the item or trap, if it is locked or has magical properties.
Alluring Charm	This talent allows the character to befriend a target, charming them to view the caster as if they were their best friend. The target will perform any reasonable requests given to him. It is usable once per day for every three levels. The proper verbal call is "natural befriend".
Ambidextrous	This talent allows a character to use any attack skill on both hands simultaneously. When fighting with a one-handed weapon, damage is split between each hand.
Amphibious	This talent grants the character the ability to freely move and breathe underwater. They also gain +2 Strength whenever fighting in water.
Ancestral Magic	This talent allows the character to choose a level one spell from any school of magic, as long as it's not an opposite of one they can already cast, and cast that spell for free, once a day for every three levels. A non casting class can take this talent and choose any school.
Arcane Background	This talent gives the character the skill of "School (1) Magic 5" and allows them to purchase Level 5 Spell slots and read ritual scrolls. The character must have "School (1) Magic 4" to be able to select this talent.
Arcane Linguist	This talent allows a character to cast from a scroll of any school not directly opposed to ones the character can cast. The character can read two levels higher than they can cast.
Arcane Weapon	This talent allows the player to always have an active carrier on their weapon, that is the same type of magic that they can cast. This carrier can be turned on or off as the player chooses. Example: If the player is a fire caster, the player can choose to always swing "Fire" damage or turn it off to swing "Normal." The proper call is "Activate Arcane Weapon," or "Deactivate Arcane Weapon."
Armor Efficiency	This talent grants a 50% bonus to the armor rating for a character's armor Phys rep.
Armored Dexterity	This talent allows the character to use half of their dexterity armor points in conjunction with the physical armor.
Banshee's Scream	This talent allows the character to attempt to terrify a target. The target must flee from the character. As long as the target can see the character from their present position, they must keep running. It is usable once per day for every three levels. The proper verbal call is "natural terrify".
Bone Armor	This talent grants the character a temporary 50% reduction to slashing and piercing attacks. With magic carriers, such as a magic weapon, you would take full damage, regardless of the weapon type. The proper defensive call is "reduced". Characters with this ability still take full damage to blunt damage and fists. This ability must be activated in advance per the standard rules for protective effects. It is usable once per day for every three levels and each use last for 5 minutes.
Bow Defense	This talent allows the character to purchase up to four bow parries per bow attack, as opposed to the usual limit of one.
Breath Weapon (Element)	This talent grants the character a limited amount of packet-delivered damage depending on sub-species. The character gains ten points per level and the amount can be used in any numerical value. The proper verbal call is "Natural <amount> <type>"
Brigand	This talent grants a 100% bonus to the number of waylays the character has purchased.
Burly	This talent grants the character a +1 strength. The additional strength is also added to your base damage. In addition, characters restricted from using two-handed weapons may now learn the appropriate weapon skills.
Clever Craftsman	This talent reduces the common component cost by half on all crafted items.
Combat Archery	This talent grants a character the ability to deflect and block melee attacks without needing to re-string their bow or crossbow.
Command Fire Elemental	This talent allows the character to attempt to command a fire elemental. This spell will cause a fire elemental to obey simple commands of the caster for the duration of the ability effect. Some elementals may be resistant or immune to this spell. It is usable once per day for every three levels. The proper call is "command fire elemental." The Duration is 5 minutes.
Concentration	This talent allows the character to successfully complete a spell verbal, even if they are struck for damage. Additionally this prevents interruption from happening in a ritual if the player is struck for damage. This ability is usable once per day for every three levels. The proper defense call is "concentration"
Craftsman	This talent grants the character three production points that are usable with any craft that they have purchased. These points can be split and used amongst all crafts that the player has purchased. The character gains three additional production points every three levels.
Crippling Blow	This talent grants a 100% bonus to the number of mangle strikes the character has purchased.
Cutthroat	All killing blows from this character are reduced to one second. Killing blows cannot be used on conscious or sleeping targets. The proper call for the quickened version is "Killing Blow Cutthroat"

# TALENTS

Deep Pockets	This talent makes the character more difficult to search. An increase of 100% is applied to the search count, meaning it takes two minutes. This ability must be announced as “deep pockets” at the beginning of the search count.
Defensive	This talent grants a 100% bonus to the number of parries the character has purchased.
Deflection	This talent allows the character to block non magic missile attacks with their parry ability. The proper defense call is “parry, deflection”
Destructive	This talent grants a 100% bonus to the number of destroy strikes the character has purchased.
Dexterity	This talent grants the character two points of dexterity armor per level. Dexterity armor is lost whenever the character is denied full range of motion. Refitting dexterity armor requires two minutes of rest, where the character may use no in-game actions, and may not move faster than a walking pace. Dexterity cannot be stacked with other forms of non-magical armor.
Dirty Fighter	This talent allows the character to use any attack normally required to be performed from the back, to be used in from the front. It is usable once per day for every three levels. The proper call for this ability is “<damage> <weapon type> <skill type> dirty fighter”
Efficient Alchemist	This talent grants a 40% bonus to the number of alchemy production points the character has purchased.
Efficient Caster	This talent grants a 25% bonus to the amount of mana a character has purchased, this includes ritual mana.
Efficient Crafter	This talent grants a 25% bonus to the number of production points to a craft of your choice, chosen at talent selection.
Efficient Engineer	This talent grants a 40% bonus to the number of engineering production points the character has purchased.
Efficient Gatherer	This talent grants a 100% bonus to the number of components obtained from the gathering skill.
Efficient Rogue	This talent allows a rogue to switch the numerical values of a dagger and a long sword
Efficient Smith	This talent grants a 40% bonus to the number of smithing production points the character has purchased.
Elemental Form	This talent grants the character the ability to assume the form of an elemental creature. The type of element is determined by the race granting access to this talent. While in elemental form, the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered elemental damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals. No other standard elemental abilities are gained through the use of this talent. The ability lasts for five minutes. This is usable once per day for every three levels. The proper activation verbal for this ability is “assume <element> form”
Elemental Pool	This talent grants the character a limited amount of access to packet-delivered natural damage. The character gains ten points per level and the amount can be used in any numerical value. The proper call is “Natural <amount> <type>”
Elemental Resist	This talent grants the character resistance to all elemental effects of a particular element, regardless of method of delivery. The type of element is determined by the race granting access to the talent. This ability is considered smart, meaning the character may choose when to use this ability. The defense must be made within three seconds of being exposed to the elemental effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “resist”
Elven Sage	This talent reduces the cost of all Sage skills by 1.
Enchantment Resist	This talent grants the character resistance to all enchantment effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “resist”.
Escape Artist	This talent grants the character a 50% reduction on all binding effects. This includes (but not limited to): Trap Foot, Entangle, Confine, Cage & Web. Additionally, the character can escape rope (or similar) bindings with a 10 second count.
Essence Drain	This talent grants the ability to drain the essence from a dying target. The player can use this talent in ONE of three ways: restore their health to full OR regain 10 mana OR renew one ability. This is usable once a day for every three levels. The proper call is "Essence Drain: Regain Health / Regain Mana / Renew Ability"
Evasion	This talent grants the character one evade per day for every three levels. Evade protects against all forms of attack by negating the next attack regardless if the attack would have been successful or not. Area of Effect can be protected up to a radius of ten feet. The proper defense call is “evade”. This ability is not usable when under the effects of an ability that causes loss of mobility.
Fear Resist	This talent grants the character resistance to all fear or terrify effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “resist”.
Fierce Attack	This talent grants one use of the great strike ability for every three levels.

# TALENTS

Fire Burst	This talent grants the character the innate ability to negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they take ten points of fire damage. This will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst – Ten Fire". This must be activated in advance as per the standard rules for protective effects. The ability is usable once per day for every three levels. The activation call is "channel fire burst".
Form Expertise	This talent grants the character a 100% bonus to the number of elemental forms granted per day.
Form Mastery	This talent improves the Elemental Form, they are now healed by their elemental damage type in and out of elemental form, have a total +4 Strength, a total 20 temporary HP and have monster claws that deal "5 <type>" damage (this includes the strength,) while in form. NOTE- in order to get this; one must have the following talents: elemental form and form expertise.
Gaseous Form	This talent allows the caster to assume a malleable gaseous form. While in this form, they are immune to normal and silver weapons. While in the gaseous form, a Gust spell will act as a Disperse spell. The caster may slip through cracks in walls or under doors while in this form. The caster must hold their arms above their head, with their hands clasped. No items may be held in either hand while this spell is in effect. The caster should occasionally call "Gaseous Form" to remind others that the spell is still in effect. No In Game abilities may be used while in Gaseous Form. The caster may end the spell prematurely if they wish by verbally saying "End Gaseous Form." This is usable once a day for every three levels.
Greedy	This talent grants a 50% reduction in the amount of time it takes to search a person. A character with this talent may search a person in only 30 seconds, as opposed to the normal 60 seconds. If a character with this talent is searching someone with the deep pockets talent, the search time is one minute. This ability must be announced as "greedy" at the beginning of the search count.
Hard to Kill	This talent allows the player to choose to take half damage from any numerical damage that hits them. This can be physical, alchemical, or magical. This talent is only usable once per day every three levels.
Harvest Mana	This talent allows the character the ability to recuperate ten points of mana for every three levels from a mana well. You can draw from a well as many times per day as you want and any amount you want, up to your total points. Additionally a character with the harvest mana talent may share their mana with other characters at the same rate of ten points of mana for every three levels. When a character shares this mana, it is considered spent.
Healthy	This talent grants an additional health point per level.
Heart of the Element	All weapon attacks and skills can be applied to your claws while in Elemental Form
High Magic	A character with this disadvantage may not learn the shaman aspects or skills.
Improvised Combat	This talent allows the character to wield any weapon. The base damage for any non-proficient weapon is two, regardless of the typical base damage for the weapon. Additionally, the player may continue to fight with a broken weapon, the base damage for the weapon is reduced to 2. If you are proficient with the broken weapon and have novice or master attacks, those still apply to the weapon. This talent does not give the character the ability to use fists or claws.
Iron Grip	This talent grants the character the ability to resist a disarm. When a character is struck with any effect that would cause them to be disarmed, the proper call is "Resist Disarm." This talent is usable once per day for every three levels.
Juggernaut	This talent grants the character immunity from any movement impairing effects (from the waist down, such as slows, trap foot, entangle, or bind) for 5 minutes. The character would still take full effect from "Neck down" effects such as confine, cage and web. This ability is usable once per day for every three levels.
Knockout	This talent grants the character the ability to unleash a powerful strike with their fists, rendering their victim unconscious. The proper verbal call is "knockout". This ability is usable once per day for every three levels.
Lethal	This talent grants a 100% bonus to the number of great strikes the character has purchased.
Lucky Fighter	This talent grants 100% bonus to the number of Warrior's Lucks the character has purchased.
Magic Resist	This talent grants the character resistance to any magic spell. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "resist"
Manhandler	This talent grants the use of the pushback ability. To use this skill, the character must have a weapon in hand. Characters affected by the skill will take a few steps away from you. The proper use for this ability is to hit your target and call "pushback". It's usable once per day for every three levels.
Martial Arts	This talent grants the character body weaponry in the form of monster fists. Additionally, the character gains one Parry for every three levels. The bonus Parries may only be used when fighting unarmed. Additionally, the character may use a staff to deliver tiered body mystic abilities.
Master Alchemist	This talent grants a 100% bonus to the number of Alchemist production points the character has purchased.
Master Engineer	This talent grants a 100% bonus to the number of Engineering production points the character has purchased.
Master Scribe	This talent grants a 100% bonus to the number of Scribing points the character has purchased.
Master Smith	This talent grants a 100% bonus to the number of Smithing production points the character has purchased.

# TALENTS

Medic	This talent grants a 50% reduction in the amount of time it takes to administer first aid. A character with this talent may perform first aid in only thirty seconds, as opposed to the normal sixty seconds. This ability must be announced as “medic” at the beginning of the first aid count.
Meditation	This talent allows the character to regain a single tier ability. The character must “meditate” for two minutes in order for this to work. No in-game actions may be performed; the character should not be moving or talking. This ability is usable once per day for every three levels.
Merchant	This talent grants the player five coin at check in. This amount increases by five every three levels to a max of 35 coin (level 19.)
Monster Claws	This talent grants the character body weaponry in the form of monster claws. Once you have taken this talent, you may no longer use one handed weapons, shields, craft, or use bows. If you have spent experience points on any of these skills, you will be allowed to reuse them. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with claws.
Monster Fists	This talent grants the character body weaponry in the form of monster fists. Once you have taken this talent, you may no longer use one handed weapons, shields, craft, or use bows. If you have spent experience points on any of these skills, you will be allowed to reuse them. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with fists.
Mystic Affinity	This talent reduces the cost of the characters’ mysticism tier ability. The cost is reduced to match the cost of a wizard’s school of magic.
Natural Armor	This talent grants the character two points of natural armor per level. Natural armor may not be refit; it must be healed the same as health damage. Health points are restored before natural armor is, meaning the character must be at maximum health before natural armor may be recovered. Natural armor cannot be stacked with other forms of non-magical armor.
Phase	This talent allows the character to use the innate ability to go incorporeal for a moment to avoid an attack. This works like an evade, except it can still be used while your mobility is limited. It is usable once per day for every three levels.
Photosynthesis	This talent grants the character a limited amount of access to a natural life (healing) pool. The character gains ten points of natural life per level and the amount can be to heal in any numerical value. This type of healing can ONLY be used on yourself. Additionally, if you spend 40 points of the healing pool, you can regenerate a limb. Additionally, if you spend 100 points of the healing pool you may bring yourself out of a bleeding count, to one hp. The proper call is “Natural <amount> Life”
Poison Resist	This talent grants the character resistance to all poison effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “Resist”.
Poisonous	This talent grants the character the ability to use a paralyze poison. It may be used by packet or a topical for their weapon. The poison will wear off of a weapon after an hour from coating. This ability is useable once per day for every three levels. The proper verbal call for weapon coating is “Enact Poison”. The proper verbal call for thrown is “Natural Paralyze Poison”
Pounce	This talent grants the use of the pushback ability. To use this skill, the character must have a weapon in hand. Characters affected by the skill will take a few steps away from you. The proper use for this ability is to hit your target and call “pushback”. It is usable once per day for every three levels.
Pruning	This talent grants the player one common herb or wood component for every three levels at check-in. At level 10 you also gain one uncommon herb or wood component (only one) per event. At level 19 you also gain one rare herb or wood component (only one) per event.
Psychic Pool	This talent grants the character a limited amount of access to packet-delivered psychic damage. The character gains ten points per level, and can be delivered in any amount. The proper call is “<amount> psychic”
Psychic Resist	This talent grants resistance to all psychic effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is “Resist”.
Psychic Surge	This talent grants the character the ability to strengthen a psychic ability in such a way that standard psychic defenses will not work. If an opponent has a psychic defense, it will not activate when struck by a psychic surge. The only defenses against this ability is an Evade and Phase. It is usable once per day for every three levels. The proper verbal call is “<psychic ability> surge”
Quick Learner	This talent grants the player a 1-point discount when purchasing their weapon and crafting skills. Does not count towards style affinity choices.
Racial Production	This talent grants the character 5 production points per character level. The type of points gained is dependent on the character’s race.
Rage	This talent grants the character the ability to go into a battle rage. While in a rage, the character gains +2 strength, Threshold 4, 10 health points, and fear immunity, but loses access to any combat defenses they may have, i.e. parry, sidestep, etc. This ability lasts for five minutes. Upon the completion of a rage, the character is affected as if by a weakness spell for five minutes. It is usable once per day for every three levels. This ability is announced as “incite battle rage.”

# TALENTS

Rapid Refit	This talent grants a 50% reduction in the amount of time it takes to refit the character's armor. A character with this talent may refit their armor in only thirty seconds, opposed to the normal sixty seconds. This ability may be performed on an ally. This ability must be announced as "Rapid Refit" at the beginning of their count.
Read Scroll	This talent allows the character to read and cast scrolls from two schools of magic, chosen upon selecting this talent. You can read two levels higher than you can cast, and cannot chose opposing schools. Example: Upon selecting this talent if you currently have no schools of magic to cast from, you will choose two schools (non opposing) and are able to read scrolls up to level 2 from those schools.
Reflect Magic	This talent will allow a player that has been hit with a spell to negate the effects on themselves and the original caster take effect from the spell. A reflect magic used in this way can be used as the player chooses to and is considered smart. The proper defense call for this spell is "Reflect Magic." This talent is useable once a day for every three levels.
Repair	This talent allows a character to spend an appropriate component and repair an item that has been broken after any amount of time. The character must spend one minute of concentration on the item and roleplay the repair.
Resourceful	This talent allows the character to transfer production points from one skill to another that they already possess.
Reverse	When struck by a melee attack, you can reverse physical damage and any carriers of that attack back at the attacker. The appropriate call is "Reverse"
Ritual Affinity	This talent grants the character half cost to ritual mana and increases the chances of success in a ritual.
Salvage	This talent grants the ability to salvage components from broken or worn out weapons, armor or various other items.
Shadow Walk	This talent allows the character to travel from their current location to another. The character must begin and end the transportation in a shadowy area. The destination must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the character to walk to the new shadowed area. This travel is Out of Game. This ability is usable once per day for every three levels.
Specialist	This talent grants a 50% bonus to the amount of mana the character has purchased, this includes ritual mana. A character with this talent may only cast from one school of magic and may not learn other schools.
Spell Defense	This talent grants the character the innate ability to negate the next spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the ability will also block packet-delivered attacks with the "Magic" verbal. The proper defense call for this spell is "Spell Defense." This ability must be activated in advance per the standard rules for protective effects. It is usable once per day for every three levels. The proper verbal for the activation of this ability is "channel spell defense."
Spell Scholar	This talent allows the character to cast scrolls from any school of magic up to level 4. School is chosen when selecting this talent and it cannot be an opposing school from which you already cast.
Stealthy	This talent grants the character the ability to gain a +1 bonus to front attacks for each permanent +4 back attack they own.
Stun Resist	This talent grants the character the ability to resist the stun effect. The proper activation call is "Resist Stun." This is usable once a day for every three levels.
Style Affinity (paired Weapons)	This talent grants the character the Florentine and Paired Weapons skills. In addition, when fighting with two weapons, the character gains one Counter for every three levels. Counter allows the character to avoid a melee attack, and immediately make a counter attack. The character activating the counter does not need to strike the other person; the damage is part of the defense call. This is represented by calling the proper defense of "counter, 10 <your damage type>" this ability is usable once per day for every three levels. Counters may not be used unless the character is wielding two weapons.
Style Affinity (Shield)	This talent grants the character the Shield skill. In addition, when fighting with a shield, the character gains one resist disarm. The proper activation call is "Resist Disarm." This ability is usable once per day for every three levels.
Superhuman Strength	This talent grants the character the +2 Strength monster ability. When fighting with a one-handed weapon, damage is split between each hand.
Tactician's Insight	This talent allows a character to regain to the use of a purchased combat skill when it used AND the attack misses, has no effect or a defensive is used to protect against it. Combat skills include - destroy strike, disarm, execute, great Strike, mangle limb and waylay. This does not include combat skills gained through talents, magic items or other effects. This talent is usable once a day for every three levels. The proper activation call is "Insight Renew X."
Taunt	This talent grants the character the ability to mock someone to the point of frenzy, forcing them to focus their attacks on the character. The target behaves as if they are under the effects of the Rage talent, though none of the benefits are granted, nor is the Weakness effect gained. If the target has the Rage talent, one use is activated, & the benefits are granted. Creatures with low intelligence are unaffected by this ability. The appropriate activation for this skill is "Appropriate taunt, Taunt" Make sure that the taunt is kept innocent as to not upset a player in real life. It is usable once per day for every three levels.
Temporal Resist	This talent grants the character resistance to all temporal effects, regardless of the method of delivery. The ability is considered smart, meaning the character may choose when to use it. The defense call must be made within three seconds of being exposed to the effect. If not called within time, the character takes the effect. It is usable once per day for every three levels. The proper defense call is "Resist"
Threshold	This talent grants the character a physical threshold that increases by two every five levels. A level 1 character starts with a threshold of 2, level 6 has a threshold of 4, etc. If an attack is less than or equal to the threshold, the proper defense call is "no effect" to let your opponent know that their attack was ineffective.

# TALENTS

Tracker	This talent grants the player the tracker skill, additionally you gain one max rank sage (three ranks) skill that is related to a monster type of your choice every three levels.
Tree walker	This talent grants the character the ability to travel from one tree to another. The second tree must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the character to walk to the new tree. This travel is Out of Game. This ability is usable once a day for every three levels.
Tumbler	This talent grants the character one Sidestep for every three levels.
Unmovable	This talent allows the player to resist knockback, pushback, and gust spells and abilities. The character must keep their feet planted. This ability lasts for 5 minutes and is usable once a day for every three levels
Versatile	This talent allows the player to take one talent from any other class' talent list provided all rules and restrictions are followed accordingly. (Example a Wizard cannot take Style Affinity – Shield)
Wanderer Blessing	This talent grants the character one random combat skill from melee skills, special skills or a renew ability. This ability is chosen at random during check-in from a predefined list for each day the player is in-game. This is usable once a day for every three levels.
Warcry	This talent grants the character the ability to rally their comrades, increasing their combat effectiveness. The initiating character and those included in the Warcry gain two extra points of damage on their attacks. This ability lasts until the end of combat. Initially, the character may include one person in the Warcry. Every time another use of this ability is granted, one additional person may be included. It is usable once per day for every three levels. The proper activation call for this ability is "Warcry"
Weapon Familiarity	This talent grants the character an additional point of base damage when fighting with a specified weapon type. The character is free to choose any weapon they are capable of using but must do so when initially picking this talent.
Web	This talent allows the character to encase someone in a web from the neck down. This skill is packet delivered and is usable once per day for every three levels. The proper verbal call is "Natural Web". Web lasts for five minutes.
Were-form	This talent grants the character the form of a were-creature. During the night-time hours, the character gains 10 health, claws, +2 strength, and immunity to fear and terrify effects. The character immediately takes form at 7pm and reverts to their normal selves at 7am. NOTE: Once this talent is taken, the character takes double damage from silver weapons at all times of the day.
Worker	This talent reduces the cost of gather skills by 1 xp.

