

Ætliance

LIVE ACTION ROLE PLAY



Rulebook Version 2.1.3



Rulebook

Version 2.1.3

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This book is not designed as a stand-alone game system, but only as a supplement for the player in an Alliance sponsored game.

Use of these rules in any unsanctioned game where admission is charged is prohibited.

Alliance LARP founded by Michael A. Ventrella (www.michaelaventrella.com)

A MESSAGE TO THE COMMUNITY

I remember feeling overwhelmed when I arrived at my first Alliance LARP event. I had participated in Parlor LARPs before, but had never really done much combat, and there were so many skills, abilities, and timers to remember, let alone, whom do I talk to for what?! The friendly faces and helpful advice from experienced players and staff quickly put me at ease though. I was struck by the breadth of experience among the players, from first timers like me to seasoned veterans with 10+ years of experience.

Throughout the weekend I experienced a range of emotions that I wouldn't normally have in my daily life; excitement during battles, fear from unexpected NPC appearances, joy, hope, and anticipation as the events of the weekend unfolded. Most of all, I remember the strong camaraderie formed by working together to overcome all manner of challenges.

Reflecting on my first event, I'm struck by the sense of community and support which was present at every turn. Whenever anyone had a question, someone was quick to answer with a smile and sometimes even expand that answer to share even more relevant or adjacent knowledge. When someone took a stiff shot from a weapon a "HOLD" was called and everyone around dropped to a knee to make sure that the person was okay and attended to before resuming safely. It's a feeling that's stayed with me ever since, and it's one of the reasons I'm so engaged as a part of this organization.

Even with that said, it's important to remember that this sense of community doesn't just happen on its own. It's the result of countless hours of hard work and dedication by those who manage and run each chapter as well as their players; PC, NPC, and staff alike, and each member of Alliance who is passionate about this hobby and committed to making it to be all it can be. Without their dedication, passion, and commitment, there would be no Alliance LARP at all.

To all the people who make Alliance what it is, thank you. Thank you for your willingness to immerse yourself in this world, to work together towards a common goal, and to build the kind of camaraderie that can only come from shared experiences. You are what makes Alliance truly special, and we are grateful for every moment that we get to spend with you.

To all the people who have worked tirelessly to create and refine 2.1, thank you isn't enough. Your commitment to excellence, your creativity and vision, and your willingness to volunteer your time and energy to make this idea a reality will be remembered and commemorated here. Every new player who joins our community, every memorable moment that we create together, and every new chapter that we add to this ongoing story is a testament to the power of volunteerism and the strength of our community. So once again, to all, thank you for all that you do, and for making this hobby such a special and rewarding experience for each of us.

With that, we present to you Alliance 2.1.

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WHAT IS ALLIANCE LARP?

Alliance is an American freeform, high fantasy, boffer combat LARP; a fantastical world where you can be all that you can't be. The world is full of familiar fantasy paragons like Elves and Orcs, but also home to new entities like Oathsworn and Biata. In this high fantasy world magic is all around you, in both nature and the people you meet. Danger lurks around every corner and your character is empowered to use brains, brawn, or a combination of both to overcome obstacles. As a boffer LARP, we use foam weaponry to engage in lightest-touch combat, meaning that your weapons should only make enough contact to be felt. Small cloth packets filled with birdseed are used to simulate archery and most magic.

LARP is a unique style of roleplaying as the game happens in real time with full immersion. You can be a NPC (Non-Player Character) and help Plot to make the game entertaining and dynamic, or a PC (Player Character), playing your own character. When you PC, you become your character for the event and experience this world through their eyes. Alliance LARP is focused on action both in and out of combat. You will find allies and friends, villains, and enemies, both through roleplaying and on the battlefield.

Originally formed in 1989, and rebranded as Alliance LARP in 2007, we are one of the longest-running high-fantasyLARPs in the United States. Our network of chapters range from New Hampshire to California, and we are always looking to expand. Every chapter is privately owned, bringing a unique flair to the overall world.

Each Alliance chapter is a continent set within the larger world of Fortannis, separated from the rest by The Mists, a magical barrier that makes travel of large armies impossible, but allows for individual adventurers to cross lines and influence each different continent. Your character can travel the whole of Fortannis, building a story that spans the world.

Alliance LARP has a place for everyone. Combat focused fighters, scholarly ritual casters, and stealthy rogues can live out their heroic fantasies. Plot teams create adventures including tales directly tied to your character's background, courtly intrigue, and world-shaping catastrophe. Each event has experiences to challenge your character, whether that is through combat, puzzles, stealth, traps, or roleplay.

The bonds you make, and the stories you tell, will help build your community. This sense of community is a central pillar to Alliance's success through the years. The next best thing about Alliance could be you!



ALLIANCE CODE OF ETHICS

No matter who you are portraying or how you support the game, all attendees must abide by our Code of Ethics. This includes player characters, non-player characters, staff members, and everyone else at every Alliance event.

Our Ethics

This Code of Ethics is from a standpoint of good faith and decency. If you are not willing to act in good faith, that is a breach of the Alliance LARP rules, with consequences up to and including removal from the game.

Part of being all that you can't be is that we allow and encourage players to portray a wide variety of characters. This includes characters who do not share your assigned gender at birth, sexuality, or other characteristics. An important part of Alliance LARP is the opportunity to be who you truly are in a safe and welcoming environment.

Be Gracious

We are all learning and developing every day. If honest attempts are made to accept fault, grow, and develop from a situation please react graciously. As we are all a work in progress, we will be looking for that same grace at some point down the road.

However, it must be noted that there is no free pass for bad behavior. If a person were to exhibit repeated or egregious offensive behaviors, they would no longer be welcome at Alliance games. Also, there are behaviors and terms that are outright racist, sexist, or homophobic. There is no grace for overt or repeated bigotry.

If you feel safe and comfortable expressing to a fellow player why their behavior is uncomfortable or harmful, help them understand. If you are given an opportunity to grow by being informed that one or more of your actions has caused harm or discomfort, listen openly and take the opportunity without judgment. Everyone is on a different part of their journey, understanding that goes both ways. A player shall not be ostracized or retaliated against when they are making an honest attempt to learn.



Be Inclusive

We accept and acknowledge players where they are in terms of needs, capabilities, and comfort. We strive to create stories that are accessible to the widest range of our player base and make reasonable accommodations whenever possible. Allow players to pivot off potentially triggering modules, and inform players of potential physical, emotional, or psychological triggers associated with modules or encounters.

Where possible, include all individuals without targeting any particular player based on their out of game race, gender, sexuality, or disabilities. Even with good intentions, this can be isolating and alienating. Treat all individuals with dignity, respect, and empathy. We meet our players where they are at.

We do not tolerate exclusion of players with disabilities which would still allow them to safely play the game. We do not tolerate intentional misgendering and calling individuals by a "dead" name (a name they no longer go by.) Any intentional disrespect or attempts to make others feel unwelcome are not tolerated. Willfully or knowingly causing out-of-game emotional, psychological, or physical distress is not tolerated.

Act With Integrity

This is a game based on an honor system. We expect players to act with integrity and to play fairly for the sake of everyone's fun. Take your hits, mark off your used daily abilities on your battle board, destroy or turn in spent item tags appropriately, and follow the rules.

We have adjudication systems in place, but arguing with staff and marshals regarding rules calls on the field is disruptive to the game. Using skills, magic items, and consumables you do not have or are not qualified to use is cheating.

Play Nice

Fighting can be safe and fun. We watch each other's backs to make sure that there is no danger to other players. We are in this hobby to nurse fictional injuries in the tavern, not real ones.

Remember that we are not enemies off the field, and the field can be physically hazardous at times due to the nature of the game environment. Call out environmental hazards such as trip hazards, let your fellow players know if you see them moving into unsafe terrain, be mindful of where your props and weapons are.

Any player is empowered to call a hold or ask for unsafe behavior to be stopped.

Face Forward

We look toward progress and developments that help us move forward as an organization.

This means looking at needed changes and adjustments and giving them a chance for consideration. We have room to grow and change, even if something has been done the same way since the start of the game. Facing forward means looking for the changes that can take us to the next level, and striving toward stability through excellence. .

Speak up and empower others to submit their suggestions. Consider how changes impact the health of the game, not just what it means for you. As individuals and as teams, we can incorporate change into intriguing and immersive storylines as the game grows with us.

We do not tolerate personal attacks on people proposing changes. Give space for proposed changes to be considered without belittling the proposal.

Respect Boundaries

To respect boundaries, it is important to understand explicit and implicit boundaries within the rules system and with fellow players. Review the rule on Body Contact in the Alliance Rulebook. Other explicit boundaries include Chapter policies about physical roleplay and romantic roleplay negotiations and consent, as well as a player's stated boundaries.

Implicit boundaries do not have to be stated to be respected - for instance, unless a player consents to be touched more than brief contact, body contact should be limited. When a player gives their or their character's pronouns, an implicit boundary exists that they shall not be expected to respond to other pronouns.

We are mindful of the boundaries of others and understand that consent can be revoked at any time. We do not tolerate harassment, coercion, or coaxing.

We all have different upbringings and ideologies. When we are together in the world of Fortannis, consent is a key part of respecting boundaries of others.

Consent should be:

Freely Given

Reversible

Informed

Enthusiastic

Specific

As a Live Action Role Playing game, part of respecting boundaries includes remembering that the actions of a player and actions of a character are separate. We do not target players for in-game actions.



RESPECT AND COMMUNITY GUIDELINES

Alliance LARP is a fantasy game built from a wide array of common tropes, ideas, and the combined cultures of its many regions and players. However, the game explicitly rejects and excludes certain ideas and storylines based on the harm those ideas could cause to players. A primary goal of Alliance is inclusion and acceptance. Any ideas or practices which might threaten this goal should be avoided.

Alliance does not include any storyline involving rape, sexual abuse and assault, or any related theme. These ideas should not be included in either player histories or actions, or plot's storylines or actions. Care should always be taken to understand and empathize with all players and to fairly respect their personhood and boundaries.

Alliance attempts to remain as religion free as possible. Many different players of many different faiths and spiritual practices engage with Alliance and all players and plot members must work to not offend or tread upon those beliefs. While many stories involve folklore or mythic content, those ideas should always be explored with care and compassion and immediately discontinued or changed when and if they might intrude on a player's personal faith or practices.

The nature of these mandates are subjective and can be hard to implement and maintain. Mistakes, unintentional oversteps, and misunderstandings are to be expected. However, these missteps should be embraced as opportunities to empathize with and connect to fellow players in a respectful community. The Alliance community should always strive to bring players closer together in a shared joy of role-play through mutual respect and compassion.

HOLD AND TIME OUT

The Hold Rule

This is the single most important rule in this entire book.

A "Hold" is used in Alliance to stop all in game activities. Anyone who sees an unsafe situation happening or about to happen can call a Hold; this can be due to an injury or someone fighting in an unsafe fashion. "Hold!" should be yelled so that everyone nearby can hear it. When a Hold is called, stay exactly where you are and drop to one knee. Unless instructed by chapter staff, do not move, look around, or talk until a Lay On is called.

You can use this time to update your tags or Battle Board and mark off any abilities you have used. You can pick up packets within arm's reach or from your pouch but may not move from where you are when the Hold was called.

A Hold is only to be used for emergency safety and medical purposes.

If you see a crowd of people kneeling down, they are probably in a Hold. Do not approach the group until the Hold is over.



Time Out

Similar to a Hold, a Time Out will also stop all game activities. Time Out is used for non-emergency situations, such as if you are unsure about a rule that has an immediate effect on the battle. "Time Out!" should be yelled loudly enough so that everyone nearby can hear it. When a Time Out is called, you should stand in place until directed otherwise or a Lay On is called.

Staff members may call a Time Out to resolve traps, provide narrative plot descriptions, or to collect tags and give players the opportunity to update Battle Boards. You may not move around while in a Time Out unless the marshal for the encounter gives permission.

A Time Out should not be used if you suspect a person of cheating or playing their abilities incorrectly. If you have concerns about how another player is engaging with the game, please notify a member of staff so that they can investigate and determine how to proceed.



Lay On

Once the concern that prompted the Hold or Time Out has been resolved, either the party which called the game stop or a marshal on the field will call a Lay On. First they will ask if there is any reason for the Hold or Time Out to continue. Once all issues are resolved and everyone on the field is ready to resume play, they will state "3, 2, 1... Lay On!" Game will now resume from where it left off.

LOGISTICS

The logistics team will handle the prep work for your check in based upon your preregistration. This includes the distribution of your Character Card and Battle Board, coin, and tags. Your Character Card contains all your skills and pertinent game information. Everyone must carry their Character Card with them at all times. During gameplay, a Marshal may ask to see your Character Card to verify skills, abilities, and Battle Board expenditures. Battle Boards must be updated after a battle by filling in the circles next to any abilities that have been used. There are ways to change and recharge some abilities, such as spending High Magic or Meditating back an ability if applicable.



Character Management

In Alliance LARP, your character is managed in an online database called the Character Management Application (CMA for short; db.alliancelarp.com). The CMA is where you can handle all of the logistics maintenance of your character. You can spend XP, Goblin and Dragon Stamps, view your event history, and pre-register for upcoming events. You can register an account and create your character, or reach out to your local chapter for assistance. Alliance runs a "Free Play" sandbox CMA at freeplay.alliancelarp.com. You may use this site to explore different options for your character, test other characters, or just play around with the system.

Players new to Alliance LARP may "re-write" their first character once but must do so before their next event after six logistics periods (i.e. after playing the character for about three weekend games). They may reset part, or all, of their skills and their race, though their name, experiences, personality, etc. remains the same. This is not a new character but a skill reset.

Logistics Period

On a full weekend event, the "day" runs 24 hours from when the game starts (approximately) and so the time you reset your daily skills is usually at 6 p.m. This is known as the start of the Game Day. On a one-day event, the start and stop times for the game constitute the entire game day. Each Game Day is one Logistics Period.

Treasure

Treasure in Alliance LARP comes in three varieties: Local Chapter Only ("LCO"), Restricted, and Unrestricted.

Treasure marked as LCO is created outside of the Alliance Treasure Policy and is intended to be utilized within the issuing chapter. You may bring up to 20 LCO ritual effects (not counting Permanence, Spirit Link, Spirit Lock, or Preserve Duration) to non-issuing chapters, provided they are standard effects. Staff LCO magic items are not included in the 20 effect cap. LCO Ritual Scrolls and Components can be used within the same Ritual Batch as Restricted Scrolls and Components, but any resulting magical items or effects will be LCO.

The distribution and transferability of Restricted treasure is governed by the Alliance Treasure Policy. These items must be checked in at each event they are brought to and may be denied entry. Restricted treasure includes Magic items, Catalysts, and Ritual Scrolls.

All other treasure falls under the Unrestricted category and can travel freely between chapters without restriction - this includes coin, Crafting Materials, Adventuring Equipment, Superior Equipment and Reagents. Coins, Crafting Materials, Adventuring Equipment, and Superior Equipment may never be marked LCO and are always considered Unrestricted treasure.



Coins

Alliance coins come in four denominations. A platinum piece is worth ten gold pieces which is worth ten silver pieces, which in turn is worth ten copper pieces. Thus a copper piece is 1/100 of a gold piece and 1/1000 of a platinum piece. The coins are metal tokens, properly colored, and with their value embossed on one face.

Tags

All game items that are not official Alliance Coins require a tag in order to be used in game. This allows you to buy, sell, steal, or trade tagged game items with other players. In order for the item to be considered a valid game item, a tag must be affixed to an appropriate physical representation, or 'physrep', of the item to be used. When you use an expendable item, you must turn over the tag to an NPC or Marshal, or otherwise destroy it. Each tag lists which game it was generated in, which may be the name of the chapter or the in-game name of the campaign.

Untagged items may be the property of another player or an item owned by the chapter. These items may be used to impact the game environment, but cannot be affected by in-game mechanics and should not be used or taken without express permission. Below are some examples of the tags you might see.

Crafting Material Tags represent resources that can be used in the creation of different kinds of items, but do not require a corresponding physrep. The tag will display the type of Crafting Material, the skills it can be used with, and the amount of that resource the tag provides.

Stockpile Tags are created at Logistics by turning in a quantity of Crafting Material tags. The Stockpile tag will record the number of identical Crafting Materials turned in and can be used in the future to create items.



Adventuring Equipment Tags only have one use. Potion and elixir tags must be inserted into or attached to the physrep vial of at least seven milliliters in volume. Battle Magic Scroll tags must either be attached to a physrep, or printed as part of one. Tags for Tinkering and Alchemy Globes are not kept on the packets used to represent them for safety reasons, but are instead kept in a pocket or on a tag ring. Armor Patches, Contact Gels, and Weapon Coatings do not require a specific physrep. All of these tags will list the effect the item provides, as well as their Crafting Material value. After a battle, you must turn over any tags that were used. Adventuring Equipment item tags are able to be stolen even when they are not on a physical representation.

Superior Equipment Tags represent higher quality items that possess additional capabilities beyond that of regular Adventuring Equipment. Superior Equipment Tags must be accompanied by an appropriate physrep, which is listed on the tag. The tag will also indicate the name of the item, a description of its effects, and the number of times the item is usable.

Weapon Tags are affixed directly to your weapon physrep; the weapon type shown on the tag must remain visible and match the physrep it is attached to. If a weapon does not have a tag, it is considered "Monster Quality" and can normally only be used by NPCs. Weapon tags will indicate the base damage of the weapon, as well as its Crafting Material cost, and if the weapon has been silvered. Even if your weapon is a Magic Item, it must still have a Weapon Tag affixed to the weapon.

Strengthen Tags indicate that an item has enhanced durability and resistance to destructive effects. A Strengthen Tag will indicate a number of charges, up to a maximum of 3, and be attached to another item tag.

Armor Tags list the maximum Armor Points your armor tag is worth.

Trap Tags will list the type of trap, including the amount of damage done, if applicable. Alchemy Traps and Scroll Traps must have an Alchemical Globe or Battle Magic Scroll tag attached respectively before being set. *Field Craft Tags* will have the name of a Crafting Skill and a Crafting Material value listed on them. These tags last for a single Logistics Period and are provided by and used with the Field Craft Crafting Ability.

Spell Book Tags are specific to each school of magic and must be affixed to your spell book physrep. When providing a Spell Book Tag, Logistics will cross off any spells not present in the spell book, leaving the ones available for you clear. New spells can be added to your spell book through the Brewing or Inscription skills, but you must have an existing spell book to copy from.

Alchemy Recipe Book Tags work similarly to Spell Books, but there is no skill required to add new recipes. You do still need to have a source book to copy from.

Magic Item Tags will have a list of the Rituals present on the item, as well their duration and charges, and the Magic Item number. The corresponding item will have that same number permanently marked on it, through etching or some other means. Any item marked this way requires Identification in a Celestial aspected Greater Circle of Power before they can be used. Once identified, the Magic Item Tag will be given to the player. If your weapon is a Magic Item, you do not need to affix the Magic Item Tag to the physrep, but the physrep must be permanently marked with the Magic Item number present on the Magic Item Tag, and the player must carry the Magic Item Tag. *Ritual Component Tags* will be attached to a popsicle stick along with a physrep for the component and include the type and its expiration date.

Other Tags are there to represent possessions not covered by the other tags: horses, ships, houses and other items with value. They are sellable in-game.

Benefits

Coin can be spent at Logistics during check-in to purchase benefits as detailed below. None of these abilities will persist beyond the event they are purchased at but will persist through death and resurrection. The abilities and costs below are examples. Individual chapters may have other options or costs posted at Logistics during check in.

Well Fed: 1 silver per Logistics Period of the event, per purchase, maximum of 5 purchases. This bonus increases the character's maximum body points for the Logistics Period by 1 point per purchase.

Purchased Casting: 2 silver per level, maximum of eight levels. This benefit allows a character to purchase spellcasting in the form of protectives or spells placed into applicable ritual items. Placing necromantic effects into items may have consequences as determined by the Plot committee.

Well Rested: 1 gold, maximum of 1 purchase. This benefit grants a character the ability to restore one skill expended after resting for a minimum of 2 hours.

Training: 1 gold, maximum of 1 purchase. This benefit gives a character one use per Logistics Period of one of the following skills that they do not already have: Assassinate, Back Attack, Counteract, Critical Attack, Intercept, Slay, Level 1 Spell Slot (primary or secondary). These skills cannot act as a prerequisite for any other ability. If a spell slot is purchased, no Spell Book is required to memorize a spell but the same spell must be memorized at each Logistics Period.



Surplus: 3 silver, maximum of 5 purchases. This benefit allows a character to purchase a single tagged piece of Adventuring Equipment with a cost of up to 1 Crafting Material.

Spellcrafting: 2 gold, maximum of 1 purchase. This benefit allows a character to present a Ritual Scroll to Logistics and acquire a single Spellcrafted ritual effect without expending components. Rituals that require access to specific resources (such as locations, an active circle of power, or NPCs) should be worked out with the plot team ahead of time. Effects Spellcrafted in this fashion must obey all the standard Spellcrafting restrictions.

Goblin Stamps

People who donate to Alliance chapters are compensated with Goblin Stamps. The amount of Goblin Stamps you receive is determined by the chapter you donate to. Goblin Stamps can be used within the CMA or by contacting your chapter's Logistics team. The CMA tracks all Goblin Stamp transactions. In addition to the nationally available items listed below, your local chapter may have additional options for spending Goblin Stamps. You cannot gift Goblin Stamps to other people or use them to purchase things on behalf of someone else. You can only spend Goblin Stamps in the chapter in which you earned them.

Resurrections: You may trade in Goblin Stamps to buy back a death that your character has experienced to reduce your risk of permanent death. You can never buy back the first two deaths a character suffers and certain Rituals may prevent some deaths from being bought back. No character can have more than ten deaths bought back and Deaths can not be retroactively bought back for a character who has permanently died.

Deaths that have been bought back are not factored in when determining the number of black stones in the Bag of Chance.

The first eligible death bought back for a character will cost 40 Goblin Stamps. Each time you buy back a death with Goblin Stamps, the cost of the next purchase for that character is doubled.

Game Items: Goblin Stamps can also be turned in for Adventuring Equipment or Alliance coin. During preregistration or event check in you can spend up to 75 Goblin Stamps per Logistics Period of the event. During your preregistration, indicate that you wish to spend Goblin Stamps and what you would like to exchange them for.

For every 5 Goblin Stamps spent you will be eligible to select 1 Crafting Material worth of Adventuring Equipment. Logistics will provide you with the tags as part of your event check in, but you will need to provide any required physreps.

If you elect to receive coin instead of Adventuring Equipment, you will receive 1 copper worth of coins per Goblin Stamp spent.

Full Alchemy Books may be purchased for 100 Goblin stamps. Any Recipes that are deemed illegal in game in the chapter may be excluded.

You may also purchase Spellcrafting Reagents for 50 Goblin stamps each. These Reagents may only be used at the event you purchase them, and only for the purpose of Spellcrafting.

Experience Points: You may trade in your Goblin Stamps to receive Experience Points for any event your character did not attend. This is known as an Event Blanket. You may only purchase an Event Blanket if you did not attend any other events that weekend. The Goblin Stamp cost for Event Blankets is thirty Goblin Stamps per Logistics Period of the event. Only events that occurred three months prior to the date of purchase are eligible to be purchased and you may only gain Experience Points for a specific date once.

In addition to Event Blankets, players are able to purchase Goblin Blankets for 30 Goblin Stamps. A Goblin Blanket is one Logistics Period worth of Experience Points. You can buy one Goblin Blanket from each chapter each month, but a character can only receive one Goblin Blanket each month.

Game Preparation: A player may purchase a full set of protective spells coming into the weekend (Endow, Weapon Shield, Poison Shield, Elemental Shield, and your choice of either Spell Shield or Reflect Spell) for 40 Goblin Stamps.

Players may spend 50 Goblin Stamps to come into game with up to 10 levels worth of spells in a Spell Store Ritual. This may only be purchased once per event; the spell levels may be split among different Spell Stores of differing schools if desired.

Dragon Stamps

Similar to Goblin Stamps, Dragon Stamps are another reward afforded to players for donations or volunteering time, only Dragon Stamps are a National organization reward. Additional information can be found at: <https://alliancelarp.com/forum/threads/dragon-stamp-information.6308/>

Starting Items

The first time a character is played, they receive a pool of points to purchase starting equipment. The amount of points available to a character is equal to the character's XP times their level, plus an additional 100 points, up to level 30 (300 XP) where it caps out at 9,100 points.

The points can be spent on Adventuring Equipment at a rate of 5 points per Crafting Material used to create the items they are purchasing. Crafting Material costs can be found in the Crafting chapter.

The points can also be spent on magic items directly. Ritual descriptions, difficulty, necessary Reagents, and Ritual Costs can be found on the Character Management Application (db.alliancelarp.com). Starting equipment cannot be used to buy any Ritual effects which require a Catalyst.

Starting equipment Magic Items will be created in your local chapter (though they do not use up any of the chapter's Treasure Policy). The chapter may give you a temporary Magic Item tag for your first event that can be turned in for a permanent one at the end of the event.

Any remaining points can be spent on coin at a rate of 1 copper piece per point.

New characters will want to make sure to purchase any equipment that they need to make use of the skills they have purchased, whether that be weapons, armor, spell books, sources, or other Adventuring Equipment.



RACES

Humans are not the only Race inhabiting the world of Fortannis. There are many fantastic and unusual beings, such as Elves, Dwarves, Hobblings, and Wylderkin. Within each Race, there are many cultures, allowing for a great deal of character development. Playing your Race means knowing and understanding the culture and society in your particular campaign—just as not all Humans are alike, you shouldn't expect all Elves to act identically. Each Race has a national level document detailing the commonalities that its members will always share. This is commonly referred to as a Race Packet and they are accessible on the Alliance LARP website:

www.alliancelarp.com/races/



Make up and Prop Requirements: All Races other than Human have a makeup and/or prop requirement associated with it. If you wish to play a non-Human, you must wear the appropriate makeup or props to distinguish yourself. Any props (such as Elf ears) must be worn at all times, even under a hood or when hidden by hair. You cannot use makeup to represent Biata eyebrows, High Ogre and High Orc teeth, or Hobbling sideburns. If you have a real beard and wish to play a Dwarf, your beard must be braided so that it is clear you are a Dwarf and not just a bearded Human (if your beard isn't long enough to braid, then you will have to wear a fake beard over your real one.) If you play a Race that requires makeup, all exposed skin must be covered with the appropriate makeup. If you don't want to paint your hands, gloves are a good substitute. To contribute to the shared world, you must look and act the Race you are portraying. If not, you will not be allowed to continue playing the Race and will be changed into a Human.

Biata

<https://alliancelarp.com/races/biata/>

Biata have a deep affinity to earth magic and a wounded, but healing relationship with celestial magic. Their feathered brows reveal not only their personality and temperament, but a distant relation to creatures of old. A nearly timeless race, Biata have mental abilities that allow them to defend and disrupt command magic, as well as access, store, and even change the memories of themselves and others.

Costuming Requirements: Feathers must be present on/ over the eyebrows, 'talons', and additional feathers are optional elaborations.

A Biata may have more than one feather color at a time but no more than three. See Biata National Race Packet for more information on the meanings of permitted feather colors.

Racial Skills: Resist Command, Break Command

Advantages: Biata have access to the role-play only Mental Abilities. Biata reduce the XP cost of the Brewing skill by one.

Disadvantages: Biata pay double the XP cost for the Read Magic skill. They experience psychic noise while in contact with or within a persistent Celestial effect. For the purposes of determining an individual Biata's access to Mental Abilities, their Racial XP total is reduced by one for every 15 XP (rounded up) spent on Celestial skills, including Celestial Channeling, Celestial High Magic, Celestial Spell Slots, Dispelling Strike, Inscription, and Read Magic. The psychic noise generated by contact with Celestial Ritual effects is a roleplay effect and does not otherwise impact the ability to use mental abilities.



Dark Elf

<https://alliancelarp.com/races/darkelf>

Dark Elves are a race whose origins are cloaked in cloud and shadow. They are driven to be distinct and distinguished from the rest of Fortannis. Their existence is informed as much by beauty as by virtue, seeking the elegant as much as the good and true. Civilization is an ugly thing at times, and so Dark Elves often choose to stay in the shadowy fringes or looming heights to stay detached from the everyday grimness of life.

Costuming Requirements: Dark blue, gray or dark purple 'skin' (Paint, gloves, jumpsuit, etc.) and pointed ears (prosthetics required)

Racial Skills: Resist Command, Resist Spell

Advantages: Dark Elves pay half the XP cost for the Archery skill.



Dryad

<https://alliancelarp.com/races/dryad/>

Dryads are so deeply connected to the natural world that their bodies have taken up plant or fungus-like features. They are one of the oldest races of Fortannis, having walked the forests before the time of Elves and Biata. For reasons lost to history and memory, the Dryads merged with the very trees themselves as part of something known as "The Great Slumber", and it has only been within the last generation that they have awoken from their self imposed exile. Dryads now find themselves in an unfamiliar world, seeking to find a new balance with nature or returning it to the primal nature they once had.

Costuming Requirements: Leafy prosthetics must be used, such as flowers in the hair or vines around the body, to represent the type of Dryad being played. Optional makeup can be as simple or as creative as you wish, as long as it is nature-inspired. The makeup and costuming can change with the seasons; thus a Barkskin Dryad could be primarily gray in the winter, green in the spring and summer, and orange in the fall.

Racial Skills: Resist Binding

Advantages: Dryads reduce the XP cost of the Alchemy skill by one.

Disadvantages: Processed metal of any type generates discord within Dryads and they will avoid the use of metal weapons and armor. The manipulation of metals through heating, melting, and forging throws off its "energy". This dissonance has a negative effect on any Dryad who is near it. Coins in a pouch or metal rivets in leather will not bother them, but a metal bracer wrapped around the forearm would feel extremely, distractingly uncomfortable. The level of discord becomes unmanageable when the quantity of metal is large enough to serve as a weapon or armor. This prevents dryads from using metal or silvered weapons as well as wearing armor that is primarily composed of metal.



Dwarf

<https://alliancelarp.com/races/dwarf>

Dwarves have explored the very edges of Fortannis. They take the finest materials and the rarest knowledge and seek to craft the greatest society. Dwarves pride themselves on the quality of life they seek to build for themselves. They craft the most effective weapons, cut the brightest gems and stones, weave the most durable cloth, and brew the strongest ale.

Costuming Requirements: All Dwarves have beards. These may be full beards or long goatees. If you have a real beard and wish to play a Dwarf, the beard must be braided so that it is clear you are a Dwarf and not just a bearded Human (if your beard isn't long enough to braid, then you will have to wear a fake beard over your real one.)

Racial Skills: Resist Element, Resist Poison

Advantages: Dwarves reduce the XP cost of the Smithing and Hardy skills by one.



Elf

<https://alliancelarp.com/races/elf>

Elves are the self-appointed greatest of Fortannis. There exists no application of reason nor plea to emotion that will shake their beliefs. No strength of arms or will can challenge the might of those who would wage war across centuries. Elves adapt to their surroundings over the millennia to the point where everyone assumes they have always lived there. Elves are the product of slow and laborious cultivation and training. They will always be right, or simply outlive those who might think them wrong.

Costuming Requirements: Pointed ears (prosthetics required)

Racial Skills: Resist Command

Advantages: Elves pay half the XP cost for the Archery skill.



High Ogre

<https://alliancelarp.com/races/highogre>

High Ogres are a short lived race with an unyielding and untiring devotion to the eradication of necromancy and undead, and will not tolerate their presence long before resorting to violence. Their spirit is especially resilient to necromantic effects and their body far sturdier than the average race. With a lifespan better measured in years than decades, High Ogres grow to adulthood upon being able to stand and fight the undead horde.

Costuming Requirements: Yellow 'skin' (Paint, gloves, jumpsuit, etc.) and Tusks (prosthetics required).

Racial Skills: Racial Resolute, Resist Necromancy

Advantages: High Ogres pay half the XP cost for Weapon Skills and reduce the XP cost of the Hardy skill by one.

Disadvantages: High Ogres pay double the XP cost for the Read Magic skill.



High Orc

<https://alliancelarp.com/races/highorcs>

High Orcs are a race whose short lived lives are shaped by conflict. Their spirits and societies have adapted to constant change of leadership, as one High Orc defeats the other in combat or other challenges. Every tradition and belief in High Orcish life is defined by someone fighting for it and winning, and can be changed just as quickly by the next victor.

Costuming Requirements: Green 'skin' (Paint, gloves, jumpsuit, etc.) and Tusks (prosthetics required).

Racial Skills: Racial Resolute, Resist Poison

Advantages: High Orcs pay half the XP cost for Weapon Skills and reduce the XP cost of the Hardy skill by one.

Disadvantages: High Orcs pay double the XP cost for the Read Magic skill.



Hobling

<https://allancelarp.com/races/hobling>

Hobblings are a group who seek to improve Fortannis through craft, discovery, and trade. Through their efforts there is a hope that all lives may be made more comfortable, their own most of all.

Costuming Requirements: Hobblings have bushy sideburns (prosthetics required).

Racial Skills: Racial Evade, Resist Poison

Advantages: Hobblings reduce the XP cost of the Tinkering skill by one.



Human

<https://allancelarp.com/races/human>

Humans are the most numerous of the races, yet they stand shoulder to shoulder with the rest of Fortannis to solve the world's problems, and occasionally cause them.

Costuming Requirements: None

Racial Skills: None

Advantages: None



Oathsworn

<https://alliancelarp.com/races/oathsworn>

Oathsworn are a race whose dedication to truth, honor and loyalty has infused them with supernatural durability. They abhor lying, and look down upon those who break a promise. This distrust of liars extends to an immediate hatred of Fey and extraplanar creatures. The Oathsworn sprang from many disparate origins, sometime small clans, sometimes entire nations, all united under The First Oath, a vow to defend Fortannis from those beyond the material plane.

Costuming Requirements: Rocky or bone-like protrusions on their head (prosthetics required) – not horns.

Racial Skills: Racial Resolute, Resist Element

Advantages: Oathsworn reduce the XP cost of the Hardy skill by one.



Selunari

<https://alliancelarp.com/races/selunari>

Selunari are a race gifted with a powerful connection to the stars by a distant, benevolent force deep within the cold lights of the night sky. This connection manifests as starlike gems upon their foreheads. The Selunari are as numerous and bound together as the stars in the sky.

Costuming Requirements: A large gem that 'grows' from your forehead (at least the size of a US penny). Some Selunari may have more than one such gem (prosthetics required).

Racial Skills: Resist Curse

Advantages: None



Stone Elf

<https://alliancelarp.com/races/stoneelf>

Stone Elves are long lived and hyper rational, seeking to study and understand the world as if it were some sort of knot that can be undone with enough time and patience. Stone Elves show no emotion, and have the appearance of being eternally calm. Their discipline and their mental strength have made it possible to suppress or rid a Stone Elf of such a burden. Should their control falter, the resulting pain is immediate and debilitating.

Costuming Requirements: White 'skin' (Paint, glove, jumpsuit, etc.), pointed ears (prosthetics required), and black lips

Racial Skills: Break Command, Resist Command

Advantages: Stone Elves have access to the role-play only Mental Abilities. Stone Elves pay half the XP cost for the Archery skill and reduce the XP cost of the Inscription skill by one.



Sylvanborn

<https://alliancelarp.com/races/sylvanborn>

Sylvanborn are a timeless race with a long, winding, and nearly forgotten link to the Fey. Sylvanborn hold freedom as the highest ideal and have an intense hatred for anything that restricts free will. Some Sylvanborn may tolerate the use of command effects when used to restore free will, and some may take a harder stance.

Costuming Requirements: Pointed ears and two small horns on your forehead (prosthetics required).

Racial Skills: Break Command, Resist Command

Advantages: Sylvanborn reduce the XP cost of the Profession skill by one.



Wylderkin

<https://alliancelarp.com/races/wylderkin>

Wylderkin are a group of animalistic creatures born with both bestial and humanoid appearance. Wylderkin is the collective name for all peoples with animal, avian, reptilian, aquatic or insectoid traits.

Costuming Requirements: Players are free to use their imagination in creating a Wylderkin as long as it is obvious they are not playing another player race. Makeup and/or prosthetics must be used to cover all exposed skin.

Racial Skills: Any two *Racial Skills*, Claws

Advantages: Wylderkin have access to Scent Abilities, which might interact with the game world in interesting ways at the discretion of a chapter's Plot staff. After examining a substance for a minimum of three seconds, a Wylderkin can detect whether the substance is poisoned or alchemical in nature. This will not determine the specific type of substance or poison.

Disadvantages: Wylderkin pay double the XP cost for the Read Magic skill.



CLASSES

	FIGHTER	SCOUT	ROGUE	ADEPT	SPELLSWORD	SCHOLAR	ARTISAN
Body Points	1 BP per 5 XP	1 BP per 7 XP	1 BP per 8 XP	1 BP per 10 XP	1 BP per 9 XP	1 BP per 15 XP	1 BP per 12 XP
Maximum Base Armor Points	35	30	25	20	25	15	20

A character's class represents their focus in combat and determines the amount of XP it takes to acquire skills. Fighters pay the least for Martial skills, Rogues pay the least for Stealth skills, and Scholars pay the least for Scholarly skills. Scout, Adept, and Spellsword are hybrids of the primary classes. Scout is a cross between Fighter and Rogue, Adept is a cross between Rogue and Scholar, and Spellsword is a cross between Scholar and Fighter. Finally, there is Artisan, which generally focuses on crafting skills. Your class also determines the maximum Base Armor Points you can wear and the rate at which you gain Body Points.

At any time prior to an event's registration deadline, you can choose to change your character's class on the Character Management Application CMA <https://db.alliancelarp.com>. Your actual skills will not change, only the amount you have spent to obtain them. A character who casts spells may swap their choice of Primary and Secondary schools. In order to make these kinds of changes you must have enough XP to cover the new costs of your skills.

Ultimately, choosing your character's class should be based on what skills you have purchased, as class is out-of-game. While you may want to purchase skills outside of the meat and bones of your class to flesh it out, it is most effective to choose the class whose in class skills most align with what your idea of the character is. The class you choose will not prohibit you from buying any skill, but those not aligned with your class will be more expensive to obtain. You must always purchase any prerequisites necessary for the skills you wish to include for your character.

As your character progresses you might notice that two or more classes are, experience cost wise, very similar. If this happens, it is recommended that you go into the Freeplay CMA <https://freeplay.alliancelarp.com> and build projected versions of your character to see which direction you want to take your character. You are never locked into a class and can always change it in the future if a different class becomes more experience point efficient.



WEAPONS

Alliance allows combat with weapons constructed per our safety guidelines. Every weapon must be inspected and approved by a Chapter Weapon Marshal before every event. It is your responsibility to make sure your weapon has been approved before you start playing. If anyone is hurt from your unsafe weapon and you did not get it checked and approved beforehand, you will be held responsible. Any weapon found to be unsafe, at any time, will be rejected and can no longer be used until repaired and inspected again.

Weapon Construction Requirements

The Weapon physrep design specifications are intended to represent the bare minimum safety guidelines for a weapon to pass inspection. Local Marshals may require additional measures be taken to ensure a weapon is safe for Alliance use. It is always best to consult your local Marshals to determine their expectations when you are designing or looking to purchase a new weapon.

Cores

Weapon cores can be made from PVC pipe, fiberglass, graphite, or carbon fiber such as fishing poles or kite spar, at the discretion of each chapter. Light aluminum can be used for Great Weapon cores (except Staff) but never for One-Handed Weapons. Heavy aluminum pipe, wood, and metal wire are never acceptable cores.

All weapon cores must be rigid enough so as to not whip when swung quickly. A weapon tip should not bend more than six inches from true when the grip is held level and a moderate weight is applied to the tip. Conversely, all weapons must have some flex to them when contact is made. If the core does not properly flex, then you may be required either to use a smaller diameter pipe or add more padding to ensure that the weapon is safe.

All cores must be padded and unexposed. The only exception is the grip, which may be left unpadded or wrapped in tape, leather or other materials to provide a more comfortable and secure grip. A weapon's unpadded grip should only extend to parts of the weapon which are never expected to come in contact with opponents.

Striking Surfaces

All weapon striking surfaces must be protected with at least 1/2" thick closed-cell foam. This foam must extend at least 1" beyond the end of the core. One common mistake is using foam of a smaller inner diameter than the core being used, forcing the foam over the core and compacting the foam. The foam should slide easily over the pipe but fit snugly so that the weapon will not rattle if the pipe is shaken. Physreps with a protruding striking surface, such as blunt weapons or polearms, should be properly padded with foam.



Striking and non-striking surfaces of a weapon must be covered by an outer layer to protect them from wear. If using duct tape to cover the foam on a physrep, you should tape lengthwise using 2" wide duct tape with about 1/4" overlap. This method will use the least amount of tape while keeping the weapon light and safe. You should not tightly wrap the duct tape around the foam, or in a spiral pattern up the blade. This makes the foam too stiff and adds weight. Keep in mind that it is a weapon and use appropriate prints or colors. You may also cover the padding with just nylon stockings or fabric, securing the nylon with tape at the base, and taping the thrusting tip to the top of the weapon. If applying latex to cover the foam on a physrep, you must ensure the layer is not so thick as to stiffen the weapon or otherwise cause it to become unsafe. Latex coverings can be especially delicate and will be given special attention by Weapon Safety Marshals. Vinyl electrical tape can only be used in non-contact areas of the weapon as decoration or grip.

All weapons intended for thrusting must have a thrusting tip. A thrusting tip consists of at least 2" of open-cell foam padding beyond the end of the foam. A thrusting tip should not be longer than its diameter and should collapse about half of its length when pressure is applied.

Non-Striking Surface

All non-striking surfaces which may come into contact with another player (e.g. the shaft of a Blunt Weapon, cross guards, the flats of sword blades, etc.) must be protected with sufficient closed-cell foam to ensure safety from accidental strikes. If you are unsure what qualifies, it's always best to stick with a minimum of 1/2" thick foam on all sections of the weapon above the grip.

Cross guards, which must be below the blade or shaft, must be made of either open or closed-cell foam. All protrusions above the cross guard must be made of foam with no core regardless of size.

If a physrep has a weighted pommel, that pommel must be thickly padded since it could potentially physically hurt someone, including the wielder.

Weapon Specifics

Blunt Weapons, Axes, Spears, Polearms

These physreps must have a padded striking surface shaped appropriate to the weapon type. The striking surface must be made out of foam and placed over the 1/2" closed-cell foam that covers the core. The striking surface must be noticeably thicker than the rest of the physrep and should compress easily. Everything above the grip area must have at least 1/2" foam padding. A character hit by any part other than the padded striking surface takes no damage.

Blunt Weapons may never be used to thrust.

Spears can only be used to perform thrusting attacks and can never be thrown.



Two-Handed Weapons

Two-Handed Weapons must be used with both hands at all times. If you lose the use of one arm, you cannot wield the weapon and will take the damage if you block a blow while the weapon is only held in one hand.

Thrown Weapons

Thrown Weapons can be many different shapes and sizes and must be approved on a case-by-case basis. The physrep cannot contain a core or be internally weighted with hard materials. These weapons can never be used for blocking or melee attacks and must always be thrown. At a minimum, they should be at least 2" long in any one dimension. Thrown Weapons with any single measurement over 24" (61 cm) is considered a "Heavy Thrown Weapon" and will have a base damage of 3 instead of 2.

Staff

Staves may only be handled in the middle 3 feet on the grip. The grip should be marked off so it is easily identifiable. Staves in Alliance cannot be used to trip, hook, physically-disarm, etc., for safety reasons. Staves may never be used to thrust. Padding may be required on the grip section of the staff depending on how it is designed. Staves require Two hands to attack, but you may block with one hand.

Archery

Archery attacks are represented with packets. When using a Bow or Crossbow, the weapon must be pointed in the direction of the intended target. The packet must be touched to the Bow or Crossbow and then pulled away from the weapon toward the player's body until it is thrown. The archer must finish the verbal before throwing the packet and must throw the packet immediately after finishing the verbal. Shields and Weapons will block an archery attack if the verbal does not include the Strike keyword.

Both Bows and Crossbows are considered Two-Handed Weapons when attacking (both hands must be free). Neither may be used for melee attacks.

The only items required to use the Archery skill are a physrep and packets. You may also wear a quiver, but this is not required.

Bows are made of a curved physrep and padded like a regular weapon. No string is attached. A Bow physrep is not required to have thrusting tips on its ends. The length of a Bow physrep is measured along the entire length of its curve. The grip of the Bow must be in the Bow's center and the Bow may only ever be used while holding the grip. The Bow can be used with one hand to block attacks.

Crossbows must be made of closed-cell foam. The stock/barrel may have an approved core but the limbs can not. No string is attached. A Crossbow cannot be used for blocking. It is considered a 2-handed weapon for attacking purposes; in other words, both hands and both arms must be utilized to use a crossbow. In our game, the crossbow is meant to be a lighter, more portable counterpart to the bow.

Shields

Shields are strictly for defense. Shields cannot be used to push or strike an opponent or to intentionally trap a weapon so it cannot be safely pulled back to swing again. Regardless of size or how it is wielded, using a Shield always requires one hand.

Any Targeted attack that does not include the Strike keyword that lands on a Shield is defended, but attacks with the Strike keyword "travel" through Shields and affect the wielder. Shields will not protect the owner from any kind of Trap.

Shields can be used in conjunction with the Parry and Intercept skill, but are not affected by targeted Effects that specify a "weapon."

Shield physreps can be made of almost any strong, rigid material such as plastic, wood, aluminum, sturdy foam, etc. There is no upper or lower boundary on the size of shields. Safety is the primary consideration when constructing a shield. All edges of the shield must be padded with at least 1/2" thick closed-cell foam unless the shield is made entirely of rigid foam. Uncovered bolts or protrusions are not allowed.

Claws

Claws must be primarily red. While small decorations of other colors are allowed, all claws must be easily recognizable as red from a distance. Other weapons may not use red as their predominant color. Character Claws must be 28" to 36" long, while Monster Claws may be longer.



Boulders

Boulders, and similar gargantuan Heavy Thrown Weapons, may only be lifted by creatures with Monster Strength and the skill Thrown Weapon. Boulders are usually represented by garbage bags full of wrinkled paper or open-cell foam and will be tagged appropriately.

Packets

Spells, Alchemy Globes, Tinkering Globes, Archery arrows, and most ranged attacks are represented by packets. Packets are constructed with bird seed and fabric. The bird seed must be small and round without sharp edges (e.g. millet); local chapters may have further requirements or restrictions. Packets should be relatively squishy and around 1"-1.5" in diameter. Packets that are too large, overly tight, or made with restricted contents are illegal and will be confiscated by a Marshal.

Packets are made out of a fabric square roughly 5" to 7" per side, with 1 to 2 tablespoons of bird seed in the center, gathered together around the bird seed and either bound closed with a rubber band or sewn shut. You can personalize packets by using distinctive cloth or writing on the packets.

Packets are visible in-game but are not in-game items and cannot be Disarmed, Broken, or Shattered. Spell and Channeling packets held in the hand are seen in-game as opaque colored energy, though they produce no useful light. Alchemy and Tinkering Globes appear as vials of swirling chemicals.

You cannot carry more packets in your hand than you have spells in memory, spells stored in magic items, or Alchemy and Tinkering tags you have on your person. However, you can carry as many packets in your pouches or pockets as you wish.

Broken Physreps

If your weapon physrep physically breaks during an event, then your weapon is destroyed in-game as well. You cannot call a Hold or Time out to go get another physrep, and you must later turn over the Weapon Tag to a Marshal. If the weapon was magical, then a Time Out can be called to replace the physrep if another is immediately available.

NPC Weapons

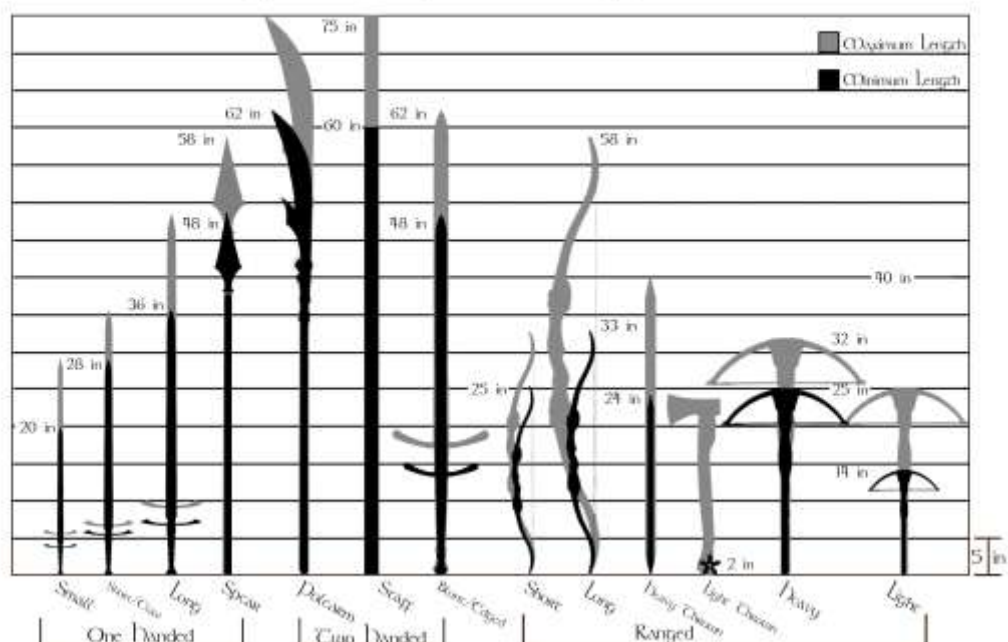
Most NPC weapons will not be tagged and have no in-game value. In general, monsters can be thought of as using particularly crude and low-quality weapons that an Adventurer would break with constant use. If you Disarm a weapon or shield from an NPC during a battle, you can pick it up and use it for the duration of that battle even if there is no Weapon Tag attached, but once the battle is completed, you must return the physrep to the NPC. Sometimes you can find NPC weapons that can be taken as treasure. You must take the Tag and leave the physrep with the NPC and then provide your own physrep if you wish to use it.



WEAPON	MIN LENGTH	MAX LENGTH	BASE DAMAGE
NON-BLOCKING			
Light Crossbow	14 in / 35.6 cm	25 in / 63.5 cm	3
Heavy Crossbow	25 in / 63.5 cm	32 in / 81.3 cm	4
Light Thrown Weapon	2 in / 5.1 cm	24 in. / 61 cm	2
Heavy Thrown Weapon	24 in. / 61 cm	40 in / 101.6 cm	3
SMALL			
Dagger/Hatchet/Bludgeon	20 in / 50.8 cm	28 in / 71.1 cm	1
MEDIUM			
Claw/Short Axe/Short Sword/Short Blunt	28 in / 71.1 cm	36 in / 91.4 cm	2
Short Bow*	25 in / 63.5 cm	33 in / 83.8 cm	2
Long Bow*	33 in / 83.8 cm	58 in / 147.3 cm	3
LARGE			
Long Axe/Long Sword/Long Blunt	36 in / 91.4 cm	48 in / 121.9 cm	2
Spear	48 in / 121.9 cm	58 in / 147.3 cm	2
Staff	60 in / 152.4 cm	75 in / 190.5 cm	2
GREAT			
Two-Handed Edged/Two-Handed Blunt	48 in / 121.9 cm	62 in / 157.5 cm	3
Polearm	62 in / 157.5 cm	75 in / 190.5 cm	3

*Measured along length of curve

Legal Weapon Sizing Chart



ARMOR

Armor in Alliance is measured in Armor Points, which help to preserve body points in battle for as long as possible. Armor provides protection against damaging attacks, other than specific effects that bypass armor. There are two categories of Armor: Base Armor and Bonus Armor.



Base Armor

The three types of Base Armor are Physical, Arcane, and Natural. Only one type of Base Armor can be utilized at a time. Base Armor can be restored to its full value after being refit.

Physical Armor consists of any worn armor with an appropriate physrep. The amount of protection provided by this type of Base Armor will vary based on what it is made of and how much area it covers. The details of how Physical Armor is evaluated are found below. Beyond the actual components of this Armor, its protective value is also impacted by the character's class and purchased levels of the Wear Extra Armor skill.

Arcane Armor is created via Ritual magic and does not require a specific physrep to be worn, but you must carry the item that the Ritual has been cast upon. The protection provided by this Ritual will vary based on the difficulty the Ritual is cast at, the class of the character benefitting from it, as well as that character's purchased levels of High Magic and Wear Extra Armor skills.

Natural Armor can come from any number of sources, but is typically indicative of toughed hide or other natural protections. While this type of armor is typically found on monsters, its protective value is not limited by the class of the character benefitting from it.

Certain abilities can provide additional Base armor, which allows the character to exceed their class maximum, and is simply added to the value of protection provided by the Armor they have.

Bonus Armor

Bonus armor can be provided by certain abilities and effects. A character may only benefit from one source of Bonus armor at a time, but these Armor Points are not limited by their character's Maximum Base Armor Points. Armor Points from Bonus Armor are the first Armor Points lost to damage, last a maximum of 10 minutes, and cannot be refit, mended, or restored in any way.

Armor Evaluation

There are multiple ways to get Armor Points, and the most common is costuming. To determine your Armor Rating, a Marshal must look at the eight body locations listed in the following section, and assign each one a Material Value of zero to four. The sum of all these values and any incentive points you are awarded becomes your Armor Rating.

Your character may be limited on how much of this armor they can effectively use based on the Max Armor of their class, Purchased Skills, Armor tag, or changes to their costuming as pieces of armor are added or removed.

Armor Locations

Each of the following Armor Locations receives a value of one Armor Point multiplied by the material value and coverage:

- Hands/Forearms:* This includes the area from the tip of the fingers to elbow.
- Upper Arms/Shoulders:* This includes the area from the elbow to neck.
- Feet/Lower Legs:* This includes the area from the toes to the knee.
- Upper Legs/Groin:* This includes the area from the knee to the waist.

Each of the following Armor Locations receives a value of two Armor Points multiplied by the material value and coverage:

- Belly:* This includes the area from the waist to the bottom of the sternum.
- Upper Chest:* This includes the area from the bottom of the sternum to the neck.
- Back:* This includes the entire back from the waist to the neck.
- Head:* This includes the area from the back of the neck to the forehead.

Armor Coverage

The Armor Locations listed above will be evaluated for overall coverage. If at least half the designated location is not covered, the Marshal will deduct at least half the points for that location and may penalize the location down to counting as no coverage.

Armor Material Values

0 points: Costume. Costume is any sort of period costume made from cloth or any other material that does not at all resemble armor.

1 point: Light, Non-Metallic Armor. This level is awarded for simple materials which give a modicum of protection, such as leather, leather scale, padded cloth, Naugahyde, suede, doeskin, heavy canvas, and rope.

2 points: Heavy, Non-Metallic Armor. This level is awarded for simpler materials which have been specifically thickened or upgraded to provide real protection, such as studded leather or the equivalent of 10 oz or heavier thick leather. It can also be given for harder materials such as wood and bone depending on how the armor is made. To meet this level of award, studded leather (or a similar material) must have a minimum of 1/4" wide metal studs 1" apart or less (or the equivalent level of upgraded protection).

3 points: Chain/Scale/Brigandine. The material must appear to be one of the following: chain mail tight enough to provide protection, metallic scale of at least 1/16" thick, or brigandine with plates of at least 1/16" woven within. At a marshal's judgment, similar/alternative armor construction may meet this threshold, but please be aware that the armor must appear to be solidly built and upgraded to qualify for this level of protection and the default is to assign the lower 1 or 2 point values if the protective value is not obvious.

4 points: Plate Armor. This level is awarded only for solid plate protection on an area. The material must appear to be plate mail of sufficient thickness to absorb blows (excessively thin or light plate may be downgraded by a Marshal to 3 point per location or lower Armor Points). Please keep in mind that this armor level is intended to help balance the weight and restriction associated with plate armor.

Different values of armor materials may be layered to gain additional points, but in no case may any location go over the maximum of four points. Incentive points are only given for a location once, and only if all materials used meet the incentive requirements.

Incentive Points

The following incentive points are awarded if the costume or suit of armor meets the specified criteria.

In Genre: No jeans, sneakers, watches, or other obvious anachronisms. Modern footwear (such as hiking boots) and glasses may be used for safety reasons without being penalized. You can receive up to two incentive points if none of these types of items are visible in your costuming.

Master Crafted: Finely crafted costumes, real armor, or armor that is visually impressive. You can receive up to four incentive points for armor that fulfills these requirements.

Authentic Material: This bonus of one point per location may be given for use of authentic materials. For example, metal plate (as opposed to alternative material such as plastic, latex, or the like) would garner this bonus, as would metal chain mail (instead of plastic or vinyl) and real leather (instead of latex or plastic). The material does not necessarily need to be historically accurate—for example, stainless steel or aluminum are acceptable instead of more historically accurate alloys—but it does need to be a material which is true to the armor type it is representing. Note that this bonus does not double for vital locations as incentive points are calculated after a suit has been otherwise evaluated, and this bonus will only apply to a location with layered armor if all layers comply.

Safety

Armor cannot be taped together. It must have integral fastenings. Any metal plates must have round-filed edges or the edges must be covered to avoid injury. Jutting edges on sheet metal armor are not allowed.

Protruding spikes are similarly prohibited. Any armor that is deemed unsafe cannot be used. Head protection may need to be padded to prevent injury while being worn. Ultimately, concerns regarding safety will be left to the discretion of local marshals during event check in and armor evaluations.

Armor Points

Once a Marshal has assigned your Armor Rating, you may use any armor tag, up to the value of your Armor Rating or the tag value, whichever is lower. If you remove a piece of armor at any time during the game, your Armor Rating is reduced by the appropriate amount.

When struck for damage in battle, your Armor Points will be deducted before your Body Points. There are some magical effects like Mend Armor that may restore damaged Armor Points.

Refitting

Any character can refit Base Armor, restoring it to full Armor Point value with two uninterrupted minutes of Focus. During this time no Game Abilities may be used and the player must kneel or crouch and adjust their armor to represent the act of refitting.

If you are refitting someone else's armor, the target must kneel while the other character role plays fixing the armor. This might involve pulling out a small bag of tools and accessories, or at least by roleplaying adjusting the fit of the armor, or otherwise taking actions to make it clear that you are refitting armor and not just kneeling down. Do not actually touch another player without permission. The Smithing skill, among other skills and abilities, can decrease this time for certain types of armor. Details about these abilities can be found in the appropriate descriptions.

COMBAT

Safety Concerns

Safety is a primary concern at all Alliance events.

Body Contact: The only contact allowed during battle is by weapon or packet. Any other type of fighting contact such as grabbing someone, hitting, or kicking is strictly forbidden. Even when making friendly contact, for example to pick up a fallen ally or touch casting a spell, you must obtain the player's consent before actually touching them. During combat, you must never come into physical contact with your opponent.

Charging: If you are crowding your opponent so much that they must step back to avoid body contact with you, you are charging. It's possible to fight safely with very small weapons, but you must take special care to not force the other person back physically to avoid contact. If you have moved so close to your opponent that they can hold out a hand and touch you, you are likely charging.

Pinning Weapons: "Pinning" refers to a fighting tactic where you trap your opponent's weapon so that it is unusable. Pinning of weapons can only be done with another weapon, and only in areas where it is possible for the target to escape by backing up and getting away. Any weapon shaped in such a way as to trap weapons (whether accidentally or by design) is expressly forbidden.

Legal targets: Legal targets include the entire body except the head, neck, throat, hands from the wrist out, and the groin. You may not intentionally block a hit with an illegal target. You may hold other small, non-weapon items (such as gas globes, packets, coins, potions, etc.), either IG or OOG, in your weapon or shield hand and utilize that weapon or shield normally. This must be done safely.

Weapon Attacks

Weapon attacks are performed in Alliance using boffer weapons, and you will swing to hit your opponent in a legal target. In our combat system, a light tap is just as effective as a heavy swing. Weapon attacks should be made at an opponent's legal target areas with the lightest force necessary to make them aware of the attack.

In order to be considered a valid attack, a weapon swing must vary location, unless more than two seconds has elapsed between hits or the swing has progressed beyond a 45-degree angle. Each swing must be accompanied by a valid call. Any attack that does not meet these conditions is invalid and should not be counted.

Weapon attacks which do not include the Strike keyword and are blocked or deflected with a weapon or shield will not damage the defender, nor will any swing that has enough force to overpower a block and still make contact with the target. If you are holding a weapon in a way that is not permitted by the weapon skill, like holding a two-handed sword in a single hand, then any blow that would otherwise be considered blocked still damages your character. It is generally good practice to acknowledge your opponent's successful hits when possible.

Some attacks must be performed when physically behind your opponent; you cannot reach around from the front. The attack must strike the opponent's back half, and you must be able to see both of the defender's shoulder blades. Note that ranged attacks using these skills can be used from any direction, bypassing the from behind requirement.



Packet Attacks

Some attacks in Alliance are performed with packets, their construction is detailed in the [Weapons](#) section. Packet attacks include archery, spells, alchemy and tinkering globes, and certain monster abilities. Packets that make contact with the throat, neck, or head do not count.

You may not throw a packet with any other object in your throwing hand, including other packets. You may touch-cast on yourself or another with another item in your hand, but this must be done safely and courteously.

Calling Damage

Whenever you swing a weapon, you must call out the amount of damage you will do with that weapon, along with any additional attributes your attack may have. These calls are out-of-game. Even if under the effect of a Silence effect, you must still call out any damage you deliver so your opponent knows what damage to take. In-game, the damage calls represent the sounds of combat. This allows you to respond in-game to damage being called: You can even tell whether a weapon is magical or silver by the sound it makes during a battle.

If you have no special attributes on your attack, then you must call "Normal." If you have a silvered weapon, then you must call "Silver." If you have a weapon with the appropriate Rituals, you might be able to swing for other damage types like "Magic" or "Chaos".

If your weapon has more than one effect, you must only call one. For instance, if you are using a silvered sword and the Channel Earth high magic ability, and an Enhanced Blade spell active, you may choose to call the Enhanced Blade element, "Healing" or "Silver" depending on the type of monster you may be fighting, but you cannot call any combination of them.

If you have the skill Florentine or Two Weapons, you must call out the damage of each weapon individually when using both to fight. You cannot swing both weapons at the same time with a single damage call.

You may, at any time, choose to call less damage than you are actually capable of, including zero. This includes all skills that cause damage such as Slay and Assassinate.

Effects that only add damage (such as Vorpel Coatings) can be used with a blade effect. However, if you have any other type of Weapon Coating poison (such as a Weakness poison) and you choose to use a blade effect instead, then the poison is lost, and you cannot use the poison as part of the weapon swing verbal.

Like spells, alchemy, and any other call, you can never fake your weapon calls. You cannot swing your dagger in the air and call out "15 Magic" when in reality all it can do is "1 Normal."

Combat Verbals

Every attack in Alliance has three parts: the delivery, the qualifier, and the effect. The delivery is the out-of-game description of how the attack is being delivered and is not present in the verbal for most calls. The qualifier explains the mechanism by which the call is being generated in-game. The effect describes what the call will do if it connects. Most calls will explicitly state the qualifier and the effect to help the recipient understand what defensive abilities they can use and what to do if they get hit. A given call will only ever have one qualifier and one effect. If you have multiple options to select from for a single call, you must select a single qualifier and a single effect.



Deliveries

There are three ways by which attacks may be delivered in Alliance.

Ingested: All ingested attacks are delivered by placing a potion or elixir physrep next to the mouth of the target or by having the target consume a prepared item. Drinking a potion or elixir, or having one force-fed to you will always take at least three seconds but is not a counted action. Ingested deliveries always ignore protective effects, even while unconscious.

Radius: Radius deliveries include traps, contact poisons, and monster abilities such as eye contact or sound of voice. If the Radius is a defined area, anyone partially within that area is affected. Radius delivery effects must always include an explicit Qualifier and Effect.

Targeted: This is the most commonly used delivery and covers attacks made via weapons and packets. Attacks of this type must make direct contact with a valid target area and can be blocked by weapons, shields, or other objects.

Strike: Some Targeted attacks may include the Strike keyword, which indicates the attack cannot be physically blocked; the attack is successful if it makes contact with the target or any of their possessions. The target may still use appropriate defensive abilities against successful Strike attacks.

Spray: Some Targeted attacks may include the Spray keyword which allows multiple packets to be thrown at once by preceding the attack verbal with "Spray." A target hit by multiple packets in the same Spray attack will only take the effect of the attack once and only need to defend against a single instance of the attack.

Qualifiers

An attack's qualifier will indicate what defenses are able to be used against it, if any.

Arcane: The Arcane qualifier signifies that an attack is particularly powerful and is unique in that there are no protective effects that work against it; the target must have a defense against the specific effect, its Effect Group, or a way avoid the attack entirely. The Arcane Qualifier may never be used to deliver Ritual effects.

Elemental: These attacks are pulled forth from the primordial elements. The Channeling skill uses this Qualifier with the Strike keyword, "Elemental Strike <Effect>".

Poison: Effects delivered with this qualifier represent both virulent poisons and helpful antitoxins. Any ingested Alchemy is delivered with the Poison qualifier automatically.

Spell: This qualifier represents the standard way that magical energies are manipulated in Alliance and covers spells as well as the activation of magic items and certain effects generated by monsters. The casting of a spell with an incant implies both the Spell qualifier and

the Strike keyword. Any ingested Earth Potions are delivered with the Spell qualifier. The verbal for activating a magic item with the Enchant ritual or an effect previously stored in a Spell Store, if the character can cast the spell normally, is "Activate Spell Strike <Effect>." In this instance a character may choose to activate a magic item without the Strike keyword, but this attack would then be blockable. If you are unable to cast the spell the verbal is "Activate <spell incant>."

Weapon: This qualifier represents attacks from weapons and claws. Any Weapon qualifier attack that includes a number omits the "Weapon" Qualifier from the call, which is implied, unless the Strike keyword is also used. The damage from Weapon qualifier attacks cannot be used to restore lost body points to a target, though the effect may be beneficial in other ways.

Effects

Any effect can be combined with any delivery or qualifier. There are many effects, organized into Effect Groups. These groups describe how effects are defended against, and how detrimental effects can be removed. Unless otherwise specified, identical effects do not stack, regardless of source. If you are struck by an effect that you're already under, the newest identical effect will always override the older one, resetting the duration of a timed effect.

Some effects simply represent various ways to get hurt. Normal, Silver, Magic, Flame, Lightning, Ice, and Stone will all typically do the stated amount of damage, with no other additional effect, though some monsters might be hurt differently by them (or even healed).

Healing, Chaos, and Body are a little different. Healing will normally heal the Body Points of the living and harm the Undead; in both cases it bypasses Armor Points. Chaos is the opposite—it will heal the undead while harming the living, its foul energies striking straight past Armor Points directly to Body Points. For both of these, keep in mind that attacks delivered using the Weapon Qualifier cannot be used to restore body points to a target and instead will result in a call of "No Effect." The Body effect bypasses Armor Points entirely and the great majority of targets will be susceptible to attacks using this effect.

Other than Healing, Chaos, and Body, any effect included in a call with a number will only affect a target if it deals at least one point of damage to the target's body.

Effect Durations

All effects have specific durations. These durations are the same no matter what caused the effect.

Concentration: This effect lasts as long as the caster maintains Focus. The target of a concentration effect that has physical requirements may choose to decline the effect simply by not applying the physical requirements. All normal defenses must be used first. In no case can these effects be used to force an unwilling target to break another effect's physical requirements.

Timed: Timed effects will end in a specific predetermined time, anywhere from five seconds to five days. If hit by two different timed effects, both will run at the same time. You

cannot have two of the same effect on you at the same time, so if you're hit by two identical timed effects, the most recent one will set the effects duration to its base value.

Instant: The duration of this effect is instantaneous, but its effects may be permanent. Thus, any damage is permanent until cured.



Line of Sight: This effect lasts as long as the caster or the target can see the other from wherever they are located; if you can draw a straight line between the caster and the target without the line being obscured by a very large object, they are in each other's line of sight. If Line of Sight is resumed before five seconds elapse, then the effect continues. These effects will cease immediately if the caster falls unconscious.