# WEAPON AFFINITIES

Weapon Affinity	Description
Weapon Affinity (Bow)	This talent grants the character proficiency with a bow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a bow.
Weapon Affinity (Claws)	This talent grants the character body weaponry in the form of monster claws. Additionally, the character gains one strike with the damage carrier "Pierce" every three levels. The Pierce damage carrier may only be used when fighting with claws. Additionally, claws count towards the body weaponry requirement of Mysticism.
Weapon Affinity (Crossbow)	This talent grants the character proficiency with a Crossbow. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a Crossbow.
Weapon Affinity (Dagger)	This talent grants the character proficiency with a dagger. Additionally, the character gains one Waylay every three levels. The bonus Waylay may only be used when fighting with a dagger.
Weapon Affinity (Flail)	This talent grants the character proficiency with all flails. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with a flail.
Weapon Affinity (Focus)	This talent grants the character proficiency with both Arcane Focus and Staff. Additionally, the player may use their staff as a focus.
Weapon Affinity (One handed Axe)	This talent grants the character proficiency with all one-handed axes. Additionally, the character gains one Mangle Limb for every three levels. The bonus Mangles may only be used when fighting with a one-handed axe.
Weapon Affinity (One handed Blunt)	This talent grants the character proficiency with all one-handed blunt weapons. Additionally, the character gains one Destroy strike every three levels. This bonus destroy may only be used when fighting with a one handed blunt weapon.
Weapon Affinity (One handed Club)	This talent grants the character proficiency with all one-handed clubs. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with a one-handed club.
Weapon Affinity (One handed Hammer)	This talent grants the character proficiency with all one-handed hammers. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroys may only be used when fighting with a one-handed hammer.
Weapon Affinity (One handed Sword)	This talent grants the character proficiency with all one-handed swords. Additionally, the character gains one Disarm for every three levels. The bonus Disarms may only be used when fighting with a one-handed sword.
Weapon Affinity (Player Choice)	This talent grants the character proficiency with a weapon of their choice. All other rules and restrictions must be followed with respect to choice. This talent does not give you the associated skill with the affinity chosen, only the weapon skill.
Weapon Affinity (Polearm)	This talent grants the character proficiency with a polearm. Additionally, the character gains one Great Strike for every three levels. The bonus Great Strikes may only be used when fighting with a polearm.
Weapon Affinity (Small Thrown Weapons)	This talent grants the character proficiency with small thrown weapons and increases the base damage to 2. Additionally, the character gains one Pierce for every three levels. The bonus Pierce may only be used when fighting with a small thrown weapon.
Weapon Affinity (Spear)	This talent grants the character proficiency with a spear. Additionally, the character gains one Pierce for every three levels. The bonus Pierces may only be used when fighting with a spear.
Weapon Affinity (Two Handed Blunt)	This talent grants the character proficiency with Two-Handed Blunt weapons. Additionally, the character gains one Mangle Limb every three levels. The bonus Mangle Limb may only be used when fighting with a Two Handed Blunt Weapon.
Weapon Affinity (Two handed Mace)	This talent grants the character proficiency with Two-handed Maces. Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroys may only be used when fighting with a two-handed mace.
Weapon Affinity (Unarmed)	This talent grants the character body weaponry in the form of monster fists. Additionally, the character gains one Parry for every three levels. The bonus Parries may only be used when fighting unarmed.

# DISADVANTAGES

Disadvantage	Description
Bane	This disadvantage causes the character to sustain double damage from their respective opposing element the character has "Bane" to. In addition, the character cannot receive beneficial spells or healing from an element they have Bane to. Example: If a character has Bane (Fire), they may not receive beneficial fire spells or abilities and will sustain double damage from any harmful spells or abilities. This is in effect at all times regardless if a character is in an elemental form or not (example Vincuul).
Chi Block	A character with this disadvantage may purchase the Path of the Body Tiers, but at double cost. This does not include the Tier Abilities.
Crafting Finesse	A character with this disadvantage may only purchase and use the Smithing craft.
Family Ties	A character with this disadvantage maintains a strong bond with their extended family, clan, or tribe. The character may never accept a position of responsibility, as the needs of the family always take precedence over the needs of others. Additionally, from time to time the character may be asked to help a family member in trouble, and they are expected to do so. Failure to comply with this roleplaying disadvantage may result in In-game disciplinary action.
Fragile	A character with this disadvantage may not purchase the Healthy talent.
Magic Ineptitude	A character with this disadvantage must purchase skills related to magic (Read Magic and School Levels,) but at double cost. This does not include mana or spell levels.
Mental Block	A character with this disadvantage may purchase the Path of the Mind Tiers, but at double cost. This does not include the Tier Abilities.
Opposable Thumbs	A character with this disadvantage must pay double cost for the Shield skill.
Crafting Ineptitude	A character with this disadvantage may purchase all crafting skills, but at double cost
Prohibited Magic	A character with this disadvantage may not purchase any magic, or learn the shaman aspects; or learn to cast spells period.
Weapon Ineptitude (Bow)	A character with this disadvantage may purchase the skill to use a bow, but at double cost.
Weapon Ineptitude (Blunt)	A character with this disadvantage may purchase any Blunt Weapon skills, but at double cost.
Weapon Ineptitude (Two Handed)	A character with this disadvantage may purchase the Two-Handed Sword, Two-Handed Blunt, or Polearm skills, but at double cost.
Weapon Ineptitude (Small/Short)	A character with this disadvantage may purchase the skills for any small or short weapons but at double cost.
Reverse Metabolism	The character will be healed by Death magic, which means they are hurt by Life. All alchemy affects deathtouched.
Servant	This disadvantage causes the character to be controlled by a command spell of the appropriate type. Example: Deathtouched with "Command Undead," Vincuuls with "Command Elemental," and Rodents and Arachnids with "Command Animal."



# SKILLS

The descriptions of the skills found on the class pages are found in on following pages. These charts are used to display the cost in experience you must spend to purchase a skill for your character, as well as showing the prerequisites for doing so.

Each chart is separated into three sections:

**Skill** - The name of the skill available for purchase.

**Cost** - The cost of that skill for each class (if it is available to that class).

**Prerequisite** - Any requirements that MUST be met before purchasing the skill.

## Weapon Skills

Weapon skills are broken down into three categories:

**Weapons** - The actual skill that must be purchased to use a weapon.

**Weapon Mastery** - A skill that allows a character mastery in a given type of weaponry.

**Style** - The skills that allow a character the ability to use different fighting styles such as using a sword with a shield, or two weapons at once.

## Combat Skills

Combat skills are broken down into bonuses to damage, special melee, ranged, and other skills:

**Melee Damage:** Increases the amount of damage a melee weapon strike will deal.

**Bow Damage:** Increases the amount of damage a bow will deal.

**Back Damage:** Increase the amount of damage a melee weapon will deal when attacking a target from behind.

**Melee Skills:** Melee skills that offer a temporary advantage in combat either defensively or offensively by resulting in a special effect, such as disarming a weapon, or destroying it all together.

**Melee Mastery:** The mastery of the melee skills previously mentioned, see the respective

descriptions on the page after the Combat Skills chart.

**Ranged Skills:** Ranged skills that offer a temporary advantage in combat either defensively or offensively by resulting in a special effect, such as deflecting an attack, or increasing damage temporarily with a bow.

**Special Combat Skills:** Combat skills specific to certain classes that allow for a temporary advantage in combat either defensively or offensively by resulting in a special effect, such as avoiding an attack, rendering an enemy unconscious, and more.

## Other Skills

The Other Skills chart consists of crafting, magic, mysticism, and other miscellaneous skills:

**Crafting Skills:** Skills that allow a character to craft items and gather components.

**Other Skills:** This section contains the ability to bandage an ally, examine the condition of a body, as well as the prerequisites for various skills.

**Schools of Magic:** Contains the skills for various magic using classes.

**Spells:** Contains the spells that must be purchased for various magic using classes.

**Mysticism:** The skills that allow for a Martial Artist to use their Mystic abilities

### **Costs:**

Each column under costs is titled with initials of a class, here is the breakdown of those:

**FIG:** Fighter

**AW:** Arcane Warrior

**WAR:** Warden

**CAV:** Cavalier

**MYS:** Mystic

**ROG:** Rogue

**ART:** Artisan

**WIZ:** Wizard

### **Purchasing Skills:**

The process of purchasing skills should work in the following steps:

1. Determine how much experience you must spend on skills.
2. Based on the class you chose and the kind of character you wish to play, go to the appropriate skill chart and select skills that you wish to obtain.
3. Ensure that the skill you want can be used by your class by looking under the appropriate column for your class to see if it is available for purchase.
4. Then, if the skills are available for purchase, look to the prerequisite column and make sure that you have met all the necessary requirements to purchase the chosen skill.
5. Then subtract the number in the cost column for your class from the total number of experience points you have available to spend. The remaining number is what you have left to spend.

Remember that if you do not spend all your experience and some remaining, it can be saved and spent later when you have more experience built up.

# WEAPON SKILLS

	FIG	AW	WAR	CAV	MYS	ROG	ART	WIZ		Prerequisite
<b>Weapons</b>										
Small Blade	2	2	2	2	2	2	2	3		
Small Blunt	2	2	2	2	2	2	2	3		
One Handed Sword	5	6	7	5	6	7	6	15		
One Handed Axe	6	7	6	7	7	8	7	16		
One Handed Blunt	3	5	6	6	6	6	5	13		
Flail	9	10	10	12	10	14	10	18		
Bastard Weapon	9	10	10	12	10	14	10	18		
Two Handed Sword	10	11	12	14	12	15	12	20		
Two Handed Axe	12	13	14	16	14	17	14	22		
Two Handed Blunt	9	10	11	13	11	14	11	18		
Spear	5	6	7	5	6	7	6	15		
Polearm	10	11	12	14	10	15	12	20		
Staff	3	3	3	3	3	3	3	3		
Bow	7	10	7	10	10	12	12	18		
Repeater Crossbow	7	10	10	12	10	12	12	18		
Small Thrown Wpn.	2	2	2	2	2	2	2	3		
Large Thrown Wpn.	5	5	5	5	5	5	5	6		
Arcane Focus								5		
<b>Weapon Mastery</b>										
Blade Master	32	36	38	42	38	44	40	55		
Blunt Master	30	36	38	42	38	44	40	55		
One-Handed Weapon Master	26	30	32	35	32	36	34	50		
Two-Handed Weapon Master	28	32	34	40	34	42	38	53		
Weapons Master	52	66	68	74	68	82	70	120		
<b>Style</b>										
Buckler				5		6	5			
Shield	7	7	8		8		8			
Florentine	3	5	3	3	3	3	5			Any Weapon
Paired Weapons	3	5	3	3	3	3	5			Florentine
Style Master	10	15	12	9	12	10	18			Any Weapon

# WEAPON SKILLS

<b>Small Blade</b>	Daggers, hatchets, ect. Base damage is 1.
<b>Small Blunt</b>	Sap, frying pans, hammers, ect. Base damage is 1.
<b>One Handed Sword</b>	Foils, sabers, ect. Short base damage is 2. Long base damage is 3.
<b>One Handed Axe</b>	Axes of many sizes. Short base is 3. Long base is 4.
<b>One Handed Blunt</b>	Maces, clubs, hammers, ect. Short base is 2. Long base is 3. Hammer does an additional +1.
<b>Flail</b>	A weapon that includes a ball and chain. Base damage of 3. Max chain length of 5"
<b>Bastard Weapon</b>	This includes swords, hammers, blunt, and axes that can be used one or two handed. One handed base is 4. Two handed base is 5. Axes and hammers do an additional +1 damage.
<b>Two Handed Sword</b>	Edged weapon such as sword that require two hands to use. Base damage is 5.
<b>Two Handed Axe</b>	Large axe that requires two hands to use. Base damage is 6
<b>Two Handed Blunt</b>	Clubs, hammers, and maces that require two hands to use. Base damage is 5. Hammers do an additional +1 damage.
<b>Spear</b>	A non-slashing type weapon. Base damage is 3.
<b>Polearm</b>	A two handed weapon that has a bladed end, like a glaive. Base damage is 5.
<b>Staff</b>	A wooden stick that requires two hands in the middle to use. Base damage is 3.
<b>Bow</b>	A strung weapon that shoots projectiles. Base damage is 3 with the damage carrier of "Pierce". If you do not have access to the "combat archery" talent, you must "restring" your weapon if you use it to block an attack. Restringing takes a 5 count. Bows do not get a strength bonus. To fire a bow you must pull an arrow from a quiver, than tap the bow, to signify loading, before you throw.
<b>Repeater Crossbow</b>	A strung weapon that shoots projectiles. Base damage is 5 with the damage carrier of "Pierce." This weapon can fire five round and then requires a 5 second count for reloading the weapon. If you do not have access to the "combat archery" talent, you must "restring" your weapon if you use it to block an attack. Between each fire you must pull an arrow and tap the crossbow to signify loading, then you may throw.
<b>Small Thrown Weapon</b>	And hand held small weapon that is meant to be thrown, like small daggers. These weapons are built with zero core. Base damage is 1. Thrown axes and hammers do an additional +1 damage. Length is shorter than 12".
<b>Large Thrown Weapon</b>	A hand held large weapon that is meant to be thrown, like javelins. These weapons are built with zero core and soft cell foam padding on all edges. Base damage is 2. Thrown axes and hammers do an additional +1 damage. Length is between 13" and 30" maximum.
<b>Arcane Focus</b>	An object such as a book or wand that is used to make a packet delivered ranged attack. The proper call is "3 Normal." Damage can be increased by purchasing the " <b>Focus Damage Skills</b> ".
<b>Blade Master</b>	Includes small blade, one handed sword, one handed axe, spear, bastard sword, two handed sword, and polearm.
<b>Blunt Master</b>	Includes small blunt, one handed blunt, flail, two handed blunt, and staff.
<b>One Handed Master</b>	Includes small blade, small blunt, one handed sword, one handed axe, one handed blunt, flail, spear, and bastard sword.
<b>Two Handed Master</b>	Includes bastard sword, two handed sword, two handed blunt, polearm, and staff.
<b>Weapons Master</b>	Includes all weapon skills.
<b>Buckler</b>	Grants the use of a small shield that must be no more than 12" in diameter
<b>Shield</b>	Grants the use of shield
<b>Florentine</b>	The ability to use a small weapon with a one handed weapon. Ex: dagger and long sword
<b>Paired Weapon</b>	The ability to use any long sized weapon or shorter in combination with another long sized weapon or shorter. Ex: two long swords
<b>Style Master</b>	Includes Shield, Florentine, and Paired Weapons.

# COMBAT SKILLS

	FIG	AW	WAR	CAV	MYS	ROG	ART	WIZ			Prerequisite
<b>Damage Increases</b>											
+1 Novice Attack	12	15	17	17	17			17			Melee Weapon
+1 Master Attack	15	22	22	22	22			22			Melee Weapon
+1 Bow Attack	17	22	15	22	22	15	22				Ranged Weapon
+2 Back Attack						15					Melee Weapon
+1 Focus Attack								15			Arcane Focus
<b>Melee Skills</b>											
Warrior's Luck	5	6	7	7	7			7			+1 Novice Attack
Parry	5	6	7	7	7			7			+1 Novice Attack
Disarm	5	6	7	7	7			7			+1 Novice Attack
Great Strike	8	9	10	10	10			10			+2 Novice Attack
Destroy Strike	8	9	10	10	10			10			+2 Novice Attack
Mangle Limb	8	9	10	10	10			10			+2 Novice Attack
Flurry	5 or 8	Requires 3 of any one Melee Skill (except Warrior's Luck) per purchase. See Description									
<b>Melee Mastery</b>											
Master Warrior's Luck	7	10	10	10	10			10			+1 Master Attack
Master Parry	7	10	10	10	10			10			+1 Master Attack
Master Disarm	7	10	10	10	10			10			+1 Master Attack
Master Great Strike	10	13	13	13	13			13			+2 Master Attack
Master Destroy Strike	10	13	13	13	13			13			+2 Master Attack
Master Mangle Limb	10	13	13	13	13			13			+2 Master Attack
Flurry	7 or 10	Requires 3 of any one Master Melee Skill (except Warrior's Luck) per purchase. See Description									
<b>Ranged Skills</b>											
Bow Parry	7	7	5	7	7	7	7				+1 Bow Attack
Bow Disarm	7	7	5	7	7	7	7				+1 Bow Attack
Bow Great Strike	12	12	10	12	12	12	12				+2 Bow Attack
<b>Special Combat Skills</b>											
Waylay								6			+2 Back Attack
Pierce								7			+2 Back Attack
Sidestep								5			+2 Back Attack
Execute								10			+4 Back Attack

# COMBAT SKILLS

<b>Novice Attack</b>	This skill grants a permanent point of damage that is given to a chosen weapon type (ex: one-handed sword) and hand. Novice Attack can be applied to any melee weapon or thrown weapons. When applied to claws or fists it applies to both hands.
<b>Master Attack</b>	This skill grants a permanent point of damage that is given to all weapons used except bows or crossbows, a hand must be declared upon purchase. When applied to claws or fists it applies to both hands.
<b>Bow Attack</b>	This skill grants a permanent point of damage that is given to a bow or crossbow.
<b>Back Attack</b>	This skill grants a permanent 2 points of damage that is used when striking from behind a target. This bonus cannot be used from the front of the target. A hand must be declared upon purchase. When applied to claws or fists it applies to both hands.
<b>Focus Damage</b>	This skill grants a permanent point of damage that is given to the Arcane Focus.
<b>Warrior's Luck</b>	This skill grants a random skill from the melee skill list to the player, the skill randomly selected and is used in place of the warriors luck. This skill is usable till the end of the event, the following event a new skill will be chosen. These skills are selected randomly at check-in by a staff member.
<b>Parry</b>	This skill grants the player the ability to negate a physical weapon strike, this includes numerical damage, abilities and skills. This does not include any arrow, thrown weapons or spells. A weapon must be in hand to use this ability. You must have the required attack prerequisites for the weapon that you are using this skill with in order to use it (ex: You have a +2 Novice Attack to Bastard Weapon, you cannot use this with a polearm.) The proper defense call is "Parry." This skill is usable once per purchase.
<b>Disarm</b>	This skill grants the player the ability to knock an enemy's weapon from their hand. The player must drop the item for 3 seconds before picking it back up. If the attacking player chooses to call a specific item (ex: "Disarm Shield") and the strike hits, the defending player will drop the called item. If the attacking player does not call a specific item, the defending player gets to choose what item they drop. You must have the required attack prerequisites for the weapon that you are using this skill with in order to use it (ex: You have a +2 Novice Attack to Bastard Weapon, you cannot use this with a polearm.) The proper call is "Disarm". Usable once per purchase
<b>Great Strike</b>	This skill grants the player the ability to add +35 Damage to their next physical attack. You must have the required attack prerequisites for the weapon that you are using this skill with in order to use it (ex: You have a +2 Novice Attack to Bastard Weapon, you cannot use this with a polearm.) No activation call is required. Usable once per purchase.
<b>Destroy Strike</b>	This skill grants the player the ability to destroy an object, shield or weapon. If the attacking player chooses to call a specific item (ex: "Destroy Shield") and the strike hits, the defending player's item is destroyed. If the attacking player does not call a specific item, the defending player gets to choose what item is destroyed. A player cannot fight or use an item that is destroyed, they have one minute to have it fixed via magic before the item can no longer be fixed and the item is permanently destroyed. The proper call is "Destroy Strike." This skill is usable once per purchase.
<b>Mangle Limb</b>	This skill grants the player the ability to mangle another player's limb, while mangled a player cannot use that limb. If the attacking player chooses to call a specific limb (ex: "Mangle Right Arm") and the strike hits, that limb of the defending player is mangled. If the attacking player does not call a specific limb, the defending player gets to choose what limb is mangled. The proper call is "Mangle Limb". This skill is usable once per purchase.
<b>Flurry</b>	This skill grants the player the ability to continually use any one melee skill (except Warrior's Luck) and lasts through concentration. They must have purchased 3 of the selected melee skill to use as a Flurry at the purchase of this ability and may only use Flurry once per day per purchase. Once the Flurry begins, the player must plant one of their feet but may pivot on the other. The player may not switch the planted foot for the other. Otherwise the Flurry is disrupted. The Flurry is also interrupted as soon as the player is struck by an attack or spell, ending their concentration. As noted in the cost, the Flurry costs the same as the skill you are using the Flurry of (ex: Parry is a minimum of 5. After purchasing 3 Parry's as a prerequisite, a player wishing to purchase Flurry must pay 5 XP to purchase a Flurry of Parry).
<b>Waylay</b>	This skill grants the player the ability to Stun a target. This will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally while the target is stunned they cannot defend from attacks, attack themselves (with any weapon,) block or run. The target may still walk, talk and can walk away. The proper way to deliver this attack is by striking your opponent's back with your weapon. The proper call is "Physical Stun". This skill is usable once per purchase.
<b>Pierce</b>	This skill grants the player the ability for their next attack to ignore another player's armor, this attack goes straight to a player's health points. The proper call is "<damage> <weapon type> Pierce". This skill is usable once per purchase.
<b>Sidestep</b>	This skill grants the player the ability to negate a physical weapon strike, this includes numerical damage, abilities and skills. This does not include any arrow, thrown weapons or spells. The proper defense call is "Side Step." This skill is usable once per purchase.
<b>Execute</b>	This skill grants the player the ability to deal crippling damage to your opponent. When used, this skill acts as a killing blow. The proper call is "<damage> <weapon type> Execute". This skill is usable once a day per purchase.

For all combat skills: the prerequisites for the skill are cumulative. Example: if you buy one parry it requires a +1 attack, in order to buy a second parry you must have a +2 to attack. Likewise to buy one greatstrike it requires a +2 attack, to buy a second you must have a +4 attack.