Storm: This duration type allows the caster to throw a number of packets, one at a time, as described under the specific ability. Unless otherwise specified, the caster may not move their feet or use any other skills during this time without ending their concentration. Each packet counts as its own attack for purposes of defensive abilities. In all other ways, these effects act as Concentration duration effects.

A Storm effect can be cast/activated on oneself or placed into an Enchant ritual and grants the target the ability to throw the allotted packets. While Storm effects may not be cast on other characters, made into potions or scrolls, or absorbed into Rituals such as Spell Store, individual packets may be absorbed if they exactly mimic an existing spell.

Calls

The Effect and Qualifier come together with every call. Most calls using the Targeted Delivery will follow the pattern <Qualifier> <Effect>. A Flame elemental may throw balls of fire calling "Elemental 10 Flame" where Elemental is the qualifier, indicating that defenses like

Elemental Shield or Resist Element will work, 10 is the amount of damage it inflicts, and Flame is the effect, indicating that it might not harm a Flame Elemental or might have an additional effect on an Ice Elemental. This call does not include the Strike keyword, so would be physically blockable.

Attacks that don't do damage simply omit the number. A bewitching siren might throw a packet for "Spell Strike Charm!" The attack does not have a number so it won't do any damage, but if it connects with the target or their possessions (due to the Strike keyword), they will think the siren is their best friend for a few minutes unless an appropriate defense is used.

There are two specific exceptions to this call pattern. First, a spell cast using a standard incant is always assumed to use the Spell Qualifier and Strike keyword even though they are not explicitly stated. Additionally, for a spell that does damage, the number will be part of the incant.

When making a call that uses a damage number, you can voluntarily decrease that number by any amount. This represents holding back some of your strength or magical power, but still fully expends the ability.

Targets

In the Alliance world, all player characters have a spirit and a body. These can be separated in some cases, normally via powerful ritual magic. At other times you may encounter a body without a spirit.

Most effects target a body specifically. These include everything from alchemical gasses (which will only affect living creatures in most cases) to Web and Prison effects. you should expect that most effects target the body only and will go away when someone becomes "dead." A dead body is generally immune to any effect which doesn't explicitly target the spirit.



There are some effects which will specifically work on a dead body; these include Life, Create Undead, and Corrupt. There are some potent Ritual magic effects which will also target a spirit specifically and will thus work on a live (or dead) body so long as it contains a spirit. Since a dead body can't be targeted by most effects, if it's being carried by someone it will count as a possession unless it is a valid target.

Some effects target a Game Room. This term refers to any area defined as a single room. A physical room can sometimes constitute multiple Game Rooms. Similarly, an outdoor area can also be considered a Game Room. A 20' x 20' area is generally going to be a single Game Room, but ultimately the Marshal on scene will make the call on how many Game Rooms a given space will be.

Defenses

There are four varieties of defensive abilities, each of which has many specific implementations. The source of the defense which is being called must be stated with any defensive verbal. A given defense can only be used once against a single attack.

You must always call a verbal for your defensive abilities immediately when used, and in-game it is obvious to anyone watching which defense was used. You may not call a defense and then have your character pretend to be affected in order to fool your attackers. Only one defensive ability can be called at a time, if you defend against part of an attack, you defend against all of it.

Defenses are classified as either Voluntary or Involuntary in their description. Voluntary defenses may be used at the discretion of the player against a specific attack, even if the character has an active Involuntary Defense that would apply but may only be used when the character is conscious. Involuntary defenses will go off against the first otherwise undefended attack which they would activate against, even if the character is unconscious.

Any response which would be repeated over and over (such as "No Effect" or "Healed") does not need to be repeated for every attack. It is the responsibility of the player making this call to ensure that players are aware of this or if the effect changes.

Guard: A single attack is completely blocked. In general, these denote expendable skills, spells, or abilities.

Healed: If a character is healed by an effect other than Healing or Necromancy, they must announce "Healed" to indicate that in-game their wounds were visibly healed by the effect.

Resist: These defenses represent innate abilities of a creature's body, not the layered defenses of martial skill, magic, and Rituals. Resists may not be used until all applicable Involuntary defenses are expended. A Resist can be used against the Ingested delivery.

Return: The attacker will automatically be struck by the original attack. If an attack is bounced back via a Return defense, the one who used Return is now considered the caster. A Return defense will act as a Guard when used against Ingested delivery, a trap, or a Killing Blow.

Reduced: The effect of the attack was reduced.

No Effect: The attack was completely ineffective. In general, if you're immune to part of an effect, you're immune to all of it.

Game Abilities

Game Abilities are abilities which your character has to choose to use. This includes swinging a weapon, calling a defensive, all per LP skills and abilities, and most passive skills.

The following skills and abilities will continue to function when a character is unable to use Game Abilities: Celestial Armor, Earth's Bounty, Hardy, Preserving Energies, Rebirth, Undeath's Offering, Wear Extra Armor.

Some effects can prevent you from using your Game Abilities, this includes expending them in combination with ritual effects or other abilities.

This rule also applies to NPCs even though most do not buy skills with Experience Points. For NPCs, Game Abilities would include:

- Duplicates of PC Game Abilities
- Daily use abilities which they may choose whether or not to activate
- The ability to strike or block with Claws
- The ability to rip from various binding effects

This does not cover any abilities an NPC might have which are not activated a certain number of times per day, or which they have no choice when to use or not to use.

Counted Actions

Some actions cannot actually be performed for reasons of safety or reality but must be considered as taking some time to complete. Such actions will have a specific count, usually three, and a definite phrase to indicate what is happening.

For example, to simulate a ghost coming through the wall, the NPC playing the ghost could say "I come through the wall one, I come through the wall two, I come through the wall three." During the time in which the player is saying this, they are completely vulnerable to attack and cannot use any game skills except Bane, Cloak, Dodge, Evade, Phase, and Resist. These use of these skills cause the counted action to be interrupted. If this count was performed as part of a skill, the skill is expended. Involuntary defenses such as Spell Shield or Weapon Shield do not interrupt a counted action.

The three count is used primarily when the NPCs are right there next to the players who can then try to affect the monsters. It should only be used when it has to be made clear that the NPC is taking some sort of action that they cannot actually perform. Monsters coming out from the woods or from behind buildings should not announce their presence with a three count. As long as you are far enough away that it will take at least three seconds to reach the player, you should not announce your presence. Occasionally, NPCs may be instructed to perform a three count for reasons specific to the encounter.

Killing Blows

There are many ways in our game to render an opponent completely helpless. Once they have been incapacitated and immobilized, it is not too difficult to kill them. This is represented by a Killing Blow.

To give a Killing Blow, you must be near the target, place your weapon on their torso or your hand near their shoulder, and remain that way while you recite "Killing blow one; killing blow two; killing blow three." This should be done in a normal speaking style and should take at least three seconds. This is to allow others to try to stop you from giving the Killing Blow. If anyone makes contact with your weapon during the count or takes an action which causes you to expend a skill, then the Killing Blow is interrupted and fails to kill the intended target. Some spell attacks will also prevent the Killing Blow from succeeding (those that would force the target to break weapon contact or render the attacker unable to continue the Killing Blow).

A successful Killing Blow will take a character immediately into their death count. A Killing Blow is considered a combat action and all applicable safety rules must be followed. If more than one person attempts to give a Killing Blow, it is the person who starts first who will get the "credit" for the kill. The second person cannot come along, say the Killing Blow faster, and then claim to be the victor. If you are given a Killing Blow by someone who was not aware that you had already been given one, do not say "no effect"—just remain silent.

A Killing Blow can be delivered by anyone, whether they have a weapon skill or not. If not using a weapon physrep, you must still abide by the consent policy before touching another player. Placing your hand near a player is acceptable as long as it is evident to whom you are delivering the Killing Blow.

Some creatures are immune to certain weapon attacks. To be effective, a Killing Blow must be applied with a weapon that can damage the creature. When using a weapon on such a creature, you must state the weapon effect. For instance; "Killing blow one, killing blow two, killing blow three Silver." A Killing Blow cannot be Dodged, Parried, or otherwise avoided through Game Abilities or spells. It will bypass all Involuntary Defenses such as Weapon Shield.

MATTERS OF LIFE AND DEATH

When a character takes damage, they risk being reduced to zero Body Points or below.

Unconscious: If you are reduced to exactly zero Body Points, you are unconscious. You will regain one Body Point (and consciousness) after one minute. Similarly, when someone successfully completes First Aid on your character while they are bleeding out, your current Body Points will increase to zero, and you will remain unconscious for one minute before waking up with one Body Point.

You cannot make sounds while unconscious. If people do not notice that you are on the ground, they do not see you lying there in-game as well. If you wish, your character may opt to stop struggling to regain consciousness and begin to bleed out. While unconscious, your character is still subject to ongoing Effects and may take new Effects. If you successfully receive a healing effect you will regain consciousness.

Choosing To Bleed Out: Upon being reduced to zero Body Points, you can declare that you are "choosing to bleed out" (this is an out-of-game statement). At that point, your Body Point total drops to -1 and you begin bleeding out.

Bleeding Out: Any time you are reduced below zero Body Points, you drop to -1 even if the last blow on you would have reduced you to much less. Once you are reduced to -1, your character is bleeding out. You will die unless given First Aid or healing within one minute. The First Aid skill normally takes sixty seconds to complete. Once First Aid has begun, the one-minute bleeding out countdown freezes. If you receive more damage while bleeding out, then First Aid is interrupted, and you will continue the bleeding out count from where it was interrupted. Another attempt of First Aid will again freeze your countdown, but the First Aid count must be restarted. Once First Aid is completed, you will be unconscious. Any healing effect received while Bleeding Out will bring you to consciousness. While you are bleeding out, you are still under any effects that were affecting you before, and involuntary defenses will always go off as you are not conscious to "accept" any effects through them.

Dead: If you are reduced to -1 Body Points and you are not given First Aid or healing from any source which would bring your Body Points above -1 before your bleeding out count reaches 60 seconds, you take an effect which puts you into your death count, or you have suffered a Killing Blow, you are dead and require a Life effect.



After your character dies, you must immediately begin a five minute death countdown. During this period, your character can still be saved by receiving a Life effect targeting your dead body. A Life effect will only work on the physical representation of the body needing the effect. If the five minutes pass without receiving a Life effect, then you must immediately become a spirit and can only be brought back by a resurrection. It is impossible to burn or otherwise completely destroy the body before the five-minute death countdown is completed.

The only effects that will continue while you are dead are Paste of Stickiness, Amnesia, Enslavement, Euphoria, and sometimes a Curse of Transformation or an Infection. All other active effects on a person will immediately end. A dead body is still subject to magical barriers such as Ward or Circle of Power.



Resurrections

When your death countdown expires, your character becomes a spirit. You must put on a white headband and head immediately and directly to a viable resurrection point to register your death.

A spirit is completely invisible to the world around it and may not interact in any manner with other characters. Spirits travel only as fast as the player walks; After entering a Greater Earth Circle of Power, the spirit remains unable to interact with characters, but anyone Invested in the Circle will "sense" a presence and will know your identity if they know you. They may then resurrect your spirit, and after ten minutes, your body will be restored to the spirit and reform within the circle.

A character does not need to know the identity of the spirit to resurrect it. You must be Invested in the Circle to be able to start the resurrection. Once a resurrection has started, anyone with the skill of Healing Arts can complete it. If no one is available with Healing Arts, then the spirit can resurrect on its own once the Invested member has begun the resurrection. However, in-game, this is emotionally painful to the recipient, to be roleplayed however you feel your character would react.

Whenever a spirit appears at the Circle, it appears intact and whole, even if the body had been dismembered. All body parts will appear when the resurrection is completed. However, none of the body's possessions appear with the character, excluding mundane clothing. Usually, your fellow adventuring companions will bring your items back from where they lay on the battlefield. It is impossible to tell how someone died by looking at a spirit.

Role-playing a resurrection usually involves the healer telling a story to the person being resurrected, in an attempt to entice the character to come back and not choose permanent death. Stories can be profoundly personal, or generic, but the better the story, the better the roleplay experience. Once a character is resurrected, they are healed to their maximum body points and all abilities that would have been eligible for meditation before resurrection are instantly restored. All remaining effects that were present on the character will be gone excluding Euphoria. (Curse of Transformation and Infection may or may not be cured by Resurrection at plot's discretion). The lost memories from Amnesia effects are not restored by resurrection.



Choosing a Circle

Spirits will normally go to the closest Greater Earth Circle of Power to resurrect. A spirit can choose to go to a different Circle than the closest one if the closest Circle is hostile, but the character, once resurrected, will not be aware of this decision. "Hostility" is defined by the resurrecting player and can include enemies in town, enemies in the guild, or enemies inside and outside the Circle. As the spirit approaches the Circle, it can change its mind. A seemingly safe Circle can later be judged hostile if, for instance, the spirit sees enemies in the area. The spirit could then move on to the next closest Greater Earth Circle.

A spirit can refuse to be resurrected by a specific character but stay in the Circle waiting for another person to perform the resurrection.

The rejected character will be aware that the spirit is refusing to resurrect but will not be able to tell which character the spirit is requesting or waiting for. The spirit is not aware of any character plans to resurrect in specific Circles based on the means of death. If your character decides to go to another Circle other than the designated in-game Circle during an event, you must still go to the resurrection point out-of-game to record the death and let them know what you are planning. An OOG "Death Log" will be maintained where character deaths will be recorded by a chapter-appropriate representative when the death is reported. After an event, chapter Logistics staff will update the CMA for reported deaths. You may be required to stay out-of-game to represent the amount of time it would take for your spirit to travel to the next closest Greater Earth Circle and for you to then travel back.

The Bag of Chance

Every character gets two guaranteed resurrections. After that, there is a chance of permanent death. When you arrive at the Greater Earth Circle to resurrect, a chapter representative will update your death total and then will ask you to choose from the Bag of Chance. In the bag will be ten stones. There will be one Death Stone for each time you have died beyond the two free resurrections. There will also be a number of Life Stones put into the bag so that the total number of stones is always ten. If you choose a Life Stone, then you can be successfully resurrected. If you pick a Death Stone, then you have four choices:

Permanently die: Your body will reform where it died. It is completely acceptable to leave a note saying (for instance), "You see Terin's permanently dead body here." If your character permanently dies during an event, you can be an NPC for the rest of the event, start a new character, or play one of your other characters for the rest of the event.

Die but create a half-XP character: In addition to having your character permanently die, you may immediately retire the character as per the following section, "Retiring Your Character", save that you may not turn in any items that are not Spirit Linked or Locked to your character (as all items are left where the character died in-game). Your body will reform where it died.

Have one more life: You may choose to keep your character and give them one final chance at life. The character resurrects successfully as though they had chosen a Life Stone, but the next time they die, they do not draw from the Bag of Chance and instead they remain where they died. This permanent death may not be evaded or extended by means of any additional ritual such as Regenerate, Strengthen Spirit, or Sacrifice, and once this option has been chosen, the character may not be retired, nor can you choose to die and create a half-XP character. The character is aware that this will be their last chance at life, but no one else will know in-game. The healer doing the resurrection will only know that the resurrection worked. It is then up to the character whether to tell everyone that their next death will be their last.

Metamorphosis: This allows you a 1-time per character reset of your PC upon their permanent death. They will be reset to 25 XP and two deaths. All items which were spirit linked or spirit locked (including permanent items) to your character at the time of their death are destroyed. The character's race must stay the same, but you can spend your XP however you would like.

Retiring Your Character

At some point, you may want to retire an old character which you no longer play. Players who wish to retire a character currently in the database and start a new one may do so under the following conditions:

- Your new character will have half the XP of the character you retire (rounded down).
- Your new character will have half the number of deaths of your retired character (rounded up).
- All of your retired character's items must be turned in as appropriate to the method of retirement. If your character is killed out in the woods, the gear leaves the game. If they retire to a comfortable life as a tavern keep, they will likely take some or all of their gear with them to pay for their retirement, but might give some away to their adventuring friends.

You should work with your Plot team to come up with an appropriate retirement story for your character. Keep in mind that your character can never come back as a PC at this point, even if they survive and ride off into the sunset for a peaceful retirement!

You cannot combine characters or trade in more than one character to get more XP for your new character.



STEALING AND SEARCHING

This section references stealing Game Items only. This includes any tagged Items, Ritual Scrolls, coin, and other items or physreps created specifically for the Alliance game. If you find something that is not clearly tagged, return it to Chapter's designated area (typically NPC camp) and ask your Plot Team whether it is in-game.

Theft of any out-of-game personal property is unlawful and perpetrators may be banned from the game and reported to civil authorities.

Stealing and Searching In-Game Items

You are never allowed to destroy property in order to steal something. Do not "pick a person's pocket" or otherwise touch items on their person unless you have received consent for physical roleplay.

Game Money, Magic Items and Jewelry: You are allowed to take in-game currency. When taking jewelry or an item, always check to make sure it has an Item Number marker on it somewhere. If you are unsure, find a Marshal to double check that the item is in-game.

If your Magic Item is stolen, you must immediately head to the Chapter's designated area and turn over the Magic Item Tag. This is a requirement and may be performed out-of-game.

Weapons: You must take the physrep of the weapon you are stealing. Once you have stolen a weapon, you should then head immediately to the Chapter's designated area to turn in the physrep. You cannot keep a player's physrep since it is the personal property of that player. A marshal will give you an item tag for the stolen weapon.

If your weapon is stolen, you should head to the Chapter's designated area to retrieve your physrep. This is a requirement and may be performed out-of-game. The physrep may not be used again until you obtain a new tag.

Some NPCs will have items that can be looted. Once you search these NPCs, they will hand you an Item tag instead of their physrep.

Armor and other expensive items: Players have the right to refuse to turn over the physrep of their stolen armor. However, by refusing to turn it over, the player forfeits the right to later recognize the same armor if they encounter it in the world. Players may choose to allow the physrep to be taken along with the item tag, thus giving them the opportunity to recognize it later in-game; however in that case, the thief must return the physrep, while keeping the tag, to the Chapter's designated area. This option applies for other expensive items such as jewelry.

Spell Books and Recipe Books: Similar to expensive items, stolen Spell Books and Recipe Books must be brought to the Chapter's Designated area where the Item tag will be removed and the physrep returned to its owner. Some players will mark their spell books with a note saying "this spell book is stealable." In that case, you must take the actual book itself and, cannot remove the Item Tag and place it into a different book.

Alchemy and Tinkering Globes: As these items are not associated with a specific physrep, in order to steal them, you must steal the tag.

Other in-game items: Alliance often provides props such as maps, notes, books, and other informational items. Whether you find them on a mod or steal them from another player, take them to your Chapter's designated area and speak with your Chapter Plot Team to ensure the stolen items are in-game.

Searching a Person

If you encounter an incapacitated character, you may search them by saying "I search you." You should not touch the person without consent. Unless they respond with "Describe your search," all game items must be turned over immediately. Otherwise, you must then describe where you are searching. When you indicate a place, any items physically hidden there must be turned over at that point.

If someone steals your Magic Item, do not give them the Magic Item Tag. Immediately go to the Chapter's Designated Area and turn over the tag. This applies to magical weapons as well.

Searching a Cabin/Sleeping Area

A Rogue Marshal must be present in order to search a cabin, sleeping area, Circle of Power, or Ward. The Marshal will check the Marshal notes for the area to confirm the location of in-game and out-of-game areas, the location of any traps, and any other particulars. The Marshal does not have to be right next to you, but the Marshal must be aware and within sight.

You must search the in-game area yourself. The Marshal will not retrieve items for you. The Marshal is there to ensure you properly disarm any traps, open locks without forcing or breaking them, respect any out-of-game areas, and monitor the situation for safety and fair play.

Each chapter may have specific rules about where a player can hide items and what must be done in order to search a cabin or sleeping area, so check with the Marshal first before attempting to search or steal anything. You may not steal any personal items or items stored in out-of-game areas.

Destruction of property in any manner is not allowed.

ADDITIONAL GAME INFORMATION

Focus

Abilities which require Focus must be role played appropriately as per the skill description.

The following activities will always break a character's Focus unless stated otherwise within the skill description:

- character moves faster than a walk
- use of Game Ability not allowed per skill description
- loss of ability to use Game Abilities
- physical requirement of the ability is not maintained

Meditate

Meditate is a specific kinds of Focus which is used in a number of different Skills and Rituals, but primarily players can regain certain Skills and Spells (see "Casting Spells") via a Meditate cycle. All characters have a 10-minute Meditate cycle, but can purchase the skill Enhanced Meditate to reduce the time.

If Meditate is used to replace expended spells, the character must roleplay studying from a spell book which contains that spell. If Meditate is used to restore Channeling points the character must roleplay while holding their Source. If Meditate is used to restore expended Martial or Stealth skills, the character must roleplay with a weapon they are proficient with.

Once the Meditation cycle is successful, the player may write the spell or skill back in on their Battle Board with an "M," to denote that it was Meditated back. After this point they may utilize it as though it had not yet been expended.

Each use of Meditate will return a single skill, spell, or up to 25 points of channeling. Multiple skills, spells, or 25 point increments of a channeling pool may be returned over time with multiple uses of Meditate.

A non-Signature spell or skill that lands successfully or results in a defensive call other than "No Effect" may not be Meditated back. Signature spells and Channeling can always be meditated back unless they hit and were not defended against.

Meditate may not be used to regain charges from magic items or recover expended Adventuring Equipment. High Magic abilities expended on a cast spell cannot be Meditated back.

Game Effects Requiring Focus	
Skills/Abilities	
Arming/Disarming Traps	
Break Command	
First Aid	
Healing Arts	
Identifying Adventuring Equipment	
Killing Blow	
Meditate	
Mental Abilities	
Refitting Armor	
Concentration Effects	
Desecrate	
Fortress	
Repel	
Sanctuary	
Storms	
Monster Abilities	
Engulf	
Escape Binding	
Gaseous Form	
Regeneration	
Renew Skills	
Rift	

Skills that are expended to fuel other effects, abilities, or items cannot normally be Meditated back.

Successful Resurrection (or Regeneration) will automatically Meditate any applicable skills, spells, or channeling pool for a character.

Possession and Item Use

Under normal circumstances, you must be the only conscious person having sole and clear possession of an item to activate or use its abilities.

Most items must be in your hand to be used, but some must simply be on your person, whether in a pouch or other container, to be used.

Potions, elixirs, battle magic scrolls, weapons, shields, and sources have specific requirements as to their use, and the tagged physrep must be in your hand to use the item.

Alchemical and Tinkering globes, as well as contact gels simply require that you have the tag on your person to use them.

Armor must be worn to receive Armor Points from the physrep, and must be the currently active armor in order to benefit from Armor targeting Rituals.

Magic Items that require activation to use usually only need only be in your sole possession, though some require that the physrep be worn or in your hand, either as a function of the Ritual itself or a flaw present within the Ritual Batch.

It is also possible to activate a magic item that is in another person's possession, so long as all rules for safety and consent are abided by, and you are aware of what the item is and its effect. You must be in physical contact with the other player and make it clear to them out-of-game that you are activating their magic item rather than your own. The other player can refuse this interaction and prevent you from activating the item.

Pages

Some Alliance games have an age limit. Some chapters may allow players under this age to participate. Those players are called pages. Players can also request page status for medical reasons. All pages can be identified by an orange headband with the word page written on it. This must be worn at all times by the page. The word must be large enough to be read on the headband from at least ten feet away.

Pages cannot purchase any combat, weapon, or spellcasting skills. Pages are not allowed to engage in combat in any way. Though they can help heal wounded characters after the battle has finished.

A page can still be killed, to do this another character will need to stand near the page, call out their effects and weapon damage but cannot hit the page directly. It is assumed that every weapon and packet attack hits the page. Pages may call any and all defenses they have and can attempt to run away if able. Some of these rules may be changed for medical pages.

Each chapter has specific rules for pages and medical pages. Please contact your chapter for more information on their page policy.

Laws of the Land

Each chapter in Alliance has its own unique laws. However, there is one law that is universal in each game.

Necromancy will always be illegal in the area that the game takes place. This does not mean that your character is not allowed to use it, but there may be consequences if you get caught. There may also be other areas that exist in game where it is legal, but it will never be where the main game takes place.

In game, your character can try to get the local authorities to make necromancy legal, but the player must understand that out of game that this will never be done.

Out of Game

Certain locations are always out of game, such as bathhouses or similar facilities. You may not, however, run into one if monsters are chasing you.

In order to go out of game, you should wear a white headband. This signifies to others that your character is not there. If you do not have a white headband you can place a hand on the top of your head to signify your out of game status.



Anyone traveling to and from the showers may be out of game if they so choose. If they are out of game, though, they should have no game items on them and signify their out of game status with a headband or your fist.

Regulated Items

There are a few real world items that are not allowed at an Alliance event. The first is drugs and alcohol. Any consumption of these substances may limit your ability to react or think clearly. You need to be of clear mind to play or else you may be placing the safety of others at risk.

Any member who is suspected of being intoxicated or high will be asked to leave the game.

The second item that is never permitted is any real weapon. If you bring a real weapon into a game, you will be told to put it away. Real weapons can never be carried on your person. (Swiss army knives, small thieves' tool knives and other such devices are acceptable.)

Daggers may be carried for eating/utility purposes, but they must be "peace bonded" (tied in a sheath) when not at the table.

There are a few items that are regulated, meaning they have a specific area to be used in, or their use varies from chapter to chapter.

Smoking and vaping will have a permitted area on site. This is for the consideration for the other players, and for fire safety. This includes pipes as well, although carrying an unlit pipe and pretending to smoke it is allowed.

The use of real fire or making a fire in game vary based on the campsite's rules. They are generally not allowed, but there may be exceptions, so check with the hosting chapter before lighting any flames. Even if allowed, flames are never to be left unattended.

Multiple Characters

A player cannot play more than one character in a single game session (unless your character dies permanently).

If a player does have a multiple characters, they should make those characters as different as possible: Different costuming, adventuring parties, races and/or classes help distinguish one character from another when played by the same player.

Multiple characters belonging to the same player can never directly interact in any way. One character cannot sell, donate, or will items to another character played by the same player, nor can an intermediary be used to transfer possessions to another of that player's characters.

Language

All characters in game are able to speak the same language. Though some characters may want to speak another language. If you wish to be able to speak another language in character, then you must actually learn it. When you wish to talk in the other language, then you must talk in the other language. This is to prevent someone from overhearing you talk in English pretending that it is another language only to have you say "You didn't understand that; it's in another language."

You do not have to spend any Experience Points to learn another language—you just have to find someone who knows the language and then learn it.

Adjudication

Rules mistakes and misinterpretations may happen over the course of regular game play. To help resolve these issues, Alliance has a policy in place to allow any player to request an adjudication to address the IG ramifications of such problems. Such adjudications must be written up and turned in to the staff of the game where the incident occurred. This must occur within 30 days of either the incident or when the impacted player becomes aware of the infraction that requires adjudication. Once submitted, the appropriate chapter staff will confer and make a ruling and then inform the player of the results. Due to the nature of the game, the original events are never corrected retroactively, but Plot events are often used to explain the change in the final outcome. Adjudications are purely for rules issues, not for plot related story issues.

Infractions

Warnings may be given by a marshal when infractions occur. The intent of these warnings is to inform players of their actions in an effort to improve their attention to safety and the rules of the game. We should all aim to play with a mindset of respect for our fellow players and to help preserve everyone's enjoyment while at Alliance LARP.

Infractions are classified into three types: Dangerous Combat Infractions, Illegal Combat Infractions, and Role-playing Infractions. Even individually, combat infractions may be considered as grounds for disciplinary action.

This list shows examples and is not all-inclusive.

Dangerous Combat Infractions: Anything that results or could result in an injury to a player. These may include:

- Throwing packets too hard
- Charging
- Shield bashing
- Use of a weapon that has not been safety checked
- Use of packets that are too large or filled with illegal packet materials
- Dangerous acrobatics which may harm others
- Hitting too hard with a weapon
- Striking incapacitated opponents at full combat speed and strength
- Repeated or deliberate striking of illegal areas
- Throwing items in anger
- Screaming at other players, intimidating or dangerous behavior

Illegal Combat Infractions: Behaviors and habits that are explicitly indicated as incorrect in the Rule Book, but typically are not performed intentionally. They do not cause a risk of injury, but are mistakes that can affect the game significantly. Examples include:

- Failure to finish an incant before releasing a packet
- Failure to call damage clearly
- Failure to follow "Combat: Weapon Attacks" guidelines
- Failure to call Defenses within the designated time
- Not taking attacks, or failing to properly take effects
- Using items for which you have no tag and/or physical representation

Role-playing Infractions: While not as common as Combat Infractions, these only apply when there are blatant violations which harm the atmosphere of the , including:

- Talking loudly about OOG things in an IG area
- Smoking in a prohibited area
- Not wearing the appropriate costuming, makeup and/or prosthetics
- Refusing to role-play effects appropriately
- Role-playing your race incorrectly

Failure to change your behavior once you have been given a warning can result in disciplinary action, up to and including being asked to leave the game.

Fade from Party

At all times, members of Alliance LARP should feel safe, even if their character does not. A player can always remove themselves from in-game status for safety, medical, emotional, or personal reasons by "Fading From Party".

Examples a player may Fade include, but are not limited to: physical or emotional pain; fatigue; panic; any personal reasons that are disrupting a player's safety or comfort.

If a player decides to Fade, they will: clearly indicate a need to Fade, completely leave the location of the scene by walking away with hands on their head, and don a white headband as soon as it is available or safe to do so. The player should only be approached by staff or requested person(s). If staff hasn't been informed, one person - player character or NPC - should quickly and safely locate and inform a staff member. All other players should carry on as normal. A staff may inform medical or a person designated by the player if necessary or desired.

If and when the player is ready to return to the game, they should speak with a staff member or NPC to determine how best to reintegrate with the scene or module.

When the player returns to the game, they shall not be ostracized or penalized, in or out of game. This policy is a safety measure for players who need to exit a scene for safety reasons, and shall not be used to escape or otherwise avoid an In Game situation. The choice to Fade is always in the hands of the player.

Chapters may have local mechanics determining the Faded player's fate. For example: the player who has Faded chooses another player on the mod to "tie" their fate to. If that player resurrects or uses the Regeneration ritual, the Faded player does as well.

Other Item Costs

In the world there are other items that your character may have that are for roleplay only. These may be animals, pets, boats, or homes for your character. This section covers the goblin stamp costs for each item. These prices are also suggested to be converted to in game coin at a one goblin stamp to one copper piece ratio. You will need to confirm the price with your chapter as each chapter's economy may be slightly different.

Animals

These animals are considered fully trained for their purpose.

Riding Horse	300
Draft Horse	400
War Horse	1,000
Dog, Guard/War	200
Dog, Hunting	100
Hawk/Falcon	100

Ground Transportation

Wagon prices do not include horses or fancy decorations/additions, such as spikes on the wheels or ballista out of the back door or a roof.

Open wagon	
1 Horse	10
2 Horses	20
4 Horses	40

Cloth Covered Wagon	
1 Horse	30
2 Horses	60
4 Horses	120

Wood covered wagon	
1 Horse	100
2 Horses	200
4 Horses	400

Water Transportation

A Barge or Raft holds one to two people and is not seaworthy, but meant for calm rivers only.

A Small Boat holds one to three people and can only hug coasts or travel in small lakes. This is basically a small rowboat or a canoe.

A Long Boat holds 6 to 30 people and can travel in rougher waters.

A Small Merchant Ship holds 12 to 18 people plus cargo. It will usually have sails.

A Large Merchant Ship holds 24 to 36 people plus cargo. It is a sailing ship.

Prices include neither additions nor crew.

Barge/Raft	10
Boat, Small	200
Boat, Long	600-3,000
Merchant, Small	6,000
Merchant, Large	12,000

Property

What is listed covers the bare minimum of a property. All properties are customizable and as a result, a player should always contact plot before they decide their character is going to build a property. Acquiring a property in game, will likely have different barriers and costs associated to them that characters will discover as the pursuit of a property unfolds. These properties do not include furnishings other than bare essentials.

Wood	
3 Room cottage	1,500
Additional Room	500
	40
Stone	
3 Room Cottage	3,000
Additional Room	1,000
Keep	25,000

A keep is defined, essentially as a small castle. its base cost accounts for: 10 rooms, 4 guard Towers, and optional small moat with drawbridge.

Additional buildings, or other additions to the property are designed with plot and their cost is determined based on the size, complexity, and materials chosen. Some frequently considered ideas are: Barracks, Stables, Barn, Lookout Tower, Walls, Armory, Ramparts, or a Library.

Hirelings

NPC hirelings can sometimes be hired at a rate equal to their Profession levels.

For example, if you wish to hire someone with one rank in the skill Profession: Artisan to paint your portrait, it will cost you one silver per day—the same amount that a player character would make per day for their profession skill.

If you want to hire Michelangelo with Profession: Artisan 30, then it will cost you 30 silver pieces per day. The more talent, the more you have to pay. Materials are not included. Hirelings will never have Crafting skills or spellcasting ability. Such items and spells must be acquired in-game.

Note that availability of these hirelings is determined entirely by the Plot Committee.

EFFECTS

The following charts show all of the effects, organized by group, along with the incant (if the effect is a spell), its type, spell level (if applicable), what Adventuring Equipment can be made with the effect, its duration, and what can remove it.

Aspect: Celestial (C); Earth (E). *Crafting*: Alchemy (A); Tinkering (T). *Adventuring Equipment (AdvEq)*: Contact (C), Elixir (Ex), Globe (G) Potion (P), Scroll (S).