# OTHER SKILLS

	FIG	AW	WAR	CAV	MYS	ROG	ART	WIZ		Prerequisite
<b>Profession Skills</b>										
Alchemy	5	5	3	4	4	3	3			
Engineering			5			3	3			
Smithing	3	3	4	5	5	6	3	5		
Scribe		4	4				3	2		Read Magic
Other Craft	3	3	3	3	3	3	2	3		
Gathering	3	3	3	3	3	3	3	3		Must choose type upon purchase, see description
<b>Other Skills</b>										
Extra Health Point	1	1	1	1	1	1	1	1		
Extra Armor	3	3	3	3	3	3	3	3		Can only purchase twice
First Aid	1	1	1	1	1	1	1	1		
Examine	1	1	1	1	1	1	1	1		
Sage	2	2	2	2	2	2	2	2		Please see Sage Book for list
Thieves Tools						2	3			
Tracking	4	4	2	4	4	3	3	5		
<b>Magic Skills</b>										
Read Magic		8	8				8	5		
Mana								1		School (1) Level 1
Ritual Mana								2		Ritual (School)
<b>Schools of Magic (CLVL = Character Level)</b>										
School (1) Level 1		3	3				3	1		Read Magic
School (1) Level 2		3	3				3	2		School (1) Level 1 / CLVL 2
School (1) Level 3		4	4				4	2		School (1) Level 2 / CLVL 3
School (1) Level 4		5	5				5	3		School (1) Level 3 / CLVL 4
School (1) Level 5								3		School (1) Level 4 / CLVL 5
School (1) Level 6								4		School (1) Level 5 / CLVL 6
Ritual (School)								5		School (1) Level 6 / CLVL 7
School (2) Level 1								1		School (1) Level 1 / CLVL 4
School (3) Level 1								1		School (1) & (2) Level 6 / CLVL 11 / Ritual Magic in first two schools
<b>Spells</b>										
Level 1 Spell		1	1				1			School (1) Level 1
Level 2 Spell		2	2				2			School (1) Level 2
Level 3 Spell		3	3				3			School (1) Level 3
Level 4 Spell		4	4				4			School (1) Level 4
Level 5 Spell		5					5			Arcane Background
<b>Mysticism</b>										
Mysticism Tier 1					1					WA (Unarmed/Claws) / Meditation
Mysticism Tier 2					2					Mysticism Tier 1
Mysticism Tier 3					3					Mysticism Tier 2
Mysticism Tier 4					4					Mysticism Tier 3
Mysticism Tier 5					5					Mysticism Tier 4
<b>Mysticism Tier Abilities</b>										
Tier 1 Ability					1					Mysticism Tier 1
Tier 2 Ability					2					Tier 1 Ability
Tier 3 Ability					3					Tier 2 Ability
Tier 4 Ability					4					Tier 3 Ability
Tier 5 Ability					5					Tier 4 Ability

# OTHER SKILLS

<b>Alchemy</b>	This skill grants the player the ability to create elixirs and poisons.
<b>Engineering</b>	This skill grants the player the to create traps and locks. It also gives you the ability to pick locks and disarm traps.
<b>Smithing</b>	This skill grants the player the to craft weapons, shields, and armor.
<b>Scribe</b>	This skill grants the player the to create magic scrolls for future use.
<b>Other Craft</b>	This skill represents crafting skills that are not listed. Examples, but not limited to, Cooking, Brewing, Sewing, ect.
<b>Gathering</b>	When buying this skill, the player chooses between: herbalism, logging, mining or skinning. With each purchase of the
<b>Sage</b>	This skill represents knowledge in a certain field; with the correct Sage you can be given information on a creature,
<b>Thieves Tools</b>	This skill gives the player the ability to disarm traps, pick locks and set traps.
<b>Tracking</b>	This skill allows the player to track NPC's (cannot be used to track player characters,) you must seek a Marshal out to use this ability, the marshal will determine if tracking is able to be performed on said NPC.
<b>Extra Health</b>	This will grant the player an additional point of health per purchase.
<b>Extra Armor</b>	This will increase the players armor cap by 5 points, can only be purchased twice. You must have the physical armor rep
<b>First Aid</b>	This skill grants the player the ability to patch a body that is in it's bleeding count. You also get the ability to tell how badly a subject is hurt. To first aid a body, you place your hand on the shoulder of the bleeding character and announce first aid. This skill takes one minute to perform. During first aid, the target pauses his bleeding count, if the first aid is interrupted, they resume their bleeding count where they left off. Additionally you are able to use Alchemy to heal someone who is unconcious or bleeding.
<b>Examine</b>	This skill grants the player the ability to do minor checks on a body. You may ask the recipient simple yes or no questions.
<b>Read Magic</b>	This skill grants the player the ability to understand and use magic. This skill is a pre-requisite to purchasing schools of magic. This also grants the ability to read a scroll from a school of magic that the caster can use. The caster may read scrolls up to two levels higher than they can cast from.
<b>Mana</b>	The essence that casters use to make their spells come to life. The amount of mana allowed per spell is based on level of the spell, as well as character level. Example – a level 5 caster can put up to five mana into a spell. This can either be a level 1 spell maxed out or a level 5 spell.
<b>Ritual Mana</b>	The essence that casters use to make rituals come to life. The amount of ritual mana used in the ritual is determined by the caster, adding more or less to a ritual can have different effects; to begin a ritual a minimum of one ritual mana must be spent. Ritual components can be used as a substitute for ritual mana based on the rarity of the component.
<b>School (X) Magic</b>	This skill grants the player the ability to cast magic from a chosen school. In order to cast from multiple schools, you much purchase this each time. You may learn your first school starting at level 1. Your level of magic is also tied to your level. So at level 2, you can only cast to level 2. You can start your second school at level 4. You can pick up your third school after you have purchased Ritual magic in your previous two purchased schools and reached level 11.
<b>Ritual (School)</b>	This skill grants the player the ability of Wizards to cast ritual magic. In order to take this ability you must have 6th level of a school of magic and you must be at least character level 7. Rituals require Crystals that are used as a conduit and ritual mana to complete them. Upon taking Ritual Magic you will get a packet of beginner ritual spells, other spells exist in game but must be found.
<b>Level Spell</b>	This skill grants the player the ability to cast spells of a given level for Arcane Warrior, Artisan and Warden. The amount of spells the the player can cast is determined by the amount of times this skill is purchased per level. The spells must be bought in a tree or column manner: in other words, the lower level spell must have the same amount or more than the higher level spell.
<b>Mysticism</b>	The ability for a Martial Artist to use special skills. You may buy from either paths, but you must purchase the one that skill comes from.
<b>Tier Ability</b>	This skill grants the player the ability to use a leveled ability of Mysticism . The skills must be bought in in a tree or column pattern, per the Mysticism ability chart. In other words, the lower level ability must have the same amount or more than the higher level ability and cannot skip Tier 2 to purchase from Tier 3.



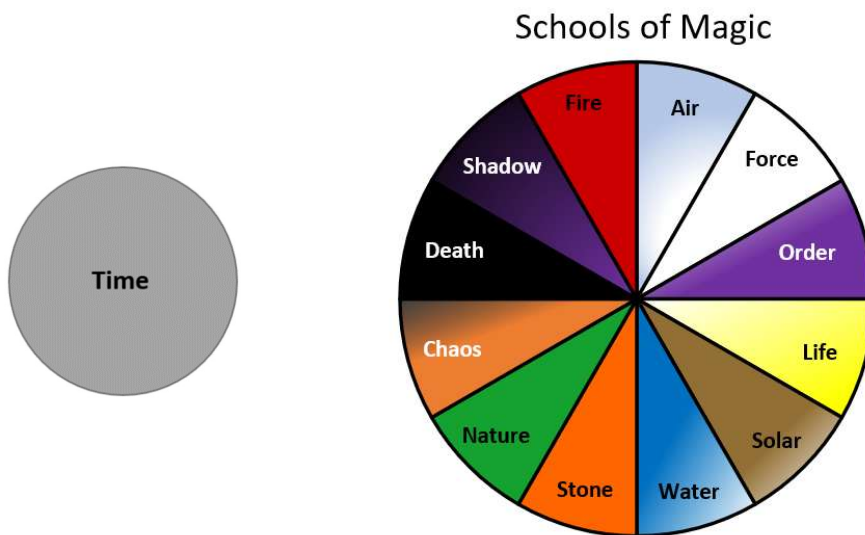
# INTRODUCTION TO MAGIC

Users of magic harness its power through raw mana and invoke its existence by channeling it using incants. As a result, a spell is created, and effectively casted. These spells are cast by a player through using both a verbal incant and delivery of a spell packet.

When a character casts a spell, the full incant must be completed without interruption. The incant is followed by delivering the spell via the appropriate method, based on what the spell requires, or the spell is considered a miscant and therefore unsuccessful. If the caster takes damage of any kind, or is struck by a spell while casting, the spell is considered negated. The exception being that the caster has a talent or ability that states otherwise.

Each school of magic has levels of spells, with each level representing the cost, power, and complexity of the spell. For example, the cost of a level 5 spell is 5 mana. Levels of a school of magic are accessed when purchasing skills. In terms of complexity and power we will use the example of different incapacitating spells like ensnare versus confine. Ensnare immobilizes the legs of a target, whereas confine, a higher-level spell, immobilizes a target from the neck down.

A wizard may learn more than one school of magic as they grow in power, or they may choose to specialize in one school of magic, ultimately becoming more powerful in that school. Characters who learn multiple schools of magic may not learn directly opposing schools of magic, outlined below. Each school has been crafted to be both unique and balanced. The colors on the diagram below correspond with magical schools located on the spell charts displayed on the following pages.



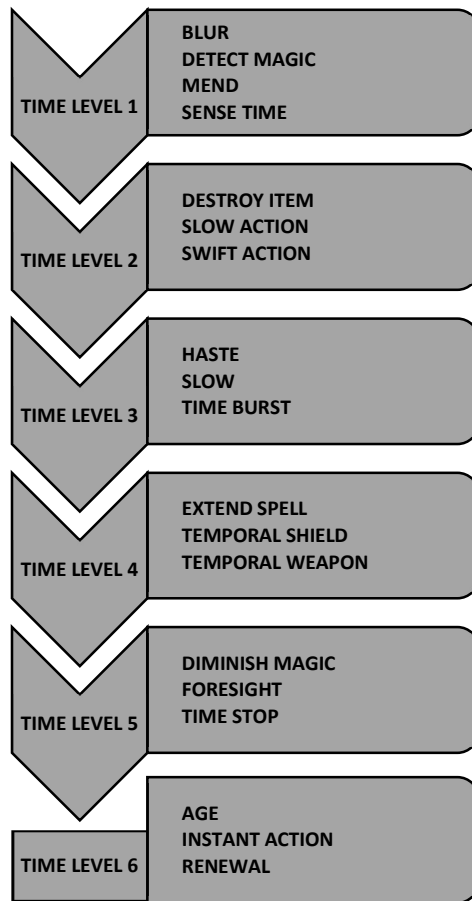
FORCE		LIFE		ORDER	
FORCE LEVEL 1	DETECT MAGIC FORCE BOLT FORCE DAGGER TRAP	CURE DISEASE DETECT MAGIC LIFE BOLT TRAP UNDEAD	LIFE LEVEL 1	ORDER LEVEL 1	DETECT MAGIC MEND MAGIC ROPE TRAP
FORCE LEVEL 2	ENHANCE MAGIC PROTECTION FROM WEAPONS REPEL	ENHANCE STRENGTH TURN UNDEAD VIGOR	LIFE LEVEL 2	ORDER LEVEL 2	AWAKEN BEFRIEND SILENCE
FORCE LEVEL 3	ENSNARE DISPEL MAGIC MAGIC ARMOR	ANCHOR SPIRIT CLEANSE BLOOD SOLACE	LIFE LEVEL 3	ORDER LEVEL 3	BAR DOOR ENSNARE WILLPOWER
FORCE LEVEL 4	MAGIC SHIELD MAGIC WEAPON WALL OF FORCE	LIFE WEAPON RESTORE LIMB SPIRIT SHIELD	LIFE LEVEL 4	ORDER LEVEL 4	ANCHOR ORDER WEAPON PATTERN SHIELD
FORCE LEVEL 5	CONJURER'S LOCK CONFINEMENT SHIFT CASTING	BAR THE DEAD CONFINEMENT UNDEAD REMOVE PARALYSIS	LIFE LEVEL 5	ORDER LEVEL 5	ABSORB MAGIC CONFINEMENT STRENGTHEN SPELL
FORCE LEVEL 6	BLAST CIRCLE CAGE	DESTROY UNDEAD GIFT OF THE LIVING RESTORE LIFE	LIFE LEVEL 6	ORDER LEVEL 6	BANISH CAGE IRON WILL

NATURE		DEATH		CHAOS	
DETECT MAGIC GROW CLAWS SPEAK WITH ANIMALS TRAP	NATURE LEVEL 1	CREATE DISEASE DETECT MAGIC DEATH BOLT SPEAK WITH DEAD	DEATH LEVEL 1	DISARM DETECT MAGIC FREE SPEECH TRIP	CHAOS LEVEL 1
CALM COMMAND ANIMALS REJUVENATE	NATURE LEVEL 2	FEIGN DEATH SUMMON UNDEAD WEAKNESS	DEATH LEVEL 2	BABBLE DESTROY ITEM OPEN LOCK	CHAOS LEVEL 2
BARSKIN BEAR STRENGTH ENSNARE	NATURE LEVEL 3	BONE ARMOR DEFILE STUN	DEATH LEVEL 3	CHAOS BURST RELEASE STUN	CHAOS LEVEL 3
CLEANSE BLOOD NATURE SHIELD REGENERATE LIMB	NATURE LEVEL 4	DEATH WEAPON SPIRIT SHIELD WITHER LIMB	DEATH LEVEL 4	CHAOS WEAPON PATTERN SHIELD REFLECT MAGIC	CHAOS LEVEL 4
CONFINEMENT MELD REVIVE	NATURE LEVEL 5	BAR THE LIVING BONE SHIELD COMMAND UNDEAD	DEATH LEVEL 5	DISPEL MAGIC INVERT MAGIC TELEPORT	CHAOS LEVEL 5
BEAR FORM SPEAK WITH CREATURE TREE WALK	NATURE LEVEL 6	CREATE UNDEAD CURSE OF THE DEAD SLAY	DEATH LEVEL 6	KNOCK TEMPEST VORTEX	CHAOS LEVEL 6

FIRE		AIR		SHADOW	
FIRE LEVEL 1	DETECT MAGIC FIRE BOLT LIGHT REFORGE	DETECT MAGIC FRESH AIR HEALING WIND LIGHTING BOLT	AIR LEVEL 1	SHADOW LEVEL 1	DARKNESS DETECT MAGIC SHADOW BOLT BLIND
FIRE LEVEL 2	CAUTERIZE SENSE HEAT TURN WATER ELEMENTAL	GUST PROTECTION FROM PROJECTILES TURN STONE ELEMENTAL	AIR LEVEL 2	SHADOW LEVEL 2	SLEEP TERRIFY TURN SOLAR ELEMENTAL
FIRE LEVEL 3	BURST ENFLAME STUN	BURST GASEOUS FORM SHOCK LIMB	AIR LEVEL 3	SHADOW LEVEL 3	INSANITY PARALYZE SHADOW FORM
FIRE LEVEL 4	ELEMENTAL SHIELD FIRE WALL FIRE WEAPON	ELEMENTAL SHIELD LIGHTNING WEAPON WIND WALL	AIR LEVEL 4	SHADOW LEVEL 4	ABSORB MAGIC CELESTIAL SHIELD SHADOW WEAPON
FIRE LEVEL 5	COMMAND FIRE ELEMENTAL ELEMENTAL FORM EXTINGUISH	COMMAND AIR ELEMENTAL DISPERSE ELEMENTAL FORM	AIR LEVEL 5	SHADOW LEVEL 5	COMMAND SHADOW ELEMENTAL ELEMENTAL FORM ILLUMINATE
FIRE LEVEL 6	FIRE BLAST FIRE CIRCLE FIRE STORM	CLEAN AIR LIGHTNING BLAST LIGHTNING STORM	AIR LEVEL 6	SHADOW LEVEL 6	PHASE SHADOW BLAST SHADOW WALK

WATER		STONE		SOLAR	
BLIND DETECT MAGIC ICE BOLT PURIFY LIQUIDS	WATER LEVEL 1	DETECT MAGIC DETECT SNARES STONE BOLT TRAP	STONE LEVEL 1	BLIND DETECT MAGIC LIGHT SOLAR BOLT	SOLAR LEVEL 1
AMPHIBIOUS SUMMON TURN FIRE ELEMENTAL	WATER LEVEL 2	ENSNARE TURN AIR ELEMENTAL STUN	STONE LEVEL 2	AWAKEN CALM TURN SHADOW ELEMENTAL	SOLAR LEVEL 2
BURST FREEZE LIMB LIQUID FORM	WATER LEVEL 3	BURST CONFINED STONESKIN	STONE LEVEL 3	ENFLAME SCORCH SOLAR FORM	SOLAR LEVEL 3
ELEMENTAL SHIELD ICE WALL ICE WEAPON	WATER LEVEL 4	ELEMENTAL SHIELD STONE WALL STONE WEAPON	STONE LEVEL 4	CELESTIAL SHIELD REFLECT MAGIC SOLAR WEAPON	SOLAR LEVEL 4
COMMAND WATER ELEMENTAL ELEMENTAL FORM MELT	WATER LEVEL 5	COMMAND STONE ELEMENTAL CRUMBLE ELEMENTAL FORM	STONE LEVEL 5	COMMAND SOLAR ELEMENTAL ELEMENTAL FORM SMOTHER	SOLAR LEVEL 5
ICE BLAST ICE STORM PURGE BLOOD	WATER LEVEL 6	STONE BLAST STONE STORM RESILIENT MATERIAL	STONE LEVEL 6	DESTROY UNDEAD SOLAR BLAST SOLAR WALK	SOLAR LEVEL 6

# TIME



	Duration	Incant		
1	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of force magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Force Bolt	Instant	Strike # Magic	This spell will inflict five points of magic damage for every point of mana used when casting the spell, to a maximum of thirty points of damage for six mana.
	Force Dagger	Encounter	Cast a Dagger	This spell creates a dagger-sized blade of magical energy, which strikes for "2 Magic". This dagger can only be used by the caster and can not travel more than five feet away from them. If the caster is hit with a Dispel or Destroy Magic, the dagger will be destroyed.
	Trap	One minute	Trap your foot	This spell will immobilize the target's right foot. The foot must remain in contact with the ground. Sliding the foot to move is not allowed, though pivoting the foot by turning in a circle is allowed. If hit with a Gust spell or Knockback ability, the Trap is negated, and the target takes five points of health damage. A strength of +2 can rip free of a trap spell.
2	Enhance Magic	Until used	Enhance my magic	This spell will double the numerical value of another spell. This spell is cast in advance, and remains dormant until activated. To activate this spell, the caster must announce "Enhance Magic" before the incant to be doubled. The doubled spell must have a numerical value in the incant for this spell to work.
	Protection from Weapons	Until used	Grant you Protection	This spell will negate the next weapon strike to hit the target, whether the attack would have been effective or not. This spell will not stack with any of the Burst spells. The proper defense call for this spell is "Protected."
	Repel	One minute	Repel you	This spell will force the target to stay ten feet away from the caster. If the target is currently within ten feet of the caster, they must immediately attempt to move out of range. If it's not possible to move out of range, the target must move as far as is possible. If the caster approaches the target, they are not forced backward, and may hold their ground. The target may not strike the caster with a melee attack, though missile attacks and spells may still be used.
3	Dispel Magic	Instant	Dispel Magic	This spell will negate all active spells on the target. If the target has an active Magic Shield, it will be consumed but will prevent the loss of other active spells.
	Ensnare	One minute	Ensnare you	This spell will immobilize both of the target's legs. The target may only move from the waist up while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Ensnare is negated and the target takes 10 points of health damage.
	Magic Armor	Until used	Grant you Magic Armor	This spell will grant the target ten armor points. Magic Armor will not stack with a Barkskin or a Stoneskin spell, but may stack with physical, dexterity, or natural armor. These points are the first armor points to be lost, and may not be refit.
4	Magic Shield	Until used	Grant you a Magic Shield	This spell will negate the next spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will also block packet-delivered attacks with the "Magic" verbal. The proper defense call for this spell is "Magic Shield."
	Magic Weapon	Until used	Grant you a Magic Weapon	This spell converts the target's damage modifier to "+5 Magic" with any weapons wielded for the next five swings.
	Wall of Force	Thirty minutes	Cast a Wall	This spell creates a magical barrier that cannot be crossed. Only sight-based effects may breach the threshold of the wall. The wall must be a straight line, no more than ten feet in length. A well-defined anchor point, such as a tree or a wall, must be present on both ends. A length of white rope must be placed along the ground before the spell is cast. This rope is In Game, and if it is disturbed before the spell is cast, the spell fails.
5	Confine	One minute	Confine you	This spell will immobilize the target from the neck down. The target cannot be moved by normal means while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Confine is negated, and the target takes 20 points of health damage.
	Conjurer's Lock	Three days	Cast a Lock	This spell will enclose a room in a protective barrier, preventing anyone from entering or leaving. Only sight-based effects may breach the threshold of the barrier. A magical lock and three keys are created as soon as the spell is cast. In order to complete the spell, the caster must hold the key in the lock for sixty seconds. If the caster is interrupted, the lock is destroyed and the spell does not take effect. Once complete, the only way in or out of the room is by placing the key into the lock, which drops the barrier for that door only. Certain teleport abilities will allow a person to enter or leave the room - those effects will have this ability noted in their description.
	Shift Casting	Until used	Shift my/your casting	This spell will allow the target to cast a spell without the need of their hands or voice. This spell is cast in advance, and remains dormant until activated. To activate this spell, the caster must announce "Shift Casting" before the incant. If the spell targets another player, a spell packet still must be thrown. The effects of this spell may be used while in a cage or time stop, if it was present on the target at the time of being caged or time stopped.
6	Blast	Instant	Blast 50 Magic	This spell will inflict fifty points of magic damage.
	Cage	Five Minutes	Cage you	This spell will completely immobilize the target. Speech is impossible while under the effects of this spell. Additionally, the target is immune to all game effects.
	Circle	Thirty minutes	Cast a Circle	This spell creates a circle of magical energy, up to ten feet in diameter, that functions as if it were a round Wall of Force. A length of white rope must be placed along the ground before the spell is cast. This rope is In Game, and if it is disturbed before the spell is cast, the spell fails. Additionally, the circle may be modified for use in casting a ritual. Once the ritual begins, the circle loses all protective capacity, and anyone may freely enter or leave.

# NATURE

"With Natures Essence I..."

	Duration	Incant	
1	Detect Magic	Instant	Detect Magic This spell will reveal the presence of nature magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Grow Claws	Five minutes	Grow Claws This spell allows the caster to wield two claws, which strike for "2 Normal."
	Speak with Animals	Five minutes	Speak with Animals This spell allows the caster to speak with any normal animals in their presence. The spell does not increase the intelligence of the animal.
	Trap	One minute	Trap your foot This spell will immobilize the target's right foot. The foot must remain in contact with the ground. Sliding the foot to move is not allowed, though pivoting the foot by turning in a circle is allowed. If hit with a Gust spell or Knockback ability, the Trap is negated and the target takes 5 points of health damage.
2	Calm	Instant	Calm you This spell will immediately remove any of the following spells if they are present on the target: Rage, Enrage, Fear, Insanity or Taunt
	Command Animal	Five minutes	Command Animal This spell will cause an animal target to obey one command, issued by the caster. Communication beyond the command is not possible without the use of a Speak with Animals spell. The animal will complete the task given to the best of its ability. Once the task is complete, or five minutes have passed, the spell expires. Some powerful or highly intelligent creatures may be resistant or immune to this spell. Only one animal may be controlled at a time.
	Rejuvenate	Instant	Rejuvenate # Health This spell will restore five health points per two mana spent, to a maximum of fifteen points of health for six mana. This spell will work on living targets and Death Touched.
3	Barkskin	Until used	Grant you Barkskin This spell will grant the target ten armor points. Barkskin will not stack with a Magic Armor or a Stoneskin spell, but may stack with physical, dexterity, or natural armor. These points are the first armor points to be lost, and may not be refit.
	Bear Strength	Five minutes	Grant you Bear Strength This spell grants the target a +4 Strength for the duration of the spell. This strength is split between both hands (+2 damage to both right and left hand) if used with one or two weapons. With a two handed weapon both hands must be on the weapon at all times, so it receives a +4 to damage. This spell does not stack with other strength enhancing spells.
	Ensnare	One minute	Ensnare you This spell will immobilize both of the target's legs. The target may only move from the waist up while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Ensnare is negated and the target takes 10 points of health damage.
4	Cleanse Blood	Instant	Cleanse your Blood This spell will negate the effects of an Infect Blood spell or Stun effect.
	Nature Shield	Until used	Grant you a Nature Shield This spell will negate the next nature spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will also block attacks with the "Natural" verbal as well as poisons. The proper defense call for this spell is "Nature Shield".
	Regenerate Limb	Instant	Regenerate your limb This spell will regenerate one lost limb to the target.
5	Confine	One minute	Confine you This spell will immobilize the target from the neck down. The target may not be moved by normal means while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Confine is negated and the target takes 20 points of health damage.
	Meld	Ten Minutes	Meld with Trees This spell allows the caster to assume a non-corporeal form and step into a tree. The caster must touch a tree while casting the spell. While inside the tree, they are immune to all In Game abilities. The caster can hear and see normally while inside the tree. You can end this spell prematurely by verbally saying "End Meld with Trees."
	Revive	Instant	Revive you This spell will revive a dying character, bringing him back to life with five health points restored. Revive will affect both living and dead targets. In addition, most negative effects will be removed. Those that remain will have this noted in their description.
6	Bear form	Five minutes	Grant you a Bear Form This spell grants the character the ability to assume the form of a bear. While in bear form, the character gains 20 health, monster claws, and +4 strength (This gives +2 damage to each claw, as strength is split between hands.) They are considered an animal for all spells and abilities that deal directly with animals. While in this form, the character loses the ability to speak, but all damage calls must be made as those are Out of Game.
	Speak with Creature	Five minutes	Speak with you This spell allows the caster to speak with most creatures in their presence. The spell does not increase the intelligence of the creature. Some creatures may be resistant to this spell, while others may be able to respond with more detail.
	Tree walk	Instant	Walk the Trees This spell allows the caster to travel from one tree to another. The second tree must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the caster to walk to the new tree, when you arrive you must verbally call "End Tree Walk." This travel is Out of Game.

# LIFE

"With my touch I..."

	Duration		Incant	
1	Cure Disease	Instant	Cure Disease	This spell will negate the effects of any non-magical disease present on the target.
	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of Life magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Life Bolt	Instant	Restore # Health	This spell will restore five points of health for every point of mana used when casting the spell, to a maximum of thirty points of health for six mana. Death Touched and Undead creatures are damaged by this spell.
	Trap Undead	One minute	Trap Undead	This spell will immobilize an undead target's right foot. The foot must remain in contact with the ground. Sliding the foot to move is not allowed, though pivoting the foot by turning in a circle is allowed. If hit with a Gust spell or Knockback ability, the Trap is negated and the target takes 5 points of damage. Some undead may be resistant or immune to this spell.
2	Enhance Strength	Five Minutes	Enhance my/your Strength	This spell grants the target a +2 Strength for the duration of the spell. Additionally, this spell will remove the effects of Weakness. This spell does not stack with other strength enhancing spells.
	Turn Undead	One minute	Turn Undead	This spell will cause the undead target to leave the caster's line of sight. More powerful undead may be resistant or even immune to this spell.
	Vigor	Until used	Grant you Vigor	This spell will grant ten additional health points to the target. These points may take the character above their maximum health, and are the first health points lost.
3	Anchor Spirit	Five minutes	Anchor your Spirit	This spell will stop a dying person's death count for the duration of this spell. The death count resumes where it left off after the spell has ended.
	Cleanse Blood	Instant	Cleanse my/your Blood	This spell will negate the effects of an Infect Blood spell or Stun effect.
	Solace	Five minutes	Grant Solace	This spell grants the caster protection from all undead attacks. The caster must place both fists together in front of their chest, with their palms facing their chest. No items may be held in either hand while this spell is in effect. The target should occasionally call "Solace" to remind others that the spell is still in effect. You can end this spell prematurely by verbally saying "End Solace."
4	Life Weapon	Until used	Grant you a Life Weapon	This spell converts the target's damage modifier to "+5 Life" with all weapons wielded for the next five swings.
	Restore Limb	Instant	Restore my/your Limb	This spell will restore any limbs lost to a Wither Limb or Mangle Strike.
	Spirit Shield	Until used	Grant you a Spirit Shield	This spell will negate the next life or death spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attacks with the "Health" or "Life" verbal. The proper defense call for this spell is "Spirit Shield."
5	Bar the Dead	Three days	Bar the Dead	This spell will enclose a room in a protective barrier, preventing undead from entering or leaving. Only sight-based effects may breach the threshold of the barrier. In order to complete the spell, the caster must stand in a doorway for sixty seconds. If the caster is interrupted, the bar is destroyed and the spell does not take effect. Certain undead creatures with a Vortex effect may be able to appear inside a room protected with this spell. The caster is unaffected by the Bar, and may freely enter or exit if they would be otherwise restricted. This spell is marked by placing a white "X" on all of the doors leading into the room.
	Confine Undead	One minute	Confine Undead	This spell will immobilize an undead target from the neck down. The target may not be moved by normal means while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Confine is negated and the target takes 20 points of damage. Some undead may be resistant or immune to this spell.
	Remove Paralysis	Instant	Remove Paralysis	This spell will negate the effects of Paralysis and Stun spells or abilities.
6	Destroy Undead	Instant	Destroy Undead	This spell will destroy an undead creature. More powerful undead may be resistant to this spell, or may take 50 points of damage instead.
	Gift of the Living	Until removed	Grant you the Gift	This spell will cause an undead creature to lose all benefits from their Reversed Metabolism ability. They will be affected by all attacks as if they were a living creature, and healed by Life Magic. A Curse of the Dead spell will counter the effects of this spell.
	Restore Life	Instant	Restore your Life	This spell will revive a dying character, bringing them back to life with all of their health points restored. In addition, most negative effects will be removed. Those that remain will have this noted in their description. Undead creatures are affected as if a Slay spell were cast on a living creature. More powerful undead may be resistant to this spell, or may take 25 points of damage.

# DEATH

"By the powers of decay I..."

	Duration	Incant		
1	Create Disease	Until removed	Create Disease	This spell will cause the target to lose two health points from their maximum instantly. Every thirty minutes, the target loses one more maximum health point. A Cure Disease spell will restore the target to their maximum health, but will not restore any temporary health lost due to the effects of this spell.
	Death Bolt	Instant	Destroy # Health	This spell will inflict five points of health for every point of mana used when casting the spell, to a maximum of thirty points of health for six mana.
	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of Death magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Speak with Dead	Five minutes	Speak with the Dead	This spell allows the caster to speak with any recently dead person in their presence. If the person has been dead for more than twenty-four hours, it's at the martial's discretion.
2	Summon Undead	One minute	Summon Undead	This spell will cause the undead target to move towards the caster. The undead cannot attack the caster for the duration of this spell. Some undead may be resistant or immune to this spell.
	Feign Death	Five minutes	Feign Death	This spell must be cast on a willing target. The victim immediately falls comatose, and the use of the Examine skill will reveal that the target is dead. The character cannot see while under the effects of this spell, but can still hear.
	Weakness	One minute	Weaken you	This spell will grant the target a -2 strength penalty for the duration. One-handed weapons will swing 1 point less, while two-handed weapons will swing 2 points less.
3	Bone Armor	Until used	Grant you Bone Armor	This spell grants the caster half damage to edged weapons and arrows. Noted that Claws do not fall into Edged Weapon category. The effect lasts for five hits. This spell is only usable by the caster.
	Defile	Five minutes	Grant Defile	This spell grants the caster protection from the attacks of all living creatures. The caster must place both fists together in front of their chest, with their palms facing their chest. No items may be held in either hand while this spell is in effect. The target should occasionally call "Defile" to remind others that the spell is still in effect. You can end this spell prematurely by verbally saying "End Defile."
	Stun	One minute	Stun you	This spell will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally, while the target is stunned, they cannot defend from attacks, attack (with any weapon,) block or run. The target may still talk and can walk away.
4	Death Weapon	Until used	Grant you a Death Weapon	This spell converts the target's damage modifier to "+5 Health" with all weapons wielded for the next five swings.
	Spirit Shield	Until used	Grant you a Spirit Shield	This spell will negate the next life or death spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attacks with the "Health" or "Life" verbal. The proper defense call for this spell is "Spirit Shield."
	Wither Limb	Until removed	Wither your Limb	This spell will render the target's limb useless, in the manner of a Mangle Strike. If an arm is targeted, the recipient must immediately drop any items held.
5	Bar the Living	Three days	Bar the Living	This spell will enclose a room in a protective barrier, preventing any living from entering or leaving. Only sight-based effects may breach the threshold of the barrier. In order to complete the spell, the caster must stand in a doorway for sixty seconds. If the caster is interrupted, the bar is destroyed and the spell does not take effect. Certain people with a Vortex effect may be able to appear inside a room protected with this spell. The caster is unaffected by the Bar, and may freely enter or exit if he would be otherwise restricted. This spell is marked by placing a black "X" on all of the doors leading into the room.
	Bone Shield	Encounter	Summon a Bone Shield	This spell creates a shield that cannot be longer than 18" in any measurement. The shield can only be used by the caster, and cannot travel more than five feet away from them. If the caster or shield is hit with a Dispel or Destroy Magic, the shield will be lost.
	Command Undead	Five minutes	Command Undead	This spell will cause the undead target to obey simple commands of the caster for the duration of the spell. Some undead may be resistant or immune to this spell. The caster can only control and command one undead at a time.
6	Create Undead	Five minutes	Create Undead	This spell will animate a dead or dying creature as a zombie. The undead will be completely under the control of the caster. The creature has the same maximum health points as the original creature, though they are incapable of speech. Superhuman Strength is halved, as are any proficiencies (i.e. novice, master, and backstab attacks). If cast on a dying target, the creature will remain in an undead form for the duration of this spell, at which time the body will crumble and the spirit will go to seek resurrection. Only one undead can be created at a time.
	Curse of the Dead	Until removed	Curse you	This spell will cause a living creature to be damaged by Life magic as if they were an undead creature, and healed by Death Magic. A Gift of the Living spell will counter the effects of this spell.
	Slay	Instant	Slay you	This spell will instantly kill the target, placing him into his death count. Undead creatures are affected as if a Restore Life spell was cast on a living being.



# ORDER

"By the Strength of the Pattern I..."

	Duration	Incant	
1	Detect Magic	Instant	Detect Magic This spell will reveal the presence of Order magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Magic Rope	Thirty minutes	Create a Rope This spell creates a magical rope that one end remains in the caster's hand. The rope is up to ten feet in length and can support human weight. This rope can be used to "bind" another player (You cannot physically tie up a character.) A player can escape this binding through any in-game ability, magic or skill.
	Mend	Instant	Mend this X This spell will instantly repair any recently destroyed item, provided the spell is cast within one minute of the item's destruction. The caster must touch the item while casting the spell. This spell does not refit a suit of armor, but will repair it if it was destroyed.
	Trap	One minute	Trap your foot This spell will immobilize the target's right foot. The foot must remain in contact with the ground. Sliding the foot to move is not allowed, though pivoting the foot by turning in a circle is allowed. If hit with a Gust spell or Knockback ability, the Trap is negated and the target takes 5 points of health damage.
2	Awaken	Instant	Awaken you This spell will negate the effects of any Sleep or Charm ability that are affecting the recipient. It will also negate the effects of a Waylay or Knockout.
	Befriend	Five minutes	Befriend you This spell will cause the target to view the caster as if they were their best friend. The target will perform any reasonable request given to them. During befriend players may defend themselves and attack other players than the one they are befriended by.
	Silence	One minute	Command you to Silence This spell causes the target to be unable to speak for the duration of this spell. They may not perform any action that requires speaking, such as casting a spell. Damage calls and protective calls are Out of Game, and must still be made.
3	Bar Door	Thirty minutes	Bar the Door This spell will create a magical barrier on a single entryway. The door is magically held shut with a strength equivalent to a ten strength. The only way to enter thru that door is to beat the strength, or remove the spell.
	Ensnare	One minute	Ensnare you This spell will immobilize both of the target's legs. The target may only move from the waist up while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Ensnare is negated and the target takes 10 points of health damage.
	Willpower	Until used	Grant you Willpower This spell will negate the next enchantment spell or ability to affect the target, regardless of whether the attack would have been effective. The proper defense call for this spell is "Willpower."
4	Anchor	Five minutes	Anchor you This spell will prevent the target from using any teleport effect. Some creatures may be resistant or immune to this spell.
	Order Weapon	Until used	Grant you a Order Weapon This spell converts the target's damage modifier to "+5 Order" with all weapons wielded for the next five swings.
	Pattern Shield	Until used	Grant you a Pattern Shield This spell will negate the next order or chaos spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attacks with the "Order" or "Chaos" verbal. The proper defense call for this spell is "Pattern Shield."
5	Absorb Magic	Until used	Absorb Magic This spell allows the target to negate the effects of the next spell to strike them, regardless of whether it would affect them or not. The proper call to store the spell is "Absorb". The target may cast it later, even if it is from a school they cannot normally cast. No mana is used when releasing the spell. The proper verbal for the activation of this ability is "Release Magic", followed by the incant.
	Confine	One minute	Confine you This spell will immobilize the target from the neck down. The target may not be moved by normal means while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Confine is negated and the target takes 20 points of health damage
	Strengthen Spell	Until used	Strengthen my spell This spell will double the duration of another spell. This spell is cast in advance, and remains dormant until activated. To activate this spell, the caster must announce "Extend Spell" before the incant to be doubled. The doubled spell must have an absolute duration longer than instant for this spell to work.
6	Banish	Instant	Banish you This spell will immediately send the target back to their home plane. Most creatures will be unable to return for at least an hour, though this may be shortened for more powerful creatures. This spell will have no effect if cast on a creature that is on their home plane.
	Cage	Five minutes	Cage you This spell will completely immobilize the target. Speech is impossible while under the effects of this spell. Additionally, the target is immune to all game effects.
	Iron Will	Five minutes	Grant you Iron Will This spell will grant the target immunity to all enchantment effects. If struck with any enchantment ability, the recipient should call "No Effect."

# CHAOS

"By the powers of chaos I..."

	Duration	Incant		
1	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of Chaos magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Disarm	Three seconds	Disarm your X	This spell will cause the target to drop a hand-held item, specified by the caster. If the caster's description is vague, the target may choose. For example, if the target is fighting with two weapons, and the caster states "weapon", the target may drop either one.
	Free Speech	Instant	Free your Speech	This spell will negate the effects of a Silence or Babble ability.
	Trip	Three seconds	Command you to Trip	This spell causes the target to lose their footing and stumble to the ground. The target should take a knee or stop for three seconds before continuing to move.
2	Babble	One minute	Command you to Babble	This spell prevents the target from speaking coherently. They may still think clearly, but any attempts to communicate are garbled. Spells cannot be cast in this condition. Damage and protective calls must still be clearly stated.
	Destroy Item	Instant	Destroy your X	This spell will destroy any hand-held item up to a shield in size.
	Open Lock	Instant	Open this Lock	This spell will open simple locks. The caster must touch the lock and concentrate for sixty seconds after completing the incant. If the caster is interrupted, the spell is wasted with no effect.
3	Chaos Burst	Until used	Grant you a Chaos Burst	This spell will negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they takes ten points of chaos damage. This spell will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst - Ten Chaos".
	Release	Instant	Release you	This spell will remove physical and magical bindings. This includes but is not limited to Bind, Confine, Ensnare, Entangle, Magic Rope and Trap.
	Stun	One minute	Stun you	This spell will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally, while the target is stunned, they cannot defend from attacks, attack (with any weapon,) block or run. The target may still talk and can walk away.
4	Chaos Weapon	Until used	Grant you a Chaos Weapon	This spell converts the target's damage modifier to "+5 Chaos" with all weapons wielded for the next five swings.
	Pattern Shield	Until used	Grant you a Pattern Shield	This spell will negate the next order or chaos spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attacks with the "Order" or "Chaos" verbal. The proper defense call for this spell is "Pattern Shield."
	Reflect Magic	Until used	Reflect Magic	This spell will negate the next spell to affect the target, regardless of whether the attack would have been effective or not. Additionally, the caster who set off the Reflect Magic is now affected by their own spell. The proper defense call for this spell is "Reflect Magic."
5	Dispel Magic	Instant	Dispel Magic	This spell will negate all active spells on the target. If the target has an active Magic Shield, it will be consumed but will prevent the loss of other active spells.
	Invert Magic	One minute	Invert my/your Magic	This spell causes the target to change their magic to the opposite school. The affected target does not need to learn the other school's spells, but simply announce "Inverted" at the end of their incant. Spells that are affected, but not limited to, have well defined opposites such as Destroy Item and Mend Item, Restore Life and Slay.
	Teleport	Instant	Teleport Out	This spell allows the caster to travel from their current location to another. The destination must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the caster to walk to the new destination. This travel is Out of Game. The caster may not pass through a magical barrier. Upon completing the incant, the caster should put their hand on their head to start their travel. Once they have reached their destination, they should announce "Teleport In" as they remove their hand from their head and enter back into game.
6	Knock	Instant	Knock on this Door	This spell will open any simple, or magical lock. The caster must touch the lock and concentrate for sixty seconds after completing the incant. If the caster is interrupted, the spell is wasted with no effect. Magical locks will remain open long enough for the caster to pass through, then the magical lock is restored.
	Tempest	Concentration	Call the Tempest	This spell allows the caster to continually throw packets with a damage call of "Magic 10 Chaos". Once the spell begins, the caster must plant one of their feet but may pivot on the other. The caster may not switch the planted foot for the other. Otherwise, the spell is disrupted. The spell is interrupted as soon as the caster is affected by any in-game ability, damage, skill or spell.
	Vortex	Instant	Vortex Out	This spell allows the caster to travel from their current location to another. The destination must be visible from the original position. Travel is not instantaneous, and takes as long as it takes for the caster to walk to the new destination. This travel is Out of Game. The caster is able to pass through a magical barrier. Upon completing the incant, the caster should put their hand on their head to start their travel. Once they have reached their destination, they should announce "Vortex In" as they remove their hand from their head and enter back into game.

# FIRE

"I channel the elements to..."

Duration		Incant		
1	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of Fire magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Fire Bolt	Instant	Strike # Fire	This spell will inflict five points of fire damage per point of mana spent, to a maximum of thirty points of fire damage for six mana.
	Light	Thirty minutes	Create a Light	This spell allows the caster to create a small flame that functions as a light source. The light emits no heat and has no game effect other than the light. A glowstick or flashlight diffused with tissue-paper are acceptable phys reps for this spell. If a flashlight is used, it must be pointed at the ground at all times.
	Reforge	Instant	Reforge this X	This spell will instantly repair any recently destroyed item, provided the spell is cast within one minute of the item's destruction. The caster must touch the item while casting the spell. This spell does not refit a suit of armor, but will repair it if it was destroyed. This spell only works on metal items.
2	Cauterize	Instant	Cauterize your wounds	This spell will function as if the First Aid skill were administered when cast on a bleeding target. The target is stabilized, and at zero health points for one minute. At the end of the target's count, they will raise to one health point.
	Sense Heat	Five minutes	Sense Heat	This spell allows the target to see normally in magical darkness. No other special abilities are granted by the use of this ability.
	Turn Water Elemental	One minute	Turn the Water	This spell will cause a water elemental target to leave the caster's line of sight. More powerful elementals may be resistant or even immune to this spell.
3	Burst	Until used	Grant you a Fire Burst	This spell will negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they takes ten points of fire damage. This spell will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst - Ten Fire".
	Destroy Item	Instant	Destroy your X	This spell will destroy any hand-held item up to a shield in size.
	Stun	One minute	Stun You	This spell will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally, while the target is stunned, they cannot defend from attacks, attack (with any weapon,) block or run. The target may still talk and can walk away.
4	Elemental Shield	Until used	Grant you an Elemental Shield	This spell will negate the next elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attack with an elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) verbal. The proper defense call for this spell is "Elemental Shield."
	Fire Wall	Thirty minutes	Create a Wall of Fire	This spell creates a wall of flame. The wall must be a straight line, no more than ten feet in length. A well-defined anchor point, such as a tree or a wall, must be present on both ends. A length of red rope must be placed along the ground before the spell is cast. This rope is In Game, and if it is disturbed before the spell is cast, the spell fails. Vision is not obstructed by the wall. Any items that pass through are affected as if they were struck by an Enflame spell, and any creature passing through will take twenty points of flame damage.
	Fire Weapon	Until used	Grant you a Fire Weapon	This spell converts the target's damage modifier to "+5 Fire" with all weapons wielded for the next five swings.
5	Command Fire Elemental	Five minutes	Command the Fire	This spell will cause a fire elemental to obey simple commands of the caster for the duration of the spell. Some elementals may be resistant or immune to this spell.
	Elemental Form	Five minutes	Grant you a Fire Form	This spell puts the target in an elemental form of their magic type. While in this form the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals.
	Extinguish	Instant	Extinguish the Flame	This spell will negate all active fire elemental spells on the target. If the target has an active Elemental Shield, it will be consumed but will prevent the loss of other active spells. Additionally, this will force a Fire Vincuul out of their Elemental Form. They will be unable to reactivate the form for five minutes. Fire elementals may be destroyed or take fifty points of damage, depending on the strength of the creature.
6	Fire Blast	Instant	Blast 50 Fire	This spell will inflict fifty points of fire damage.
	Fire Circle	Thirty minutes	Create a Circle of Fire	This spell creates a circle of fire, up to ten feet in diameter that functions as if it were a round Fire Wall. A length of red rope must be placed along the ground before the spell is cast. This rope is In Game, and if it is disturbed before the spell is cast, the spell fails.
	Fire Storm	Concentration	Call the Fire Storm	This spell allows the caster to continually throw packets with a damage call of "Magic 10 Fire". Once the spell begins, the caster must plant one of their feet but may pivot on the other. The caster may not switch the planted foot for the other. Otherwise, the spell is disrupted. The spell is interrupted as soon as the caster is affected by any in-game ability, damage, skill or spell.

# WATER

"I channel the elements to..."

	Duration		Incant	
1	Blind	One minute	Blind you	This spell will prevent the target from seeing past the length of their arm, additionally the target is unable to run.
	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of Water magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Ice Bolt	Instant	Strike # Ice	This spell will inflict five points of ice damage per point of mana spent, to a maximum of thirty points of ice damage for six mana.
	Purify Liquids	Instant	Purify Liquids	This spell will remove any impurities in a liquid, turning it into water safe to drink. Alchemical liquids are destroyed if affected by this spell.
2	Amphibious	Thirty minutes	Make me/you Amphibious	This spell allows the target to freely move and breathe underwater as if they had the Amphibious talent.
	Summon	One minute	Summon you	This spell will cause the target to move towards the caster. The recipient cannot attack the caster for the duration of this spell. Some creatures may be resistant or immune to this spell.
	Turn Fire Elemental	One minute	Turn the Fire	This spell will cause a fire elemental target to leave the caster's line of sight. More powerful elementals may be resistant or even immune to this spell.
3	Burst	Until used	Grant you an Ice Burst	This spell will negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they take ten points of ice damage. This spell will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst - Ten Ice".
	Freeze Limb	One minute	Freeze your Limb	This spell will render the target's limb useless, in the manner of a Mangle Strike. If an arm is targeted, the recipient must immediately drop any items held.
	Liquid Form	Five minutes	Assume Liquid Form	This spell allows the caster to assume a malleable liquid form. While in this form, they are immune to normal and silver weapons. While in the liquid form, any ice damage taken will act as a Confine spell. The caster may slip through cracks in walls or under doors while in this form. The caster must hold their arms above their head, with their hands clasped. No items may be held in either hand while this spell is in effect. The caster should occasionally call "Liquid Form" to remind others that the spell is still in effect. No In Game abilities may be used while in Liquid Form. The caster may end the spell prematurely if they wish by verbally saying "End Liquid Form."
4	Elemental Shield	Until used	Grant you an Elemental Shield	This spell will negate the next elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) spell to hit the target, regardless of rather the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attack with an elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) verbal. The proper defense call for this spell is "Elemental Shield."
	Ice Wall	Thirty minutes	Create a Wall of Ice	This spell creates a wall of ice. The wall must be a straight line, no more than ten feet in length. A well-defined anchor point, such as a tree or a wall, must be present on both ends. A length of blue rope must be placed along the ground before the spell is cast. This rope is In Game, and if it is disturbed before the spell is cast, the spell fails. Vision is not possible with this wall. Nothing may pass through the wall.
	Ice Weapon	Until used	Grant you an Ice Weapon	This spell converts the target's damage modifier to "+5 Ice" with all weapons wielded for the next five swings.
5	Command Water Elemental	Five minutes	Command the Water	This spell will cause a water elemental to obey simple commands of the caster for the duration of the spell. Some elementals may be resistant or immune to this spell.
	Elemental Form	Five minutes	Grant you an Ice Form	This spell puts the target in an elemental form of their magic type. While in this form the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals.
	Melt	Instant	Melt the Ice	This spell will negate all active water elemental spells on the target. If the target has an active Elemental Shield, it will be consumed but will prevent the loss of other active spells. Additionally, this will force a Water Vincuul out of their Elemental Form. They will be unable to reactivate the form for five minutes. Water elementals may be destroyed or take fifty points of damage, depending on the strength of the creature.
6	Ice Blast	Instant	Blast 50 Ice	This spell will inflict fifty points of ice damage.
	Ice Storm	Concentration	Call the Ice Storm	This spell allows the caster to continually throw packets with a damage call of "Magic 10 Ice". Once the spell begins, the caster must plant one of their feet but may pivot on the other. The caster may not switch the planted foot for the other. Otherwise, the spell is disrupted. The spell is interrupted as soon as the caster is affected by any in-game ability, damage, skill or spell.
	Purge Blood	Instant	Purge your Blood	This spell will remove any impurities in the target's blood. This includes, but not limited to: Infect Blood, Disease, Weakness, and Poisons.