Effects and Removals						
Effect	Incant	Type	Spell	AdvEq	Duration	Removed By
ALTERATION						
Intoxicate		A		Ex	5 Minutes	Antidote, Dispel, Purify
Hallucinate		A		C, Ex, G	5 Minutes	Antidote, Dispel, Purify
Paranoia		A		C, Ex, G	5 Minutes	Antidote, Dispel, Purify
Enfeeble		A		C, Ex, G	5 Minutes	Antidote, Dispel, Purify
Antidote		A		E	Instant	
BINDING: With Binding force I ...						
Slow	Slow you	C/E/T	1	G, S	5 Minutes	Dispel, Purify, Release
Pin	Pin you	C/E/T	2	S	Line of Sight	Dispel, Purify, Release
Shackle	Shackle you	C/E/T	3	G, S	Line of Sight	Dispel, Purify, Release
Web	Web you	C/E	7	S	Line of Sight	Dispel, Purify, Release
Release	I Release you from Bindings	C/E	5	P, S	Instant	
Entangle					5 minutes	Alchemical Solvent, Dispel, Oil of Slipperiness, Purify, Release
COATINGS						
Alchemical Solvent		A		C	Instant	
Liquid Light		A		C	Until Daybreak	
Vorpall Coating		A		C	5 Days	
Oil of Slipperiness		A		C	10 Minutes	Alchemical Solvent, Paste of Stickiness
Paste of Stickiness		A		C	10 Minutes	Alchemical Solvent, Oil of Slipperiness, Release
COMMAND: I Command you to ...						
Shun	Shun me	C/E	4	S	5 Minutes	Awaken, Break Command, Dispel, Purify
Sleep	Sleep	C/E/A	6	C, Ex, G, P, S	5 Minutes	Awaken, Break Command, Dispel, Purify
Charm	Be Charmed	C/E/A	7	C, Ex, G, P, S	10 Minutes	Awaken, Break Command, Dispel, Purify
Awaken	I Awaken you from Commands	C/E	4	P, S	Instant	
Fear					Line of Sight	Awaken, Break Command, Dispel, Purify
Berserk		A		C, Ex G	5 Minutes	Awaken, Break Command, Dispel, Purify
CURSE: I Curse you with ...						
Weakness	Weakness	E/A	3	C, Ex, G, P	5 Minutes	Cleanse, Dispel, Purify
Silence	Silence	E/T	5	G, P	5 Minutes	Cleanse, Dispel, Purify
Destruction	Destruction	E	7	P	5 Minutes	Cleanse, Dispel, Purify
Paralysis	Paralysis	E/A	8	C, Ex, G, P	5 Minutes	Cleanse, Dispel, Purify
Doom	Doom	E	9		Instant	Life
Cleanse	I Cleanse you from Curses	E/A	4	Ex, P	Instant	
EARTH: I call upon Earth to ...						
Cure Wounds	Grant <Number> Healing	E/A	1-9	Ex, P	Instant	
Turn Undead	Turn Undead	E	1		5 Minutes	Dispel, Drain
Sanctuary	Grant you Sanctuary	E	3		10 Minutes	Body Damage, Dispel
Restore	Restore you	E	4	P	Instant/5 Minutes	Wither
Lesser Earth Storm	Grant a Lesser Earth Storm	E	5		Storm	Dispel
Earth Blade	Grant an Earth Blade	E	6		10 Minutes	Dispel
Cure Disease	Cure Disease	E	6	P	Instant/5 Minutes	Disease
Destroy Undead	Destroy Undead	E	7		Instant	
Purify	Purify You	E	8	P	Instant/5 Minutes	Drain
Earth Storm	Grant an Earth Storm	E	9		Storm	Dispel
Life	Grant you Life	E	9		Instant	

Aspect: Celestial (C); Earth (E). *Crafting*: Alchemy (A); Tinkering (T). *Adventuring Equipment (AdvEq)*: Contact (C), Elixir (Ex), Globe (G) Potion (P), Scroll (S).

Effects and Removals						
Effect	Incant	Type	Spell	AdvEq	Duration	Removed By
ELDRITCH FORCE: With Eldritch Force I ...						
Disarm	Disarm your <item>	C/E/T	1	G, S	5 Seconds	
Fortress	Build a Fortress	C	1		10 Minutes	Body Damage, Dispel
Lesser Investment	Build a Lesser Investment	C	1	S	Instant	
Light	Build a Light	C	1	S	5 Days	Dispel
Mend	Mend 20 Armor/Mend your <item>	C	2		Instant	
Repel	Repel you	C/E	2	S	Concentration	Dispel
Break	Break your <item>	C/E/T	3	G, S	Instant	
Solidify	Solidify you	C	3		5 Seconds	Dispel (special)
Wall of Force	Build a Wall of Force	C	3	S	10 Minutes	Dispel
Stun Limb	Stun your <limb>	C	4		5 Minutes	Dispel, Purify, Restore
Banish	Banish you	C	4		Instant	
Subjugate	Subjugate you	C	5		10 Minutes	Dispel
Mend Armor Storm	Build a Mend Armor Storm	C	6		Storm	Dispel
Wizard Lock	Build a Wizard Lock	C	6	S	5 days	Dispel
Shatter	Shatter your <item>	C	7		Instant	
Circle of Power	Build a Circle of Power	C/E	9		1 Hour	
Prison	Prison you	C	9		10 Minutes	Dispel
Ward	Build a Ward	C	9		5 Days	
EVOCATION: I Evoke a ...						
Evocation Bolt	<Number> <Element> Bolt	C	1-9	S	Instant	
Lesser Magic Storm	Lesser Magic Storm	C	5		Storm	Dispel
Magic Storm	Magic Storm	C	9		Storm	Dispel
GREATER COMMAND						
Amnesia		A		Ex	Instant	Dispel/Purify within 10 min
Enslavement (NPC Only)					Permanent	Enslavement Antidote
Enslavement Antidote		A		Ex	Instant	
Euphoria					Permanent	Euphoria Antidote
Euphoria Antidote		A		Ex	Instant	
Taunt					10 Seconds	
NECROMANCY: With Necromancy I ...						
Cause Wounds	Create <Number> Chaos	E	1-9	P	Instant	
Control Undead	Control Undead	E	1		10 Minutes	Dispel
Desecrate	Desecrate you	E	3		10 Minutes	Body Damage, Dispel
Wither	Wither you	E	4	P	Instant/5 Minutes	Dispel, Purify, Restore
Lesser Chaos Storm	Create a Lesser Chaos Storm	E	5		Storm	Dispel
Chaos Blade	Create a Chaos Blade	E	6		10 Minutes	Dispel
Disease	Disease you	E	6	P	Instant/5 Minutes	Cure Disease, Dispel, Purify
Create Undead	Create Undead	E	7		10 Minutes	Dispel, Life
Drain	Drain you	E	8	P	Instant/5 Minutes	Dispel, Purify
Chaos Storm	Create a Chaos Storm	E	9		Storm	Dispel
Corrupt	Corrupt you	E	9		10 Minutes	Dispel, Life
PROTECTION/ENHANCEMENT: I Protect you with ...						
Endow	An Endow	E	1	P	5 Days	Dispel
Weapon Shield	A Weapon Shield	C/E	2	P, S	5 Days	Dispel
Enhanced Blade	An Enhanced Blade	C	4		10 Minutes	Dispel
Poison Shield	A Poison Shield	E/A	4	Ex	5 Days	Dispel
Spell Shield	A Spell Shield	C/E	5	P, S	5 Days	Dispel
Elemental Shield	An Elemental Shield	C/E	6	P, S	5 Days	Dispel
Dispel	A Dispel	C	8	S	Instant	
Reflect Spell	A Reflect Spell	C/E	8	P, S	5 Days	Dispel

The following is a description of the standard Effects used in Alliance LARP. Each entry contains the name of the effect, its effect group, the school and level of the spell if it is an effect that can be memorized as such, any Crafting Skills that can create the effect, the duration of the effect, and a description. If the effect is available as a spell, the incant will be listed at the end of the entry.

Alchemical Solvent

Coating

Alchemy

Instant

This effect will remove any Alchemy Coating. While applying Alchemical Solvent, the character will be unaffected by the Coating they are trying to remove. Each dose covers one square foot.

Amnesia

Greater Command

Alchemy

Instant

Targets of this effect cannot remember anything that occurred within the 60 minutes prior to its administration. This time is replaced by a blank spot within the memory. Targets are aware that they cannot remember anything for that period and know they have been given an Amnesia.

Amnesia may be countered in the ten minutes directly after it has been administered by either a Dispel or a Purify, but afterwards the target permanently loses their memory of the 60 minute period.

Antidote

Alteration

Alchemy

Instant

This effect will remove all non-Instant effects in the Alteration Effect Group from a target.

Awaken

Command

Spell (Celestial and Earth Level 4); Brewing, Inscription

Instant

This Effect will remove all effects in the Command Effect Group currently afflicting the target.

"I Awaken you from Commands."

Banish

Eldritch Force

Spell (Celestial Level 4)

Instant

Lesser elementals, lesser fey, and lesser extraplanar creatures affected by this effect instantly dissipate. Creatures with the ability to Rift In or Rift Out may not use that ability until the next Logistics Period.

Greater elementals, greater fey, and greater extraplanar creatures affected by this effect take 50 points of Body damage. If slain by this damage, the affected creature cannot Rift In or Rift Out until the next Logistics Period.

Creatures already on their home plane are unaffected by Banish. PCs may be affected by this spell in certain circumstances to be announced beforehand by the Plot committee.

"With Eldritch Force I Banish you."

Berserk

Command

Alchemy

5 Minutes

This effect drives the target into a killing fury, causing them to attack all creatures in the vicinity—starting with the closest, whether friend or foe. The target must use Weapon Skills if they have them available (including Shields, Claws, and passive abilities such as Weapon Proficiency and Backstab).

The Player of a Character affected by Berserk may make an out-of-game choice whether they want their Character to utilize per day abilities and equipment, based on how the player wishes to use their Character's abilities and equipment. Characters are not forced to use Necromantic abilities or items unless the Player chooses to, with full understanding that this may impact their Character in-game.

A Character must make a legitimate effort to attack the nearest target in some manner if they have any means to do so at their disposal (with the caveats above).

A person under the effects of a Berserk will not stop to give a Killing Blow or search a target but will immediately turn to find something else to attack once their current target falls or is no longer the closest target.

Blast Globe

Evocation

Alchemy, Tinkering

Instant

Blast Globes are thrown with the call "Elemental Strike 10 <Effect>", with Effect being the Effect chosen at Creation. For Alchemy: Flame, Ice, Lightning or Stone. For Tinkering: Normal or Silver.

Break

Eldritch Force

Spell (Celestial and Earth Level 3); Inscription, Tinkering

Instant

This Effect makes any targeted game item which does not have Ritual Effects Broken. Additionally, Break will also will reduce any targeted armor to 0 Armor Points. A Broken item may not be used as a Game Item until it has been Mended.

The caster decides what item is affected by naming it in the incant. A general description like "weapon" is fine, although if the target is holding two items that match the description, the target may choose which is broken. A shield is not considered a weapon for the purpose of this effect. Packets cannot be affected by this effect. If an item is not specifically named by the caster, or the general term "item" is used, the target can choose which item is affected.

A Strengthening Charge may be expended to negate a Break effect by calling "Resist". Components and Ritual Scrolls are immune to the Break Effect.

"With Eldritch Force I Break your <Item>."

Cause Wounds

Necromancy

Spell (Earth all levels); Brewing

Instant

This effect inflicts 5 points of Chaos per spell level. The Chaos effect bypasses armor of living targets and directly reduces their Body Points. The Chaos Effect will restore Body Points of undead for the stated amount. This is a Signature Spell for Earth casters.

When created as a Potion, the Chaos value is equal to 5 times the number of Crafting Materials used in its creation.

If this effect is manifested through any means other than the incant (for example, via the High Magic Spell Augmentation ability), its verbal will simply be "<qualifier> <number> Chaos."

"With Necromancy I create <Number> Chaos."

Chaos Blade

Necromancy

Spell (Earth Level 6)

10 Minutes

This effect allows the targeted character to choose to replace the effect of any of their Weapon qualifier attacks with "Chaos" for ten minutes (or until the effect is removed).

"With Necromancy I create a Chaos Blade."

Chaos Storm

Necromancy

Spell (Earth Level 9)

Storm

This effect allows the user to throw 15 packets for 10 damage each with the verbal, "Spell Strike 10 Chaos!"

"With Necromancy I create a Chaos Storm."

Charm

Command

Spell (Celestial and Earth Level 7); Alchemy, Brewing,

Inscription

10 Minutes

This effect makes the target view the caster as their best friend. No amount of logic or role playing will convince the target that they are Charmed. Any order given will be justified and make perfect sense in the mind of the target. The target will not knowingly harm the caster. The target will not remember the delivery of this effect. This effect is not strong enough to override any Greater Command effect.

An attack on the target by the caster's companions will not immediately break the Charm effect, but if the caster does not attempt to stop the attack on the target or provide a good reason, the Charm may be broken. A direct attack by the caster will always break the Charm, as will the caster attempting a Killing Blow, or an order for the target to kill themselves. This effect only works on targets that have a mind as defined by the game. Creatures with an animal mind, or similar, may be Charmed, but the target must understand the language of the caster in order to follow their orders.

While Charmed, the target must perform actions to the best of their ability and knowledge, including the use of spells and skills. The target does not have the ability to pick and choose less effective abilities to use, nor may they choose to not perform certain commands due to their personality or race.

This effect overpowers conventional logic. Targets cannot refuse to obey orders with the explanation that they "wouldn't do that even for my best friend." While the caster may attempt to convince the target via roleplay of a variety of things, the target of a Charm cannot refuse any of the following commands:

- *Defend me*: The target must protect the caster from all attacks to the best of their ability, even if it requires using per-day Abilities, spells, consumables, and Magic Items.
- *Follow me*: The target must follow the caster.
- *Give your <item> to me*: The target must give the named item to the caster.
- *Heal me*: The target must make every attempt to heal the caster. While following this command, the target will prioritize healing the caster over all other objectives including personal safety and others trying to stop the target. If the target knows the caster is healed by different means (e.g. Necromancy, Flame, Ice, etc.) they will use that effect to the best of their ability.
- *Return to normal*: This command ends the Charm effect.

If a target is under multiple Charm effects, the latest Charm effect will take precedence when roleplay/commands conflict.

When the effect ends, the target will remember everything that happened, except the actual casting of the Charm effect. The target may deduce they have been Charmed based on context.

"I Command you to be Charmed."

Circle of Power

Eldritch Force

Spell (Celestial and Earth Level 9)

1 Hour

This effect allows the caster to inscribe a Circle of Power. A Circle of Power stretches up to 6' in radius and 10' tall and is a cylindrical dome with a flat bottom. The Circle has about the same amount of friction as a normal wall or floor, although objects and creatures cannot lean against, rest against, or be placed on top of the Circle. Anyone who steps on the physrep while it is being raised will be pushed inside or outside of the Circle (player's choice), along with all possessions.

Larger Circles can be made by having multiple casters creating the effect simultaneously. Each additional caster adds 6' to the radius and 10' to the height. The casters must say the incant at the exact same time for this to be effective.

The effect lasts for one hour but may be dropped by the caster at any time if they touch the Circle and state, "Circle down." If more than one caster cast the Circle, any of the casters may drop the Circle. The statement "Circle down" is out-of-game, although any who hear the statement are aware that the Circle was dropped. The Circle will also go down if the caster leaves the Circle magically or dies (needing a Life effect). If there is more than one caster, the Circle will remain up until all of the casters leave or die.

Nothing may enter or leave the Circle once it is cast, including spells, thrown gasses, weapons and creatures. The Circle is not affected by a Dispel. Traps placed near the Circle will not affect anyone or anything inside; similarly, traps within the Circle will not affect anyone outside the Circle.

Spells may be cast within the Circle but cannot be thrown through the Circle. Air may pass through, but other gasses may not. A gaze or voice attack can be effective through a Circle of Power. Creatures inside a Circle are still considered inside Line of Sight.

It is possible to surround a Circle with a larger Circle, but a smaller Circle cannot be placed inside an already existing Circle. A Circle inside of another Circle is considered its own space; you are not considered to be inside the exterior circle.

This effect can also be used to create a Circle that can be used for the casting of Ritual Magic. If a ritual is started within one minute of the Circle being cast, the duration of the Circle of Power is extended to one hour and one minute.

A circle physrep must be present before casting the effect in order for it to resolve. The Circle Physrep must be visible, and physical, though it need not be a perfect circle. The physrep may be scratched or drawn on the ground or represented by something physical like ribbon, string, or rope. If the physrep is too big, or if the ends are not touching, the effect fails. This physrep is in-game and can be erased or moved at any time before the effect is cast. The caster must be fully within the completed Circle. "With Eldritch Force I build a Circle of Power."

Cleanse

Curse

Spell (Earth Level 4); Alchemy, Brewing

Instant

This effect will remove all non-instant duration Curse effects on the target.

"I Cleanse you from Curses."

Control Undead

Necromancy

Spell (Earth Level 1)

10 Minutes

This effect allows the caster to exert voice control over a target lesser undead for ten minutes. It becomes unable to understand anything more than simple commands, e.g.: "Guard this", "Attack them", "Defend me", and other simple ideas. Complex commands or those requiring judgment cannot be followed and will be ignored.

This effect will also remove all Turn Undead effects.

If a target is under multiple Control Undead effects, the latest Control Undead effect will take precedence when roleplay/commands conflict.

"With Necromancy I Control Undead."

Corrupt

Necromancy

Spell (Earth Level 9)

10 Minutes

This effect will kill a living target (the target becomes dead) and instantly raise them as a greater undead under the absolute control of the caster. If cast upon a dead body which contains a spirit, the target will immediately arise as a greater undead as per above.

The target will retain the same intelligence and knowledge as the original creature but operate without any memory of their living state. The target has an innate understanding of their own abilities and items and may use any weapons or armor available to the target. The target gains the ability to use Claws (the caster of the effect must supply the physreps). The target is returned to full Body Points and gains all undead immunities and vulnerabilities as follows:

- Immune to Alteration, Command, Ice and Poison.
- Takes Body damage from Healing
- Healed by Necromancy
- Takes effects from Earth and Necromancy effects as if they were Undead

The player (not the character) has the choice whether to use per day Skills, Spells, and consumables while under the effect of Corrupt, and will use magic items based on the orders they are given. While under this effect, a target may not use the Investiture effect to recognize other characters, or themselves, into or out of a Ward, Wizard Lock, or Circle of Power.

The target's visual appearance does not immediately change, but careful inspection can reveal this effect. While within 10 feet of another character they can see clearly, anyone may ask the out-of-game question, "are you undead?" The target of the question must give a truthful out-of-game answer as to their undead status.

If the target receives a Life effect, the Corrupt effect immediately ends and the target is returned to life at one Body Point. If the target receives a Dispel effect, the target falls dead and begins the standard Death Count. If the target is reduced to zero Body Points, or the effect duration expires, the target falls dead and begins the standard Death Count. In any case, the target will have no knowledge of their time spent under the Corrupt effect.

Once affected by Corrupt or Create Undead, the target cannot be affected by Corrupt until after they have received a Life effect or successfully resurrected.

The ten-minute effect duration cannot be extended by any means, even by Ritual Magic.

"With Necromancy I Corrupt you."

Create Undead

Necromancy

Spell (Earth Level 7)

10 Minutes

This effect will instantly raise a Dead body with a Spirit as a Lesser Undead under the control of the caster per the Control Undead effect.

The target may not use any of its skills. It inflicts base damage with its weapons. It cannot cast spells or converse (although it may be commanded to parrot a particular phrase given it by the caster). The target gains the ability to use Claws and do base damage (the caster of the effect must supply the physreps). The target is returned to full Body Points and gains all undead immunities and vulnerabilities as follows:

- Immune to Alteration, Command, Ice and Poison.
- Takes Body damage from Healing
- Healed by Necromancy
- Takes effects from Earth and Necromancy effects as if they were Undead

The target will have half the maximum Body Points (rounded down) the target had in life, as well as any remaining armor. Any missing limbs will be temporarily regenerated for the duration of this effect. A target will fight at normal speed but cannot move faster than a walk.

The target's visual appearance does not immediately change, but careful inspection can reveal this effect. While within 10 feet of another character they can see clearly, anyone may ask the out-of-game question, "are you Undead?" The target of the question must give a truthful out-of-game answer as to their Undead status.

If the target is affected by a Life effect, the Create Undead effect immediately ends and the target is returned to life at one Body Point. If the target is affected by a Dispel effect, the target falls dead and begins the standard Death Count. If the target is reduced to zero Body Points, or the effect duration expires, the target falls dead and begins the standard Death Count. In any case, the target will have no knowledge of their time spent under the Create Undead effect.

Once affected by Corrupt or Create Undead, the target cannot be affected by Create Undead until after they have received a Life effect or successfully resurrected.

The ten-minute effect duration cannot be extended by any means, even by Ritual Magic.

"With Necromancy I Create Undead"

Cure Disease

Earth

Spell (Earth Level 6); Brewing

Instant

This effect will cure a character affected by Disease. If cast upon an Undead, it will instead render them unable to be healed by any means. When affected by any effect which would heal them, they must call "No Effect"

"I call upon Earth to Cure Disease."

Cure Wounds

Earth

Spell (Earth all levels); Alchemy, Brewing

Instant

This effect inflicts 5 points of Healing per spell level. The Healing Effect will restore Body points of living for the stated amount. The Healing effect bypasses armor of undead targets and directly damages their Body Points. This is a Signature Spell for Earth casters.

When created as a Potion, the Healing value is equal to 5 times the number of Crafting Materials used in its creation.

If this effect is manifested through any means other than the incant (for example, via the High Magic Spell Augmentation ability), its verbal will simply be "<qualifier> <number> Healing."

"I call upon Earth to grant <number> Healing."

Desecrate

Necromancy

Spell (Earth Level 3)

Concentration / 10 Minutes

The target of this effect is protected against all Weapon qualifier attacks from living creatures. As part of the effect's Concentration Focus, the target must cross and keep their hands over their chest. This effect will remain as long as the target's hands are crossed over their chest, no Body damage is taken, or ten minutes, whichever is shorter.

The target cannot run while affected by Desecrate. The target cannot do anything that requires the use of their hands, such as cast spells, use weapons, use potions, feed someone a potion, or pick up items. The only exception to this is touch casting on themselves or activating a magic item. The target can be fed a potion and continue to hold things that were in their hands at the time the Desecrate began.

"With Necromancy I Desecrate you."

Destroy Undead

Earth

Spell (Earth Level 7)

Instant

This effect will kill any Lesser Undead. Greater Undead will take 50 Body Points of damage.

"I call upon Earth to Destroy Undead"

Destruction

Curse

Spell (Earth Level 7); Brewing

5 Minutes

This effect will cause the target to take double damage from all attacks that would normally affect them. This applies only to damage causing attacks.

This effect is not cumulative; any subsequent Destruction effect will overwrite the previous and restart the duration.

This effect will not affect a creature's threshold or other defensive mechanisms, nor does it make a creature vulnerable to attacks that would normally not affect it.

"I Curse you with Destruction."

Disarm

Eldritch Force

Spell (Celestial and Earth Level 1); Inscription, Tinkering
5 Seconds

This effect causes the target to drop one specific hand-held item. The dropped item may not be picked up by the target for five seconds. The target cannot avoid this effect by tying their weapon to their hand as Disarm is strong enough to overcome any rope or chain that may be attached.

The caster decides what item is affected by naming it in the incant. A general description like "weapon" is fine, although if the target is holding two items that match the description, the target may choose which to drop. A shield is not considered a weapon for the purpose of this effect. Packets cannot be affected by this effect. If an item is not specifically named by the caster, or the general term "item" is used, the target can choose which hand-held item is affected.

An active Paste of Stickiness (applied within the previous ten minutes) can be used to negate this effect. The proper verbal is "Resist." The Paste of Stickiness will be used up in this process.

A Spirit Linked or Locked item will not be dropped but cannot be used for five seconds. The target must place the weapon behind their back for the five seconds, calling "Altered" in response to this attack.
"With Eldritch Force I Disarm your <item>."

Disease

Necromancy

Spell (Earth Level 6); Brewing
5 Minutes

This effect will make the target unable to be healed by any means, except First Aid. When affected by Healing, or any other effect which would otherwise heal them, they must call "No Effect". Against Undead, this effect will remove a Cure Disease effect.

First Aid may still be used to stabilize someone under this effect and bring them from -1 to 0 Body Points as normal, though it will not remove the Disease effect.
"With Necromancy I Disease you."

Dispel

Protection/Enhancement

Spell (Celestial level 8); Inscription
Instant

Dispel will remove all active non-instant effects on a given target whether beneficial or harmful. It will not affect Wards, Circles of Power, High Magic, or anything from the Greater Command effects group, with the exception that it will remove the effect of Amnesia if administered within the first ten minutes. A Dispel affecting a person will not remove effects on items held by that person. A Dispel will end any ongoing Storm effects on a target.
"I Protect you with a Dispel."

Doom

Curse

Spell (Earth Level 9)
Instant

This effect makes a target immediately begin their death count, though some monsters will instead dissipate.
"I Curse you with Doom."

Drain

Necromancy

Spell (Earth 8); Brewing
5 Minutes/Instant

This effect will prevent a living target from using any Game Abilities, or move faster than a normal walking speed.

This effect will remove all non-instant effects from the Alteration, Binding, Command, Curse, and Healing Effect Groups as well as Stun Limb from an undead target.
"With Necromancy I Drain you."

Earth Blade

Earth

Spell (Earth Level 6)
10 minutes

This effect allows the targeted character to choose to replace the effect of any of their Weapon qualifier attacks with "Healing" for ten minutes (or until the effect is removed).
"I call upon Earth to grant an Earth Blade."

Earth Storm

Earth

Spell (Earth 9)
Storm

This effect allows the user to throw 15 packets for 10 damage each with the verbal, "Spell Strike 10 Healing."
"I call upon Earth to grant an Earth Storm."

Elemental Shield

Protection/Enhancement;

Spell (Celestial and Earth Level 6), Brewing, Inscription
5 Days

This effect protects the target from the next effect delivered with the Elemental qualifier. The correct verbal is "Elemental Shield." This effect will not protect the target from elemental-based Evocation spells.
"I Protect you with an Elemental Shield."

Endow

Protection/Enhancement

Spell (Earth 1); Brewing

5 days

An Endow will allow a target to quickly drag an unconscious or debilitated target for five seconds without having to perform the task out-of-game, no matter how large the creature is compared to the person with the Endow.

The effect can also be used to perform a single limited role-playing act of great strength. Endow does not allow you to break a tagged lock or other tagged items, throw creatures, break down doors, or jump long distances.

When using an Endow, the correct verbal is, "Endow <action>". This is an out-of-game statement and may be used while under the effects of Silence.

"I Protect you with an Endow."

Enfeeble

Alteration

Alchemy

5 Minutes

While under the effect of an Enfeeble, the target can move no faster than a crawl and may not use Game Abilities. The target must roleplay one of the following effects: uncontrollable laughter, violent nausea, extreme vertigo, or complete lack of focus. The specific roleplay effect is chosen by the target. The target may still speak while under this effect, but they should keep the chosen or required roleplay in mind while doing so.

Enhanced Blade

Protection/Enhancement

Spell (Celestial 4)

10 Minutes

This effect allows the targeted character to choose to replace the effect of any of their Weapon qualifier attacks with one of the following effects for ten minutes (or until the Effect is removed): Magic; Ice; Flame; Lightning; Stone. Once the choice of effect is made, it cannot be switched for the duration of the effect.

"I Protect you with an Enhanced Blade."

Enslavement (NPC ONLY)

Greater Command

Indefinite

The target of this effect will obey any and all commands given by the person administering the effect. If administered by a Poison, the target will be enslaved to whoever did the poisoning, even if that person is not in view at the time.

The target will follow all commands without any sense of self-preservation or legality.

Enslavement commands will always take precedence over any other Command effect. If there is no conflict, then the target must still obey all rules of other Command effects. The most recent Enslavement effect takes precedence if there is a conflict. You cannot be enslaved to ignore other effects; in other words, the enslaver cannot order you to never be affected by Fears or Charms or Intoxicates or any other effect that would normally affect you. The target continues to obey the commands until cured. Enslavement

can only be removed by the Enslavement Antidote or resurrection.

Characters cured of Enslavement will remember time while under the effect. Enslavement does not override any applicable Amnesia effects.

Enslavement Antidote

Greater Command

Alchemy

Instant

This effect will remove the Enslavement effect.

Entangle

Binding

5 Minutes

This effect completely immobilizes the target. The target may still talk freely, but may not be moved in any way.

An Oil of Slipperiness applied to the body less than ten minutes beforehand will protect against the next Entangle effect calling "Entangle Block."

A target who has been affected by an Endow effect can rip themselves or someone else free by expending the Endow and performing a 3-second counted action. The target can be freed by another character using claws or a tagged weapon on a 3-second counted action.

Release, Alchemical Solvent, Oil of Slipperiness, Dispel, or Purify will remove this effect.

Euphoria

Greater Command

Indefinite

This effect will immediately give the target a feeling of physical bliss that lasts an hour. Thereafter, if the target does not receive a Euphoria effect by the end of every subsequent Logistics Period, they lose one point from their Base Body Point total.

A target who reaches -1 Body Points through total loss of Base Body Points will immediately enter their Death Count. The Life effect will not raise them as their Base Body Point total is still -1; the proper response to a Life is, "No effect." After their Death Count, they will dissipate and proceed to resurrection. Euphoria can only be removed by Euphoria Antidote.

Receiving the antidote will allow for healing up to the target's maximum amount of Body Points before the Euphoria.

The target will only lose the maximum Body Point at Logistics Periods they attend.

Euphoria Antidote

Greater Command

Alchemy

Instant

This effect will remove the Euphoria effect. It will restore the target's normal Body Point maximum but does not cure any Body Points lost.

Evocation Bolt

Evocation

Spell (Celestial all levels); Inscription

Instant

This effect allows the caster to throw a packet for five points of damage per level of the Spell Slot the spell is memorized in. At the time of casting, the caster must choose a single element from: Flame, Ice, Stone, or Lightning. This is the Signature Spell of the Celestial School of magic.

When created as a battle magic scroll, the damage value will be equal to five times the number of Crafting Materials used in its creation. One Element must be chosen at the time the battle magic scroll is created.

Some creatures may have pre-set values and limits on which elements they may choose when using this power.

If this effect is manifested through any means other than the incant (for example, via the High Magic Spell Augmentation or Elemental Augmentation abilities), its verbal will be "<qualifier> <number> <element>".
"I Evoke a <number> <element> Bolt."

Fear

Command

Line of Sight

This effect causes the target to flee from the caster and attempt to break line of sight. The target cannot use Game Abilities while under this effect. The target can only temporarily move closer to the caster in order to attempt to break line of sight.

Fortress

Eldritch Force

Spell (Celestial Level 1)

Concentration / 10 Minutes

This effect makes the target immune to Weapon attacks of 10 damage or less. As part of the effect's Concentration Focus, the target must plant their feet and raise both arms above their head without crossing them.

The target may touch cast spells (on themselves only) but may use no other Game Abilities. The effect will last ten minutes, until the Concentration physical requirements are broken, or until they take Body damage.
"With Eldritch Force I build a Fortress."

Hallucinate

Alteration

Alchemy

5 Minutes

This effect causes full sensory hallucinations. The target may be aware that they are under this effect but will still be subject to the hallucinations. Game Abilities can be used while under this effect, but the player will most likely use them against imaginary creatures.

Intoxicate

Alteration

Alchemy

5 Minutes

This effect will render the target drunk and will affect all characters and races. Game Abilities can be used while under this effect.

Lesser Chaos Storm

Necromancy

Spell (Earth Level 5)

Storm

This effect allows the caster to throw 8 packets at 10 damage each with the verbal, "Spell Strike 10 Chaos!"
"With Necromancy I create a Lesser Chaos Storm."

Lesser Earth Storm

Earth

Spell (Earth Level 5)

Storm

This effect allows the caster to throw 8 packets at 10 damage each with the verbal, "Spell Strike 10 Healing!"
"I call upon Earth to grant a Lesser Earth Storm."

Lesser Investment

Eldritch Force

Spell (Celestial Level 1); Inscription

5 Days

While inside a Ward or Wizard Lock they are Invested in, the caster may use this effect to Invest others. Any who are inside when the effect is cast are Invested and may enter and leave at will or recognize others into the Ward or Wizard Lock. In all cases, the Lesser Investment will never outlast the Ward or Wizard Lock it affects.
"With Eldritch Force I build a Lesser Investment."

Lesser Magic Storm

Evocation

Spell (Celestial Level 5)

Storm

This effect allows the caster to throw 8 packets at 10 damage each with the verbal, "Spell Strike 10 <Effect>!"
When this effect is cast, the caster must choose one effect from: Flame, Stone, Ice, Lightning, or Magic.
"I Evoke a Lesser Magic Storm."

Life

Earth

Spell (Earth Level 9)

Instant

When cast on a Dead target with a Spirit, this effect restores the target to one Body. It will immediately end a Create Undead or Corrupt effect and restore the target to life at one Body Point.

Undead creatures hit by this effect will be affected by a Destroy Undead effect.
"I call upon Earth to grant you Life."

Light

Eldritch Force

Spell (Celestial Level 1); Inscription

5 Days

This effect produces a light which can be used by anyone. This will not work without an appropriate physrep. If using a very bright light source, it must be diffused. Do not shine the light in anyone's face.
"With Eldritch Force I build a Light."

Liquid Light

Coating

Alchemy

Until Daybreak

This effect produces a light which can be used by anyone until daybreak or until the physrep stops working, whichever is shorter. If using a very bright light source, it must be diffused. Do not shine the light in anyone's face.

Magic Storm

Evocation

Spell (Celestial Level 9)

Storm

This effect allows the caster to throw 15 packets at 10 damage each with the verbal, "Spell Strike 10 <Effect>!" When this effect is cast, the caster must choose one Effect from: Flame, Stone, Ice, Lightning, or Magic. "I Evoke a Magic Storm."

Mend

Eldritch Force

Spell (Celestial Level 2)

Instant

This effect will instantly restore a specified amount of armor on the recipient or instantly repair an item that has been affected by the Break Effect. If used to restore Armor Points, the effect may be used with any specified value, but will not restore armor to more than its maximum allowed Base armor value. When casting it as a Celestial Level Two spell to restore armor, the value is set at 20. Mend will restore armor points on all Base Armor. "With Eldritch Force I Mend <your <item>> / <20 armor>"

Mend Armor Storm

Evocation

Spell (Celestial Level 6)

Storm

This effect will allow the caster to restore 10 points of base armor by throwing 8 packets with the verbal, "Spell Strike 10 Mend Armor!" "With Eldritch Force I build a Mend Armor Storm."