# STONE

"I channel the elements to..."

	Duration	Incant	
1	Detect Magic	Instant	Detect Magic This spell will reveal the presence of Stone magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Detect Snares	Instant	Detect Snares and Traps This spell allows the target to sense the presence of snares or traps nearby. The nature of the snare or trap may not be revealed, but its general location will be given.
	Stone Bolt	Instant	Strike # Stone This spell will inflict five points of stone damage per point of mana spent, to a maximum of thirty points of stone damage for six mana.
	Trap	One minute	Trap your foot This spell will immobilize the target's right foot. The foot must remain in contact with the ground. Sliding the foot to move is not allowed, though pivoting the foot by turning in a circle is allowed. If hit with a Gust spell or Knockback ability, the Trap is negated and the target takes 5 points of health damage.
2	Ensnare	One minute	Ensnare you This spell will immobilize both of the target's legs. The target may only move from the waist up while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Ensnare is negated and the target takes 10 points of health damage.
	Stun	One minute	Burden you This spell will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally, while the target is stunned, they cannot defend from attacks, attack (with any weapon,) block or run. The target may still talk and can walk away.
	Turn Air Elemental	One minute	Turn the Air This spell will cause an air elemental target to leave the caster's line of sight. More powerful elementals may be resistant or even immune to this spell.
3	Burst	Until used	Grant you a Stone Burst This spell will negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they take ten points of stone damage. This spell will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst - Ten Stone".
	Confine	One minute	Confine you This spell will immobilize the target from the neck down. The target may not be moved by normal means while under the effects of this spell. If hit with a Gust spell or Knockback ability, the Confine is negated and the target takes 20 points of health damage.
	Stoneskin	Until used	Grant you Stoneskin This spell will grant the target ten armor points. Stoneskin will not stack with a Magic Armor or a Barkskin spell, but may stack with physical, dexterity, or natural armor. These points are the first armor points to be lost, and cannot be refit.
4	Elemental Shield	Until used	Grant you an Elemental Shield This spell will negate the next elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attack with an elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) verbal. The proper defense call for this spell is "Elemental Shield."
	Stone Wall	Thirty minutes	Create a Wall of Stone This spell creates a wall of stone. The wall must be a straight line, no more than ten feet in length. A well-defined anchor point, such as a tree or a wall, must be present on both ends. A length of brown rope must be placed along the ground before the spell is cast. This rope is In Game, and if it is disturbed before the spell is cast, the spell fails. Vision is not possible with this wall. Nothing may pass through the wall.
	Stone Weapon	Until used	Grant you a Stone Weapon This spell converts the target's damage modifier to "+5 Stone" with all weapons wielded for the next five swings.
5	Command Stone Elemental	Five minutes	Command the Stone This spell will cause a stone elemental to obey simple commands of the caster for the duration of the spell. Some elementals may be resistant or immune to this spell.
	Crumble	Instant	Crumble the Stone This spell will negate all active stone elemental spells on the target. If the target has an active Elemental Shield, it will be consumed but will prevent the loss of other active spells. Additionally, this will force a Stone Vincuul out of their Elemental Form. They will be unable to reactivate the form for five minutes. Stone elementals may be destroyed, or take fifty points of damage, depending on the strength of the creature.
	Elemental Form	Five minutes	Grant you a Stone Form This spell puts the target in an elemental form of their magic type. While in this form the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals.
6	Resilient Material	One minute	Strengthen your Weapon This spell strengthens the targets weapon to the point that it is temporarily resistant to being shattered or destroyed. The proper defense call for this spell is "Resilient"
	Stone Blast	Instant	Blast 50 Stone This spell will inflict fifty points of stone damage.
	Stone Storm	Concentration	Call the Stone Storm This spell allows the caster to continually throw packets with a damage call of "Magic 10 Stone". Once the spell begins, the caster must plant one of their feet but may pivot on the other. The caster may not switch the planted foot for the other. Otherwise, the spell is disrupted. The spell is interrupted as soon as the caster is affected by any in-game ability, damage, skill or spell.

	Duration	Incant		
1	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of Air magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Fresh Air	Instant	Grant you Fresh Air	This spell will cure any Nausea effects present on the target.
	Healing Wind	Instant	Restore # Health	This spell will restore five health points per point of mana spent, to a maximum of thirty points of health points for six mana. Death Touched and Undead creatures are damaged by this spell.
	Lightning Bolt	Instant	Strike # Lightning	This spell will inflict five points of lightning damage per point of mana spent, to a maximum of thirty points of lightning damage for six mana.
2	Gust	Instant	Create a Gust	This spell will force the target back ten feet, as per the Knockback ability.
	Protection from Projectiles	Until used	Grant you Protection from Projectiles	This spell will negate the next projectile based weapon strike to hit the target, regardless of whether the attack would have been effective or not. Attacks that are protected include thrown weapons, arrows, crossbow bolts, thrown natural damage, and thrown elemental damage. This spell does NOT protect against any thrown magic. This spell will not stack with any of the Burst spells. The proper defense call for this spell is "Protected."
	Turn Stone Elemental	One minute	Turn the Stone	This spell will cause a stone elemental target to leave the caster's line of sight. More powerful elementals may be resistant or even immune to this spell.
3	Burst	Until used	Grant you a Lightning Burst	This spell will negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they take ten points of lightning damage. This spell will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst - Ten Lightning".
	Gaseous Form	Five minutes	Assume Gaseous Form	This spell allows the caster to assume a malleable gaseous form. While in this form, they are immune to normal and silver weapons. While in the gaseous form, a Gust spell will act as a Disperse spell. The caster may slip through cracks in walls or under doors while in this form. The caster must hold their arms above their head, with their hands clasped. No items may be held in either hand while this spell is in effect. The caster should occasionally call "Gaseous Form" to remind others that the spell is still in effect. No In Game abilities may be used while in Gaseous Form. The caster may end the spell prematurely if they wish by verbally saying "End Gaseous Form."
	Shock Limb	One Minute	Shock your Limb	This spell will render the target's limb useless, in the manner of a Mangle Strike. If an arm is targeted, the recipient must immediately drop any items held
4	Elemental Shield	Until used	Grant you an Elemental Shield	This spell will negate the next elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attack with an elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) verbal. The proper defense call for this spell is "Elemental Shield."
	Lightning Weapon	Until used	Grant you a Lightning Weapon	This spell converts the target's damage modifier to "+5 Lightning" with all weapons wielded for the next five swings.
	Wind Wall	Thirty minutes	Create a Wall of Wind	This spell creates a wall of fast moving air. The wall must be a straight line, no more than ten feet in length. A well-defined anchor point, such a tree or wall, must be present on both ends. A length of yellow rope must be placed along the ground before the spell is cast. This rope is In-Game, and if it is disturbed before the spell is cast, the spell fails. Vision is not obstructed by the wall. Small projectiles and lesser creatures cannot pass the wall.
5	Command Air Elemental	Five minutes	Command the Air	This spell will cause an air elemental to obey simple commands of the caster for the duration of the spell. Some elementals may be resistant or immune to this spell.
	Disperse	Instant	Disperse the Air	This spell will negate all active air elemental spells on the target. If the target has an active Elemental Shield, it will be consumed but will prevent the loss of other active spells. Additionally, this will force an Air Vincuul out of their Elemental Form. They will be unable to reactivate the form for five minutes. Air elementals may be destroyed or take fifty points of damage, depending on the strength of the creature.
	Elemental Form	Five minutes	Grant you a Lightning Form	This spell puts the target in an elemental form of their magic type. While in this form the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals.
6	Clean Air	Five minutes	Grant you Clean Air	This spell will protect the target from harmful gases in the air. The proper defense call for this spell is "No effect"
	Lightning Blast	Instant	Blast 50 Lightning	This spell will inflict fifty points of lightning damage.
	Lightning Storm	Concentration	Call the Lightning Storm	This spell allows the caster to continually throw packets with a damage call of "Magic 10 Lightning". Once the spell begins, the caster must plant one of their feet but may pivot on the other. The caster may not switch the planted foot for the other. Otherwise, the spell is disrupted. The spell is interrupted as soon as the caster is affected by any in-game ability, damage, skill or spell.



# SOLAR

"With the Sun's Radiance I..."

	Duration	Incant	
1	Detect Magic	Instant	Detect Magic This spell will reveal the presence of Solar magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Blind	One minute	Blind you This spell will prevent the target from seeing past the length of their arm, additionally the target is unable to run.
	Light	Thirty minutes	Create a Light This spell allows the caster to create a small flame that functions as a light source. The light emits no heat, and has no game effect other than the light. A glowstick or flashlight diffused with tissue-paper are acceptable phys reps for this spell. If a flashlight is used, it must be pointed at the ground at all times.
	Solar Bolt	Instant	Strike # Solar This spell will inflict five points of Solar damage per point of mana spent, to a maximum of thirty points of solar damage for six mana.
2	Awaken	Instant	Awaken you This spell will negate the effects of any Sleep or Charm ability that are affecting the recipient. It will also negate the effects of a Wylay or Knockout
	Calm	Instant	Calm you This spell will negate the following effects if they are present on the target: Battle Rage, Enrage, Insanity, Terrify, or Taunt.
	Turn Shadow Elemental	One minute	Turn the Shadow This spell will cause a shadow elemental target to leave the caster's line of sight. More powerful elementals may be resistant or even immune to this spell.
3	Destroy Item	Instant	Destroy your X This spell will destroy any hand-held item up to a shield in size.
	Stun	One minute	Stun This spell will prevent the target from using any In Game abilities. While under the effects of this spell, the target may not run.
	Solar Form	Five minutes	Assume Solar Form This spell allows the caster to assume a malleable light form. While in this form, they are immune to normal and silver weapons. The caster may slip through cracks in walls or under doors while in this form. The target must hold their arms above their head, with their hands clasped. No items may be held in either hand while this spell is in effect. The target should occasionally call "Solar Form" to remind others that the spell is still in effect. No In Game abilities may be used while in Solar Form. While in Solar Form, the caster must remain in light areas. If they step into a darkened area, the spell immediately ends. The caster may end the spell prematurely if he wishes by verbally saying "End Solar Form."
4	Elemental Shield	Until used	Grant you an Elemental Shield This spell will negate the next elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attack with an elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) verbal. The proper defense call for this spell is "Elemental Shield."
	Reflect Magic	Until used	Reflect Magic This spell will negate the next spell to affect the target, regardless of whether the attack would have been effective or not. Additionally, the caster who set off the Reflect Magic is now affected by their own spell. The proper defense call for this spell is "Reflect Magic."
	Solar Weapon	Until used	Grant you a Solar Weapon This spell converts the target's damage modifier to "+5 Solar" with all weapons wielded for the next five swings.
5	Command Solar Elemental	Five minutes	Command the Light This spell will cause a solar elemental to obey simple commands of the caster for the duration of the spell. Some elementals may be resistant or immune to this spell.
	Elemental Form	Five minutes	Grant you a Solar Form This spell puts the target in an elemental form of their magic type. While in this form the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals.
	Smother	Instant	Smother the Light This spell will negate all active solar elemental spells on the target. If the target has an active Elemental Shield, it will be consumed but will prevent the loss of other active spells. Additionally, this will force a Solar Vincul out of their Elemental Form. They will be unable to reactivate the form for five minutes. Solar elementals may be destroyed or take fifty points of damage, depending on the strength of the creature.
6	Destroy Undead	Instant	Destroy Undead This spell will destroy an undead creature. More powerful undead may be resistant to this spell, or may take fifty points of damage instead.
	Solar Blast	Instant	Blast 50 Solar This spell will inflict fifty points of solar damage.
	Solar Walk	Instant	Walk the Light This spell allows the caster to travel from his current location to another. The caster must begin and end the transportation in a well-lit area. The destination must be visible from the original position. Travel is not instantaneous nor can it pass magical barriers, and takes as long as it takes for the caster to walk to the new well-lit area, when you arrive you must verbally call "End Solar Walk." This travel is Out of Game.

# SHADOW

"By the dying of the light I..."

	Duration	Incant	
1	Darkness	Thirty minutes	Create Darkness This spell will negate any light sources present on the target.
	Detect Magic	Instant	Detect Magic This spell will reveal the presence of Shadow magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster aware of the presence of magic.
	Shadow Bolt	Instant	Strike # Shadow This spell will inflict five points of Shadow damage per point of mana spent, to a maximum of thirty points of shadow damage for six mana.
	Blind	One minute	Blind you This spell will prevent the target from seeing past the length of their arm, additionally the target is unable to run.
2	Sleep	Five minutes	Command you to Sleep This spell will cause the target to fall to sleep. Role-playing sleeping noises, such as snoring, are encouraged. Creatures with no metabolism are immune to this spell. If the sleeping target sustains any damage while sleeping, it awakens.
	Terrify	One minute	Terrify you This spell causes the target to flee from the caster. As long as the target can see the caster from their present position, they must keep running.
	Turn Solar Elemental	One minute	Turn the Light This spell will cause a solar elemental target to leave the caster's line of sight. More powerful elementals may be resistant or even immune to this spell.
3	Insanity	One minute	Curse you with Insanity This spell causes the target to go insane, attacking anyone: friend or foe who is nearby. If the target has the Rage talent, one use is activated, and the benefits are granted. The target loses access to any combat defenses they may have, i.e. Parry, Sidestep, etc.
	Paralyze	One minute	Paralyze you This spell will immobilize the target. The target is incapable of movement. Speech is not possible, though the target may still see and hear normally.
	Shadow Form	Five minutes	Assume Shadow Form This spell allows the caster to assume a malleable shadow form. While in this form, they are immune to normal and silver weapons. The caster may slip through cracks in walls or under doors while in this form, provided there are no magical barriers. The caster must hold their arms above their head, with their hands clasped. No items may be held in either hand while this spell is in effect. The caster should occasionally call "Shadow Form" to remind others that the spell is still in effect. No In Game abilities may be used while in Shadow Form. While in Shadow Form, the caster must remain in shadowy areas. If they step into a lightened area, the spell immediately ends. The caster may end the spell prematurely if they wish by verbally saying "End Shadow Form."
4	Absorb Magic	Until used	Absorb Magic This spell allows the target to negate the effects of the next spell to strike them, regardless of whether it would affect them or not. The proper call to store the spells is "Absorb". They may release the spell later, even if it is from a school they cannot normally cast. No mana is used when releasing the spell. The proper verbal for the activation of this ability is "Release Magic", followed by the incant.
	Elemental Shield	Until used	Grant you an Elemental Shield This spell will negate the next elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) spell to hit the target, regardless of rather the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attack with an elemental (Fire, Ice, Lightning, Shadow, Solar or Stone) verbal. The proper defense call for this spell is "Elemental Shield."
	Shadow Weapon	Until used	Grant you a Shadow Weapon This spell converts the target's damage modifier to "+5 Shadow" with all weapons wielded for the next five swings.
5	Command Shadow Elemental	Five minutes	Command the Shadow This spell will cause a shadow elemental to obey simple commands of the caster for the duration of the spell. Some elementals may be resistant or immune to this spell.
	Elemental Form	Five minutes	Grant you a Shadow Form This spell puts the target in an elemental form of their magic type. While in this form the character gains 10 health, claws that deal elemental damage, and +2 strength. They are healed by packet-delivered damage of the same type, and they are considered an elemental creature for all spells and abilities that deal directly with elementals.
	Illuminate	Instant	Illuminate the Shadow This spell will negate all active shadow elemental spells on the target. If the target has an active Elemental Shield, it will be consumed but will prevent the loss of other active spells. Additionally, this will force a Shadow Vincuul out of their Elemental Form. They will be unable to reactivate the form for five minutes. Shadow elementals may be destroyed or take fifty points of damage, depending on the strength of the creature.
6	Phase	Instant	Grant you a Phase This spell will negate the next In Game ability to affect the target, regardless of whether the attack would affect the target or not. This spell will work with area effects if you are past 10ft from the point of origin. The proper defense call is "Phase."
	Shadow Blast	Instant	Blast 50 Shadow This spell will inflict fifty points of shadow damage.
	Shadow Walk	Five minutes	Walk the Shadows This spell allows the caster to travel from their current location to another. The caster must begin and end the transportation in a shadowy area. The destination must be visible from the original position. Travel is not instantaneous nor can it pass magical barriers, and takes as long as it takes for the caster to walk to the new shadowed area, when you arrive you must verbally call "End Shadow Walk.". This travel is Out of Game.



# TIME

"With Chronos' Hourglass I..."

	Duration	Incant		
1	Blur	Until used	Create a Blur	This spell will allow the target to reduce the damage by half from the next melee attack to hit them, regardless of whether it would affect them or not. The proper defense call for this spell is "Blur"
	Detect Magic	Instant	Detect Magic	This spell will reveal the presence of force magic on the target. The specific properties of the magic present are not revealed unless this spell is cast in an identification circle. Only the caster is aware of the presence of magic.
	Mend	Instant	Mend this X	This spell will instantly repair any recently destroyed item, provided the spell is cast within one minute of the item's destruction. The caster must touch the item while casting the spell. This spell does not refit a suit of armor, but will repair it if it was destroyed.
	Sense Time	Instant	Sense time	This spell allows the caster to determine the exact time and date. It may also be used to determine the remaining duration of any game effect.
2	Age Item	Instant	Destroy your X	This spell will destroy any hand-held item up to a shield in size.
	Slow Action	One minute	Grant you Slow Action	This spell will double the next counted action performed by the target.
	Swift Action	Until used	Grant you Swift Action	This spell will reduce the next counted action performed by the target by one half.
3	Haste	Five minutes	Grant you Haste	This spell grants the target an additional two points of damage on all weapon calls for the duration of the spell.
	Slow	Five minutes	Slow you	This spell reduces the target's damage by two points for the duration of the spell. Additionally, the target may not run.
	Time Burst	Until used	Grant you a Time Burst	This spell will negate the next weapon strike to hit the target, regardless of whether the attack would have been effective or not. Additionally, if the attacker is wielding a melee or body weapon, they take ten points of time damage. This spell will not stack with a Protection from Weapons spell, or any of the other Burst spells. The proper defense call is "Burst - Ten Time".
4	Extend Spell	Until used	Extend my Spell	This spell will double the duration of another spell. This spell is cast in advance, and remains dormant until activated. To activate this spell, the caster must announce "Extend Spell" before the incant to be doubled. The doubled spell must have an absolute duration longer than instant for this spell to work.
	Temporal Shield	Until used	Grant you a Temporal Shield	This spell will negate the next time spell to hit the target, regardless of whether the attack would have been effective or not. Additionally, the spell will block packet or weapon delivered attacks with the "Time" or "Temporal" verbal. The proper defense call for this spell is "Temporal Shield."
	Temporal Weapon	Until used	Grant you a Temporal Weapon	This spell converts the target's damage modifier to "+5 Time" with all weapons wielded for the next five swings.
5	Diminish Magic	One minute	Diminish Magic	This spell causes the target to take half effect from spells for the next sixty seconds. The only spells that are diminished must have a duration or numerical value.
	Foresight	Until used	Grant you Foresight	This spell will negate the next In Game ability to affect the target, regardless of whether the attack would affect the target or not. This spell will work with area effects if you are past 10ft from the origin point. The proper defense call is "Foresight."
	Time Stop	Five minutes	Stop Time	This spell will completely immobilize the target. Speech is impossible while under the effects of this spell. Additionally, the target is immune to all game effects and any counted action the target may be performing is halted for the duration of the Time Stop.
6	Age	Instant	Age you	This spell will instantly kill the target, placing them into their death count. Certain creatures may be immune to this spell. More powerful creatures may be resistant to this spell, or may take fifty points of damage.
	Instant Action	Until used	Grant you Instant Action	This spell will reduce the next counted action performed by the target to instant. The proper call for this is "X" Instant Action
	Renewal	Instant	Grant you a Renew	This spell will allow the target to regain an ability that they have used within the last sixty seconds. This will work on purchased or talent based abilities.

# MYSTICISM



Mysticism is the practice of becoming one with body or mind. Mystics have honed themselves to be powerful foes by tapping into psychic abilities developed within them as they become one with the path they choose.

The two paths of mysticism to choose from are body and mind. The Path of Body uses the power of physical destruction along with psychic ability to conquer an enemy. The Path of Mind uses the power and energy of raw magic contained within psychic abilities to control those who would oppose them.

These abilities are performed using either fists / claws, or packet delivered, outlined in the following pages. One ability is selected from a tier of Mysticism, per Tier ability purchased. Below are the damage modifiers that are used with packets or fists/weapons.

**Psychic (packet):** These packets delivered abilities are treated like enchantments for the purpose of defenses. Additionally, a player may defend against these attacks using evade, evasion, and foresight.

**Psychic (weapon):** All mystic physical attacks are delivered with their fists. All standard forms of physical defense will block against these attacks. This includes but not limited to parry, sidestep, evade, phase, and foresight.

**NOTE:** Fists and Claws are represented by phys reps meeting the specifications listed in the weapon creation section of the rulebook. At no time are you allowed to strike someone with your hand.

Body			
<b>Tier 1</b>	Psychic Aura	Disarm	Poison Resist
<b>Tier 2</b>	Bear Strength	Pushback	Elemental Resist
<b>Tier 3</b>	Haste	Sidestep	Anchor Spirit
<b>Tier 4</b>	Resist Stun	Restore Strength	Wholeness of Body
<b>Tier 5</b>	Destroy Strike	Paralyze	Shadow Walk

Mind			
<b>Tier 1</b>	Psychic Shield	Babble	Fear
<b>Tier 2</b>	Enrage	Befriend	Calm
<b>Tier 3</b>	Slow	Awaken	Sleep
<b>Tier 4</b>	Stun	Repel	Taunt
<b>Tier 5</b>	Psychic Evade	Reflect Magic	Psychic Blast

## PATH OF THE BODY

Abilities are targeted by contact with fists		Activated ability	
THESE ARE SELF TARGETED ABILITIES ONLY UNLESS OTHERWISE STATED			
		ACTIVATION CALL	TIER 1
<b>Psychic Aura</b>	One minute	Enact psychic aura	This ability will imbue the character's fists with psychic energy, allowing them to affect all creatures regardless of immunities. Their damage modifier is changed to "Psychic". The activation call is "Enact Psychic Aura". This ability lasts for one minute per activation.
<b>Disarm</b>	Instant	Psychic disarm	This ability will cause your opponent to drop their weapon or item they are holding. The character must be fighting with their fists to use this ability. The proper defense call is "Psychic Disarm".
<b>Poison Resist</b>	Until used	Enact poison resist	This ability will allow you to resist the next poison effect to hit you. This does include all forms of alchemy or anything with the poison carrier. To activate this ability, you must announce "Enact Poison Resist" and the proper defense call is "Resist".
		TIER 2	
<b>Bear's Strength</b>	Five minutes	Enact bear's strength	This ability grants the target a +4 Strength for the duration of the ability. This ability may not be stacked with other strength enhancing abilities and spells. The activation call is "Enact Bear's Strength".
<b>Pushback</b>	Instant	Psychic pushback	The art of being able to move someone away from you with a weapon or shield. If you are hit with this ability, you immediately take a five-foot step away from the target that hit you. The proper defense call for the ability is "Pushback". The character must be fighting with their fists to use this ability. The proper defense call is "Psychic Pushback".
<b>Elemental Resist</b>	Until used	Enact elemental resist	This ability will allow you to resist the next elemental damage type (Fire, Lightning, Ice, Shadow, Solar or Stone) to hit you. To activate this ability, you must announce "Enact Elemental Resist" and the proper defense call is "Resist".
		TIER 3	
<b>Anchor Spirit</b>	Five minutes	Enact spirit anchor	This ability will stop a dying person's death count for the duration of this ability. The death count resumes where it left off after the ability is ended. The activation call is "Enact Spirit Anchor". The character must maintain physical contact and be at rest with the target for the duration, or the ability expires.
<b>Haste</b>	One Minute	Enact Haste	This spell grants the target an additional two points of damage on all weapon calls for the duration of the spell.
<b>Side Step</b>	Instant	Enact psychic sidestep	This skill grants the player the ability to negate a physical weapon strike, this includes numerical damage, abilities and skills. This does not include any arrow, thrown weapons or spells. The activation call is "Enact Psychic Side step".
		TIER 4	
<b>Resist Stun</b>	Instant	Enact Stun Resist	This ability grants the character the ability to resist the stun effect.
<b>Restore Strength</b>	Instant	Enact Restore Strength	This ability will negate the effects of any Weakness ability. If cast on a target that suffers a Weakness racial penalty, the target may act normally for one minute.
<b>Wholeness of Body</b>	Instant	Psychic Restore 30 Health	This skill grants the player the ability to restore 30 hit points to themselves. This skill is self-cast only.
		TIER 5	
<b>Destroy Strike</b>	Instant	Psychic destroy	This skill grants the player the ability to destroy an object, shield or weapon. If the attacking player chooses to call a specific item (ex: "Destroy Shield") and the strike hits, the defending player's item is destroyed. If the attacking player does not call a specific item, the defending player gets to choose what item is Destroyed. A player cannot fight or use an item that is destroyed, they have one minute to have it fixed via magic before the item can no longer be fixed and the item is permanently destroyed. The proper call is "Destroy Strike." The proper call is "Psychic Destroy".
<b>Paralyze</b>	Instant	Psychic Paralyze	This skill grants the player to paralyze a target. This ability is delivered through the player must be using fists to use this ability and strike the defending player's body. The activation call for this ability is "Psychic Paralyze." The paralyze lasts for one minute.
<b>Shadow Walk</b>	Instant	Shadow Walk	This ability allows the player to travel from their current location to another. The player must begin and end the transportation in a shadowy area. The destination must be visible from the original position. Travel is not instantaneous nor can it pass magical barriers, and takes as long as it takes for the player to walk to the new shadowed area, when you arrive you must verbally call "End Shadow Walk.". This travel is Out of Game.

## PATH OF THE MIND

Incant with packet delivery - "With the power of my mind I..."		Activated ability	
ACTIVATED ABILITIES ARE SELF TARGETED ABILITIES ONLY UNLESS OTHERWISE STATED			
		INCANT	TIER 1
<b>Psychic Shield</b>	Until used	Enact psychic shield	This will negate the next psychic ability to affect the target, regardless if the attack would have been effective or not. The proper defense call for this ability is "Psychic Shield".
<b>Babble</b>	One minute	Command you to Babble	This spell prevents the target from speaking coherently. They may still think clearly, but any attempts to communicate are garbled. Spells cannot be cast in this condition. Damage and protective calls must still be clearly stated.
<b>Fear</b>	One minute	Command you to fear me	This spell causes the target to flee from the caster. As long as the target can see the caster from their present position, they must keep running.
TIER 2			
<b>Calm</b>	Instant	Calm you	This spell will negate the following effects if they are present on the target: Battle Rage, Enrage, Insanity, Fear, or Taunt. This ability is packet delivered. It may also be activated on the caster in advance, like a protective spell. The activation call for this is "Enact Calm". When struck with a Fear, Rage, Insanity, or Taunt ability, the proper defense call is "Resist".
	Until used	Enact calm	
<b>Befriend</b>	Five minutes	Befriend you	This spell will cause the target to view the caster as if they were their best friend. The target will perform any reasonable request given to them. During befriend players may defend themselves and attack other players than the one they are befriended by.
<b>Enrage</b>	One minute	Enrage you	This spell causes the target to behave as if they are under the effects of the Rage talent, though none of the benefits are granted, nor is the Weakness effect gained. If the target has the Rage talent, one use is activated, and the benefits are granted. Creatures with animal intelligence or lower are unable to be affected by this ability. The target loses access to any combat defenses they may have, i.e. Parry, Sidestep, etc.
TIER 3			
<b>Slow</b>	One minute	Slow you	This spell reduces the target's damage by two points for the duration of the spell. Additionally, the target may not run.
<b>Sleep</b>	Five minutes	Command you to sleep	This spell will cause the target to fall to sleep. Role-playing sleeping noises, such as snoring, are encouraged. Creatures with no metabolism are immune to this spell.
<b>Awaken</b>	Instant	Awaken you	This spell will negate the effects of any Sleep or Charm ability that is affecting the recipient. It will also negate the effects of a Waylay or Knockout. This ability is packet delivered. It may also be active on the caster in advance, like a protective spell. The activation call for this is "Enact Awaken" When struck with a Sleep, Befriend, Charm, Waylay, or Knockback, the proper defense call is "Resist".
	Until used	Enact awaken	
TIER 4			
<b>Stun</b>	One minute	Stun you	This spell will prevent the target from using any In Game abilities. While under the effects of this spell, the target may not run.
<b>Repel</b>	One minute	Repel you	This spell will force the target to stay ten feet away from the caster. If the target is currently within ten feet of the caster, they must immediately attempt to move out of range. If it's not possible to move out of range, the target must move as far as is possible. If the caster approaches the target, they are not forced backward, and may hold their ground. The target may not strike the caster with a melee attack, though missile attacks and spells may still be used.
<b>Taunt</b>	One minute	Taunt you	This talent grants the character the ability to mock someone to the point of frenzy, forcing them to focus their attacks on the caster. The target behaves as if they are under the effects of the Rage talent, though none of the benefits are granted, nor is the Weakness effect gained. If the target has the Rage talent, one use is activated, & the benefits are granted. Creatures with low intelligence are unaffected by this ability.
TIER 5			
<b>Psychic Evade</b>	Until used	Enact psychic evade	A defensive skill that protects against all forms of attack, this ability will negate the next attack regardless if the attack would have been successful or not. Area of Effect can be protected up to a radius of ten feet. The activation call is "Enact Psychic Evade". This is only usable by the caster.
<b>Reflect Magic</b>	Until used	Reflect magic	This spell will negate the next spell to affect the target, regardless if the attack would have been effective or not. Additionally, the caster who set off the Reflect Magic is now affected by their own spell. The proper defense call for this spell is "Reflect Magic."
<b>Psychic Blast</b>	Instant	20 Psychic Stun	This ability is packet delivered, and deals twenty points of health damage, as well as a Stun effect. The proper call is "20 Psychic Stun".

# CRAFTING

## Overview

In-game crafting such as armor, weapons, and alchemical products is done using your characters production, usually during preregistration or check-in. For each item created successfully, an item tag will be presented to the crafter who has produced the item.

To craft items, players must have the required amount of production and the appropriate components. These components will be surrendered to the staff member assisting the player in their crafting.

The production rank chart below outlines how much production a crafter has to work with, which determines how many items a character is able to create at an event. To increase your production for each crafting skill you need to purchase additional ranks in that skill. If you wish to become proficient in another craft, you will need to purchase ranks in the second skill. You may purchase as many ranks of production of a craft as you choose.

To be able to craft an item, you must possess enough ranks of the craft to be able to craft it, not including talents that increase your production points for a particular craft.

The different Crafts	
Alchemy	Crafting elixirs, poisons, gasses and other alchemical substances.
Smithing	Crafting of shields, armor, and weapons.
Engineering	Crafting of traps, locks, and other special items.
Scribe	Crafting of magical scrolls usable for casting spells at a later time without using mana at the time of using the scroll.

## Logistics and Production Points

After updating your character sheet during check-in, the player will then move to the crafting and production portion of logistics. At that time the amount of production available to you is updated based on the ranks of a craft you have. Once you spend production points during logistics they are used up until they reset at the next event.

Production Rank Chart	
Rank	Production
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50

**You may purchase as many ranks in production as you wish, and your production will increase by 5 points every rank beyond what is shown in this chart.**

**Components**

Components are items used in the process of crafting, such as an iron bar being used in the creation of a longsword. Components such as herbs, leather metal and wood are items used in the process of crafting in-game items such as weapons, scrolls and potions. There are four different rarities of components: Common, Uncommon, Rare and Ritual. Components will have on them the category on the component and the rarity of the component. Some components can be used for multiple crafts.

Name	Craft
Herb	Alchemy, Engineering or Scribe
Leather	Alchemy, Scribe or Smithing
Metal	Alchemy, Engineering or Smithing
Wood	Engineering, Scribe or Smithing
Reagent	Ritual

**Common Components** – can be bought at check in for 3 coins and are usually found as treasure on enemies. Uncommon and Rare components can be used in place of common at a rate equal to the appropriate number of common components required, Example: 1 Uncommon component equals 4 common components.

**Uncommon Components** – are harder to come by than common. Uncommon components are equivalent to 4 common components, which can be used in place of uncommon.

**Rare Components** – are the hardest to find and generally worth the most. Rare components are equivalent to 2 uncommon components, or 8 common components, which can be used in place of Rare Components.

**Ritual Components** – aren't used in normal crafting but are used during rituals for details on how to use them consult the ritual guide.

**Component Cost**

When you are looking at the different types of crafting you will see a production cost next to the item. The production cost corresponds to a component cost outlined on the chart below (and noted on all crafting charts). The component cost is how many components that are required to craft that item. **(See Table 1)**

**Table 1**

Component Costs			
Production	Common	Uncommon	Rare
1-5	1		
6-10	2		
11-14	3		
15	2	1	
16-20	2	2	
21-29	3	2	
30	3		2
31-40	3		3
41-50	4		3
51-60	4		4
61-70	5		4
71-80	5		5
81-90	6		5
91-100	6		6

**The table above is specifically for standard items. Items that are crafted off the advanced crafting chart will carry an additional component requirement.**

Below is an example of how to read the crafting charts:

First select the type of crafting you want to do. For the following examples we are using Blacksmithing.

Smithing		
Weapon	Production	Components
Dagger	2	1

Line 1 – Identifies the type of production

Line 3 – Identifies the type of item, in this case weapons. Also identifies the production cost and the number of required components needed for the craft.

You can see in the production column that it takes 2 production points to make and costs 1 component.

Once you have spent your 2 production points and given that component to the crafting Marshal you will be given a dagger tag dated for that month.

## Putting it all together

The player purchases one rank of production in Smithing for 5 XP on the skill chart. The rank they purchased granted them 5 production points to spend in Smithing. At the production portion of logistics, they spend 2 production points and one component to create a dagger. That player now has 3 production points left and no component. The player decides to create a second dagger and spends another 2 production points, but they have no more components, so instead they spend 3 coin in place of the common component required. The player now has 2 daggers and 1 production point remaining.

In the following pages we will break down more information on each of the types of crafting and specific information related to the use of those items.

## Alchemy

Alchemy comes in many forms and has a variety of uses. Some of the different forms include Acids, Oils, Elixirs, and Poisons.

Furthermore, the use of those different forms is classified by how they are used. Some forms are ingested, while others are topical alchemy applied to weapons, and other more powerful creations can be thrown.

**Ingest** - This type of alchemy is poured into the recipient's mouth as an elixir. It can be added to food or drink if desired as well. This should be done on a 3 count. "One I drink/pour, Two I drink/pour, Three I drink/pour, <Alchemy Effect>". Drinking is using the alchemy on yourself and pouring is roleplaying administering it down a targets throat. (You should never physically pour something down someone's throat).

Also, you should never physically add anything to someone's food or drink out of game. When adding a poison to food or drink, you should have a marshal present (preferably a rogue marshal) and present them with the tag of the item you are utilizing. The marshal will then notify the affected player of what has occurred.

**Thrown** – This type of alchemy can be thrown at a target using a packet. The effect is called out when it is thrown. These activation calls are listed on the alchemy crafting chart respectively.

**Topical** - type of alchemy that is a gel that coats a weapon and is used in conjunction with it. For it to affect the target, it must break through armor. This type is best combined with a pierce type weapon or ability. These should be applied on a three count. "One I apply, Two I apply, Three I apply, <Alchemy Effect>".

You can apply a topical poison to a melee weapon once, or you can apply it to up to three arrows.

## Natural and Poison effect carriers

Some alchemical products have the words "Natural" or "Poison" in the activation call. This is so that players who have certain resistances or immunities know when to activate them, as well as understanding what effects are stopped by armor or shields.

**Natural**- An alchemical effect with this carrier is delivered to a targets armor first. A Natural effect can be blocked by a resist or immunity.

**Poison**- A carrier used by some alchemy, utilized for denoting what effects can be resisted or avoided due to immunity by certain races / classes.

## Smithing

Smithing is used to create and repair many kinds of weapons and armor. In regard to armor, other sections of the book explain that the point value of your armor cannot exceed that max value that your physical armor is rated for. Armor rating is performed at check in by staff, and based on the coverage, quality, and other factors with the physical representation of the armor, the player is granted a specified armor value.

## Engineering

This craft primarily creates traps that can be set, causing different effects when they are activated. An example of a trap would be using a mouse trap with fishing line or thread tied off to a stationary object that will activate when passed through, creating a sound that indicates the trap has been activated.

Engineering also creates locks, and a small assortment of other special items with various uses.

## Locks and Lock Picking

Locks can be represented in two ways at Lore. One is to have a physical lock, which typically is pad lock but other types are accepted. To pick these locks, you can use a physical set of lock picks and/or use the counted lock pick action.

Another option for locks is to have a flash card sized lock that has a picture of a lock on it. These locks can be removed via a counted lock pick action. A rogue marshal can provide a physical lock to a player that is lock picking if available.

Locks do not require any skill to set them.

If a player decides to use physical lock picks, they can attempt to get the lock open before the counted action finishes. If while lock picking, they are unable to open the lock with physical picks, the character is still treated as if the counted action is being performed.

Counted Lock Picking Action times:

Simple – 2 minutes

Average – 4 minutes

Complex – 6 minutes

Master – 8 minutes

To use a lock on an object (Chest, Door, etc.) they player must tape the physical lock or flash card lock to the object and include a folded note labeled “Marshal” on the outside. The inside must include the tag, the player’s name and character’s name who set the lock.

(Examples can be shown at check-in if asked)

## Traps

Traps can only be set or disarmed by those who have the Thieves Tools skill. A character who has the thrown weapon skill, bow or arcane focus can attempt to throw their thrown weapon or shoot the traps in order to disarm them. Wizards can attempt to destroy traps with any spell that destroys objects, pending they hit the trap with the spell.

Traps are typically designed by using a line that is attached to something that makes a noise such as a mouse trap, snaps or anything that would represent a loud sound to signify a trap going off. Other trap types are accepted as long as they are safe for all participants and game play. Traps must be stationary, they cannot be attached to a person or moving object, they cannot be thrown or made into a ranged weapon of any sort.

To use a trap, they player must include a folded note labeled “Marshal” that is visible and in a place that the marshal can access without setting off the trap. The note on the inside must include the tag, the player’s name and character’s name who set the trap.

(Examples can be shown at check-in if asked)

## Scribe

Scribes create scrolls for magic users to be able to store spells for future use. To create one of these items the scribe must be capable of casting the spell they are creating a scroll for.

A wizard can create scrolls up to their maximum level of a school that they can use. Some spells within that can have their power increased. For example, a Fire Wizard who is a scribe can create a scroll for the “Fire Bolt” spell. If the Wizard Scribe creates a one mana scroll of the Fire Bolt, then the scroll will read “Fire Bolt 1” indicating one mana was placed into the creation of the spell, thus dealing five points of fire damage per the spell.

If the Wizard Scribe puts six points of mana into the scroll, it is still a level one scroll, but will now read “Fire Bolt 6”, indicating that six mana was placed into its creation, thus dealing thirty points of fire damage per the spell.

## Ritual Scribe

A ritual scroll replaces the mana that is required for a ritual. To perform the ritual, the caster must have the scroll and the required components to perform the ritual.

The production charts for Ritual Scribe are located in the ritual rulebook.

## Advanced Crafting

This is when more advanced items or item improvements can be created by a craft due to the increased number of ranks that they have purchased.

The different types of creations are listed on the Advanced Crafting page. Generally, these creations require specific types of components, in addition to uncommon and rare components. They also require a higher amount of production due to the complexity of the items in question.



# ALCHEMY

Item	Ingest	CC	UC	RC	Thrown	CC	UC	RC	Topical	CC	UC	RC	Description	Activation
------	--------	----	----	----	--------	----	----	----	---------	----	----	----	-------------	------------

## Acids

Alchemist's Corrosive					25	3	2						A thrown alchemy that will destroy an object, shield or weapon. If the attacking player chooses to call a specific item (ex: "Destroy Shield") and the strike hits, the defending player's item is destroyed. If the attacking player does not call a specific item, the defending player gets to choose what item is destroyed. A player cannot fight or use an item that is destroyed, they have one minute to have it fixed via magic before the item can no longer be fixed and the item is permanently destroyed.	Natural Destroy
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## Oils - Offensive

Flame					10	2			7	2			An oil that when applied to a weapon adds +3 Fire to the next three arrows, swings or thrown once for "Natural 10 Fire"	Natural 10 Fire
Flame, Greater					15	2	1		12	3			An oil that when applied to a weapon adds +5 Fire to the next five arrows, swings or thrown once for "Natural 20 Fire"	Natural 20 Fire
Alchemist's Fire					25	3	2						A thrown oil that deals 35 points of fire damage.	Natural 35 Fire
Ice					10	2			8	2			An oil that when applied to a weapon adds +3 Ice to the next three arrows, swings, or thrown once for "Natural 10 Ice"	Natural 10 Ice
Ice, Greater					15	2	1		13	3			An oil that when applied to a weapon adds +5 Ice to the next five arrows, swings or thrown once for "Natural 20 Ice"	Natural 20 Ice
Alchemist's Ice					25	3	2						A thrown oil that deals 35 points of Ice damage.	Natural 35 Ice
Quick Silver									9	2			A coating that when applied to a weapon adds the "Silver" carrier for the next five arrows or swings	

## Oils - Utility

Alchemy Glue					5	1			3	1			A thick oil that, when applied to weapon or thrown, causes a target's foot to become trapped for one minute. Alchemical Solvent or +2 Strength will free the target. You can combine Alchemy glue to increase it. Using two Alchemy Glues creates an entangle, requiring +4 strength. Using three Alchemy Glues creates a confine, requiring +6 strength.	Natural Trap Foot
Alchemy Glue, Greater									8	2			A thick oil that can be used to repair a broken weapon within one minute of it breaking.	
Alchemical Solvent									3	1			A special oil that when applied to Alchemy Glue removes its effect.	

# ALCHEMY

<i>Elixirs - Utility</i>																
Amphibious	3	1													An elixir that allows the imbiber to breathe underwater	
Barkskin	8	2													An elixir that grants the user 10 armor points. This will not stack with Barkskin, Magic Armor, or a Stoneskin Spell. These points are the first armor points to be lost, and may not be refit.	
Barkskin, Greater	12	3													An elixir that grants the user 15 armor points. This will not stack with Barkskin, Magic Armor, or a Stoneskin Spell. These points are the first armor points to be lost, and cannot be refit.	
Elixir of Might	20	2	2												An elixir that grants the user +4 Strength for five minutes.	
Resist Element	8	2													An elixir that grants the user resistance to an elemental (Air,Fire,Lightning, Shadow, Solar or Stone) spell or ability. This resistance will last until used. The next elemental (Air,Fire,Lightning, Shadow, Solar or Stone) spell or ability to strike the user is negated. The proper defense call is "Resist".	
Resist Poison	8	2													An elixir that grants the user resistance to a poison effect. This resistance will last until used. The next poison effect to strike the user is negated. The proper defense call is "Resist".	