Oil of Slipperiness

Coating

Alchemy

10 Minutes

When this contact gel is placed on an item no larger than a weapon, it prevents that item from being held from the time the item is first touched. This can be counteracted by an Alchemical Solvent or a Paste of Stickiness.

Paralysis

Curse

Spell (Earth Level 8); Alchemy, Brewing

5 Minutes

This effect completely immobilizes the target. "I Curse you with Paralysis."

Paranoia

Alteration

Alchemy

5 Minutes

This causes the target to think that everyone is conspiring and plotting against them. Game Abilities can be used while under this effect.

Paste of Stickiness

Coating

Alchemy

10 Minutes

When this contact gel is placed on an item no larger than a weapon, it causes anyone touching it for more than three seconds to become stuck to it for ten minutes.

This can be counteracted by an Oil of Slipperiness, an Alchemical Solvent, or a Release effect.

If placed upon a weapon or item the target is wielding, they may call "Resist" to one Disarm attack during the ten-minute duration. After the duration, or if the Resist is used, the effect will expire.

If used upon a weapon or item that receives a successful Shatter or Break effect, the wielder will be stuck with the damaged item in their hand for the duration of the Paste of Stickiness, or until the item is Repaired if affected by a Break. The wielder should drop the physrep and hold their hand in a fist.

Pin

Binding

Spell (Celestial and Earth Level 2); Inscription, Tinkering

Line of Sight

This effect will instantly root the target's right foot in place. The target may pivot their body 360 degrees but may not move their right foot.

"With Binding Force I Pin you."

Poison Shield

Protection/Enhancement

Spell (Earth 4); Alchemy

5 days

This effect Guards the target from the next attack with the Poison qualifier. The correct verbal is, "Poison Shield."

"I Protect you with a Poison Shield."

Prison

Eldritch Force

Spell (Celestial 9)

10 Minutes

This effect traps the target in a rigid, form-fitting and unbreakable barrier. The target cannot move, speak, or perform any Game Abilities, including High Magic abilities. A target of the Prison is completely aware of their surroundings unless unconscious or otherwise impaired.

Prison may be dropped by the caster at any time if they touch the target and state "Prison down." This statement is out-of-game. Any observers who hear the statement are aware that the Prison was dropped. Only the caster may deliver a Killing Blow to the target. The caster must say "Prison Down" after delivering a Killing Blow and the Prison will drop as soon as the Killing Blow is completed.

A Dispel will remove the effect but will not affect the Prisoned character. Any effects on the character are considered to be "inside" the Prison.

Any creature sealed within a Prison will call "No effect" to all effects, except Dispel, the Massive effect, and any effects delivered via gaze or vocal radius. A creature within a Prison cannot be searched.

A Killing Blow delivered with the Massive effect will remove the Prison whether it succeeds or not, and whether performed by the caster of the Prison or not.

For safety reasons, you are never allowed to lay the Prisoned target on the ground during combat.
"With Eldritch Force I Prison you."

Purify

Earth

Spell (Earth Level 8); Brewing

5 Minutes/Instant

This effect will prevent a target undead from using any Game Abilities.

This effect will remove all non-instant effects from the Alteration, Binding, Command, Curse, and Necromancy Effect Groups as well as Stun Limb from a living target.
"I call upon Earth to Purify you."

Reflect Spell

Protection/Enhancement

Spell (Celestial and Earth Level 8); Brewing, Inscription

5 days

This effect will work as a return against the next effect delivered with the Spell qualifier. The correct verbal is, "Reflect Spell". This effect cannot be used in conjunction with a Spell Shield.

"I Protect you with a Reflect Spell."

Release

Binding

Spell (Celestial and Earth level 5); Brewing, Inscription

Instant

This effect will remove any effect in the Binding Effect Group, negate all active Paste of Stickiness effects and remove any physical bindings upon a target. A Time Out can be called if you are physically tied up and need time to remove your restraints.

"I Release you from Bindings."

Repel

Eldritch Force

Spell (Celestial and Earth Level 2); Inscription

Concentration

This effect forces the target to move 10 feet away from the caster immediately. Afterwards, neither the target nor the caster may move within 10 feet of each other so long as the caster maintains Concentration.

This effect requires the caster to maintain Concentration by holding the hand used to throw the packet palm out, facing the target - the outstretched hand cannot be used for any other purpose.

If the target is within ten feet when the effect is cast, the target must move away, but never in a manner that will endanger the target or cause direct harm to the target. It is permissible for the target to come closer than 10 feet in order to get away. While within that 10-foot radius, the target can take no offensive actions against the caster.
"With Eldritch Force I Repel you."

Restore

Earth

Spell (Earth Level 4); Brewing

Instant

This effect will remove an ongoing Wither or Stun Limb Effect upon a target. When cast upon Undead, it has the same effect as a Wither has on a living target.

"I call upon Earth to Restore you."

Sanctuary

Earth

Spell (Earth Level 3)

Concentration / 10 Minutes

The target is protected against all Weapon qualifier attacks from undead creatures as long as they maintain Concentration or 10 minutes, whichever is shorter.

This effect requires the target to maintain Concentration by holding their hands clasped above their head and moving no faster than a walk. If the target receives Body damage, the effect will immediately end. The target cannot run while affected by Sanctuary. The target cannot do anything that requires the use of their hands, such as cast spells, use weapons, use potions, feed someone a potion, or pick up items. The only exception to this is touch casting on themselves or activating a magic item. The target can be fed a potion and continue to hold things that were in their hands at the time the Sanctuary began.

"I call upon Earth to grant you Sanctuary."

Shackle

Binding

Spell (Celestial and Earth Level 3); Inscription, Tinkering
Line of Sight

This effect snares the arms of its target straight to its sides. The target may not use any Game Abilities requiring the use of arms.

"With Binding Force I Shackle you."

Shatter

Eldritch Force

Spell (Celestial Level 7)

Instant

This effect destroys (i.e. tear the tag) any targeted game item which does not have Ritual Effects on it. Additionally, Shatter will also will reduce any targeted armor to 0 Armor Points. Game Items with Ritual Effects will become Broken when affected by a Shatter. Being Broken does not prevent the use of Ritual Effects on an item, unless the Ritual Effect requires the use of the item as a Game Item.

The caster decides what item is affected by naming it in the incant. A general description like "weapon" is fine, although if the target is holding two items that match the description, the target may choose which is shattered. A shield is not considered a weapon for the purpose of this effect. Packets cannot be affected by this effect. If an item is not specifically named by the caster, or the general term "item" is used, the target can choose which item is affected.

A Strengthening Charge may be expended by calling "Resist" to negate a Shatter effect. Components and Ritual Scrolls are immune to Shatter effects.

"With Eldritch Force I Shatter your <item>."

Shun

Command

Spell (Celestial/Earth Level 4); Inscription

5 Minutes

This effect prevents the target from initiating attacks on the caster, and the target will immediately move at least ten feet away from the caster and stay at least that far away for the duration of the effect.

If the target is within 10 feet when the effect is cast, the target must move away but never in a manner that causes direct harm or endangers the target.

If the target has to come closer than 10 feet in order to get away, that is permissible. While within that 10-foot radius, the target can take no offensive actions against the caster.

"I Command you to Shun me."

Silence

Curse

Spell (Earth Level 5), Brewing, Tinkering

5 Minutes

The target of this effect cannot talk, activate magic items, or cast incanted spells. The player must still make any applicable calls for any other attacks or abilities, as well as any out-of-game phrases or answers such as "Spell Shield" or answering a Healing Arts question.

"I Curse you with Silence."

Sleep

Command

Spell (Celestial/Earth Level 6), Alchemy, Brewing, Inscription

5 Minutes

This effect causes the target to fall into a magical sleep.

"I Command you to Sleep."

Slow

Binding

Spell (Celestial/Earth Level 1), Inscription, Tinkering

5 Minutes

The target will be magically slowed and may not run.

"With Binding Force I Slow you."

Solidify

Eldritch Force

Spell (Celestial Level 3)

Instant / 5 Seconds

This effect forces a gaseous form to become immediately solid. The creature may be able to turn gaseous again if it has the skill. This effect will not work on certain creatures who are gaseous normally.

A corporeal target struck by this effect will suffer a temporary slowdown. For five seconds, the target may not run and may not make any offensive weapon calls or throw packets, but may block, use defensive calls, and touch cast spells.

"With Eldritch Force I Solidify you."

Spell Shield

Protection/Enhancement

Spell (Celestial/Earth Level 5), Brewing, Inscription

5 days

This effect will work as a guard against the next effect cast at the target using the Spell qualifier, after which it is used.

You must say "Spell Shield" immediately when this effect is used. Spell Shield cannot be used in conjunction with a Reflect Spell. If you have a Spell Shield active, you may still accept effects that are touch cast. You cannot "accept" effects that are thrown at you, nor can you accept effects when you are unconscious.

"I Protect you with a Spell Shield."

Stun Limb

Eldritch Force

Spell (Celestial Level 4)

5 Minutes

This effect disables one limb of the target. If the limb is not specified in the incant, the target chooses which unstunned limb is affected. An already stunned limb targeted by this effect will have its timer reset.

If used on an NPC for which the creature being played does not have obvious arms or legs, the player playing the NPC should still be affected, representing the creature being affected in similar ways.

A Stunned limb may not be used to wield a weapon or manifest Game Abilities; the limb may also not be used for locomotion other than a crawl or the equivalent.

"With Eldritch Force I Stun your <limb>."

Subjugate

Eldritch Force

Spell (Celestial Level 5)

10 Minutes

This effect allows the caster to issue specific commands to a targeted construct or elemental.

The target of this effect will not attack the person who administered the Subjugate while it is in effect. The caster can give the target multiple commands within the ten-minute period, but the target will only follow the last one given. They may order the target to stop any command once it has been given without explicitly ordering the target to return to normal.

Creatures who are spirit stored in Constructs are also affected by Subjugate. While following these commands, the target is under complete control of the caster and performs the last order until that order has been completed. Afterward the target will stand and await the next order. After ten minutes (or after the effect is countered), the target comes out of the control and acts as normal and has full knowledge that they were Subjugated and what was done during that time.

While Subjugated, the target must perform actions to the best of their ability, including the use of spells, skills or innate abilities. This effect cannot force a target to cast or use items that are not in their nature or ability to use. The target can defend themselves from any attackers, but if the caster attacks the target, the Subjugate effect ends.

This effect can be removed by a Dispel. The death of the caster will end the effect. Only one Subjugate effect may be active on the target at any one time. The most recent effect takes precedence.

Subjugate is an Eldritch Force effect, and as such does not counter or override any Command or Greater Command. Greater elementals may have the ability to resist the effects of Subjugate.

The only valid commands that a caster can give a target while they are Subjugated are listed below. The wording of a command does not need to exactly match the following but it should be similar enough to it so that the target can understand what is meant.

- *Guard:* The target must protect the caster or any person or object they are told to guard from all attacks, theft or harm to the best of their ability. During this time, the target of the Subjugate will not move unless to protect the object or person they're guarding.
- *Follow:* The target must follow the caster or anyone the caster requests.
- *Attack:* The Construct or elemental will attack a chosen target of the caster's choosing. Once the target is on the ground, the Construct or elemental will not attack and will wait for its new orders.
- *Carry/Lift:* The target will carry or lift objects and/or people if it has the necessary strength to do so. While carrying something, the target will automatically follow the caster until told not to do so.
- *Return to normal:* This command ends the Subjugate effect.

"With Eldritch Force I Subjugate you."

Taunt

Greater Command

10 seconds

This effect will cause the target to attempt to exclusively engage the caster, or those preventing engagement with the caster, in combat for the duration of the effect. The target must either engage the caster using ranged attacks or attempt to advance into melee range, while safely navigating encounter specific hazardous areas, if desired. Encounter specific hazardous areas are typically plot defined and encompass a specific area which being in or coming into contact with causes something detrimental to happen to the character.

The Player of a Character affected by Taunt may make an out-of-game choice whether they want their Character to utilize per day abilities and equipment, based on how the player wishes to use their Character's abilities and equipment. Characters are not forced to use Necromantic abilities or items unless the Player chooses to, with full understanding that this may impact their Character in game.

Turn Undead

Earth

Spell (Earth Level 1)

10 Minutes

This effect will cause one lesser undead creature to run from the caster as if affected by Fear. The undead will immediately attempt to break Line of Sight and can use no Game Abilities while trying to escape. If breaking Line of Sight is impossible, the undead will stay as far away from the caster as possible. Even if Line of Sight is broken, the effect lasts ten minutes or until the creature (or caster) is dead. The undead will defend itself if cornered and unable to escape.

A Dispel or Control Undead will rid the creature of this effect, allowing it to return. One casting of Control Undead will remove all Turn Undead effects. Greater undead will be affected as if a Shun were cast at them. "I call upon Earth to Turn Undead."

Vorpal Coating

Coating

Alchemy

5 Days

Putting this coating on a weapon makes the weapon inflict extra points of damage for the next strike only. The tag must be taped to the weapon. The tag will state how much damage is added to the next swing.

This cannot be combined with any other coatings.

Wall of Force

Eldritch Force

Spell (Celestial Level 3), Inscription

10 Minutes

This effect creates a straight invisible barrier that will stretch no more than ten feet across and up to twenty-five feet up. This effect must be cast between two solid anchors such as trees or in a door frame. The base of the Wall of Force must be marked in some way (such as by a rope, chalk mark, or ribbon) to indicate to all observers that a Wall of Force is in place. Multiple casters may invoke a Wall of Force simultaneously to extend its width; each caster grants up to ten feet of width.

Once the Wall of Force has been cast, the physical representation cannot be moved. Neither the Wall nor the frame may be Broken. Normal traps will not affect it. Nothing may pass through the Wall once the Wall is cast, including spells, thrown gasses, weapons and creatures. Air may pass through, as will any effects delivered via gaze or vocal radius, but other gasses may not.

The wall may be dropped by any of the Wall's casters at any time if they touch the physrep and states "Wall down." This statement is out-of-game, although any observers who hear the statement are aware that the wall was dropped, and they might know who dropped it.

When targeting this effect with a Dispel, any part of the plane of the Wall of Force can be struck.
"With Eldritch Force I build a Wall of Force."

Ward

Eldritch Force

Spell (Celestial Level 9)

5 Days

This effect magically seals a single room or an entire building. The object so affected must be an actual unmovable structure such as a building, a tent, or an unmovable wagon. When the effect is cast, a magic barrier will then appear enclosing the area. All entrances into the area are sealed by the barrier, including windows. Nothing may enter or leave except for air itself.

This effect allows only one entrance into the structure when cast by a single caster. To indicate the presence of a Ward and the location of any entrances, a large "W" must be placed on each area which allows access in and out of the Ward.

Normally, a Ward will cover one Game Room. However, a Ward may be enhanced by multiple simultaneous castings. When multiple casters are involved in a Ward, the effect is enhanced in two different ways. First, each caster beyond the first may designate an additional entrance through which the Ward may be accessed, using the same rules as for the initial entrance. Second, additional casters will increase the size of the Ward by one Game Rooms worth. Larger buildings, as determined by the local chapter's staff, may require multiple Wards to be cast to cover the entire building. Players are encouraged to check with their local staff beforehand to determine if multiple Wards will be required. You cannot mix a Ward with a Wizard Lock in this fashion.

It is possible to Ward or Wizard Lock a smaller room within the Ward as long as the two rooms do not share the same portal. The outer Ward or Wizard Lock must be cast first. Partitioned Game Rooms may have individual Wards placed within them.

The "W" must be placed on the portal prior to casting this spell, and this must be performed in-game. Any observers will thus be aware that you are attempting to place a Ward or a Wizard Lock on the building.

As soon as the effect is cast, the names of the persons who are invested must be written on the Marshal's notes attached to the back of the door. All persons within the Ward when it is cast are invested into the Ward. They may then enter and leave the Warded building at any time while the Ward is in effect.

In order to allow others to pass into or out of the Ward, they must be "recognized" by an invested member of the Ward. The invested member must clearly gesture, touch, or name the subject creature and must state "the Ward recognizes you." This is an out-of-game statement, so it can be made while Silenced. The effect is understood in-game by all who hear it.

Upon being recognized, a person must immediately enter or exit the Ward. If the recognized person does not immediately act upon the recognition, then the recognition will expire. Invested members who are unconscious (or conscious, yet unwilling) will not pass through the Ward unless recognized by someone else. When engaging in combat, you must be completely inside or outside of the Ward.

If the Ward is somehow destroyed and replaced with a new one, an out-of-game notice must be placed upon the Marshal's Notes on the door. The only way to remove a Ward is through ritual magic. The only way to tell if a building has been Warded or Wizard Locked is to observe the "W" on the portal. The people inside a Ward will not know that the Ward has been removed until they observe that the "W" is no longer on the portal.
"With Eldritch Force I build a Ward."

Weakness

Curse

Spell (Earth Level 3), Alchemy, Brewing

5 Minutes

This effect will cause the target to inflict five points less damage with every weapon attack (minimum damage being zero). It will first reduce strength bonuses, then weapon proficiencies.

"I Curse you with Weakness."

Weapon Shield

Protection/Enhancement

Spell (Celestial/Earth Level 2), Brewing, Inscription
5 days

This effect will protect the wearer from the next single attack they receive with the Weapon qualifier. The target must state "Weapon Shield" when the effect is triggered. Both the incoming attack and the Weapon Shield are then expended. This does not protect against a Killing Blow or a fall, nor does it work against any traps other than weapon traps.

A Weapon Shield will be used even if the amount of damage called is "zero."

"I Protect you with a Weapon Shield."

Web

Binding

Spell (Celestial/Earth Level 7), Inscription
Line of Sight

This effect completely immobilizes the target. The target may still talk freely, but may not be moved in any way. This target can be searched and can be given a Killing Blow.

"With Binding Force I Web you."

Wither

Necromancy

Spell (Earth Level 4), Brewing
5 Minutes

This effect prevents a character from throwing packets or using weapons or shields for anything other than blocking and using the skills Counteract, Intercept, Parry, and Spell Parry. Characters under the effect of a wither may still touch cast and make use of strengthening charges. This same effect will occur against an Undead target if Restore is cast on them.

"With Necromancy I Wither you."

Wizard Lock

Eldritch Force

Spell (Celestial Level 6), Inscription
5 Days

This effect is identical to a Ward except that it is canceled by a Dispel. There is no way to tell the difference between a Ward or a Wizard Lock just by looking at it; the only way to tell is to cast a Dispel at the portal and see if it remains. You must have a Marshal present in order to do this.

"With Eldritch Force I build a Wizard Lock."

Effect Group Table

Alteration: Antidote, Enfeeble, Hallucinate, Intoxicate, Paranoia.

Binding: Entangle, Pin, Shackle, Slow, Release, Web.

Coating: Alchemical Solvent, Liquid Light, Oil of Slipperiness, Paste of Stickiness, Vorpall Coating.

Command: Awaken, Berserk, Charm, Fear, Shun, Sleep.

Curse: Cleanse, Destruction, Doom, Paralysis, Silence, Weakness.

Earth: Cure Disease, Destroy Undead, Earth Blade, Earth Storm, Lesser Earth Storm, Healing, Life, Purify, Restore, Sanctuary, Turn Undead,

Eldritch Force: Banish, Circle of Power, Disarm, Fortress, Lesser Investment, Light, Mend Armor, Mend Armor Storm, Prison, Repel, Shatter, Solidify, Stun Limb, Subjugate, Wall of Force, Ward, Wizard Lock.

Evocation: Flame, Ice, Lightning, Magic, Lesser Magic Storm, Magic Storm, Stone.

Greater Command: Amnesia, Enslavement, Enslavement Antidote, Euphoria, Euphoria Antidote, Taunt.

Necromancy: Chaos, Chaos Blade, Chaos Storm, Lesser Chaos Storm, Control Undead, Corrupt, Create Undead, Desecrate, Disease, Drain, Wither.

Protection/Enhancement: Dispel, Elemental Shield, Endow, Enhanced Blade, Poison Shield, Reflect Spell, Spell Shield, Weapon Shield.

Other: Body, Explosive, Massive, Normal, Silver.

THE SKILL SYSTEM

Gaining Skills

You purchase skills for your character with Experience Points (XP).

Some skills are passive and, when purchased, are always active. Others are daily use skills which can only be used a certain number of times per Logistics Period.

Many skills require prerequisites to be purchased. Sometimes you must meet these prerequisites each time you want to purchase a skill. Other skills are available for multiple purchases once you have met the prerequisites. Both types of prerequisites are outlined in the Skills chart, which lists all skills along with their prerequisites and their XP cost for each class. You may not combine Experience Points from two different skill categories to satisfy these prerequisites.

Experience Points

All characters start off at 25 XP with 10 Body Points. Your character's gained Experience Points determine their Body Points at a ratio based on your class. This ratio is detailed in the chart in the Classes section.

The amount of Experience gained for each Logistics Period will be based on the current level of your character. This variable amount of XP gained is sometimes referred to as an experience blanket. As your character reaches higher levels, it will take longer to gain Experience Points. Their level is equal to their XP total divided by 10 (rounded down). Characters can gain Experience Points in three methods.

Method One is by attending a game. The character you play will be given one experience blanket per Logistics Period of the game you attend. If you choose to assist the staff as an NPC for an entire Logistics Period, you will be given an additional blanket per Logistics Period for the service.

Method Two is by expending either Goblin or Dragon stamps in order to gain experience blankets for a game you did not attend.

Method Three allows you to purchase experience blankets for an additional character (other than the one who gained XP for your event attendance) at a cost of \$10 per Logistics Period. This purchase must be made with the chapter hosting the event within 90 days of the end date of the event.

LEVEL	XP PER BLANKET
1-2	6
3-4	5
5-6	4
7-8	3
9-10	2
11-15	1
16-20	0.9
21-25	0.8
26-30	0.7
31-35	0.6
36-40	0.5
41-45	0.4
46-50	0.3
51+	0.2

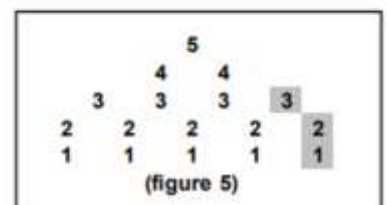
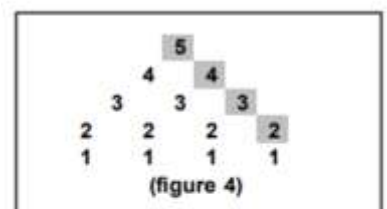
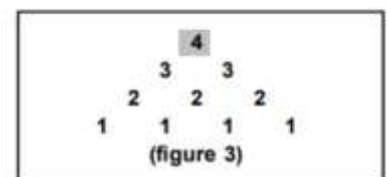
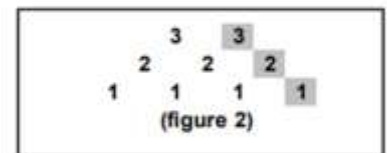
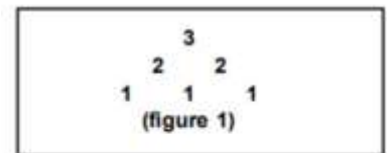
New Players are given leniency with their first character. A player may "re-write" their character once, but must do so before the next event after six logistics periods (i.e. after playing the character for about three weekend games). They may reset part, or all, of their skills and their race, though their name, experiences, personality, etc. remains the same. This is not a new character but a skill reset.

Spell Slots

In order to cast spells in-game you will first need to gain spell slots. This is done by taking the Educated skill, followed by the Read Magic skill for Celestial Spells or the First Aid and Healing Arts skills for Earth Spells. When you gain a spell slot in either discipline, you pick which spell you would like to memorize in that slot. To memorize a spell you will need to have access to a tagged spell book with the spell in it. This memorization can be switched at each Logistics Period or with other in-game abilities.

Spell Slots are initially purchased in a pyramid. To buy a Spell Slot beyond first level, you must have two more Spell Slots on the level below (see figures 1 and 2), and you may never have more than one "gap" of two spells between two levels. Once you have purchased four Spell Slots of a given level (see figures 3 and 4), you only need to have an equal amount of Spell Slots of the level below, but you may never have more Spell Slots of a higher level than you do a lower level.

Note that the pattern is very set as to which Spell Slots have to be purchased unless you wish to buy more than four Spell Slots of any one level (see figure 5). There is no limit as to the number of Spell Slots per level that can be purchased as long as this pattern is maintained.



SKILLS

Racial Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Prerequisite
Break Command	2	2	2	2	2	2	2	Biata, Stone Elf, Sylvanborn
Claws	8	8	8	8	8	8	8	Wylderkin
Racial Evade	6	6	6	6	6	6	6	Hobling
Racial Resolute	2	2	2	2	2	2	2	High Ogre, High Orc, Oathsworn
Resist Binding	4	4	4	4	4	4	4	Dryad
Resist Command	4	4	4	4	4	4	4	Biata, Dark Elf, Elf, Stone Elf, Sylvanborn
Resist Curse	4	4	4	4	4	4	4	Selunari
Resist Element	3	3	3	3	3	3	3	Dwarf, Oathsworn
Resist Spell	5	5	5	5	5	5	5	Dark Elf
Resist Necromancy	4	4	4	4	4	4	4	High Ogre
Resist Poison	4	4	4	4	4	4	4	Dwarf, High Orc, Hobling
Trades & Crafts	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Prerequisite
Enhanced Meditate	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	None
Educated	6	6	6	3	3	3	3	None
Merchant	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/3/5	1/2/3	None
Profession (Type)	2	2	2	2	2	2	2	None
Weapon Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Prerequisite
Archery	6	6	6	8	12	8	8	None
Florentine	4	6	6	6	8	6	6	Any Weapon Skill or Claw
One-Handed Blunt	3	4	4	5	6	5	5	None
One-Handed Edged	5	5	5	7	10	7	7	None
One-Handed Master	7	8	8	10	14	10	10	None
Polearm	8	12	12	12	16	12	12	None
Shield	6	10	10	10	12	10	10	None
Small Weapon	2	2	2	2	2	2	2	None
Staff	4	4	4	4	4	4	4	None
Style Master	10	15	15	15	20	15	15	None
Thrown Weapon	2	4	4	4	4	4	4	None
Two-Handed Blunt	6	8	8	8	12	8	8	None
Two-Handed Sword	8	12	12	12	16	12	12	None
Two-Handed Master	10	16	16	16	20	16	16	None
Two Weapons	2	4	4	4	4	4	4	Florentine
Weapon Master	15	20	20	20	25	20	20	None

Martial Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	Prerequisite
Break/Disarm Strike	3	4	5	6	7	4	7	1 per 20 XP in Martial Skills
Combined Strike	15	15	15	12	12	10	12	75 XP in Scholarly Skills and 60 XP in Martial Skills
Critical Attack	3	3	5	6	7	3	6	Any Weapon Skill
Destruction/Stun Blow	4	5	6	6	8	5	8	1 per 45 XP in Martial Skills
Empowered Strike	5	5	5	4	4	3	4	1 per 20 XP in Martial Skills, 3rd level Spell Slot
Foundation Strike	4	4	4	3	3	2	3	1 per 10 XP in Martial Skills, Read Magic
Hardy	5	6	6	6	7	6	6	1 per character level
Indomitable Will	6	8	10	10	10	8	10	150 Martial XP
Intercept	2	2	3	4	4	2	4	1 per 10 XP in Martial Skills
Improved Slay	2	2	4	4	4	3	4	1 per 30 XP in Martial Skills
Magisterium Strike	4	4	4	3	3	2	3	1 per 10 XP in Martial Skills, Healing Arts
Mettle	3	4	5	6	6	4	5	1 per 30 XP in Martial Skills
Parry	4	4	8	8	8	5	8	1 per 30 XP in Martial Skills
Precise Blow	3	3	4	4	5	3	5	1 per 20 XP in Martial Skills
Repel Strike	2	3	4	4	5	3	5	1 per 20 XP in Martial Skills
Resolute	2	3	4	4	5	3	5	1 per 25 XP in Martial Skills
Riposting Blow	4	4	4	5	8	5	8	1 per 60 XP in Martial or Stealth Skills
Sleep/Enfeeble Strike	4	5	6	7	7	5	7	1 per 45 XP in Martial Skills
Slay	2	2	4	4	4	2	4	1 per 30 XP in Martial Skills
Smithing	3	3	4	5	6	4	3	None
Taunt Strike	5	7	14	14	14	7	14	1 per 60 XP in Martial Skills
Weakness/Shun Strike	4	4	6	6	8	5	8	1 per 30 XP in Martial Skills
Weapon Proficiency	3	6	6	6	8	6	6	Critical Attack x2 (plus 1 for each existing Weapon Proficiency)
Wear Extra Armor	1	1	1	1	1	1	1	None
Stealth Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellword	Artisan	Prerequisite
Alchemy	6	5	3	4	4	6	3	Educated
Assassinate	4	1	1	2	4	4	4	1 per 30 XP in Stealth Skills
Back Attack	5	3	3	3	7	6	6	Any Weapon Skill
Backstab	6	6	3	6	8	6	6	Back Attack x2 (plus 1 for each existing Backstab)
Counteract	4	3	2	3	4	4	4	1 per 10 XP in Stealth Skills
Disarm/Weakness Blow	5	4	3	4	6	5	5	1 per 20 XP in Stealth Skills
Dodge	8	6	5	6	8	8	8	1 per 30 XP in Stealth Skills
Doom Blow	10	5	4	5	10	10	10	1 per 60 XP in Stealth Skills
Enhanced Strike	6	6	5	3	4	4	4	1 per 20 XP in Stealth Skills, 3rd level Spell Slot
Evade	5	4	3	4	6	5	5	1 per 20 XP in Stealth Skills
Fear/Pin Blow	6	4	3	4	8	6	7	1 per 45 XP in Stealth Skills
Feint	8	6	8	10	10	10	10	60 Stealth XP and 60 Martial XP
Improved Assassinate	4	2	2	2	4	4	4	1 per 30 XP in Stealth Skills
Opportunistic Attack	4	2	2	2	5	4	4	1 per 60 XP in Stealth Skills
Silence/Stun Blow	6	4	3	4	7	6	6	1 per 30 XP in Stealth Skills
Sleep/Paralysis Blow	5	3	2	3	6	5	5	1 per 15 XP in Stealth Skills
Surprise Attack	8	7	6	7	9	8	8	90 XP in Stealth Skills
Tinkering	6	4	3	4	6	6	3	None
United Blow	15	15	15	10	12	12	12	75 XP in Scholarly Skills and 60 XP in Stealth Skills

Scholarly Skills	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Prerequisite
Brewing	6	6	6	4	3	4	3	Earth Spell Slot
Channeling	6	6	6	4	3	4	5	Primary 1st level Spell Slot
Channeling (Secondary)	8	8	8	5	4	5	6	Secondary 1st level Spell Slot
Dispelling Strike	7	7	7	3	4	3	4	1 per 30 XP in Martial or Stealth Skills, 7th level Celestial Spell Slot
First Aid	2	2	2	2	2	2	2	None
Flexible Casting	5	5	4	3	2	3	4	2nd level Spell Slot
Healing Arts	6	6	4	2	2	2	4	Educated, First Aid
High Magic	4	4	4	3	2	3	3	75 XP in Scholarly Skills, Primary 1st level Spell Slot
High Magic (Secondary)	8	8	8	6	4	6	6	150 XP in Scholarly Skills, Secondary 1st level Spell Slot
Improved Channeling	10	10	10	5	4	5	5	1 per 20 levels of Channeling
Inscription	6	6	6	4	3	4	3	Celestial Spell Slot
Purifying/Draining Strike	7	7	7	3	4	3	4	1 per 30 XP in Martial or Stealth Skills, 7th level Earth Spell Slot
Read Magic	8	8	6	4	4	4	6	Educated
Spark	6	6	6	4	3	4	5	15 Scholarly XP
Primary Spells	Fighter	Scout	Rogue	Adept	Scholar	Spellsword	Artisan	Prerequisite
Level 1 Spell Slot	3	3	2	1	1	1	1	Read Magic (Celestial) or Healing Arts (Earth)
Level 2 Spell Slot	3	3	2	1	1	1	2	Level 1 Spell Slot
Level 3 Spell Slot	6	6	4	2	2	2	2	Level 2 Spell Slot
Level 4 Spell Slot	6	6	4	3	2	3	3	Level 3 Spell Slot
Level 5 Spell Slot	9	9	6	3	3	3	4	Level 4 Spell Slot
Level 6 Spell Slot	9	9	6	4	3	4	4	Level 5 Spell Slot
Level 7 Spell Slot	12	12	8	5	4	5	5	Level 6 Spell Slot
Level 8 Spell Slot	12	12	8	5	4	5	6	Level 7 Spell Slot
Level 9 Spell Slot	15	15	10	6	5	6	6	Level 8 Spell Slot
Level 1 Spell Slot (Sec.)	6	6	3	2	2	2	2	Read Magic (Celestial) or Healing Arts (Earth)
Level 2 Spell Slot (Sec.)	6	6	3	3	2	3	2	Level 1 Spell Slot
Level 3 Spell Slot (Sec.)	12	12	6	3	3	3	4	Level 2 Spell Slot
Level 4 Spell Slot (Sec.)	12	12	6	4	3	4	4	Level 3 Spell Slot
Level 5 Spell Slot (Sec.)	18	18	9	5	4	5	6	Level 4 Spell Slot
Level 6 Spell Slot (Sec.)	18	18	9	5	4	5	6	Level 5 Spell Slot
Level 7 Spell Slot (Sec.)	24	24	12	6	5	6	8	Level 6 Spell Slot
Level 8 Spell Slot (Sec.)	24	24	12	7	5	7	8	Level 7 Spell Slot
Level 9 Spell Slot (Sec.)	30	30	15	7	6	7	10	Level 8 Spell Slot

Each skill is classified as a: *Passive* skill, which is always in effect once purchased or can be used any number of times per logistics period; or a *Daily* skill, which has a number of charges that refresh at the start of each Logistics Period. Skills which can be Meditated back are marked as "*Meditatable*".