<i>Elixirs - Curative</i>																
Antidote	8	2													An elixir that will remove any poison, disease, weakness or infect blood.	Antidote Elixir
Awaken	4	1				9	2								An elixir that removes any sleep or charm effect	Awaken Elixir
Calm	5	1				10	2								An elixir that removes a rage, insanity, terrify, or fear effect.	Calm Elixir
Remedy	15	2	1												An elixir that removes any blind, charm, disease, infect blood, paralysis, silence, sleep or weakness effect	Remedy Elixir
Remove Blindness	7	2				12	3								An elixir that removes the blindness effect	Remove Blindness Elixir
Remove Disease	7	2				12	3								An elixir that removes the disease effect	Remove Disease Elixir
Remove Paralysis	7	2				12	3								An elixir that removes the paralysis effect	Remove Paralysis Elixir
Remove Silence	7	2				12	3								An elixir that removes the silence effect	Remove Silence Elixir

<i>Elixirs - Restorative</i>																
Cure Light	3	1													An elixir that restores 5 points of health to the user.	Cure Light Wounds 5
Cure Moderate	6	2													An elixir that restores 10 points of health to the user.	Cure Moderate Wounds 10
Cure Critical	10	2													An elixir that restores 15 points of health to the user.	Cure Critical Wounds 15
Cure Mortal	20	2	2												An elixir that restores 30 points of health to the user.	Cure Mortal Wounds 30
Liquid Fire	8	2													An elixir that stabilizes another character whom is in their bleeding count to zero health points for five minutes (Unconscious). At the end of that five minutes the target will awaken with 1 Health.	Liquid Fire Wounds 1

# ALCHEMY

## Poison - Incapacitation

Blindness	4	1				10	2						A poison that causes blindness for 1 minute. The target must roleplay as if they cannot see. The target may not swing weapons while under this effect.	Blindness Poison
Intoxicant	3	1											A poison that will cause the consumer to become intoxicated. While under this effect, no in game actions are allowed for five minutes.	Intoxicant Poison
Nausea	10	2				15	2	1					A poison that will cause nausea for one minute. While nauseated, no in game actions may be performed. The target should roleplay being sick, vomiting, etc.	Nausea Poison
Insanity	10	2				15	2	1		12	3		A poison that will induce a target into a rage. While under the effects of rage, the character gains +2 Strength, Threshold 4, ten health points, and fear immunity, but loses access to any combat defenses they may have (i.e. Parry, Sidestep, etc). During Insanity the target does not know friend from foe and will attack anyone that is near them.	Insanity Poison
Paralysis	10	2				15	2	1		12	3		A poisonous oil that when thrown causes paralysis. Paralysis causes no in game actions or movement for one minute.	Paralyze Poison
Silence	7	2				12	3			9	2		A poison that causes the target to become silenced for 1 minute. While under the effects of silence the target is not allowed to talk or make any in game sounds such as speaking or an incant to cast a spell. All melee damage calls are out of game	Silence Poison (Thrown) <b>OR</b> <#> <Damage Carrier> Silence (Topical)
Sleep	7	2				12	3			9	2		A poison that causes a target to sleep for one minute. While under the effects of sleep the character should roleplay sleeping noises such as snoring. Creatures with no metabolism are immune to this. If the target takes damage while asleep, they are awoken.	Sleep Poison (Thrown) <b>OR</b> <#> <Damage Carrier> Sleep (Topical)
Weakness	10	2											A poison that causes a target to become weakened. The target cannot run and is afflicted by -2 Strength for one minute.	Weakness Poison

## Poison - Offensive

Cause Light Wounds						5	2						A thrown poison that deals 5 points of poison damage to a target.	5 Poison
Cause Moderate Wounds						8	2						A thrown poison that deals 10 points of poison damage to a target.	10 Poison
Cause Critical Wounds						12	3						A thrown poison that deals 15 points of poison damage to a target.	15 Poison
Death	25	3	2							35	3	3	A thrown poison that instantly drops a target to their death count.	Death Poison

# SMITHING / SCRIBE

## SMITHING

Weapon Smithing			
Weapon	Prod	CC	UC
Dagger	2	1	
Hatchet	2	1	
Small Club	2	1	
Small Mace	2	1	
Short Axe	4	1	
Short Club	4	1	
Short Hammer	4	1	
Short Mace	4	1	
Short Sword	4	1	
Long Axe	7	2	
Long Club	7	2	
Long Hammer	7	2	
Long Mace	7	2	
Long Sword	7	2	
Bastard Axe	10	2	
Bastard Club	10	2	
Bastard Hammer	10	2	
Bastard Mace	10	2	
Bastard Sword	10	2	
Flail	10	2	
2-Handed Axe	12	3	
2-Handed Club	12	3	
2-Handed Hammer	12	3	
2-Handed Mace	12	3	
2-Handed Sword	12	3	
Polearm	12	3	
Buckler	4	1	
Shield	8	2	
Spear	7	2	
Staff	7	2	
Bow	8	2	
Arcane Focus	8	2	
Parrying Dagger	22	3	2
Armor Repair Kit	15	2	1

## Armor Smithing

Value	Prod	CC	UC
5	3	1	
10	5	1	
15	8	2	
20	11	3	
25	15	2	1
30	18	2	2
35	23	3	2
40	27	3	2

## SCRIBE

Scribe				Description
Item	Prod	CC	UC	
One Mana Scroll	6	1		Creating a Scroll requires the Scribe to be capable of casting the Spell or Ritual. Different skills and abilities allow for a user to read a scroll, however there are restrictions in place for each of these skills or abilities the user must be aware of prior to using. The user must still speak the proper incant to utilize the scroll.
Two Mana Scroll	9	2		
Three Mana Scroll	12	3		
Four Mana Scroll	15	2	2	
Five Mana Scroll	18	2	2	
Six Mana Scroll	22	3	2	
Ritual Scroll	See Ritual Rulebook			

# ENGINEERING

Engineering					Description
Item	Prod	CC	UC	RC	
<b>Locks - Can be used to lock an object or door. Different grades of locks have different modifiers to them.</b>					
Simple Lock	5	1			A lock that can be picked, broken by a destroy strike, a spell that destroys an object and opened via the open lock spell or the knock spell.
Average Lock	10	2			A lock that can be picked, broken by a destroy strike and opened via the knock spell.
Complex Lock	20	2	1		A lock that can be picked or opened via the knock spell.
Masterwork Lock	30	3		2	A lock that can only be opened by lock picking
<b>Traps - Come in various types, each with different effects.</b>					
Dart Trap	7	2			This trap is set to fire multiple needles at the target that sets it off. The person who set it off is struck with a "1 Pierce" point of physical damage. This can be combined with alchemy to create poisoned darts.
Bear Trap 1	4	1			Bear Trap 1 does 10 point of damage. This trap does physical damage as well as traps the target to the ground for 1 minute. They or someone with a 30 count can free them from the trap.
Bear Trap 2	8	2			Bear Trap 2 does 20 points of damage. This trap does physical damage as well as traps the target to the ground for 1 minute. They are someone with a 30 count can free them from the trap.
Entangle Trap	6	2			Entangle Trap 2 traps them for 60 seconds. This trap does no damage but traps the targets legs. They or someone else must spend time freeing them from the trap.
Explosive Trap 1	5	1			Explosive Trap 1 does 5 damage in a 10ft radius. This trap is set off in an area of effect that causes natural damage. At creation the engineer chooses between: Fire / Ice / Stone / Lightning / Acid damage.
Explosive Trap 2	10	2			Explosive Trap 2 does 10 damage in a 10ft radius. This trap is set off in an area of effect that causes natural damage. At creation the engineer chooses between: Fire / Ice / Stone / Lightning / Acid damage.
Explosive Trap 3	15	2	1		Explosive Trap 3 does 15 damage in a 20ft radius. This trap is set off in an area of effect that causes natural damage. At creation the engineer chooses between: Fire / Ice / Stone / Lightning / Acid damage.
Explosive Trap 4	20	2	2		Explosive Trap 4 does 20 damage in a 20ft radius. This trap is set off in an area of effect that causes natural damage. At creation the engineer chooses between: Fire / Ice / Stone / Lightning / Acid damage.
Gas Trap 1	4	1			Gas Trap 1 has a 10ft radius. This trap can be combined with any thrown type of alchemy to create an area of effect gas explosion.
Gas Trap 2	8	2			Gas Trap 2 has a 20ft radius. This trap can be combined with any thrown type of alchemy to create an area of effect gas explosion.
Noise Trap	3	1			Trap that creates a noise to alert nearby people.
<b>Special Items</b>					
Create Key	2	1			Allows for additional keys to be made for a lock
<b>Weapons</b>					
Repeating Crossbow	10	2			See Weapon Specifications
<b>Weapon Enchantments - Used to modify weapons to provide additional effects.</b>					
Crossbow Cartridge	30	3		2	Increases the ammo that a repeating crossbow can carry by 5. Making the crossbow deal base 5 damage, 10 shots with a 5 second reload time.
Escaping Armor	30	3		2	This attachment fits to your armor, allows the wearer to escape from any non-magical confinement once per day. This does not stack with other armor attachments.
Metal Skeleton	30	3		2	A mechanical frame that fits under your armor, this allows you reset your armor on a five count, one time ever. This does not stack with other armor attachments.
Propeller	10	2			An attachment for your boots, this item allows the user to move freely in water for 30 minutes once a day. This does not stack with other boot attachments.
Spring Loaded Footware	15	2	1		An attachment for your boots, this item allows grants the user the sidestep skill one time ever. To activate the item the proper call is "Activate Device - Sidestep." You must spend 30 in game minutes attaching this device to your boots. This does not stack with other boot attachments.
Weapon Chain 1	15	2	1		Attaches to a weapon to allow a "Resist" disarm two times ever
Weapon Chain 2	25	3	2		Attaches to a weapon to allow a "Resist" disarm once a day

# ADVANCED CRAFTING

Advanced crafting is used to create modified versions of our current items that are in smithing and engineering.

These items have an additional component rarity requirement to them, regardless of how many production points that they cost. Like with all crafts the component rarity will be half of the total components

that are required to craft the item, with items such as high-end armor that already have an uncommon requirement, it will require additional components. The below chart outlines what items can be created with advanced crafting. Each effect can only be added once per item.

Advanced Crafting		
Effect	Prod	Requirement
Brass Knuckles +1	15	Half components must be uncommon
Brass Knuckles +2	25	Half components must be rare
Claw Caps +1	15	Half components must be uncommon
Claw Caps +2	25	Half components must be rare
Compound Bow +1	25	Half components must be uncommon
Compound Bow +2	40	Half components must be rare
Elemental Resist	x3	Must be Armor or Shield, Half Components must be dragon scales
Executioners	+25	Half components must be uncommon
Impact / Sharp +1	x3	Must be Blunt Weapon, half components must be uncommon
Impact / Sharp +2	x4	Must be Blunt Weapon, half components must be rare
Parrying Dagger	22	Must be a dagger, half components must be uncommon
Reinforced Armor	x2	Must be Armor, half Components must be rare
Resilient	x3	Half components must be rare
Shatter Resist	x2	Half components must be uncommon
Silver	x2	Smithing Only, half components must be silver

Advanced Crafting Effects	
Brass Knuckles	This will add a permanent +1 or +2 damage to unarmed or claw weapons. This will only apply to a single fist or claw; a second pair must be purchased to have it on both weapons. Additionally with these a gold or silver band must be present near the top of the weapon to identify they are on there.
Claw Caps	This will add a permanent +1 or +2 damage to unarmed. This will only apply to a single fist or claw; a second pair must be purchased to have it on both weapons. Additionally with these a gold or silver band must be present near the top of the weapon to identify they are on there.
Compound Bow	This will add permanent +1 or +2 damage to bows.
Elemental Resist	When struck with the associated element the wearer of the armor calls "Resist," able to use 3 times a day. When crafted the element is selected for resistance.
Executioners	This will reduce the count on a killing blow to 3 seconds.
Impact	This will add permanent +1 or +2 damage to blunt weapons including: Clubs, Flails, Hammers, Maces and Staves
Parrying Dagger	This dagger only weapon can parry attacks while wielding, when struck with melee the wielder can call "Parry" one time per day.
Reinforced Armor	This armor when created adds additional armor to the suit. When created it takes the value of the armor x1.5, this new number can break the armor cap.
Resilient	This weapon or armor when struck with a destroy strike can "Resist" two times day
Shatter Resist	This weapon or armor when struck with a destroy strike can "Resist" one time per day.
Silver	This weapon is coated with silver and the "Silver" carrier is added to all attacks made with it.
Sharp	This will add permanent +1 or +2 damage to edged weapons including: Axes, Daggers, Swords, Spears and Polearms

# ADVANCED CRAFTING

Advanced Crafting Production and Component Costs	Elemental Resist	Common Comps	Uncommon Comp	Rare Comp	Executioners	Common Comps	Uncommon Comp	Rare Comp	Compound / Impact Sharp 1	Common Comps	Uncommon Comp	Rare Comp	Compound / Impact Sharp 2	Common Comps	Uncommon Comp	Rare Comp	Reinforced	Common Comps	Uncommon Comp	Rare Comp	Shatter Resist	Common Comps	Uncommon Comp	Rare Comp	Silver	Common Comps	Uncommon Comp	Rare Comp	Resilient	Common Comps	Uncommon Comp	Rare Comp
	Dagger	-	-	-	-	27	3	2	-	6	1	1	-	8	1	-	1	-	-	-	-	4	-	1	-	4	-	1	-	6	1	-
Hatchet	-	-	-	-	27	3	2	-	6	1	1	-	8	1	-	1	-	-	-	-	4	-	1	-	4	-	1	-	6	1	-	1
Small Club	-	-	-	-	27	3	2	-	6	1	1	-	8	1	-	1	-	-	-	-	4	-	1	-	4	-	1	-	6	1	-	1
Small Mace	-	-	-	-	27	3	2	-	6	1	1	-	8	1	-	1	-	-	-	-	4	-	1	-	4	-	1	-	6	1	-	1
Short Axe	-	-	-	-	29	3	2	-	12	2	1	-	16	2	-	2	-	-	-	-	8	1	1	-	8	1	1	-	12	2	-	1
Short Club	-	-	-	-	29	3	2	-	12	2	1	-	16	2	-	2	-	-	-	-	8	1	1	-	8	1	1	-	12	2	-	1
Short Hammer	-	-	-	-	29	3	2	-	12	2	1	-	16	2	-	2	-	-	-	-	8	1	1	-	8	1	1	-	12	2	-	1
Short Mace	-	-	-	-	29	3	2	-	12	2	1	-	16	2	-	2	-	-	-	-	8	1	1	-	8	1	1	-	12	2	-	1
Short Sword	-	-	-	-	29	3	2	-	12	2	1	-	16	2	-	2	-	-	-	-	8	1	1	-	8	1	1	-	12	2	-	1
Brass Knuckles	-	-	-	-	-	-	-	-	15	2	1	-	25	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Claw Caps	-	-	-	-	-	-	-	-	15	2	1	-	25	2	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long Axe	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Long Club	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Long Hammer	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Long Mace	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Long Sword	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Bastard Axe	-	-	-	-	35	3	3	-	30	3	2	-	40	3	-	3	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
Bastard Club	-	-	-	-	35	3	3	-	30	3	2	-	40	3	-	3	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
Bastard Hammer	-	-	-	-	35	3	3	-	30	3	2	-	40	3	-	3	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
Bastard Mace	-	-	-	-	35	3	3	-	30	3	2	-	40	3	-	3	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
Bastard Sword	-	-	-	-	35	3	3	-	30	3	2	-	40	3	-	3	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
Flail	-	-	-	-	35	3	3	-	30	3	2	-	40	3	-	3	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
2-Handed Axe	-	-	-	-	37	3	3	-	36	3	3	-	48	4	-	3	-	-	-	-	24	3	2	-	24	3	2	-	36	3	-	3
2-Handed Club	-	-	-	-	37	3	3	-	36	3	3	-	48	4	-	3	-	-	-	-	24	3	2	-	24	3	2	-	36	3	-	3
2-Handed Hammer	-	-	-	-	37	3	3	-	36	3	3	-	48	4	-	3	-	-	-	-	24	3	2	-	24	3	2	-	36	3	-	3
2-Handed Mace	-	-	-	-	37	3	3	-	36	3	3	-	48	4	-	3	-	-	-	-	24	3	2	-	24	3	2	-	36	3	-	3
2-Handed Sword	-	-	-	-	37	3	3	-	36	3	3	-	48	4	-	3	-	-	-	-	24	3	2	-	24	3	2	-	36	3	-	3
Polearm	-	-	-	-	37	3	3	-	36	3	3	-	48	4	-	3	-	-	-	-	24	3	2	-	24	3	2	-	36	3	-	3
Spear	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Staff	-	-	-	-	32	3	3	-	21	3	2	-	28	3	-	2	-	-	-	-	14	2	1	-	14	2	1	-	21	3	-	2
Bow	-	-	-	-	-	-	-	-	23	3	2	-	40	3	-	3	-	-	-	-	16	2	2	-	16	2	2	-	24	3	-	2
Crossbow	-	-	-	-	35	3	3	-	-	-	-	-	-	-	-	-	-	-	-	-	20	2	2	-	20	2	2	-	30	3	-	2
Shield	24	3	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	16	2	2	-	-	-	-	24	3	-	2	
Armor 5	9	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	6	1	-	1	6	2	1	-	-	-	-	9	1	-	1	
Armor 10	15	2	-	1	-	-	-	-	-	-	-	-	-	-	-	-	10	1	-	1	10	2	1	-	-	-	-	15	2	-	1	
Armor 15	24	3	-	2	-	-	-	-	-	-	-	-	-	-	-	-	16	2	-	2	16	2	2	-	-	-	-	24	3	-	2	
Armor 20	33	3	-	3	-	-	-	-	-	-	-	-	-	-	-	-	22	3	-	2	22	3	2	-	-	-	-	33	3	-	3	
Armor 25	45	2	2	3	-	-	-	-	-	-	-	-	-	-	-	-	30	2	1	2	30	2	2	1	-	-	-	45	2	2	3	
Armor 30	54	2	2	4	-	-	-	-	-	-	-	-	-	-	-	-	36	2	1	3	36	2	3	1	-	-	-	54	2	2	4	
Armor 35	69	2	3	4	-	-	-	-	-	-	-	-	-	-	-	-	46	2	2	3	46	2	3	2	-	-	-	69	2	3	4	
Armor 40	81	3	4	4	-	-	-	-	-	-	-	-	-	-	-	-	54	2	2	4	54	2	4	2	-	-	-	81	3	4	4	

# BUYING / SELLING ITEMS

The suggested range of prices listed below is a general estimate of what the market value of items in the game should be. It is important to note that there is an economy in game, and every town has different abundant resources and rarer components. These differences from town-to-town change supply and demand and this can be reflected by a slight change in prices.

**When looking at this guide it should be used to help you establish a baseline for a reasonable price, and not as an absolute set price to be requested. Haggling with PC's and NPC's is part of the roleplaying experience and the book itself should not be referenced in negotiations.**

## Production Points

Production Points are how many points it takes a crafter to create the item. When making items a portion of their production goes into the cost associated with an item. The standard price includes the 30% to 60% (rounded) of these production points as a cost.

## Components

Components play a major part in the price of items. Each component has a value based on its rarity, with a high and low that can change depending on which town that player is in, these are considered average prices but can always be higher or lower.

Common Components – 2 coin

Uncommon Components – 8 coin to 12 coin

Rare Components – 16 coin to 22 coin

Ritual Crystal Component – 6 to 10

The following tables include the items that can be crafted and the prices that are associated with them.



# SELLING ALCHEMY

	Ingest	Thrown	Topical
<b>Acids</b>			
Alchemist's Corrosive		30 - 45	

<b>Oils - Offensive</b>			
Flame		7 - 10	6 - 8
Flame, Greater		17 - 25	10 - 13
Alchemist's Fire		30 - 45	
Ice		7 - 10	6 - 9
Ice, Greater		17 - 25	10 - 14
Alchemist's Ice		30 - 45	
Quick Silver			7 - 9
Paralysis	7 - 10	17 - 25	10 - 13

<b>Oils - Utility</b>			
Alchemy Glue		4 - 5	3 - 4
Alchemical Solvent			3 - 4
Preservative	3 - 3	3 - 3	3 - 3

<b>Elixirs - Utility</b>			
Amphibious	3 - 4		
Barkskin	6 - 9		
Barkskin, Greater	10 - 13		
Elixir of Might	26 - 40		
Resist Element	6 - 9		
Resist Poison	6 - 9		

	Ingest	Thrown	Topical
<b>Elixirs - Curative</b>			
Antidote	6 - 9		
Awaken	3 - 4	7 - 9	
Calm	4 - 5	7 - 10	
Remedy	17 - 25		
Remove Blindness	6 - 8	10 - 13	
Remove Disease	6 - 8	10 - 13	
Remove Paralysis	6 - 8	10 - 13	
Remove Silence	6 - 8	10 - 13	

<b>Elixirs - Restorative</b>			
Cure Light	3 - 4		
Cure Moderate	6 - 8		
Cure Critical	7 - 10		
Cure Mortal	26 - 40		
Liquid Fire	6 - 9		

<b>Poison - Incapitation</b>			
Blindness	3 - 4	7 - 10	
Intoxicant	3 - 4		
Nausea	7 - 10	17 - 25	
Insanity	7 - 10	17 - 25	10 - 13
Silence	6 - 8	10 - 13	7 - 9
Sleep	6 - 8	10 - 13	7 - 9
Weakness	7 - 10		

	Ingest	Thrown	Topical
<b>Poison - Offensive</b>			
Cause Light Wounds		6 - 7	
Cause Moderate Wounds		6 - 9	
Cause Critical Wounds		10 - 13	
Death	30 - 45		65 - 93

# SELLING CRAFTED

Smithing	
Weapon	Range
Dagger	3 - 3
Hatchet	3 - 3
Small Club	3 - 3
Small Mace	3 - 3
Short Axe	3 - 4
Short Club	3 - 4
Short Mace	3 - 4
Short Sword	3 - 4
Long Axe	6 - 8
Long Club	6 - 8
Long Mace	6 - 8
Long Sword	6 - 8
Bastard Axe	7 - 10
Bastard Club	7 - 10
Bastard Mace	7 - 10
Bastard Sword	7 - 10
Flail	7 - 10
2-Handed Club	10 - 13
2-Handed Mace	10 - 13
2-Handed Sword	10 - 13
Polearm	10 - 13
Buckler	3 - 4
Shield	6 - 9
Spear	6 - 8
Staff	6 - 8
Bow	6 - 9
Arcane Focus	6 - 9

Armor	
Armor	Range
5	3 - 4
10	4 - 5
15	6 - 9
20	9 - 13
25	17 - 25
30	25 - 39
35	29 - 44
40	30 - 46

Scribe	
Spell	Range
One Mana	4 - 7
Two Mana	7 - 11
Three Mana	10 - 14
Four Mana	25 - 38
Five Mana	26 - 41
Six Mana	30 - 45

*These prices are negotiable and may differ in-game. This is a basis to go off of and are not concrete. Some NPCs and players will sell at a higher or lower cost.*

Engineering	
Item	Range
Simple Lock	4 - 5
Average Lock	7 - 10
Complex Lock	18 - 28
Masterwork Lock	31 - 48
Dart Trap	6 - 8
Bear Trap 1	3 - 4
Bear Trap 2	6 - 9
Entangle Trap	6 - 8
Explosive Trap 1	4 - 5
Explosive Trap 2	7 - 10
Explosive Trap 3	17 - 25
Explosive Trap 4	26 - 40
Gas Trap 1	3 - 4
Gas Trap 2	6 - 9
Noise Trap	3 - 4
Repeating Crossbow	7 - 10
Crossbow Cartridge	47 - 68
Escaping Armor	47 - 68
Metal Skeleton	47 - 68
Propeller	7 - 10
Spring Loaded Footware	17 - 25
Weapon Chain 1	17 - 25
Weapon Chain 2	26 - 41

Component	
Type	Range
Common Component	2
Uncommon Component	8-12
Rare Component	16 - 22
Ritual Gems	6 - 10

# MAGIC ITEMS

## Creating Magic Items

Certain magic items can be created by players. Please reference the Ritual Rulebook for more detailed guidelines and tables concerning magic item creation.

A standard magic item has one magical effect. The cost to create the item depends on the amount of times that effect can be used as well as the spell level of that effect. An item with more than one magical effect is known as an artifact and cannot be extended or modified by a player. There are exceptions to this rule. For example, a sword can have a magical carrier, such as ice, a spell effect and be essence bound and still be a standard magic item. If a second spell effect was added, it would become an artifact.

## Minor Magic

Items that are classified as “Minor” are magic items that can only be extended, no other effects may be added to them.

## Artifact Items

Items that are marked as “Artifact” are magic items that cannot be modified in anyway. This includes (but not limited to) extending or adding effects.

## Extending Magic Items

Magic items MUST be extended by a caster of the type of the magic spell that is on the item. If it is a Shadow Weapon, it must be renewed with Shadow crystals and ritual mana.

The exception to this rule is **Time**. Time can renew ALL magic items, including those that do not have a type: IE: If an item has an Evade on it.

**Caster Matches** – 2 Crystals 5 Ritual Mana (Use this if it is a Time magic based item)

**Time** – 3 Shimmering Crystals, 8 Ritual Mana

## Activating Magic Items

Magic items are activated by verbally saying “Activate Item – Magic Spell Name.” This is an out of game call since it is an item that is being used. In the case of something that provides a buff like Magic Shield – the item must be used and spell placed on the target prior to being hit with spell, per the standard protective rules.

# EXPIRATION DATES AND ATTUNEMENT

## Expiration Dates

All items carry a two-year expiration date from the time of creation. After the two years the items will cease to function and will require maintenance for any standard crafted item or an extend ritual to increase the duration of the item by one year.

All of these items can be held on to after the expiration date but can no longer be used. The items can be extended at any point up to a year past their expiration date, after the additional year (3<sup>rd</sup> year total) the tag will be destroyed.

Any of the crafts can extend items as long as that item falls under the craft.

IE: Smithing can extend a longsword, but an Engineer cannot

## Extending Items:

Extending items costs a specific number of production and components depending on what sort of item it is.

**Normal item** – 2 production points, 1 common component

**Advanced Item** – 6 production points, 3 common components

## Extending Magic Items

Magic items MUST be extended by the caster type of the magic that is on the item. If it is a Shadow Weapon, it must be renewed with Shadow crystals and ritual mana.

The exception to this rule is **Time**. Time can renew ALL magic items, including those that do not have a type: IE: If an item has an Evade on it.

The cost to extend magic items depends on whether or not a matching school caster or a Time caster is doing the extending.

**Caster Matches** – 2 Crystals 5 Ritual Mana (Use this if it is a Time magic based item)

**Time** – 3 Shimmering Crystals, 8 Ritual Mana

## Minor Magic

Some items are marked as “Minor,” and a majority of the time these items are one time use only items. Minor items can have their expiration dates extended, but they cannot be modified.

## Artifact Items

Some items are marked as “Artifact,” and are generally items of significant power. These items cannot be upgraded OR extended by rituals in any way.

## Attunement

A character is limited to how many magic items they can use at once. Magic items require attunement and a character can be attuned to 5 items at one time.

A character must spend 1 hour outside of combat focusing on an item to attune to it.

Attunement is not affected by any spells such as Swift Action or Instant Action.

# PROPERTIES

Properties are a way for players to invest in their own land in a town where they normally PC. When purchasing property, you designate what town that it is to be located at, you only gain the benefits of the property while you are a PC in that town. You do not collect extra components or gain any additional benefits while you are not at your property's town. All actions related to properties must be done during pre-registration.

A character can only be part of two properties, which must reside in different towns. Additionally, a player may be only part of one Lodge.

Ex: A player can own two Estates in two different towns

Or

Ex: A player can own an Estate and be part of a Lodge in a different town

A player may only purchase one property per event if you are PCing the character making the purchase. A PC must first build an estate or a lodge before constructing any other properties. The exception to being able to purchase as single property is if the PC purchases **Extra Hands**, which is applied only to the current event and allows for two options to be selected for that event.

## **Estates**

This property type is for an individual player; the only member of an estate is the owner.

## **Lodges**

This property type is for a group of players; they can have up to 10 members in the lodge and can expand that by purchasing the upgrade for the lodge, expanding it to 15 people. Upon creation a leader must be selected to be the head of the lodge, the leader is the one that has access to all the resources that come with the lodge and is responsible for distributing the resources as they see fit.

It is encouraged to select a leader that is going to be active and ensure that everyone gets their share of resources when creating or joining a lodge.

A leader may select other players to have access to the resources of the lodge, but it must be specified by the leader of the lodge to Lore Pre-Registration Staff during **Pre-Registration** and it will be marked on the players sheets in the housing section.

## **Production**

Any production property increases production points for a character by 10 points. This can be increased by the Extra Production feature, which further increases production by 2 points. Extra Production can be purchased up to 10 times for a total of 30 extra production points for a craft. These production points can only be used when the players are playing in the town where the property resides in.

Lodges must specify at purchase who has access to the production properties, this can be changed by the Leader at pre-registration

## **Gathering**

Gathering properties grant components of their associated type, and higher tiers of the gathering can grant additional components, as well as rare components. These components can only be obtained when the player is playing in the town where the property is located.

Lodges must specify at purchase who has access to the gathering properties, this can be changed by the Leader at pre-registration.

## **Revenue**

Revenue properties generate money passively as well as allow you to sell items at check-in. The value you receive for selling items is based off the Selling Crafted chart and will depend on the expiration date on the tag. Additionally Magic Items and other tagged items can be sold during check-in as well.

Lodges will have money deposited into the bank of the owner or leader of the property, this can be changed by the Leader at check-in or pre-registration.

Properties				
	Estate Cost	Lodge Cost	Requirements	Purpose
Estate / Lodge	40	80		Required as the base building block. The Estate is for an individual, the Lodges are for a group. This is required to have access to any of the other workshops or resources. This building generates a property grab bag at the end of the year that applies to all members of the guild on the first event of a new season.
Lodge Upgrade		30	Lodge	Increases the Player limit of the lodge by 5.
Bank	20	40	Estate / Lodge	Allows players to leave coin in their bank that they do not need to take in-game. This functions as an individual bank for each player that is a member of the Estate or Lodge.

Production				
Apothecary Lab	15	30	Estate / Lodge	Increase production for 1(E) or 2(M) character(s) by 10 for Alchemy.
Engineering Shop	15	30	Estate / Lodge	Increase production for 1(E) or 2(M) character(s) by 10 for Engineering.
Library	15	30	Estate / Lodge	Increase production for 1(E) or 2(M) character(s) by 10 for Scribe.
Smithy	15	30	Estate / Lodge	Increase production for 1(E) or 2(M) character(s) by 10 for Smithing.

Gathering				
Greenhouse	15	30	Estate / Lodge	Grants a total of 2(E) or 4(M) an Herb Common Components per event
Advanced Greenhouse	40	80	Greenhouse	Grants a total of 4(E) or 8(M) an Herb Common Components and 1(E) or 2(M) Uncommon Component(s) per event.
Greater Greenhouse	60	120	Adv. Greenhouse	Grants a total of 2(E) or 4(M) an Herb Uncommon Components and 1(E) or 2(M) Rare Component(s) per event.
Lumberyard	15	30	Estate / Lodge	Grants a total of 2(E) or 4(M) a Wood Common Components per event.
Advanced Lumberyard	40	80	Lumberyard	Grants a total of 4(E) or 8(M) a Wood Common Components and 1(E) or 2(M) Uncommon Component(s) per event.
Greater Lumberyard	60	120	Adv. Lumberyard	Grants a total of 2(E) or 4(M) a Wood Uncommon Components and 1(E) or 2(M) Rare Component(s) per event.
Mine	15	30	Estate / Lodge	Grants a total of 2(E) or 4(M) a Metal Common Components per event.
Advanced Mine	40	80	Mine	Grants a total of 4(E) or 8(M) a Metal Common Components and 1(E) or 2(M) Uncommon Component(s) per event.
Greater Mine	60	120	Adv. Mine	Grants a total of 2(E) or 4(M) a Metal Uncommon Components and 1(E) or 2(M) Rare Component(s) per event.
Farm	15	30	Estate / Lodge	Grants a total of 2(E) or 4(M) a Leather Common Components per event.
Advanced Farm	40	80	Farm	Grants a total of 4(E) or 8(M) a Leather Common Components and 1(E) or 2(M) Uncommon Component(s) per event.
Greater Farm	60	120	Adv Farm	Grants a total of 2(E) or 4(M) a Leather Uncommon Components and 1(E) or 2(M) Rare Component(s) per event.
Ritual Chamber	20	40	Estate / Lodge	Grants a total of 1(E) or 2(M) Reagent Common Component(s) per event.
Crystal Yard	20	40	Estate / Lodge	Grants a total of 1(E) or 2(M) Ritual Crystal(s) per event. Crystal type must be chosen at time of purchase.

Revenue				
Market	20		Bank	Generates 10 coin an event. This is deposited into the Bank of the Owner/Leader
Improved Trade	40		Market	Generates 20 coin an event. This is deposited into the Bank of the Owner/Leader
Merchants	10		Market	Can sell 1 item per event at check-in, you can purchase up to 5 merchants. Value of item is depending on expiration date.

Others				
Extra Production	10	17	Greenhouse or Mine	Grants 2 More production points. Can be purchased up to 10 times per type
Hired Hands	15	30	Any	Can finish project in half the time allowing 2 buildings to be built in a month

# ARMOR & SHIELDS

Armor Ratings						
Location	Plate	Chain	Improved Plate	Heavy Leather	Leather	Cloth
Head Helm	4	3	2	3	3	2
Chest Breastplate	10	9	8	8	7	5
Back plate	10	9	8	8	7	5
Left Shoulder	4	3	3	3	2	1
Right Shoulder	4	3	3	3	2	1
Left Forearm	3	3	2	3	2	1
Right Forearm	3	3	2	3	2	1
Left Thigh	4	3	3	3	2	1
Right Thigh	4	3	3	3	2	1
Left Leg	3	3	2	2	2	1
Right Leg	3	3	2	2	2	1
<b>Total</b>	<b>52</b>	<b>45</b>	<b>38</b>	<b>41</b>	<b>33</b>	<b>20</b>

Armor Caps	
Class	Cap
Fighter	30
Arcane Warrior	25
Warden	25
Cavalier	25
Mystic	25
Rogue	15
Artisan	25
Wizard	10

Armor is broken down into multiple categories to give an accurate rating based on the type of material that is being used. All armor is encouraged to look as in-period as possible.

- **Cloth** includes any padded or similar materials (Gambesons). Other materials that are not traditionally used for armor could also fall into this category.
- **Light Leather** includes any pleather or faux leather materials.
- **Heavy Leather** includes any real leather material over 6oz.
- **Improved plate** includes any material that is meant to represent plate, but not made of metal. This material must be hard, have rigidity and be made to look like armor. Typical materials are plastic lamellar & molded PVC
- **Chain** any metal armor metal rings woven together.
- **Plate** any solid metal armor of 20 gauge or lower

## Other Armor Rules:

- If you are wearing a helmet, the ability of waylay does not affect you, proper call is "no effect."
- Wearing multiple layers of armor gives you the full value for the top layer of armor, and half for the second layer
- Armor must cover at least 50% of the body part to be counted.

## Shields

Safety is the number one priority when you are crafting a shield. You may use any materials such as wood, plastic or another material that is deemed safe by staff. Any hard materials such as wood and plastic need to have a layer of foam on the outside of the shield to protect others from the edges. Shields made out of the insulation foam do not need to have the layer.

The longest dimension of a shield cannot exceed 36 inches including the layer of foam that is present on the ends. The maximum surface area of a shield is 532 square inches; this includes any cavities, holes or recesses in the shield.

When attaching a handle to the shield make sure that there are no edges, bolts screws or anything on that can injure another player on the outside of the shield or the user of the shield on the inside.

At no point when using a shield can it be used to strike or attack another player.

# WEAPON SIZES

Weapons Sizes							
Type	Handle	Total Length	Head Size	Minimum Core Size PVC	Core Size Kite Spar	Base Damage	Notes
Small Weapon	1"-7"	10"-20"	-	1/4"	0.505	1	
Short Sword / Club	1"-10"	20"-30"	-	1/2"	0.505	2	
Short Axe / Hammer	1"-10"	20"-30"	6"-18"	1/2"	0.505	3	
Short Mace	1"-10"	20"-30"	6"-18"	1/2"	0.505	2	
Long Sword / Club	1"-12"	30"-40"	-	1/2"	0.505	3	
Long Axe / Hammer	1"-12"	30"-40"	6"-18"	1/2"	0.505	4	
Long Mace	1"-12"	30"-40"	6"-18"	1/2"	0.505	3	
Flail	1"-14"	30"-40"	4"-10"	1/2"	0.505	3	Max Chain of 5"
Bastard Sword / Club	1"-14"	40"-50"	-	1/2"	0.505 / .724	4	
Bastard Axe / Hammer	1"-14"	40"-50"	6"-18"	1/2"	0.505 / .724	5	
Bastard Mace	1"-14"	40"-50"	6"-18"	3/4"	0.505 / .724	4	
Spear	1"-25"	40"-50"	6"-12"	3/4"	0.505 / .724	3	
Two Handed Sword / Club	1"-25"	50"-60"	-	3/4"	0.724	5	
Two Handed Axe / Hammer	1"-25"	50"-60"	6"-18"	3/4"	0.724	6	
Two Handed Mace	1"-25"	50"-60"	6"-18"	3/4"	0.724	5	
Polearm	1"-50"	60"-72"	8"-16"	3/4"	0.724	5	
Staff	5"-24" Center	60"-72"*	-	3/4"	0.724	3	Must have 15" Striking Surface on each side
Small thrown Weapons	-	1"-12"	-	no core	no core	1	
Large thrown Weapons	-	13"-30"	-	no core	no core	2	
Bow	1" - 12"	34"-58"	-	1/2"	-	3	
Crossbow	-	12"-24"	-	1/2"	0.505	5	
Claws / Fist	1"-7"	10"-20"	-	1/4"	0.505	2	
Monster Claw / Fist	1"-10"	20"-30"	-	1/2"	0.505	3	

## Boffer Weapons

Boffer weapons must be made of safe material, which is generally made with a combination of PVC or Kite spar and foam insulation (at least 5/8ths thick.) All boffer weapons must have a stabbing tip of at least 2" made of a soft cell foam to allow for any type of stabbing. Boffer weapons must have a covering over the body of the weapon consisting of a material that is safe to hit players such as, duct tape, kite tape and cloth. The handles of boffer weapons may be left as bare pipe core or they can be completely covered in foam, this is up to the wielder. All boffers must contain a soft cap that covers the bottom and top of the open pipe, that is a minimum of 1/2" and does not contain any hard material like pennies or batteries.

## Latex Weapons

Additionally, we allow the use of latex and plastidip weapons. While using these weapons you are not allowed to thrust with them, and you are required to swing lighter with melee weapons than you would with a boffer weapon, for safety purposes. If a weapon is not passed during check-in, it cannot be used for the event.



# COMMON ABILITIES, PHRASES AND TERMS

This is not a complete list of abilities or phrases, but it does include the most common heard in game.

Acid	A "Natural" attack from a monster, this can be thrown or used with a melee weapon. This can potentially break damage caps, thresholds or resistances.
Aura	This is a radius effect from an NPC. Damage and Effects can be reduced or resisted (with the appropriate defense.)
Area of Effect (AoE)	Any ability, skill or spell that does area of effect damage (traps or NPC abilities.) AoE effects can be blocked by an appropriate protection (Ex: "AoE Natural 10 Fire" can be blocked by: "Elemental Shield," "Nature Shield" or "Resist Fire." Additionally if a player is within 10ft of the target, they may use an Evade or Phase.
Bleeding	This is what happens when your character drops to -1 health. No matter how much damage you take, you never go below -1. When this happens, you drop to the ground and begin a bleeding count that leads to a death count. Bleeding lasts for one minute. At this point you can receive either healing from magic or alchemy, as well as first aid. If you receive first aid while you are bleeding, your counts stops but will pick back up where you left off if the first aid is interrupted.
Blind	This prevents the target from being able to see past arms length, additionally the player may not run.
Binding	This refers to spells that can prevent a player from moving: Trap Foot, Entangle, Confine or Cage.
Carrier	The carrier is part of the verbal call when swinging a melee weapon, this is the type of damage the weapon is doing. Example being "Normal," "Fire," "Life."
Check In	The time frame that everyone arrives on site to pay, get their sheets, and prepare for the event. Times are posted publicly by the game and have a cut off time to ensure the game can start at a decent time
Check Out	Similar to checking in, but done at the end of an event. This is typically at first light on Sunday and when you clean up to leave. Everyone is to find a Plot Marshal to check out.
Concentration	Moments in time where you must not be disturbed in order to do something. This includes (but not limited to) first aiding a target, killing blow a target or searching a target. If you are interrupted (any damage, skills or ability) you must start the count over.
Damage Cap	Some NPCs may have a maximum amount of damage that they receive per attack. If your attack is greater than the cap, the NPC will call "capped" to let you know that your attack was less effective. The damage is reduced to what their cap is, the NPC does not have to let you know what that cap is.
Dying	If after one minute of bleeding you are not healed, you enter your dying count. Immediately after your count of 60 from bleeding comes to an end, you start your five-minute count into dying. If you have not received the proper healing at the end of this count you are dead. When you are dead you drop ALL of your characters belongings on the ground and place your hands on your head to symbolize you are out of game. You then proceed to the NPC shack to see what your fate will be. The only way to be taken out of your dying count is to receive a Life spell (any living creature) Revive spell (any living or dead creature) or a Slay spell (any undead creature.)
Elemental	This refers to the damage types of Fire, Ice, Lightning, Shadow, Solar and Stone
Enchantment	These are mind-altering effects a character may come under that affect their combative or defensive skills. Enchantments include: Befriend, Enrage, Insanity, Sleep, Terrify, and Taunt.
Evade	Evade protects against all forms of attack by negating the next attack regardless if the attack would have been successful or not. Area of Effect can be protected up to a radius of ten feet. The proper defense call is "evade". This ability is not usable when under the effects of an ability that causes loss of mobility.
Event	The title of an official gathering hosted by the game. Time frame for these functions can range from a single day to a weekend.
Flight	Some NPCs have the ability to fly, effectively placing themselves outside of melee combat. Missile attacks and spells will still affect a creature while flying. Taking off and landing are counted actions.
Gas	A form of alchemy that affects the air in an area. A "Nature Shield" or "Poison Resist" will protect you from this.
Healed By	Certain effects which are not intended to heal may restore lost health points to a creature with the Healed By ability. If you strike a creature with an ability which heals them, the NPC will call "healed" to let you know that they have been healed by your attack.
Immunity	Some NPCs may take no damage from certain attacks, abilities or skills. The NPC will call "no effect" to inform you that your attacks are ineffective.
In-Game	This is the time period that you play in while at an event. Anything that happens to your character is In-Game.
Ingested	A form of alchemy that is taken into one's body through their mouth. It is typically a liquid. A "Nature Shield" or "Poison Resist" will protect you from this.
Killing Blow	The act of stopping someone's bleeding count and sending them into their death count. This is done on a five count.
Knockback	Even if the damage is negated by blocking or due to a Protection from Weapons spell, the target is still forced to immediately move ten feet away from the creature and go to the ground before any other action may be taken.
Magic (Packet)	Shields will not block an attack with the "magic" verbal. A Magic Shield will negate this attack, but will be consumed in the process.
Market	The in-game term used for an event.
Marshal (Field)	These are people who will be wearing a white head band during combat or even meal times to watch over the game and help with questions.
Marshal (Plot)	These are the people who will also be wearing white headbands that are running the event. They will be announced at the beginning of every event so you know who will be in charge.

# COMMON ABILITIES, PHRASES AND TERMS

Marshal (Rogue)	These people wear white headbands and make sure that personal items are not tampered with when someone wants to sneak into another's campsite. In order to do this, you MUST have a marshal with you to ensure everyone's safety.
Metagaming	When someone uses knowledge they acquired Out-of-Game to the benefit of their character, it is called metagaming. This is viewed as cheating and should never be done.
Miscant	This term is used when a caster messes up their incantation. As there are several spells to each school, if a miscant is called, you will not lose your mana.
Mod	There are times when a small group of players will venture off on their own and discover something.
Mod Sheet	This is a piece of paper hanging in the woods to let you know you have found something. Follow the directions on them once found. Travel from this location to the shack is out-of-game, but you may still role-play during your travel.
Natural (Packet)	Physical shields will block an attack with the "natural" verbal. A Nature Shield will negate the attack, but will be consumed in the process.
No-In game actions	This will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally the target cannot defend from attacks, attack themselves (with any weapon,) block or run. The target may still walk, talk and can walk away.
Non-Corporeal	Some creatures lack a physical form, allowing them the ability to walk through solid objects such as doors and walls. Stepping into and out of a solid object is a counted action.
NPC	Also known as Non-Player Character. These are the people who will help plot tell the story for the event.
Out-of-game (OOG)	This is a sign that is used to denote that something does not exist within the game. If you have personal belongings with you, they should be marked with OOG. Travel between location sometimes is taken this way. When that occurs, you put your hand on your head or wear a white headband. Role-play can still occur at this time. Please remember, anything said at the start of an event is taken as being stated in-game. Never go "out-of-game" for a conversation.
Pause	This statement is used to create a small break in game play. When you hear this, you should repeat it loudly. This should only be used if you have a question that takes more than a quick answer, if you see a hazard during combat, or if a Marshal is setting something up. If you are not directly involved in the call, your head should be down (facing the ground), your eyes shut, and no talking. This way, those who are involved can hear what is going on so we can get back to the game.
Pause-(Medical)	This statement is used rarely, but is used when there is an accident and someone is hurt. If you hear this call, repeat it loudly, take a knee, and remain quiet so the medical staff can help. If you notice that you are close to the injured player, take several steps back so that the medical staff can see where to go.
PC	Also known as a Player Character. These are the people who play the characters they have created.
Persistent	The call is at the end of a physical attack that will bypass all protections.
Phase	This talent allows the character to use the innate ability to go incorporeal for a moment to avoid an attack. This works like an evade, except it can still be used while your mobility is limited
Phys-Rep	Short for Physical Representation.
Poison (Packet)	A type of damage done by alchemy and some NPCs. Physical shields will block an attack with the "poison" verbal. A "Nature Shield" or "Poison Resist" will negate the attack, but will be consumed in the process.
Poison (Melee)	A type of damage done by alchemy and some NPCs. Physical shields will block an attack with the "poison" verbal. Any burst spell, Protection from Weapons spell, parry or sidestep can negate this attack.
Psychic (Packet)	Skills that a mystic would be using. These are treated like enchantments for the purpose of defenses. Other abilities that will defend against this are evade, evasion, and foresight.
Psychic Surge	The call is at the end of a psychic ability that will bypass all protections.
Psychic (Weapon)	This carrier attack is what mystics use when using their skills. All skills used with this carrier will be called while using their fists. All standard forms of defense will block against these attacks. This includes but not limited to parry, sidestep, evade, phase, and foresight.
Pushback	The In-Game action of being able to move someone away from you with a weapon or shield. NOTE: You may not physically hit or push another player away with your shield. If you are hit with this ability, you immediately take a five foot step away from the target that hit you. The proper call for the ability is "Pushback".
Summon	This refers to the effect of some abilities and spells that forces one player to move towards the player that used the ability or spell. During the summon, the player may defend themselves from anyone, they may continue to attack, but must be actively trying to move towards their target. If other players physically preventing the target from moving forward, the summoned player cannot "push" or physically make contact with them to get to their target.
Spells (Packet)	Any packet spell or spell like ability will affect the target no matter where it hits them (costuming included). A "Magic Shield", a "shield" protective spell matching the school casted, or a matching resistance will block the spell. Numerical damage affects a targets armor first, then health.
Spell Strike	This is an ability that allows a character or NPC to use a spell along with a physical attack, this attack still takes effect even if the defending player blocks with a weapon or shield. Because this is a physical attack, this can only be prevented by using an ability, skill or spell that protects against physical attacks, this includes but not limited to: Burst Spells, Evade, Parry, Phase and Protection from Weapons.
Reduced	This call is made when someone is hit with a numerical or weapon type that does not do full effect, but they are still taking damage. The proper call for this is "Reduced". Resistance: Some creatures may take no damage from certain attacks. The NPC will call "reduced" to inform you that your attacks are less effective.
Renew	This will allow you to restore a spent ability or skill.

# COMMON ABILITIES, PHRASES AND TERMS

Rest	The moment in time when someone relaxes from combat. Some talents allow bonuses while the character rests. Resting means you are not using in-game skills or running. If you have more than one skill that requires rest, they must be counted separately.
Resume	That statement used to return game back to play at the end of a pause.
Re-Up	This is the time period that you regain all spent abilities, skills and spells. This is typically around 3pm on Saturday, BUT this will always be announced by a staff member, when it takes place.
Shack (NPC)	This is the area that the Plot Marshals and NPC's stay for the event. The location is announced at the beginning of every event and is out-of-game to the PC's unless they are directed to this location. When you get close, STOP and call out "PC approaching" and wait until someone greets you.
Surge	The call is at the end of a spell that will bypass all protections.
Stun	Stun will prevent the target from using any In Game abilities, this includes: any abilities, skills, spells or talents. Additionally while the target is stunned they cannot defend from attacks, attack themselves (with any weapon,) block or run. The target may still walk, talk and can walk away.
Topical	The term used for alchemy that is applied to one's weapon or trap. A new carrier is added to your damage call, based on the type of alchemy applied. Armor can block this attack, unless it is breached. A "Nature Shield" or "Poison Resist" will protect you from the carrier, but not the damage. The proper call for using a weapon with this alchemy is "<damage><weapon type><alchemy type> poison"
Threshold	Some creatures may be able to ignore weaker attacks. If your attack is less than the threshold, the player will call "no effect" to let you know that your attack was ineffective.
Unconscious	The state one is in when they have reached 0 (zero) health or has been hit with an ability that makes them lose consciousness. This effect last for five minutes.