Skills with a * can be bought multiple times to increase the daily charges or otherwise improve the skill.

Alchemy*

Stealth

Daily

Prereq: Educated

This skill allows the character to create non-magical elixirs, poisons, and other items as described in the Crafting Skills section. The character must have access to an Alchemy recipe book with the appropriate recipe.

The purchase of a single level of Alchemy allows the character to apply coatings to weapons and mix elixirs with food.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Alchemy section.

Archery

Weapon

Passive

This skill allows the character to use any bow and any crossbow.

Assassinate*

Stealth

Daily

Meditatable

Prereq: Weapon Skill, 1 Per 30 Stealth XP

This skill allows the character to make a melee attack for 25 damage from behind. The only way to increase this damage is by purchasing the Improved Assassinate skill.

Back Attack*

Stealth

Daily

Prereq: Weapon Skill

This skill allows the character to inflict two extra points of damage with a melee attack from behind for 10 minutes. If used with a ranged weapon, the Back Attack may be used from any direction to inflict one point of extra damage. Multiple Back Attacks can be expended simultaneously, each adding additional damage as described above. A player may activate up to 5 Back Attacks at any one time. Players may voluntarily end the 10 minute duration at any time. Players may not activate additional Back Attacks without ending the ones currently active.

Backstab*

Stealth

Passive

Prereq: Weapon Skill, 2 Back Attacks (+1 for each existing Backstab)

This skill allows a character to inflict two extra points of damage with a melee attack from behind. If used with a ranged weapon, the Backstab may be used from any direction for one point of extra damage.

Back Attacks must be traded in to purchase the Backstab skill at the rate of two Back Attacks plus one additional Back Attack per Backstab they have already purchased.

Break Command*

Racial

Daily

Prereq: Racial

This skill allows the character to remove all active Command effects on another creature.

You must be close enough to touch the affected creature (actual physical contact is not necessary and may very well be unsafe) and must spend ten seconds of role-playing conversation and Focus with the target to remove the effects.

If you lose focus, if the target is attacked, or if the conversation is halted, then the Break Command is unsuccessful.

Break/Disarm Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 20 Martial XP

This skill allows the character to make a single attack with the call "Weapon Strike Break <Target>" or "Weapon Strike Disarm <Target>".

Brewing*

Scholarly

Daily

Prereq: 1st level Earth Spell Slot

This skill allows the character to create earth magic based potions and spell books as described in the Crafting Skills section. The character must have access to the spell in an earth spell book to create potions.

The purchase of a single level of Brewing allows the character to perform First Aid in 30 seconds, instead of one minute.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Brewing section.

Celestial Magic*

Scholarly

Daily

Meditatable

Prereq: Read Magic

This skill allows the character to memorize a single Celestial Magic spell each day of equal or lower level to the level of spell slot which has been purchased. This skill provides a spell slot as described in the "Skill System" section.

Channeling*

Scholarly
Daily
Meditatable

Prereq: 1st level Celestial or Earth Spell Slot

This skill grants the character 25 points in a Channeling Pool to spend each Logistics Period; see the "Magic" section for details. The Pool can be channeled in increments of 5 up to a maximum of 10 points; once points are expended they do not return until the following Logistics Period. The character's primary Spell School determines their Channeling type, though Channeling can be bought at an additional cost for a secondary School, which will produce a separate Channeling Pool for that school.

Claws

Racial
Passive

Prereq: Racial

This skill allows the character to use a Short Claw. This skill only allows the use of one Claw, unless the character also has Florentine, Two Weapons, or Style Master, at which point the character can use a combination of up to two Claws, other weapons, or a shield, as appropriate.

Claws cannot be silvered or strengthened and may not be stolen, Disarmed, Broken, or Shattered. The claws are "retractable" and can be retracted or activated immediately. The time it takes a player to acquire the physreps out-of-game is the time it takes the character to activate the Claws in-game.

Claws counts as a Weapon Skill for the purposes of meeting Skill prerequisites.

Combined Strike

Martial
Passive

Prereq: Weapon Skill, 1st Level Celestial or Earth Spell Slot, 60 Martial XP & 75 Scholarly XP

This skill allows the character to expend any Signature Spell from memory as "Spell Strike <Effect>" via a weapon swing. If the weapon swing misses, the spell may be Meditated back as normal. When expending an Earth Signature Spell, the character may choose to change the effect of this blow to the Body Effect but will only inflict half as much damage (rounding up) as they would normally inflict with this ability when doing so.

Counteract*

Stealth
Daily

Prereq: 1 per 10 Stealth XP

Counteract is a Voluntary Defense which can be used to negate a single Weapon Strike attack that they otherwise validly block. It may not be used against a Weapon Strike that validly connects with the character. When triggering this defense, the character must call "Counteract".

Critical Attack*

Martial
Daily

Prereq: Weapon Skill

This skill allows the character to inflict one extra point of damage with a weapon attack for 10 minutes. Up to 5 Critical Attacks can be expended simultaneously, each one adding additional damage as described above. This skill may be used with any weapon for which the character has the appropriate weapon skill. Players may voluntarily end the 10 minute duration at any time. Players may not activate additional Critical Attacks without ending the ones currently active.

Destruction/Stun Blow*

Martial
Daily
Meditatable

Prereq: Weapon Skill, 1 per 45 Martial XP

This skill allows the character to make a weapon attack once with the call "Weapon Destruction" or "Weapon Stun <limb>".

Dispelling Strike*

Scholarly
Daily
Meditatable

Prereq: Weapon Skill, 7th level Celestial Spell Slot, 1 per 30 Martial XP, 1 per 30 Stealth XP

This skill allows the character to make a weapon attack once with the call "Weapon Strike Dispel".

Disarm/Weakness Blow*

Stealth
Daily
Meditatable

Prerequisite: Weapon Skill, 1 per 20 Stealth XP

This skill allows a character to make a single attack from behind and call "Weapon Disarm <Target>" or "Weapon Weakness".

Dodge*

Stealth
Daily

Prereq: 1 per 30 Stealth XP

Dodge is a Voluntary Defense which can be used to negate any single Targeted attack and any Radius Delivery Weapon attack affecting the user. When triggering this defense, you must call "Dodge". Dodge cannot be used if a character is completely Immobilized.

Doom Blow*

Stealth
Daily
Meditatable

Prereq: Weapon Skill, 1 per 60 Stealth XP

This skill allows the character to make a weapon attack from behind with the call "Weapon Doom".

Earth Magic*

Scholarly
Daily
Meditatable

Prereq: Healing Arts

This skill allows the character to memorize a single Earth Magic spell each day of equal or lower level to the level of spell slot which has been purchased. This skill provides a spell slot as described in the "Skill System" section.

Educated

Trades and Crafts
Passive

Educated allows a player to identify Alchemical Items, Battle Magic Scrolls, Potions, and Tinkering Globes, at a base time of 60 seconds. If the player also has the skill Alchemy, Tinkering, Inscription, or Brewing, the base time to identify an item based on that Crafting skill is reduced to 30 seconds per item.

If the player has Educated and 10 ranks of Alchemy, Brewing, Inscription, or Tinkering the base time to identify an item based on that Crafting skill is reduced to 15 seconds per item. If the player has Educated and 20 ranks of Alchemy, Brewing, Inscription, or Tinkering, the character is able to instantly identify an item based on that Crafting skill.

Empowered Strike*

Martial
Daily
Meditatable

Prereq: Weapon Skill, 3rd level Spell Slot, 1 per 20 Martial XP

This skill allows the character to expend a spell from memory to swing once with a melee weapon for "Spell Strike <spell>"; if the swing misses, both the spell and this skill may be Meditated back separately. The spell may not be higher than 1st level; this limit increases by 1 level for every 25 Martial XP the character has spent. If used for a necromantic spell, the spell counts as 3 levels lower than it actually is.

Enhanced Meditate*

Scholarly
Passive

This skill allows the character to reduce the necessary time to Meditate a skill or spell by 3 minutes, to a minimum of 1 minute. A character may purchase this skill up to 3 times.

Enhanced Strike*

Stealth
Daily
Meditatable

Prereq: Weapon Skill, 3rd level Spell Slot, 1 per 20 Stealth XP

This skill allows the character to expend a spell from memory and make a single attack from behind using the call "Spell Strike <Effect>", as appropriate to the spell expended. If the swing misses, both the spell and this skill may be Meditated back separately. The spell may not be higher than 1st level; this limit increases by 1 level for every 20 Stealth XP the character has spent. If used for a Necromancy spell, the spell counts as 3 levels lower than it actually is.

Evade*

Stealth
Daily

Prereq: 1 per 20 Stealth XP

Evade is a Voluntary Defense that may be used to negate any single Targeted attack using the Weapon or Poison qualifiers or any single Radius Delivery Weapon attack affecting the user. When triggering this defense, you must call "Evade". Evade cannot be used if a character is completely Immobilized.

Fear/Pin Blow*

Stealth
Daily
Meditatable

Prereq: Weapon Skill, 1 per 45 Stealth XP

This skill allows a character to make a single attack from behind and call "Weapon Fear" or "Weapon Pin".

Feint

Stealth
Passive

Prereq: Weapon Skill, 60 Martial XP and 60 Stealth XP

After using a Dodge, Evade, or Parry the character may immediately attack and either add the Strike keyword to that attack or ignore positioning requirements for that attack in melee. Any skills or Rituals used with this ability are expended like normal. Feint and Riposting Blow may not be triggered by the same skill.

First Aid

Scholarly
Passive

First Aid will pause the Bleed Out timer and eventually stabilize a target that is Bleeding Out. The user must remain stationary and with the target while Focusing for one minute. After First Aid is complete, the target will become unconscious, and have zero Body. After a minute of unconsciousness, the character will gain one Body and become conscious. If First Aid is interrupted, the Bleed Out timer will pick up where it was paused.

If First Aid is started on an invalid target, the target should call "No effect." This skill only works on human-like physiologies. It will not work on creatures with no metabolism, certain monsters which are completely alien, animals, other non-humanoid creatures, and dead bodies. First Aid will work on a character under a Disease effect but will not remove the Disease.

First Aid cannot be used on more than one target at a time, nor can other Game Abilities be used while applying First Aid other than Healing Arts. The user may role-play First Aid by pulling out bandages or otherwise concentrating on "helping" the patient. It must be obvious that First Aid is being performed. A player who is being given First Aid and does not wish to have body contact must tell the player with the First Aid skill. This does not mean the First Aid is being refused in-game.

Flexible Casting

Scholarly

Passive

Prereq: 2nd level Celestial or Earth Spell Slot

This skill allows the character to convert a spell in memory at time of casting to a Signature Spell of one level lower. First level spells may not be converted in this way. If the spell misses its target, the caster may Meditate back the original spell. A spell converted in this way cannot be combined with other skills like United Blow, Combined Strike, Enhanced Strike, or Empowered Strike. The converted spell may be placed into a Spell Store or Memory Strike Ritual.

Florentine

Weapon

Passive

Prereq: Any Weapon Skill

This skill allows the character to hold and wield two weapons, if they have the appropriate Weapon Skill, one in each hand. Neither weapon can be a Large or Great Weapon. Each weapon must be swung separately.

Foundation Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, Celestial Level 1, 1 per 10 Martial XP

This skill allows the character to expend a Celestial Signature Spell from memory as "Spell Strike <effect>" through a weapon swing; if the swing misses, both the spell and this skill may be Meditated back separately. If the character has the Combined Strike skill, they may instead choose to expend the spell as "Arcane Strike <effect>" when using Foundation Strike.

Hardy*

Martial

Passive

For each time this skill is purchased, the character increases their maximum Body points by 5.

Healing Arts

Scholarly

Passive

Prereq: Educated, First Aid

This skill represents checking pulse and otherwise examining the body and it cannot be done instantly. To use this skill, the person must touch the subject and role-play an examination. The amount of time it takes to perform the examination is determined by the length of the questions being asked but in no case less than three seconds. A player who is being given having Healing Arts performed on them and does not wish to have body contact must tell the player with the Healing Arts skill. This does not mean the Healing Arts is being refused in-game.

Before asking any questions, you must say "Healing Arts" so that the recipient is aware that the questions being asked are not actually being said in-game and thus must be answered. Since these are out-of-game questions, they can be asked and answered while under the effects of a Silence.

These out-of-game questions can only include the following:

How many Body Points are you down?

Were you damaged by edged weapons or claws?

Were you damaged by blunt weapons?

Are you diseased?

Are you sleeping?

Are you paralyzed?

Are you drained?

Are you regenerating?

Are you unconscious?

Are you bleeding out?

Are you dead?

How much time until you <wake up, become conscious, stop being diseased, become unparalyzed, die, resurrect>?

A player representing a permanently dead body should respond to "Are you Dead?" with "yes," and "How long until you resurrect?" with either "Never" or "Not applicable".

If this skill is used to ask an inexplicable answer (such as asking a living person "How long until you resurrect?"), the recipient should answer "Not applicable".

You cannot use Healing Arts on a conscious person without their knowledge. It is always obvious that you are using your skill. Shaking hands or touching someone's shoulder will not give the results that a real check-up would. A conscious person thus can prevent Healing Arts from being performed unless bound or similarly restrained.

Healing Arts can be performed through Binding effects such as Web and Pin but not through effects that block physical contact such as Prison and Circle of Power.

Certain creatures are not affected by Healing Arts. Creatures that have "No Metabolism" or "Alien Metabolism" or "Animal Metabolism" on their monster card should state "No Effect" when someone attempts to use Healing Arts upon them.

If a creature has an alien metabolism and the skill Healing Arts, it may also use Healing Arts upon creatures of the same type. Creatures with no metabolism may never have Healing Arts used on them effectively, even by other similar creatures with the skill Healing Arts.

High Magic*

Scholarly

Daily

Prereq: 1st Level Celestial or Earth Spell Slot, 75 Scholarly XP

This skill grants one point of High Magic; see the "Magic" section for details. Anyone with at least one purchase of High Magic may read Ritual Scrolls of that aspect (or "General").

Improved Channeling*

Scholarly

Passive

Prereq: 1 per 20 purchases of Channeling

Each purchase of this skill allows a character to evoke up to 10 more Channeling Pool per packet. Improved Channeling also adds an additional 75 points of Channeling to a character's primary school of Channeling.

Improved Assassinate*

Stealth

Passive

Prereq: Assassinate, 1 per 30 Stealth XP

Every purchase of Improved Assassinate increases the damage of a character's Assassinate by 25 points.

Improved Slay*

Martial

Passive

Prereq: Slay, 1 per 30 Martial XP

Every purchase of Improved Slay increases the damage of a character's Slay by five times the weapon's Base damage.

Indomitable Will

Martial

Passive

Prereq: 150 Martial XP

This skill reduces the Body cost to use the Mettle ability to 10 Body per use.

Inscription*

Scholarly

Daily

Prereq: 1st level Celestial Spell Slot

This skill allows the character to create celestial magic-based battle magic scrolls and spell books as described in the Crafting Skills section. The character must have access to the spell in a Celestial spell book to create battle magic scrolls.

The purchase of a single level of Inscription allows the character to focus with a battle magic scroll for one minute to restore a non-Meditatable Celestial Signature Spell of the same level cast from memory earlier in the Logistics Period. Once this focus is completed, the scroll is destroyed and the spell is restored to memory.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Inscription section.

Intercept*

Martial

Daily

Prereq: 1 per 10 Martial XP

This skill is a Voluntary Defense that allows a character to negate a single Targeted non touch-cast attack on another person and redirect it to themselves as long as the initial target of the attack is within reach of the character's wielded weapon, shield, or arm's length if no weapon is held. You are allowed to call further defenses against Intercepted attacks.

When using this skill, you must call "Intercept" and clearly indicate which attack the skill was used against.

Magisterium Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1st level Earth Spell Slot, 1 per 10 Martial XP

This skill allows the character to expend an Earth Signature Spell from memory as "Spell Strike <effect>" through a weapon swing; if the swing misses, both the spell and this skill may be Meditated back separately. If the character has the Combined Strike skill, they may instead choose to expend the spell as "Arcane Strike <effect>" when using Magisterium Strike.

Merchant*

Trades and Crafts

Passive

The Merchant skill allows a character to perform additional transactions during the start of each Logistics. The first rank of this ability allows the character to turn in Adventuring Equipment for half their Crafting Material value in the appropriate Crafting Materials or silver pieces. The second purchase adds the ability to obtain 3 Crafting Materials of their choice at no cost and up to an additional 5 at 2 silver pieces each. The third purchase adds the ability to obtain one piece of Adventuring Equipment worth 8 or fewer Crafting Materials for free, or purchase up to 5 identical pieces of Adventuring Equipment worth 8 or less Crafting Materials at a cost of 3 silver pieces per Crafting Material per item.

Mettle*

Martial

Daily

Prereq: 1 per 30 Martial XP

When struck by an effect with a non-instantaneous duration, the character may call "Mettle" and expend 20 Body Points. This reduces the duration of the effect by 5 minutes, which may immediately negate it. Line of Sight effects are negated completely by this ability. Multiple Mettles may not be used against a single attack.

The character may not use this skill if they do not currently have at least as many Body Points as the Mettle would require they expend. This damage can only be reduced by Indomitable Will and Armored Mettle.

One-Handed Blunt

Weapon

Passive

This skill allows the character to wield a one-handed melee blunt weapon. This includes any blunt Small, Short, or Long weapon. A blunt weapon cannot be used for thrusting.

One-Handed Edged

Weapon

Passive

This skill allows the character to wield a one-handed melee edged weapon. This includes any edged Small, Short, or Long weapon. It also allows the use of a one-handed spear which may only be used as a thrusting weapon.

One-Handed Master

Weapon

Passive

This skill allows the character to use all one-handed melee weapons. When buying this skill, you will be refunded the XP spent on any skills that are included in One-Handed Master.

Opportunistic Attack*

Stealth

Daily

Prereq: Weapon Skill, 1 per 60 Stealth XP

This skill allows the character to make a single attack from any direction which normally requires attacking from behind. This skill may be combined with other skills; no additional call is needed when this skill is used.

Parry*

Martial

Daily

Prereq: Weapon Skill, Shield, or Style Master, 1 per 30 Martial XP

Parry is a Voluntary Defense that may be used to negate any single Targeted attack using the Weapon or Poison qualifiers and any Radius Delivery Weapon attack affecting the user. You may Parry an attack that targets another person as long as the target is within physical reach of your weapon or shield.

Parry may be used with any weapon or shield in which the wielder has the appropriate skill, except non-blocking weapons. You may not use a Parry if you do not have a weapon or shield free and in your hand. Any weapon which allows you to block with one hand may be used to Parry with only one hand on the weapon.

You must say "Parry" when using this skill. If the Parry is used to negate an attack made against another person/object you should also clearly indicate what attack the skill was used against.

Polearm

Weapon

Passive

This skill allows the character to wield any two-handed weapon with a single blade. This includes weapons like two-handed axes and halberds.

Precise Blow*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 20 Martial XP

This skill allows the character to use the Body effect for a single attack when using a ranged, Small, or Medium weapon. This can be combined with other skills.

Profession (Type)*

Trades and Crafts

Passive

For every Profession skill bought, a character will receive either one silver piece or one Crafting Material at check-in for each Logistics Period of the event they are checking in for. No character may receive more than 10 total silver and/or Crafting Materials per Logistics Period, regardless of the number of times this skill is purchased. This is received up front even if the player is not able to attend the entire event. This represents income you receive from your skill.

This skill is used to add flavor to your character. It does not confer any extra power or abilities but may result in additional information or consideration from the Plot Committee, at their discretion.

You can buy multiple levels in any Profession skill to represent increased mastery of the Profession, but the skill cannot duplicate or imply other game skills.

Purifying/Draining Strike*

Scholar

Daily

Meditatable

Prereq: Weapon Skill, 7th level Earth Spell Slot, 1 per 30 Martial XP, 1 per 30 Stealth XP

This skill allows the character to make a weapon attack for "Weapon Strike Drain" or "Weapon Strike Purify".

Racial Evade*

Racial

Daily

Prereq: Racial

This skill functions in the same way as the skill Evade. It does not count as a Stealth Skill for skill cost prerequisites.

Racial Resolute*

Racial

Daily

Prereq: Racial

This skill functions in the same way as the skill Resolute. It does not count as a Martial Skill for skill cost prerequisites.

Read Magic

Scholarly

Passive

Prereq: Educated

This skill allows the character to use battle magic scrolls up to the character's highest level of celestial spell ability plus four.

Repel Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 20 Martial XP

This skill allows the character to swing once with a two-handed melee weapon and call "Weapon Strike Repel" (the Repel cannot be maintained).

Resist Binding*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one Binding effect by calling "Resist" when struck by the attack. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by one.

Resist Command*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one Command effect by calling "Resist" when struck by the attack. It does not include Greater Command effects. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by one.

Resist Curse*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one Curse effect by calling "Resist" when struck by the attack. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by one.

Resist Elements*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one effect delivered via the Elemental qualifier or any attack with "Flame," "Ice," "Stone," or "Lightning" by calling "Resist" when struck by the attack. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by 1.

Resist Necromancy*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one Necromancy effect by calling "Resist" when struck by the attack. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by one.

Resist Poison*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one effect delivered via the Poison qualifier by calling "Resist" when struck by the attack. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by one.

Resist Spell*

Racial

Daily

Prereq: Racial

This skill allows the character to resist one effect delivered via incanted spell or the Spell qualifier by calling "Resist" when struck by the attack. This is a Voluntary Defense. Each purchase of this skill also increases the character's maximum Body Points by one.

Resolute*

Martial

Daily

Prereq: 1 per 25 Martial XP

The Resolute skill allows a character to call "Resolute" to reduce the damage from any single incoming attack that would take them to zero Body Points or lower to an amount that would bring them to one Body Point. This will not prevent other effects from the attack.

Riposting Blow*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 60 Martial XP, 1 per 60 Stealth XP

This skill allows the character, after using any Dodge, Parry, or Evade skill, to immediately make a single weapon attack, which ignores positioning requirements. Any offensive skills or spells used from memory during this attack are not expended but must have at least a single use available at the time of Riposting Blow, but Rituals used during this attack are expended.

Shield

Weapon

Passive

This skill allows a character to wield a single shield. A shield cannot be used with offensive weapon-based skills. If hit with an effect that targets a Weapon (such as Break, Disarm, etc.) the shield will not be affected. However, these skills can intentionally target a Shield.

Silence/Stun Blow*

Stealth

Daily

Meditatable

Prereq: Weapon Skill, 1 per 30 Stealth XP

This skill allows a character to make a single attack from behind for "Weapon Silence" or "Weapon Stun <limb>".

Slay*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 30 Martial XP

This skill allows a character to make a unique attack. The Slay's damage is based on the base damage of the weapon you are wielding - it will inflict ten times the base damage of the weapon used and may only be increased by purchasing the Improved Slay skill.

Sleep/Enfeeble Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 45 Martial XP

This skill allows the character to make a single attack with a blunt weapon and call "Weapon Strike Sleep" or "Weapon Strike Enfeeble".

Sleep/Paralysis Blow*

Stealth

Daily

Meditatable

Prereq: Weapon Skill, 1 per 15 Stealth XP

This skill allows the character to make a single attack from behind with a weapon and call "Weapon Sleep" or "Weapon Paralysis".

Small Weapon

Weapon

Passive

This skill allows a character to wield any small weapon. Since this skill includes both edged and blunt weapons, its XP is not automatically refunded when purchasing One-Handed Edged or One-Handed Blunt.

Smithing*

Martial

Daily

This skill allows the character to create arms and armor as described in the Crafting Skills section. The purchase of a single level of Smithing allows the character to refit physical armor in 1 minute.

Each purchase grants the character 1 Ability Point usable on General or Smithing Crafting Abilities.

Spark

Scholarly

Passive

Prereq: 15 Scholarly XP

Allows a character to throw 10 packet attacks of "5 Normal" using a Source or item acting as one. The packet count for this ability can be reset by Meditating. To use Spark, a character must hold their Source in one hand, say the appropriate verbal, touch a packet to the Source, and then throw or touch cast the packet. Holding a Source prevents you from holding any other in-game item at the same time. Sources can never be used for blocking or swinging as a weapon unless otherwise specified.

If the user has a 5th level Earth spell slot, they may instead use the Healing or Chaos effect for these attacks, as appropriate to the Source or item being used. If the user has a 5th level Celestial spell slot, they may instead use the Flame, Ice, Stone, or Lightning effect for these attacks, as appropriate to the Source or item being used. This damage cannot be increased in any way.

Staff

Weapon

Passive

This skill allows the character to wield a staff. You must have both hands on the staff to attack, but you may block with only one hand on the staff.

Style Master

Weapon

Passive

With this skill, a character gains use of the Shield, Florentine, and Two Weapons skills. When buying this skill, you will be refunded the xp spent on any skills that are included in Style Master.

Surprise Attack

Weapon, Stealth

Passive

Prereq: Weapon Skill, 90 Stealth XP

Once this skill has been purchased, the character may ignore positioning requirements (such as from behind) when attacking a character performing a Counted Action such as Ripping Free, Rift, or Killing Blow.

Taunt Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 60 Martial XP

This skill allows the character to make a single attack and call "Weapon Strike Taunt".

Thrown Weapon

Weapon

Passive

This skill allows a character to use hand-thrown ranged weapons.

Tinkering*

Stealth

Daily

This skill allows the character to create tinkering globes and traps, as well as identify tinkering globes at a base time of 60 seconds.

The purchase of a single level of Tinkering allows the character to set and disarm traps, as well as pick locks.

Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Tinkering section.

Two-Handed Blunt

Weapon

Passive

This skill allows a character to wield a two-handed blunt weapon.

Two-Handed Master

Weapon

Passive

This skill grants the character the ability to wield all two-handed melee weapons.

When buying this skill, you will be refunded the XP spent on any skills that are included in Two-Handed Master.

Two-Handed Sword

Weapon

Passive

This skill allows a character to wield a two-handed sword.

Two Weapons

Weapon

Passive

Prereq: Florentine

This skill allows the character to hold and wield two weapons, if they have the appropriate Weapon Skill, one in each hand. Neither weapon can be a Great Weapon. Only one weapon may be a Large Weapon. Each weapon must be swung separately.

United Blow

Stealth

Passive

Prereq: Weapon Skill, 75 Scholarly XP and 60 Stealth XP

This skill allows a character to expend a single Signature Spell from memory to gain 10 times the level of the spell in damage and the Body Effect for a single attack from behind. The spell may not be higher than 1st level; this limit increases by 1 level for every 20 Stealth XP the character has spent. This limit is increased by 3 for Necromancy spells, but the attack must use the Chaos effect. If the swing misses, the spell may be meditated back as normal.

Weakness/Shun Strike*

Martial

Daily

Meditatable

Prereq: Weapon Skill, 1 per 30 Martial XP

This skill allows a character to swing once with the call "Weapon Strike Weakness" or "Weapon Strike Shun".

Weapon Master

Weapon

Passive

This skill allows the use of all non-ranged weapons. When buying this skill, the Character will be refunded the XP spent on any skills that are included in Weapon Master.

Weapon Proficiency*

Martial

Passive

Prereq: Weapon Skill, 2 Critical Attacks (+ 1 for each existing Weapon Proficiency)

This skill allows a character to deal an additional point of damage with a weapon attack. If used with a Two-Handed Weapon, this skill also adds an additional point of damage for every two times it is purchased.

Critical Attacks must be traded in to purchase the Weapon Proficiency skill at the rate of two Critical Attacks plus one additional Critical Attack per Weapon Proficiency they have already purchased.

Wear Extra Armor*

Martial

Passive

This skill allows a character to increase their Maximum Base Armor Points beyond their class limitations by one for every time this skill is bought.

MENTAL ABILITIES

Some races and NPCs can perform special mental abilities. These abilities are all completely roleplaying in nature. A creature with these abilities can instill or remove roleplaying insanity or otherwise "cure" mental damage. A player always has the right to refuse to role-play any of these abilities and can at any time decide to "break off" the contact or be cured.

A player who is a recipient of these abilities has the right to see the character card or monster card of the person performing the ability to confirm that indeed they have the skills necessary to perform that skill (a marshal may be called if the player does not wish to show their card to the recipient). The character on whom these abilities are being performed may be completely unconscious at the time of the use of these abilities, and thus be unable to resist. Once more, it is the player who decides whether to accept.

These abilities cannot be used to disrupt or harm someone's character unless all parties agree out-of-game. Even so, the harmed party can choose to change their mind at any time, thus "freeing" themselves from the mind ability. However, the player so deciding cannot suddenly remember who did this to them if the character was previously unaware.

In order to use this role-playing ability, the players must be touching each other and be concentrating completely by either staring in each other's eyes or having their eyes closed. You cannot perform any Game Abilities while roleplaying this. This is performed with out-of-game conversation between the two. The conversation establishes what communication is being transmitted mentally and should be performed very quietly. Players who observe this ability being used must be careful not to listen to the conversation or else they may be accused of metagaming. It is up to the players involved to make sure that any observers know that the conversation is out-of-game.

The bottom line is always: this is a roleplaying ability only and the recipient can decide at any time, and for any reason, that the mind affecting ability does not work or that the effects have worn off. No player can ever be forced against their will to have their character accept one of these role-playing only effects. Further, these abilities can never be used to tell if another character is lying or to have that character remember events forgotten due to an Amnesia elixir or otherwise get around any Alliance rule.

These abilities should all take a minimum of a few minutes, and even longer for the more complicated and roleplaying intensive ones. They are not meant to be quick fixes on the battlefield (to replace a Break Command skill, for instance). Players who have Biata or Stone Elf characters should also keep in mind that for the good of the game as a whole, not every NPC will be susceptible to these abilities and most will resist your attempts. NPCs who have not been given specific information beforehand should always "resist" mental abilities. It should also be emphasized that not every creature has a brain that is developed enough or familiar enough to be entered.

Block/Remove Block and Trap/Remove Trap are the only two Mental Abilities that can be used by Biata and Stone Elves on themselves. All other Mental Abilities can only be performed on others.

All mental powers should be taught in-game whenever possible from someone who already has that ability. The Plot team may restrict use of Mental Abilities if you are not following the rules of the race, or if you refuse to role-play negative results of some of these skills (for instance, deciding that setting off a Trap in someone's mind only makes you uncomfortable for a few seconds). If you want the racial roleplaying advantages, you have to take the disadvantages as well.

Each ability below lists the minimum number of XP that must be spent on Racial Abilities to "unlock" the ability. For instance, in order to have the Mind Reading ability you need to have spent at least 2 XP on Racial Skills (this includes both Resist Command and Break Command).

Racial Skill Level

Some skills make reference to your "Racial Skill level." This is merely the amount of XP you have spent on Racial Skills. For instance, if you have spent 12 XP on Break Commands and Resist Commands, then your Racial Skill Level is 12. The Racial Skill level is important if you are placing mental Blocks or Traps and such in someone's mind. You must tell the recipient your OOG Racial Skill level when doing this. Later, if someone tries to remove or repair what you have done, they will compare their Racial Skill Level with yours. To be successful, the character trying to remove or change the Block or Trap must have more Racial Skills than the person who placed it. The recipient will not know anyone's Racial Skill Levels in-game. This is purely out-of-game information used to determine the success or failure of future actions. The Racial Skill Level that applies is the one at the time of the using of the skill.

Biata mental abilities are related to memories, while Stone Elf abilities are related to emotions. Keep in mind that memories are not always completely true, and that two people can observe the same event and have different memories about that event. These abilities never allow you to find out exactly what happened, but only what the recipient thinks happened.

Calm (Stone Elf)

Racial XP needed: 0

Calm allows a Stone Elf to enter the mind of a willing recipient, remove recent emotional trauma, and calm the person. Calm is a temporary fix and will not permanently remove long term emotional scars.

Mind Reading (Biata, Stone Elf)

Racial XP needed: 2

Mind Reading allows a character to go into the mind of the recipient to observe the recipient's memory of a specific event. This is a one-way exchange of a memory (story) in someone's head. It takes as long to read the memory as it takes to talk it out between the players involved. The recipient cannot lie about what is experienced; however, the recipient may only provide a part of the information, meaning that section of their mind is just too complicated or hard to penetrate. The length and depth of the role-play response is up to the players involved.

When viewing a memory, Biata do not receive the recipient's emotional response but should have an emotional response as if they had experienced it themselves.

Stone Elves experience the emotions of the event, as opposed to memories. The recipient may only provide enough of the facts necessary to convey the emotions felt. When viewing these emotions, the Stone Elf will receive the recipient's emotional response and should have an emotional response as if they had experienced it themselves. Usually, the Stone Elf will be able to resist the emotions but if the emotions are particularly strong, the Stone Elf may react against their will.

Mind Meld (Biata, Stone Elf)

Racial XP needed: 4

A Mind Meld allows two people with this skill to exchange thoughts or conversation without allowing others to know what they are thinking. If only one participant has Mind Meld, communication is only one way, from the character to the recipient.

Remove Emotions / Restore Emotions (Stone Elf)

Racial XP needed: 6

This ability allows the Stone Elf to remove emotional scars from a person. Similar to Calm, Remove Emotions does not remove memory of the event, but instead suppresses the emotional reaction to the event. The length of time it takes to Remove the Emotion is the time it takes both Players to describe and discuss the event. Both the Stone Elf and the recipient will have very bad headaches for the next few minutes after completion. This ability will always leave "visible" scars to anyone with mental abilities who goes into the recipient's mind. This ability can also restore emotions that had previously been removed by this method.

Block (Biata, Stone Elf)

Racial XP needed: 6

Block allows the player to set up a defensive barrier within a mind. Anyone attempting to perform another mental ability (Repair, Wipe, etc.) who cannot get past the Block will be unsuccessful. The Block can also be labeled so that anyone else going into the recipient's mind can see the label. For instance, a character might place a message or a "warning" sign on the barrier, or perhaps a symbol which could mean something to a specific person. A Block is set at the Racial XP level of the character creating the Block. Any character receiving a Block should note the Racial Skill XP of the character performing the Block.

Remove Block (Biata, Stone Elf)

Racial XP needed: 8

This ability can remove a Block placed by another character. Removing a Block will require a higher Racial XP level than the player placing the Block, e.g. a Block created by a character with Racial XP 10 could only be removed by a character with Racial XP 11 or more. Biata can remove Blocks placed by Stone Elves and vice versa.

Detect Trap (Biata, Stone Elf)

Racial XP needed: 10

A character may use this ability to detect a Trap placed in a target's mind. Detect Trap will not reveal the Racial XP Level of the character who placed the Trap. Upon observing the Trap, a character can "back away" and not set it off.

Trap (Biata, Stone Elf)

Racial XP needed: 12

Trap allows the character to set up a defensive/offensive barrier within a mind. It is essentially a Block with protection. If the Trap is triggered, both the mentalist and the target will be weakened, upset, and suffer from terrible headaches that could remain for hours depending on the difference in Racial Skill Levels between the character who placed the Trap and the one who triggered it (per Marshal choice). A very high difference could even cause the mentalist and the recipient to become unconscious for a short period.

Any character receiving a Trap should note the Racial XP of the character performing the Trap.

Remove Trap (Biata, Stone Elf)

Racial XP needed: 12

A character who has detected a Trap can attempt to remove it with this ability. The character attempting to remove the Trap should check their Racial XP against the level of the Trap: if their Racial XP is higher than the level of the Trap, the Trap is disarmed; if their Racial XP matches or is below, the Trap is set off (see the Trap description) and the Trap remains.

Cause Pain (Biata)

Racial XP needed: 12

This ability will cause the recipient to suffer tremendous pain but does not leave any lasting damage. The recipient will writhe around and scream in agony but will not lose any Body Points. All Biata and Stone Elves are immune to this ability.

Plant False Emotions / Repair Emotions (Stone Elf)

Racial XP needed: 12

With this ability, a Stone Elf can plant false emotions in the minds of their recipients. These false emotions can be limited to specific causes; for instance, the stone elf could plant a false fear of snakes in someone's mind.

This is extremely painful to both parties, who will each take half of their current maximum Body Points as damage. The Stone Elf planting the false emotions suffers the effects of a Drain for ten minutes which cannot be cured (and which is not Necromantic in nature).

This skill can also be used to remove these false emotions.

Alteration (Biata)

Racial XP needed: 12

Alteration changes a memory in a small way while not removing the underlying memory (for example, changing the memory as to who did something from one person to another, or changing the meaning of something that was said). Alteration be performed within 24 hours of the event being changed.

Repair (Biata)

Racial XP needed: 14

Repair allows the Biata to fix, revert, or otherwise remove any mental memory Mental Ability change except for Blocks and Traps. Like any repair, the result will not be as strong as the original untouched mind. All repairs are "seen and felt" (by those with Mental Abilities) as a flesh being sewn together and will leave a "mental scar". Both the Biata and the recipient will have very bad headaches for the next few minutes after completion. To Repair effects like Alteration and Twist, the Biata must be of a higher Racial XP level than the one who performed the ability.

Suppress Emotions / Return Emotions (Stone Elf)

Racial XP needed: 16

This ability allows the Stone Elf to fully suppress emotional responses within a target. Just as with Stone Elves, the target will be aware of their emotional responses, but will not have the compulsion to act on the impulse. This ability can also be used to remove an act of Emotional Suppression.

Suppressing or Returning Emotions takes at least a half an hour to role-play and is physically and mentally draining for both Stone Elf and target. Use of this ability gives both parties a terrible migraine for at least an hour afterward.

This ability is always resisted as even a consciously willing target will subconsciously resist this change, one way or the other, to their mental architecture.

The Racial XP Level of the Stone Elves involved is irrelevant to this skill, so long as it is above the minimum.

Restore (Biata)

Racial XP needed: 16

Restore removes any memory-based Mental Ability change within the recipient's mind. This ability will not leave any "mental scars." Both parties will be afflicted by a terrible migraine and the Weakness Effect (unremovable by any means) for at least an hour. Restore requires at least five minutes to role-play and is very emotionally draining.

To Restore effects like Alterations and Twists, the Biata must be of a higher Racial XP Level than the one who performed the ability.

Repair Blast (Biata)

Racial XP needed: 18

This ability will repair the target's mind against their will ("their will" being the character's will, not the player's will). This process is extremely painful to both parties, who will each take half of their current maximum Body Points as damage. The Biata completing the Repair Blast receives an unremovable Drain effect for ten minutes (and which is not necromantic in nature).

To repair effects like Alterations and Twists, the Biata must be of a higher Racial XP level than the one who performed the ability.

Twist (Biata)

Racial XP needed: 20

Twist is an advanced form of Alteration. A Twist can change up to 30 minutes' worth of a memory into something completely different. Twist be performed within 24 hours of the event being changed.

Destroy Moral Code / Return Moral Code (Stone Elf)

Racial XP needed: 22

This ability totally removes all sense of morality in the recipient's mind, but otherwise leaves the recipient's personality intact. This character will act only to fill their own wants and needs, with no thought of others. The target will be incapable of being taught or adopting any new sense of morality while this is in effect. Use of this ability gives both parties a terrible migraine headache for at least an hour. It takes at least a half an hour to role-play and is very emotionally draining. Almost no recipient of this ability will allow their moral code to be destroyed willingly.

This ability can also be used to return the target to normal. However, ironically, almost no recipient of this ability will allow their mind to be returned willingly, because they would think they were better off without these pesky moral codes.

The Racial XP Level of the Stone Elf involved is irrelevant to this skill, so long as it is above the minimum.

Advanced Alteration (Biata)

Racial XP needed: 22

This is the same as Alteration but can be done at any time after the incident.

Advanced Twist (Biata)

Racial XP needed: 24

This is the same as Twist but can be done at any time after the incident.

Freeze (Biata)

Racial XP needed: 26

Freeze allows the Biata to alter up to one year of the target's memory placing even Alterations and Twists. The Biata must have a Biata Lodestone on hand to use this ability. The Local Plot Committee must receive a description of the change in writing within 30 days or it will reverse itself.

Freeze gives both parties a terrible migraine for at least an hour, and will leave both under a unremovable Drain effect for ten minutes (and which is not necromantic in nature). Freeze requires at least a half an hour to role-play and is very emotionally draining.

Wipe (Biata)

Racial XP needed: 30

Wipe removes the target's memory, leaving nothing in its place but just a blank empty void. The amount of time Wiped from the character's memory is equal to the time spent performing the Wipe. This skill can never be used to take away a recipient's Game Abilities or learned Skills, and both parties will have severe headaches for the same amount of time as the wipe.

Cure Insanity (Stone Elf)

Racial XP needed: 30

This is the most difficult of the Stone Elf abilities, because the mind is such a complicated thing that insanity is often more of a physical ailment than a mental one. As such, use of this ability is often unsuccessful, and even if the insanity is seemingly cured, it may reappear at any time. Since there are so many types and degrees of insanity which could be affecting a character, it is up to the Stone Elf and the recipient to role-play it accordingly based on the type and degree of insanity involved.

MAGIC

Level	Celestial	Earth
1	Disarm	Cure Wounds/Cause Wounds 5
	Evocation Bolt 5	Disarm
	Fortress	Endow
	Lesser Investment	Slow
	Light	Turn Undead/Control Undead
2	Evocation Bolt 10	Cure Wounds/Cause Wounds 10
	Mend	Pin
	Pin	Repel
	Repel	Weapon Shield
	Weapon Shield	
3	Break	Break
	Evocation Bolt 15	Cure Wounds/Cause Wounds 15
	Shackle	Sanctuary/Desecrate
	Solidify	Shackle
	Wall of Force	Weakness
4	Awaken	Awaken
	Banish	Cleanse
	Enhanced Blade	Cure Wounds/Cause Wounds 20
	Evocation Bolt 20	Poison Shield
	Shun	Restore/Wither
	Stun Limb	Shun
5	Evocation Bolt 25	Cure Wounds/Cause Wounds 25
	Lesser Magic Storm	Lesser Earth Storm/Lesser Chaos Storm
	Release	Release
	Spell Shield	Silence
	Subjugate	Spell Shield
6	Evocation Bolt 30	Cure Disease/Disease
	Elemental Shield	Cure Wounds/Cause Wounds 30
	Mend Armor Storm	Earth Blade/Chaos Blade
	Sleep	Elemental Shield
	Wizard Lock	Sleep
7	Charm	Charm
	Evocation Bolt 35	Cure Wounds/Cause Wounds 35
	Shatter	Destroy Undead/Create Undead
	Web	Destruction
8		Web
	Dispel	Cure Wounds/Cause Wounds 40
	Evocation Bolt 40	Paralysis
	Reflect Spell	Purify/Drain
9		Reflect Spell
	Circle of Power	Circle of Power
	Evocation Bolt 45	Cure Wounds/Cause Wounds 45
	Magic Storm	Doom
	Prison	Earth Storm/Chaos Storm
	Ward	Life/Corrupt

Casting Spells

To cast a spell, the caster must have a packet in hand. The hand and arm with the packet in it must be "free." Hands that are holding something else, are stunned, are tied or bound either physically or with a binding effect are not "free."



The caster must then correctly recite the spell incant. Each spell's incant includes the appropriate damage amount (if applicable), the effect group, and the effect name. This must be spoken loud enough to be heard by the intended target. The caster must completely finish the incant, and then throw the packet within two seconds or the spell fails, but can be meditated back.

Spell incants are spoken in plain English. In-game, these words are understood by anyone, but have a magical effect associated with them that makes them different from normal speech. Even though you can speak the language, you cannot fake a spell incant or otherwise bluff the casting of a spell. You also cannot start the incant to a spell you do not have memorized.

The spell is expended as soon as the incant has begun. You cannot start the incant for a spell, change your mind, and then still have that spell. Any time you start an incant and do not finish it, or make a mistake when speaking the incant, the spell fails. Failed spells can be Meditated back. Similarly, if a packet is thrown at a target and misses, the caster may Meditate the spell back.

Protectives

There are a few spells and effects that will protect the target from incoming spells or attacks. They are cast upon the target in advance and stay with the target until triggered by the effect they are meant to prevent.

The protectives are Elemental Shield, Weapon Shield, Poison Shield, Reflect Spell, and Spell Shield. In-game, you are always aware of what Defenses are active on you.

Once a protective is active, then it will block the next applicable incoming effect, regardless of whether or not you would have been affected by it. It will then be expended.

If a protective activates while the target is sleeping normally (not from a Sleep effect), the target will immediately wake and be aware that the protective is gone. Protectives will still trigger while a character is unconscious or bleeding out.

All protectives must be called correctly to be effective; these defenses must be called within two seconds of triggering or they will be lost with no effect.

If you forget you have a valid protective and then later realize that you did, it is still used up without benefit.

Touch Casting

To touch cast, hold at least one packet in your hand and place it against the target you wish to affect. Touch casting avoids the chance of missing your target.

The target of a touch cast effect may choose to accept or refuse the effect. The target must be conscious to accept an effect. An unconscious person's protectives will always go off. The decision to accept an effect through touch casting is made immediately after the effect is cast. This is to prevent a caster from tricking an unsuspecting target.

By accepting the effect it will pass the targets protectives such as Spell Shield or Reflect Spell. Thrown effects cannot be accepted in this way.

If the target chooses to refuse the effect, they must say "refused." This will expend the effect, but have no affect whatsoever on the target. Refused spells can be meditated back.

You may not touch cast if both of your arms are bound in any way. This includes touch casting on yourself.

Touch casting can only be used for effects delivered with the Spell, Elemental or Arcane qualifiers, regardless of its origin.

Spell Rules

Casters are not immune to their own effects and cannot deactivate them, unless noted in the effect's description.

If you're making a call that uses a damage number, you can always voluntarily lower that number by "holding back" part of your strength or magical power.

Paralysis, Prison, Shackle, and Web are visible to those who take the time to observe them by asking out-of-game "Are you ____?"

Shackle and Web do not affect the head, so the affected person can yell out things in-game like "Help! I am webbed!" Paralysis and Prison prevent you from speaking in-game and you cannot "volunteer" to people nearby that you may be under the effects of a Paralysis or a Prison. They must notice you standing still and then ask you out-of-game. A Hold or Time Out may not be called to make this determination.

The effects Wall of Force, Wizard Lock, Ward, and Circle of Power are visible, provided that the physical representation can be seen and the viewer takes the time to observe them.

Protectives can be seen in-game as a visible and audible effect when they are used. In-game, it is obvious to anyone looking at you that you were protected from an attacking spell. You must state what the defense is at the time by saying "Reflect Spell" or "Spell Shield," for example, thus informing all observers that the spell was unsuccessful.

Spell Books

Alliance spells are recorded in spell books, tomes of magic that enable a caster to memorize their spells. When preparing your spell slots at the start of a Logistics Period, you must bring a spell book to demonstrate that your character has access to the spells they are trying to memorize. Any number of people can memorize from the same book at Logistics.

Out-of-game, a spell book consists of a tag from Logistics that lists every spell of a specific aspect. Any spells not inscribed into that spell book will be crossed off from the tag. This card must be kept with your spell book physrep.

Spell books must be bound; Multiple tags can be included in the same spell book physrep (such as both an Earth and a Celestial spell book, or an Alchemy recipe book as well). Spells may be copied from one book to another (and added to the new book's tag). Writing spells requires use of the Inscription or Brewing skills. The cost is one Crafting Material per 10 levels of spells of the appropriate school (Inscription for Celestial, Brewing for Earth). You must have the original from which you are going to copy as well as the book into which you want the spell copied.



Schools of Magic and Signature Spells

Whenever your character begins learning magic, either Celestial or Earth, you must select which of the two is your primary school of magic. The other will be your secondary school, costing more to learn. There is nothing preventing you from learning both Earth and Celestial magic but a separate spell pyramid must be built for each school.

Each school of magic has a Signature Spell—one core piece of magic which is available at every level. For Earth, this is the Cure / Cause Wounds spell; for Celestial, this is Evocation Bolt. These spells can be memorized in any Spell Slots of the appropriate school that a caster cares to devote to them. These choices are made at the time of casting.

When these spells are cast, their power depends on the level of Spell Slot they were memorized in. Each Signature Spell will have a value of 5 per level of Spell Slot it is cast from. For example, a Celestial caster who memorizes one Evocation Bolt at 3rd level will cast it by calling "I Evoke a 15 Flame Bolt!" (or whatever element they chose). If they had one memorized at 5th level as well, they could later cast that one with the call "I Evoke a 25 Ice Bolt!" (or another element). Similarly, an Earth caster could cast a 4th level Cure / Cause Wounds spell as either "I call upon Earth to grant 20 Healing!" or "With Necromancy I create 20 Chaos!"

When these spells are put into battle magic scrolls or potions, they must have the appropriate value for the Crafting Materials written on the tag. For example, a Cure Wounds potion created with 1 Crafting Material (as per a 1st level spell) would be printed as a Healing potion, with the value of 5 written on the tag. Without a value the tag is not valid.

Reversible Spells

Certain Earth spells allow the caster to select between either Healing or Necromancy at the moment of casting. These spells cannot be learned or memorized separately, as they are two sides of the same spell. If you know the spell Cure Wounds, you automatically also know Cause Wounds. You cannot forget how to cast necromantic spells or claim to only know one side of a reversible spell.

The reverse of healing spells are necromantic, identifiable by the word "Necromancy" in their incant. Be aware that in-game laws exist against necromancy; if you are discovered casting necromantic spells you had better be ready to face the serious in-game consequences if caught.

This works a little differently for Magic Items and Potions. If a reversible spell is put into a Ritual, it may only be brought back out in the same way it was put in. Similarly, once created, a Potion only holds one "side" of a reversible spell.

Channeling

Some mages learn to focus and direct raw Elemental energies. This form of magic, called Channeling, works differently from the more elegant spells that most people associate with casters. Instead, channelers use objects of power called Sources to focus and amplify the streams of energy inherent in the natural world around them.

Sources can come in a variety of shapes and sizes. Every Source must fit within at least one of the following formats:

- At least 1 inch in each dimension
- 9 to 16 inches long and at least 1/4" inch thick
- Thinner items must be at least 6 square inches in area

In all cases, the physrep must be ruled safe to carry in combat by a Marshal.

Sources can be enchanted, but can never be tagged as a different item.

When created, a *Source* is tied to a single type of energy: Flame, Ice, Lightning, Stone, Healing, or Chaos. Without Ritual magic, a single Source may only ever channel a single type of energy. Many casters carry multiple Sources to switch between as the need arises. A Celestially-aligned Source (evoking Flame, Ice, Lightning, or Stone) is referred to as a *Wand*, while an Earth-aligned Source (channeling Healing or Chaos) is referred to as a *Relic*.

A character with Channeling gains 25 points in their Channeling Pool for each rank of Channeling they have, and 75 points for every rank of Improved Channeling. Each Aspect of Channeling goes into its own pool, which can not be combined. The standard verbal for Channeling is "Elemental Strike <effect>." The effect is the amount of channeling expended followed by type of energy provided by the source. A channeler can normally expend up to 10 points per attack, in 5 point increments, and this can be increased by purchasing the Improved Channeling skill. A player may choose to make a Channeling attack without the Strike keyword if they wish, but this attack would then be blockable.

To use one's Channeling Pool, a character must hold their Source in one hand, say the appropriate verbal, touch a packet to the Source, and then throw or touch cast the packet. Holding a Source prevents you from holding any other in-game item at the same time. Sources can never be used for blocking or swinging as a weapon unless otherwise specified.

Magic Items

Using Ritual Magic, characters can create magic items. You might also find these as treasure. Some magic items may have a specific spell or spells active within them which you can activate as if you had cast the spell yourself, even if you cannot cast spells normally.

Each Magic Item is made up of one or more Ritual Batches. Each Batch has a set duration and combination of Rituals. Individual Rituals fall into three types: Permanent, meaning that they are always in effect; Times Ever, meaning that they can only be used a certain number of times before their magic permanently burn out; or Logistics Periods, meaning that their magic will slowly fade

over a certain amount of time. For items with a duration of a certain number of Logistics Periods, at the start of each event the item is brought to, one Logistics Period will be marked off for each Logistics Period of the event.

Items with Ritual effects are immune to the Break effect, but will become Broken when affected by a Shatter or Explosive effect. A Broken item may not be used to perform any game functions until it has been Mended.

In addition, any item with active Ritual effects may only be further modified through additional Ritual effects. These items may not be silvered or strengthened, used in the creation of a Superior Equipment, or in the case of spell or recipe books, having new spells or recipes added to it, unless otherwise stated by an active Ritual effect.

The verbal for activating a magic item with the Enchant ritual or activating an effect previously stored in a Spell Store, if the character can cast the spell normally, is "Activate Spell Strike <Effect>." In this instance a character may choose to activate a magic item without the Strike keyword, but this attack would then be blockable. If you are unable to cast the spell the verbal would be "Activate <spell incant>."

Magic items in your possession can be used when bound or otherwise incapacitated so long as you are able to speak.

Vessels of Transference

In addition to Magic Items, you can also find Vessels of Transference. These are items that act as receptacles for Ritual Magic. The Rituals stored in these items cannot be used while contained within the Vessel, but the capabilities of the Vessel allow the stored Rituals to be moved to a target appropriate to the Rituals it contains and then used as normal.

Transferring the Rituals contained in a Vessel of Transference requires a character to Focus for one minute with the Vessel and the new target while within a Circle of Power. The Circle of Power must be within the Chapter that issued the Vessel of Transference. Once the Rituals have been transferred the Vessel must be returned to a member of chapter staff who will then provide a Magic Item Tag for the new item.

Attempting to transfer Rituals onto an item which is not a valid target will cause the process to fail, though the Vessel of Transference will not be consumed.

HIGH MAGIC

High Magic points are used for many purposes, ranging from crafting arcane items of power through Ritual Magic to blocking some of the most powerful attacks via Cloaks. These characters can use High Magic to Augment many Battle Magic spells in various ways, as well as toughening their own body and armor.

High Magic points can be spent on a variety of High Magic abilities at any point. To spend High Magic, a character may allocate points at Logistics however they choose. Alternatively, a character may spend points later in the day by successfully Meditating, after which they may purchase a single High Magic ability as many times as they like providing they have sufficient unspent High Magic points to do so. If they are choosing the Spellcraft High Magic, they must then have the Spellcrafting tag signed off by a Crafting Marshal, and must deposit any expended resources (such as Reagents) at a Crafting Station. Unless otherwise specified in the High Magic description, any other High Magic can be filled out by the player themselves at the end of their Meditation session.

Some High Magic abilities may have additional criteria that a character must meet to be able to purchase them, and chapters may have additional "local chapter only" (LCO) High Magic that is not available anywhere else. High Magic purchases always have a specific Aspect: Earth or Celestial, based on the Aspect of the High Magic used to purchase them. High Magic points may not be combined across Aspects. Once a High Magic ability has been purchased, it counts as the Aspect from which the High Magic points were allocated.

Unless the description of a specific High Magic ability indicates otherwise, High Magic may never be Meditated back, and will always be lost if the character resurrects.

High Magic listed as Times Ever grants a number of uses per Logistics Period equal to the number of purchases the character makes. These uses will expire at the end of the Logistics Period. High Magic listed as Passive grants an unlimited number of uses per Logistics Period.



HIGH MAGIC	EFFECT	POINTS	PREREQUISITES
Arcane Smith	Allows worn Arcane Armor to be refit in 60 seconds	1	
Bane <Effect Group>	Voluntary Return vs selected Effect Group	3	
Channeling Execution	Allow Killing Blows using Channeling Pool	1	At least one purchase of Channeling
Channeling Shield	Use Channeling Pool to stop damaging Spell and Elemental attacks	3	At least one purchase of Channeling
Cloak <Effect Group>	Voluntary Guard vs selected Effect Group	2	
Enhance Signature Spell	Double value of one Signature Spell from memory	1	
Exchange Spell	Swap a Spell in memory for another of equal or lower level	1	
Higher Manifestation	Caster may use a hand as a Source	4	At least one purchase of Channeling
Magical Conduit	Fill up to 9 levels in a Spell Store Ritual of the appropriate aspect	3	
Oak of the Archmage	Use a Staff as a Source and evoke channeling pool and Signature Spells through attacks	5	Staff Skill
Powerful Meditation	Meditate back a spell or skill that hit a defense	1	
Ritual Manipulation	Manipulate a Ritual in a variety of ways	1	At least one 9th level spell of the appropriate Aspect
Ritual Reinforcement	Increases a character's Ritual Strength	1	At least one 9th level spell of the appropriate Aspect
Ritual Unification	Aid in another's Ritual casting	2	At least one 9th level spell of the appropriate Aspect
Spell Augmentation	Selected spell may use "Spell" qualifier and Strike	2	
Spellcraft	Create a temporary Ritual Effect	1	
Storm Augmentation	Allows walking and adds 5 packets to a Storm Spell	2	At least one 5th level spell of the appropriate school
CELESTIAL HIGH MAGIC			
Celestial Armor	Add +2 Base Armor Points	1	Maximum of 5 purchases
Channel Foundation Element	May attack with the selected Element at will (Flame, Stone, Ice, Lightning)	5	Claws or Weapon Skill
Elemental Augmentation	Selected Evocation spell may use the "Elemental" qualifier and Strike	2	
Elemental Sparks	Add the Elemental qualifier to Spark attacks	3	Spark, At least one 5th level Celestial spell slot
Magical Channeling	May Channel using the "Magic" Effect	2	At least one purchase of Celestial Channeling
Protective Reflex	Produce a retroactive Prison to protect the caster	8	
Scroll Mastery	Use a Scroll to produce a lower-level Scrollable Effect	3	At least one purchase of Inscription
EARTH HIGH MAGIC			
Channel Healing/Chaos	May swing with the selected Element at will (Healing, Chaos)	5	Claws or a weapon skill
Earth's Bounty	Adds +2 maximum Body Points	1	Maximum of 5 purchases
Potion Mastery	Allows Potions to fill a Spell Store or Memory Strike Ritual	3	At least one purchase of Brewing
Rebirth	Produce a Life for the caster before their Death Count ends	8	

Arcane Smith

Passive.

Allows a character to refit their own Arcane Armor in 60 seconds.

Bane

Times Ever.

Each time this Voluntary Defense is selected, it provides a Return protection against a single attack from a specific Effect Group chosen by the caster. Any Effect Group other than "Coating" or "Other" may be chosen. The correct verbal is, "Bane". Bane does not alter the delivery type of the Effect. Bane will act as a Cloak when used against Ingested delivery, a trap, or a Killing Blow.

Celestial Armor

Passive.

This ability increases the Armor Points of any Base Armor worn by two Armor Points per purchase for one Logistics Period. This ability may be purchased a maximum of five times, whether it is from this ability or the Inscription Crafting Ability of the same name. This additional Base Armor does not count against the character's class limitation for armor points.

Channel Healing/Chaos

Passive.

This ability may only be purchased once per Logistics Period and the user must choose either Healing or Chaos when the ability is purchased. It allows the character to use the chosen effect with any weapons they have the skill to use for the duration of the Logistics Period. Similar to the Healing/Chaos Blade effect, the user may choose whether to use this effect with each attack.

Channel Foundation Element

Passive.

This ability may only be purchased once per Logistics Period and the user must choose either Stone, Lightning, Ice, or Flame when the ability is purchased. It allows the character to use the chosen effect with any weapons they have the skill to use for the duration of the Logistics Period. Similar to the Enhanced Blade effect, the user may choose whether to use this effect with each attack.

Channeling Execution

Passive.

This ability allows the user to spend five Channeling points and administer a Killing Blow using any one valid Channeling effect they have available. This Killing Blow may be performed with either hands or a weapon.

Channeling Shield

Passive.

This ability allows a character to Guard against incoming Spell and Elemental qualifier attacks. This defense may be used no matter what effect is called with the attack, but it must be a damaging attack with a number attached.

To use this ability, the character must expend points from their Channeling pool equal to the damage amount of the attack; if they have insufficient Channeling points available they may not use this ability. The correct verbal is, "Cloak". This ability may be used any number of times once purchased so long as the character has sufficient Channeling Pool available.

Cloak

Times Ever.

Each time this Voluntary Defense is purchased, it provides a Guard against a single attack from the chosen Effect Group. Any Effect Group other than "Coating" or "Other" may be chosen.

Earth's Bounty

Passive.

This ability grants an increase of two maximum Body Points and can be purchased a maximum of five times, regardless of whether it is from this ability or the Brewing Crafting Ability of the same name.

Elemental Augmentation

Times Ever.

This ability allows the user to change the verbal of a single Evocation spell cast from memory to "Elemental Strike <Effect>". If a Magic Storm, or Lesser Magic Storm, is chosen, the packets granted by the spell will be delivered as "Elemental Strike". Spells delivered using Elemental Augmentation may be cast while under the Silence Effect.

Elemental Sparks

Passive.

Allows a character wielding a Wand or item acting as one to add the Elemental qualifier to their Spark attacks. This may not be used with either the Healing or Chaos effects. The resulting verbal will be "Elemental 5 <element>".

Enhance Signature Spell

Times Ever.

This ability allows the user to double the numeric amount of one Signature Spell cast from memory (not using the Flexible Casting skill).

Exchange Spell

Times Ever.

This ability allows the user to expend a memorized spell in order to gain a spell of an equal or lower level. The character must Focus for at least 60 seconds while in possession of a spell book containing both spells, and then recite the incant for the spell to be expended. They must mark the spell off their Battle Board and write in the new one with an "S."

If this ability is expended along with a charge from the Spell Swap Ritual, the Focus time is reduced to 3 seconds. The character must still record the Spell Swap on their Battle Board.

Higher Manifestation

Passive.

This ability allows the user to Channel a specific Element, appropriate to their Channeling Pool, without using a Source. Only elements appropriate to the High Magic Aspect may be chosen. The character may now Channel while holding an object in their off hand.

The hand selected to use Higher Manifestation must be marked with a symbol at least 1" x 1" on the back of the hand or a glove worn on that hand. This ability may be purchased multiple times to allow for multiple elements.

Higher Manifestation may not be used to evoke Channeling pool in conjunction with a Source; if a Source is used, only elements appropriate to that Source may be manifested.

Magical Channeling

Passive.

This ability grants a character the option to use the Magic Effect when using Celestial Channeling in addition to what their Source would normally provide.

Magical Conduit

Times Ever.

This ability allows the user to fill up to nine levels in a single Spell Store Ritual with spells appropriate to their Aspect. This requires the character to Focus for 60 seconds with a spell book containing the spell(s) in hand to fill the Spell Store. The character need not have Spell Slots to cast these spells normally.

The Spell Store Ritual must stay in the character's possession for the duration of the Focus cycle.

Oak of the Archmage

Passive.

Oak of the Archmage allows a caster to use a Staff as a Source for the purposes of Channeling, as well as deliver their Channeling and Spark attacks, and Signature Spells via weapon attacks. The caster must have the Staff Skill to use this ability. Having a staff shattered, lost, or stolen does not end the Oak of the Archmage Effect.

When Oak of the Archmage is chosen, the character must select a single element appropriate to their Channeling pool(s). The character can now use any staff in their possession as a Source of that element when Channeling. This ability may be purchased multiple times to allow for multiple elements.

When attacking with a staff, the character may now expend Channeling Pool points, up to their normal maximum, with the verbal "Elemental Strike <Effect>". The maximum limit may be raised through the Greater Source Ritual.

The character may expend a charge from Spark to attack with their staff with the verbal "5 <Effect>", using the Effect appropriate to the purchased Oak of the Archmage ability. If the character has the Elemental Sparks High Magic ability, they may instead use the verbal "Elemental 5 <Effect>".

Finally, the character may expend a Signature Spell from memory to attack with their staff with the call "Spell Strike <Effect>", using the Effect of the expended Signature Spell.

Potion Mastery

Passive.

This ability allows a character to expend a potion in their hand to touch cast its Effect as "Spell <Effect>" into a Spell Store or Memory Strike Ritual as though using a spell to fulfill those Rituals' requirements.

Powerful Meditation

Times Ever.

This High Magic may be expended to Meditate back a Martial skill, a Stealth skill, or single spell (of any Aspect) which was negated by a defense. The character must complete a normal Meditation cycle. The character may only use this High Magic on an ability they expended while they had this ability prepared.

Protective Reflex

Times Ever.

This provides a personal Prison effect for the caster. The Protective Reflex ability allows the caster to activate this ability in response to any attack that strikes them; the Prison effect then acts as if it was cast before the attack struck. When triggered, the character must state "Protective Reflex. No Effect: Visible Prison" as a response to the attack.

Rebirth

Times Ever.

This provides a personal Life effect for the caster. The Rebirth will automatically activate as if touchcast and accepted one second before the end of their Death Count. The proper verbal is, "Rebirth". The player always has the option to forgo using this ability and Resurrect as normal. Unlike most High Magic, this ability will persist through Resurrection if unused. If a Rebirth is used while Engulfed, the Death Count will be reset.

Ritual Manipulation

Times Ever.

This ability allows a caster to manipulate a Ritual they plan to cast later in the same Logistics Period. In order to use this ability, you must have a copy of the Ritual Scroll you wish to manipulate, all reagents required to cast it, the catalyst (if required), and have a combined (from all casters, if more than one) Ritual Strength that exceeds the Ritual Difficulty prerequisite.

Each time this ability is taken, the caster may choose one Ritual Manipulation they wish to apply when they perform a full casting of the chosen Ritual. Ritual Manipulation is linked to a specific Ritual but not the specific Ritual Scroll brought to Logistics. High Magic points can also be expended on Ritual Manipulations immediately upon starting a Ritual Casting.

Each Ritual Manipulation purchased costs one point of High Magic (see list at the end of section).

Ritual Reinforcement

Passive.

This ability increases the caster's Ritual Strength of the appropriate Aspect by one for each purchase.

Ritual Unification

Passive.

This ability allows a character to participate in Ritual Casting as a Secondary Caster, adds their applicable Ritual Strength to that of the Primary Caster, and allows them to expend High Magic points to purchase Ritual Manipulations.

Scroll Mastery

Passive.

Until the next Logistics Period, this character may expend a Battle Magic scroll (that they could normally use) to choose and cast a lower-level spell per the normal requirements of Scroll casting. The chosen spell must be in a Spell Book on the character's person and found on the standard list of Inscription Adventuring Equipment.

Spell Augmentation

Times Ever.

Each time this ability is chosen, the caster may deliver one of their memorized spells as using the verbal "Spell Strike <Effect>" instead of the normal incant. This may be used to deliver an effect while under a Silence effect. This may be used on spells changed via Flexible Casting.

Spellcraft

Times Ever.

The Spellcrafting ability allows a caster to create a Spellcrafting tag using a Ritual Scroll which can later be used to Spellcraft that Effect. The caster must spend High Magic equal to the Spellcrafting Difficulty and expend a number of Reagents equal to the Spellcrafting Cost. The Ritual Scroll must be studied when preparing this High Magic. Ritual Scrolls are not expended after studying for Spellcrafting (with a few exceptions that are noted in the ritual text).

At Logistics or a Crafting Station, the caster presents a valid Ritual Scroll and hands in the required Spellcrafting cost in reagents as specified on the Ritual Scroll. The player will then be given a Spellcrafting tag. This tag states the Ritual studied, the caster's name, and the current Logistics Period. The caster has until the end of the Logistics Period written on the tag to use the tag. If the player does not use their Spellcraft tag before it expires, the ability is lost until it can be studied again; all reagents used for the Spellcrafting are lost. Once cast, the tag for a Spellcrafted ritual must stay with the target character, or on the target item, throughout the duration of the ritual.

When casting, the Ritual Scroll must be in the hands of the caster and a packet must be touched to the Ritual Scroll. All spellcrafted Rituals must be touch cast onto a valid target. If that target has a spirit, the individual must "accept" per the touch casting rules; refused Spellcrafting will be expended without any effect on the target. Spellcrafted Rituals are treated as spells in all other ways. Any special rules for casting specified in the description of the Effect must be followed for the Spellcrafting to be successful. The verbal for casting a Spellcrafted Ritual is: "I call upon the power of <Aspect> magic to craft <Ritual Name and Choices>".

The Ritual ends if the duration expires naturally, the target receives a subsequent spellcrafted Ritual, or the Spellcrafting tag is lost. If the Target of the Ritual is Body, the ritual will end if the character resurrects. If the Target of the Ritual is an item, the Ritual will end if the item is completely destroyed. If a Ritual casting is placed on a target that has already received a spellcrafted Ritual, the earliest spellcrafted Ritual immediately expires. Spellcrafted Rituals generally expire after five days. Spellcrafted Rituals cannot be extended in any way.

If a person is Spellcrafting a Ritual that stores a spell or ability, then a person with that spell or ability must, immediately after the Spellcrafting, touch the target and declare the name of the spell or ability to be stored, and note the spell or ability as expended on their Battle Board. The target is not affected by the spell or ability being stored. The spell or ability used should be noted on the Spellcrafting tag when it is handed to the target.

Any Spellcrafting that summons, creates, or animates creatures requires Plot approval before it can be spellcrafted, and the spellcrafting will consume the Ritual Scroll. If the casting is successful, it can take up to one hour for a summoned or created creature to appear. The spellcrafted Ritual does not start its duration until the creature comes in-game. When spellcrafting any Summoning type Rituals, the Ritual Scroll is expended and should be immediately given to the Crafting Marshal. The Plot Committee may decide that a spellcrafted Ritual automatically fails if NPCs and/or monster cards are not available at the time of casting. Under that circumstance, the Ritual Scroll should not be expended and the Plot Committee and the caster should work out a more convenient time for the invocation of the Ritual. Players who are assigned or volunteer to role-play the summoned, animated or created creatures need to see a member of the Plot Committee prior to entering the game to establish the creature's personality and reactions.

When creating undead, a Plot-approved graveyard is the only proper target of the Ritual. Undead creation may also involve the consumption of some coins. Any such requirements are listed on the Ritual Scroll.

Storm Augmentation

Times Ever.

This ability allows the caster to move their feet during a single Storm cast from memory. In addition, they will gain five additional packets to throw during the Storm. This ability may only be used once per storm spell. Other High Magic abilities may still be used to affect the same spell.

Ritual Manipulations

Ritual Manipulations are arranged by how much the Ritual Strength must exceed the Ritual Difficulty.

Ritual Strength must be at least equal to the Difficulty of the Ritual being cast.

Foresight: If a Backlash occurs, the caster may roll twice (rerolling a duplicate result) on the Backlash list and choose which of the two rolled Backlashes applies. No further rerolls—such as from additional purchases of Foresight—are allowed.

Ritual Strength must exceed Ritual Difficulty by at least 5.

Alternate Reagent: This allows the caster to swap out a single required reagent for another single required reagent listed on the Ritual Scroll.

Caster's Mark: This allows the caster to add a symbol, up to 3" square, to the targeted Item. This symbol cannot be removed while any Rituals of this batch remain. This ability may only be taken once per batch of Rituals cast. Plot must approve the design before the Ritual is cast.

Improved Chance: This ability adds 1% to the chance for Ritual success. This ability can only be used up to five times per Ritual but the success rate can never exceed 95%. This is accomplished by rolling either two ten-sided die (with one representing the “ten” column and one representing the “ones” column) or rolling one die twice—first for the tens digit then again for the ones digit.

Lore Answer: This ability allows the caster to add a single note to the magic item tag that will be revealed by the Lore Ritual. It is up to Plot how much, if anything, the caster of the Lore Ritual will receive beyond this note. Plot must approve the note before the Ritual is cast.

Ritual Strength must exceed Ritual Difficulty by at least 10.

Conservative Casting: This ability reduces the reagent cost of the Ritual by one. This ability cannot be combined with any other ability that allows a reduction in reagent cost and may only be purchased once per Ritual. All reagents specified on the Ritual Scroll must be present at the time of casting. After the Ritual is successful, the caster may choose and retain the reagent which was not expended due to this Ritual Manipulation.

Disguised Casting: This ability removes the need for the Ritual marshal to say “There is magic all around you” when the Ritual is beginning. In addition, anyone observing the Ritual is unable to determine the Aspect of the Ritual.

Quicken Casting: This ability will reduce casting time by 20% per purchase. The maximum reduction allowed is 80%. The target of this Ritual may refuse to allow Quicken Casting. Quicken Casting will not work with any Ritual listed as “unavoidable” (e.g. Obliterate, Divestiture, Banish to Other Plane, etc.).

Ritual Strength must exceed Ritual Difficulty by at least 15.

Choose Flaw: The caster may add a flaw to a Ritual targeting an Item from the following list:

- Limit the item’s use to a specific race; or prohibit a specific race from using this item
- Require a specific Skill to use this item; or require the user not have a specific Skill
- Require a certain action, phrase, or gesture be completed before, during, or after activating
- Require the item be worn, held, or manipulated in a certain way.
- The item will only function under specific conditions (such as time of day or in specific weather)

If contradictory flaws exist, the item is rendered unusable. Flaws are applied to an item, not to specific Rituals. So long as the item retains Rituals (i.e. a Magic Item tag), all flaws on that item remain.

Flaws do not apply if a player does not know about them. However, any communication about the item (through Identification or handing an item off from one person to another) must include the Flaw information. Explaining Flaws is an Out of Game action and should always be included.

Obvious Power: This ability allows the caster to make the Aspect of a Ritual on an item obvious to anyone without the need for a Greater Celestial Circle of Power or a Lore Ritual. If an Obfuscate Ritual exists on an item, or is added to the item at any later time while this Ritual is active, Obvious Power is removed.

Ritual Strength must exceed Ritual Difficulty by at least 20.

Terminate Ritual: This ability allows the caster to voluntarily end the Ritual casting. At any time during the Ritual, before any dice have been rolled, the caster may end the casting and retain possession of all the Ritual components and Ritual Scrolls as if the Ritual had not been started. The Ritual may be restarted within 10 minutes. Terminate Ritual will not extend the duration that a Ritual batch remains open. A Terminated Ritual Scroll, and all included components, will be destroyed if the Ritual is not restarted within the 10 minute period.

Ritual Strength must exceed Ritual Difficulty by at least 25.

True Conservation: This ability reduces the reagent cost of the Ritual by two. This ability cannot be combined with any other ability that allows a reduction in reagent cost and may only be purchased once per Ritual. All reagents specified on the Ritual Scroll must be present at the time of casting. After the Ritual is successful, the caster may choose and retain the reagents which were not expended due to this Ritual Manipulation.

Ritual Strength must exceed Ritual Difficulty by at least 30.

Insert Reagent: The caster may add one additional “base Reagent” to the Ritual Scroll requirements.

Ritual Strength must exceed Ritual Difficulty by at least 40.

Casting Insight: This ability allows the caster to roll twice to determine the success chance of their Ritual and choose the result they prefer. These results are taken before any other Manipulations or High Magic abilities are used. This ability may only be purchased once per Ritual.



THE CIRCLE OF POWER

Circles of Power can be generated through the use of the Level 9 spell Circle of Power, and can be extended by the casting of the Rituals Create Limited Circle of Power or Create Permanent Circle of Power. Ritual casting must be conducted within a Circle of Power and will automatically fail if attempted anywhere else.

A Circle of Power will last for one hour. Ritually extended Circles of Power can last anywhere from days to years, or even be permanent.

All Circles of Power always possess either an Earth or Celestial Aspect. When one of these Circles of Power is ritually extended, the caster determines the Aspect of the resulting Circle of Power according to the Aspect of Magic that the caster used. Only Rituals of an aspect appropriate to the Circle of Power may be cast within it. Rituals of the wrong Aspect for a Circle will simply not start.

Investment

Investiture is a Ritual that must be performed upon a person while present in the Circle of Power into which the person is to be Invested. An Invested member of a Circle of Power can walk in and out of the Circle unimpeded at any time. An unconscious, unwilling, or dead member of the Circle of Power will not pass through the Circle unless "recognized" by another Invested member. Individuals who are not Invested may not enter or exit a Circle of Power unless "recognized" by an Invested member of that Circle of Power. The Invested member must clearly acknowledge that permission to enter or exit the Circle of Power has been given, by gesturing to and saying "recognized." This is an out-of-game statement, and it can therefore be made even when Silenced. Upon recognition, the individual must immediately enter or exit the Circle of Power. The recognition expires almost immediately after being recognized. An individual who seeks to use combat-related Game Abilities (such as while fighting or spellcasting) must be completely inside or outside of the Circle of Power throughout the action. Casters need not be Invested in order to cast a Ritual in a Circle of Power, although they must be able to get inside somehow whether through recognition, casting the Circle themselves, or other powerful abilities.

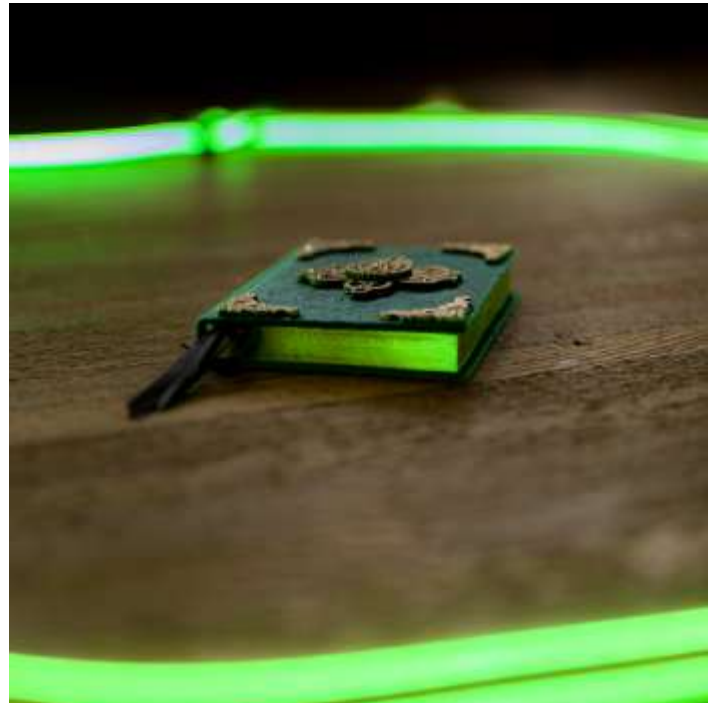
Greater Circles of Power

Greater Celestial Circle of Power

An Invested member of a Celestial Greater Circle of Power may perform an Identify on items or individuals an unlimited amount of times per day as long as the item or individual to be Identified is completely within the Circle at the time. If performed on an item, Identify tells the caster whether the item has any magical properties and how the item works. If performed on an individual, Identify tells the caster what active effects or Rituals are present and will also Identify any magic items the individual is carrying or wearing. Some powerful magical creatures or artifacts may be impossible to identify. Identification takes as long as it takes for the Identifier to review the tag or tags involved or otherwise have the appropriate information conveyed to them.

Greater Earth Circle Of Power

An Invested member of an Earth Greater Circle of Power is capable of performing an unlimited number of Resurrections each day, as long as the member and the spirit to be resurrected are completely within the Circle of Power. For more on resurrections, see the "Matters of Life and Death" chapter.



RITUAL MAGIC

Ritual Magic allows casters to use Ritual Scrolls to create long-lasting magical effects. Once a character has purchased a 9th level spell in a particular school, and a rank of High Magic of the same school, they gain a Ritual Strength rating. A character who has met these prerequisites has a Ritual Strength of half of their High Magic levels in a particular school, rounded up. Ritual Strength is compared to Ritual Difficulty to determine the success chance of a Ritual casting. Only a character with a Ritual Strength rating may participate in Ritual Casting.

Aspects

Magic is separated into three "Aspects": Celestial, Earth, and Necromancy. A spellcaster focuses the raw elements of magic into a specific, understandable Aspect, which produces a specific effect. Similarly, when casting a Ritual, an effect will always come out as one of these three Aspects. There are many Ritual Scrolls which are "General" Aspect, which means that the Ritual will take on the Aspect of the High Magic used when cast.

A character's Ritual Strength rating is specific to a particular Aspect, either Celestial or Earth, depending on the High Magic used to purchase it. Earth Ritual Strength is used in the casting of both Earth and Necromancy Aspected Rituals. Some General Aspect Rituals affect the performance of other Rituals, but will only impact Rituals of the Aspect they are cast as. Conversely, Ritual flaws that impact a character's ability to cast Rituals, or their proficiency in doing so, function regardless of the Aspect of the Ritual that is cast. The casting of Necromancy Aspect Rituals is visually recognizable, even if the invocation does not use the word "Chaos." Any individual observing a Ritual may ask the out-of-game question, "Does this Ritual look Necromantic?" The Ritual Marshal should answer "yes" or "no." All items that are created using a Necromancy Aspect are given Earth Aspect tags.



Ritual Scrolls

All Ritual magic requires a Ritual Scroll. A Ritual Scroll will be represented by at least 2 sheets of paper, typically in a plastic sleeve. Ritual Scrolls can be identified by a character with the appropriate High Magic skill. Characters with the Celestial High Magic skill can identify General and Celestial Aspect Ritual Scrolls and characters with Earth High Magic can identify all non-Celestial Aspect Ritual Scrolls. Alternatively, a Ritual Scroll may be identified via Permanent Celestial Circle or through the use of a Lore ritual. The top sheet of the Ritual Scroll is coded to prevent identification by characters without the appropriate skill. You should not look further than the top sheet if you do not have the correct skill. Although Ritual Scrolls do not expire, they are expended immediately after use, unless otherwise indicated. Once expended, the Ritual Scroll should be turned in to the staff at the chapter where it was cast. Ritual scrolls of Type: Enchantment and Type: Extension, as well as catalysts for those types may be cast freely anywhere within the Alliance System, but may only be cast in the same batch as Ritual Scrolls from the same chapter. All other ritual scrolls and catalysts will only function within the events run by the originating chapter, or regional events the chapter is participating in, or at national events where otherwise not excluded.

Ritual Information

Ritual information can be found on the Ritual Scrolls and on the Alliance LARP CMA. (<https://db.alliancelarp.com/rituals>) The following details will always be included: Ritual Name; Aspect; Base Difficulty (and any information about additional difficulty requirements); Catalyst requirement; Extendibility; Base Duration; Casting Time; Target Type; Scroll Type; NPC Only Ritual; Role Play Only Ritual; Ritual Description; Spellcrafting information; Components; Validating information; Failure.

Ritual Name will always appear at the top of the Ritual Scroll.

Aspect of the Ritual will be listed as either General, Celestial, Earth, or Necromancy.

Base Difficulty of a Ritual represents how difficult the Ritual is to cast. This number may be adjusted at the time of casting by many different factors, including the level of the Ritual's effect that the caster chooses.

Catalyst Requirement indicates if a certain Ritual requires a Catalyst in order to be cast, or has an optional Catalyst that can be used to change the effect of the Ritual. Similar to a Ritual Scroll, a Catalyst will come with a tag that will indicate the Ritual they are for, as well as the Catalyst number and description, and the signatures of the issuing staff. A Catalyst must be less than 12" in all dimensions and must be turned into the chapter where they are cast. A Catalyst can only ever be used with a Ritual Scroll issued by the same chapter.

May Be Extended indicates whether the Ritual may be augmented by an Extension Ritual or similar prolonging effect.

Base Duration indicates how long the effects of the Ritual will last. The effects of Instantaneous Rituals will occur immediately after a successful casting and then cease. The effects of a times ever Ritual is stored until used, but can only be used a set number of times. Many Rituals have a duration measured in a number of Logistics Periods, these durations are reduced for each event attended, based on the number of Logistics Periods in the event. Rituals with a Permanent duration will last until the target is destroyed or other conditions occur. Some Rituals will have a duration not listed earlier, but these will be explained in the details of the particular Ritual.

Casting Time of the majority of Rituals is 5 minutes, although they can take as long as an hour.

Target Type defines what types of things can be targeted by a given Ritual. Spirit Rituals can be cast on anyone with a Spirit and the effects will survive the target's resurrection. Body Rituals can be cast on anyone with a Spirit but affect the physical body and will go away if the target resurrects. Item Rituals can be placed on any physical item but may be restricted to a specific type or types of items. Location Rituals must be cast on a particular location. No single target ever may have more than 20 Rituals on it at a time. Any attempt to place additional Rituals on that target will cause the Ritual to fail and backlash. Some Rituals may contain specific restrictions on what type of Items the Ritual casting may target.

Scroll Type, NPC Only Ritual, and Role Play Only are categorical descriptors that don't often affect gameplay except as background information.

Ritual description explains the effect of the Ritual and how the effects resolve in game. It will also indicate whether the ritual requires additional oversight by staff in order to be cast.

All Rituals will also indicate whether or not they can be spellcrafted, and, if so, what the requirements are for spellcrafting.

Ritual Batch

Some Rituals refer to a "batch" of Rituals. A Ritual Batch is a group of Rituals cast on a single target, by the same Caster or Casters, of the same Aspect, within five minutes of one another sequentially. If more than five minutes passes between Rituals intended to be part of the same batch, the batch is closed and a new batch must be started. Additionally, the Caster can elect to end a ritual batch when a Ritual Casting is completed. Extenders may be cast at any time during the Ritual batch. If an extender is cast as the last Ritual in a batch, the Difficulty and Reagent Cost is calculated off of the previous Rituals which were successful and on the item. If an Extension Ritual is cast at the beginning of the batch, or any other time other than as the last Ritual, the Difficulty and reagent cost of the Extender is based on the intended number of Rituals in the batch and is not modified by failing Rituals which occur after the Extender is cast. Once a specific level of difficulty has been chosen for the extender, the maximum number of Rituals which can be affected by that extender is set for the remainder of the batch.

Ritual Components

Ritual components are the fuel for Ritual casting and spellcrafting. A Ritual Scroll will designate the specific type and number of Ritual components needed. Failure to use the exact Ritual components listed on the Ritual Scroll will cause the Ritual to backlash.

Any person who picks up a Ritual component can immediately see a clear and distinguishable pulsing soft glow and hear a mild hum. Typically, a Ritual component is represented by a popsicle stick with a tag attached to it. Anyone can identify Ritual components. After a Ritual has been completed, the Ritual marshal officiating over the Ritual will collect any components used and return them to Logistics.

There are two types of Ritual components: reagents and catalysts. Reagents do not hold their magic forever and will expire after approximately five years. Any Ritual using an expired reagent will fail. Some Rituals may require a catalyst (or allow one for some extra power of the Ritual). Catalysts do not expire and are indestructible by normal means, much like items enchanted with lasting effects.



Reagents

There are ten types of reagents, although the physical representation of each type may take different forms. Each Ritual Scroll will require some number of reagents to cast indicated on the Ritual Scroll. Reagents required for a specific Ritual are usually generated randomly so it is rare that two Ritual Scrolls are ever identical, even if they have the same name. Even copies of a Ritual Scroll will require different components. If a Ritual Scroll can be Spellcrafted, the ritual information in the CMA will specify how many of the specified reagents listed on this entry are required for spellcrafting.

Reagent Types

Cariosus can be found in a powder, or in a greasy, or gaseous form on many animated dead creatures.," cariosus is frequently found in graveyards and on the bodies of the undead. It can often be found in vials as a liquid or gas, as its states are extremely chaotic. However, cariosus is not necromantic.

Fangtooth components vary wildly and are often found from a diverse group of carnivorous creatures. Any predatory creature, including "civilized" races and even the thorns of some dangerous plant creatures, can produce a fangtooth.

Feyander are plants that grow in natural settings abundant with magic or connected with the faerie world, such as near serene ponds, near mushroom rings, or verdant forests. Any plant can be feyander if it is naturally infused with magic.

Heartstone is typically associated with gems and other forms of rare metals. The magical transformation of a gem or metal into heartstone is fairly rare, making these items known for their value even if they were not infused with magic.

Jetsam is the essence of the ocean, typically found in shells and other waterborne articles that have spent a long time in the sea or beneath the water.

Ley Ore is a crystalline mix infused with power of Ley lines and Fae power. This is commonly derived from Fae creatures and the realms they inhabit, but occasionally manifests in Fortannis as a crystallization of pure magical energy.

Nightshade is typically found in the form of poisonous mushrooms cultivated on the darkest nights, within places where many living creatures have died. One may find nightshade on battlefields, graveyards, or even in fallow fields.

Penna are feathers kissed by the wind. Penna can be found in nearly any location where avian creatures frequent.

Pyrotis is a black substance typically found near areas of great fires or where intense heat converts a substance into the very essence of fire.

Truesilver is a substance with a mysterious origin. Truesilver adds purity to many Rituals. It can be found within and on many stones and rocks, and even small traces of truesilver can endow common stones with power.

Ritual Flaws & Backlashes

Every Ritual Scroll has a randomly generated list of 10 flaws and 10 backlashes that will generally impact the caster, others in or near the circle, the outcome of the ritual, or the nearby area.

Flaws can sometimes leave a lasting effect on a target and do not expire until the ritual batch does.

Backlashes are magic gone awry and can cause short-lived, but significant effects. Non-instantaneous backlashes will never last longer than 5 days.

Flaws and backlashes that affect a character count as targeting the character's spirit only if the Ritual being cast targets the spirit. Otherwise, Flaws and Backlashes are considered to be targeting the character's body.

Destroy Magic backlashes targeting the caster will remove all Rituals on the caster's body and/or spirit.



RITUAL CASTING

Ritual Casting is a powerful form of magic which allows players to create magic items, augment themselves and others, alter abilities and effects, and powerfully influence and investigate the world. Ritual casting is time and resource intensive and requires extensive investment from both players and Plot. Characters who intend to cast a Ritual should give the campaign staff as much notice as possible. Some Rituals require advanced notice to the Plot team and failure to do so may cause the Ritual casting to fail.

Ritual Logistics

Primary and Secondary Ritual Caster

Every Ritual requires one, and only one, "Primary" caster. The Primary caster leads the Ritual, makes all decisions required from the Ritual, and is the only one who can begin or end the Ritual. The Primary caster must have at least a 10% chance of successfully casting the Ritual at its Base Difficulty for the Ritual to begin.

Other included casters are known as the "Secondary" casters. Additional casters may only participate in a Ritual if they have purchased the Ritual Unification High Magic. Each Secondary caster must have a Ritual Strength of at least 1 in the Aspect of the Ritual being cast. Secondary casters must follow all the same rules with respect to conducting Rituals as the Primary caster, except that Secondary casters do not have to possess their own Ritual Scroll or components, and do not have to touch the target during the Ritual casting. Secondary casters may not withdraw their support for the Ritual after the Ritual has begun. The combined Ritual Strength of all involved casters is used to determine the Success Number of the Ritual casting.

In case of Flaw or Backlash, Secondary casters are subject to the same effects as the Primary caster. For any other targeting purposes, the Primary caster is considered the only "caster" of the Ritual unless otherwise specified in the Ritual.

Both Primary and Secondary casters may use Ritual Manipulations if the Combined Ritual Strength exceeds the Ritual Manipulation Difficulty prerequisite.

A Ritual marshal is a staff member approved by the Chapter in which the Ritual is to take place. It is important to remember that Ritual marshals can be very busy, so it is the caster's responsibility to ensure everything is ready to proceed before obtaining a Ritual marshal and to minimize the amount of time a Ritual marshal will be needed.

Preparation and Casting

When preparing to cast a ritual, the caster should take the time to ensure all of the required resources are ready including: A physical representation of the Circle of Power, A copy of the Ritual Magic section of this rulebook, a ten sided die, all Ritual Scrolls ; components for the Rituals being cast; any required targets; the character cards and battle boards (indicating what Ritual Manipulations will be used) for all casters involved in the Ritual casting. They should inform Plot of their intention to cast a Ritual and find a mutually agreeable time when the Ritual marshal can attend the casting.

Before the Ritual casting begins, the Ritual marshal will conduct their due diligence to ensure all elements of the Ritual casting are in place. The Ritual marshal will identify all participating casters and confirm their battle boards include the appropriate remaining skills. They will confirm that everyone within the Circle of Power is awake out-of-game. They will confirm the Ritual text, all decisions the Primary caster intends to make during the casting, and all Ritual Manipulations the casters intend to use during the Ritual. They will confirm all components and a Circle of Power physrep are present. Finally, the Ritual marshal will determine the Final Ritual Difficulty, ensure the Primary caster has enough Ritual Strength to cast the Ritual, and finalize and inform the Primary caster of the Success Number. This process will be repeated for each Ritual in the batch.

After the Ritual marshal has completed their appropriate oversight, the caster begins the Ritual casting by stating, "Begin Ritual casting". The casters must be able to use Game Abilities throughout the casting. The Primary caster must touch a valid Ritual Target within 30 seconds of beginning the Ritual. So long as the Target of a Ritual has been signified by touching it within the first 30 seconds, the Target remains valid despite any subsequent steps taken to prevent the caster from touching the Target. Until the Ritual ends, no spells or Game Abilities may be used except High Magic, Educated, and any skill or spell specifically set forth in the Ritual description by the Primary or Secondary caster(s), the Target, or any other participants.

If the Ritual being cast stores a spell or ability, then a character must, at the appropriate point in the Ritual, touch the target and declare the name (not the incant or verbal) of the spell or ability to be stored. The spell or ability has no effect other than being stored. Within these restrictions, and those outlined below, the casters are free to engage in whatever roleplay they desire to enhance the Ritual casting experience.

Ritual Difficulty, Success, Failure, and Backlash

The Final Ritual Difficulty is based on the individual Ritual and is determined by the Base Difficulty of the Ritual plus any changes to the difficulty the Primary Caster makes during Ritual casting.

The Success Number of a Ritual is determined using the following formula:

$$10 + \text{Combined Ritual Strength} - \text{Final Ritual Difficulty.}$$

Any time after the Ritual begins, the Player may ask the Ritual marshal to determine success; if the player does not request a specific time, the marshal will roll when the Ritual timer concludes. The Ritual marshal will roll a 10-sided die against the Success Number. If the die-roll is less than or equal to the Success Number and is not "0," the Ritual succeeds.

If the number is greater than the Success Number or is "0," the Ritual marshal will roll a second 10-sided die. If the Ritual marshal rolls a 1-9 on the second die, a third 10-sided die will need to be rolled against the Ritual Scroll's Flaw table. If the Ritual marshal rolls a "0" on the second die, the Ritual fails and Backlashes; the Ritual marshal will roll a third time to determine which Backlash is chosen from the Ritual Scroll's Backlash table.

Success: The Ritual marshal will award the Primary caster a temporary tag, or otherwise resolve the outcome of the Ritual by informing the Plot Committee or personally overseeing the results. A temporary tag allows the Ritual marshal to write down the Rituals conducted and indicate that a permanent tag for the Ritual should be awarded at the end of the event or at the beginning of the next event that the recipient of the Ritual attends. The temporary tag will include: the Ritual's name; duration; target; Aspect; effects; and any other pertinent information; Ritual marshal signature and date. Any Flaw effects rolled will be resolved by the Ritual marshal.

Local chapters may assign effects not specified in the Ritual Scroll. When this occurs, the Plot Committee will likely designate such plot effects effective only in the local chapter.

Failure or Backlash: If the Ritual fails or Backlashes, a Ritual marshal will determine the effect, if any, of the failure or Backlash based on the Ritual Scroll's charts. Any lasting effects will be written on the player's Battle Boards. Local chapters may include a unique plot effect or encounter from failure or Backlash which is not specified on the Ritual Scroll. These effects may be designated effective only in the local chapter.

Cleanup: Once success or failure has been resolved, the Ritual marshal should collect all Ritual components and Ritual Scrolls consumed in the Rituals. These will be turned into the Logistics staff to be registered in the campaign's database. If there are more components in the caster's possession than were needed to cast the Ritual, the caster may designate which components were consumed as long as they meet the requirements set forth in the Ritual Scroll.

Ritual Flaws & Backlashes

Every Ritual Scroll has a randomly generated table of 10 Flaws and 10 Backlashes that will generally impact the caster(s), participants, ritual target, others in or near the circle, the outcome of the Ritual, or the nearby area. Flaws are unusual, though not often debilitating, effects; non-instantaneous Flaws will last the lifetime of the Ritual Batch. Backlashes are often significant, potentially catastrophic, effects; non-instantaneous Backlashes will never last longer than 5-days.

Flaws and Backlashes that affect a character count as targeting the character's spirit only if the attempted Ritual targets the spirit. Otherwise, Flaws and Backlashes are considered to be targeting the character's body. A Backlash which inflicts Destroy Magic targeting the Caster will remove all Rituals on the caster's Body and Spirit.

Ritual Failure

The following circumstances will cause the Ritual to fail during casting. A failed Ritual ends immediately (if it had begun at all), neither the Ritual Scroll nor the components are expended, and no other ill effects will occur.

- The Circle of Power physrep is not properly set up as per the Circle of Power spell rules prior to the beginning the Ritual
- The Primary caster and all participating Secondary casters, Ritual Scroll, and all required components are not in a Circle of Power when the Ritual begins
- The Primary caster does not have at least a one in ten chance of successfully completing the Ritual
- The Primary caster fails to possess a Ritual Scroll for the Ritual to be attempted
- The Primary caster fails to follow any preparatory requirements indicated on the Ritual Scroll prior to saying "Begin Ritual casting"

Ritual Failure with Backlash

A Ritual will automatically Backlash if any of the following conditions occur after the caster states "Begin Ritual casting" but before the Ritual is complete. If an automatic Backlash occurs, a die roll is made against the Ritual Scroll's Backlash Table. Any Ritual that suffers an automatic Backlash is assumed to immediately end without success. All Ritual Scrolls and components within the Circle of Power during a Ritual that generates an automatic Backlash are destroyed.

The Ritual will automatically Backlash if the Primary caster:

- Becomes unable to use Game Abilities
- Loses control of the Ritual Scroll or any of the components
- Cannot read the Ritual Scroll due to poor lighting or other obscuring factors
- Does not touch a designated target within 30 seconds of starting the Ritual, if necessary
- Designates an invalid target for the Ritual
- Designates too many targets for the Ritual
- After having designated a target for the Ritual, designates a new target for the Ritual

The Ritual will automatically Backlash if the Primary caster or Secondary caster, the target, or any individual aiding in the Ritual:

- Leaves the Circle of Power
- Receives a weapon or packet delivered attack originating from within the Circle of Power, even if the attack would not normally affect the individual
- Uses a Game Ability other than High Magic, Educated, or a Game Ability, spell, or magic item specifically indicated on the Ritual description
- Fails to touch the appropriate target when declaring a skill or spell to store

The Ritual will automatically Backlash if:

- The Circle of Power expires or terminates for any reason
- The Ritual Scroll or components leave the Circle of Power
- The Ritual is started with an expired reagent
- Another Ritual was already being cast in the same Circle of Power when the caster states "Begin Ritual casting"
- Any additional requirements of the Ritual listed in the Ritual description are not met
- Any individual enters the Circle of Power by any means other than Spirit Walk, Spirit Recall, or resurrection

Ritual Limits

A specific target may not contain more than 20 Rituals. Some Rituals that can have increased effects (e.g. multiple charges) may count as more than one Ritual towards this 20 Ritual maximum. An item may have multiple batches of Rituals each with their own tag, but the total number of Rituals on that item may not exceed 20. Individuals cannot possess more than 20 Rituals on their Spirit. If the individual dies, Rituals which have targeted the character's Body will expire upon resurrection.

When a Ritual expires, the item's owner is expected to turn the Magic tag over to the campaign's staff. Enchanted items immediately return to their normal state after all Ritual batches expire.

Unwilling Targets

Sometimes Rituals are cast on unwilling targets. The Ritual marshal will always inquire whether the Target Player is willing to receive the Ritual effect. If the Target player does not wish to receive the effect, they may choose to resurrect rather than accept the Ritual. In the case of Ritual effects delivered outside the context of a Ritual casting, a player unwilling to accept a Ritual may choose to have their character immediately dissipate instead of receiving the Ritual effect and should continue with Resurrection following the normal rules.

Even in the case of an unwilling target, the Ritual casting still continues for its proper duration and with the Ritual marshal rolling normally. Any Flaws or Backlashes that could have a detrimental effect on the target of the Ritual are ignored, but Flaws or Backlashes that affect the caster or others in the Circle proceed so normally. The target of an "unrefusable" Ritual (as indicated in the Ritual text) cannot choose to avoid the effects through death.

Staff, Prop, and Out of Game Requirements

Many Rituals require the cooperation of NPCs to play creatures (e.g. Summon Undead, Summon Elemental, Construct, etc.). Some Rituals have specific effects that occur immediately and require a staff member to implement (e.g. Whispering Wind, Item Recall, Foresee the Weather, etc.). Such Rituals will never last longer than a single event, and often no longer than an hour.

Summoning Rituals

The caster should give their chapter staff advance warning of the casting of such a Ritual so that NPCs can be scheduled. The caster has the burden to ensure there are NPCs available that have been approved by staff at the time of casting. A chapter's staff may require the caster to provide individuals to play these NPCs. If the caster provides NPCs for these roles and the NPCs are not otherwise participating in the event, the chapter staff may charge the NPCs a fee for their attendance.

The caster is responsible for any makeup, costuming and weapons for the NPCs if the staff does not have, or is unwilling to provide, such materials. Monster cards will be provided for the NPCs by the chapter staff.

Summoned creatures are not player characters and chapter staff will determine their capabilities and personality. All NPCs must work within any limits the staff sets, including the administration of Killing Blows, response to caster's commands, duration of existence, etc. Chapter staff will be the final arbiter on what the summoned creature can and cannot do and who is allowed to play them In-game.

Transformation Rituals

Some Rituals can transform or change a targeted player into undead, another race, or another class. The player must follow the instructions in the Ritual description after the Ritual is complete and the player's new character information will be changed in the CMA. Such players are expected to provide their own makeup for any transformation, if necessary, though sometimes the staff may be able to lend needed items.

Prop or Item Rituals

Some Rituals allow the enchantment of specific items. These items must be approved before enchantment. Weapons typically require a safety check. Jewelry needs to be entered into the chapter's database and assigned an item number before the Ritual casting. The item must always have a surface large enough to engrave a number upon it. Only after the item has been approved is it ready to be used in a Ritual.

After the Ritual concludes, assuming success, the item immediately becomes property of the game. Therefore, you should not use items you wish to keep. If you enchant a special item that you do not wish to make an in-game item, you may choose to turn over just the Magic tag if you are searched or otherwise lose the item; however, doing so means you will be unable to recognize your item in-game when it is used by someone else.

Rituals

There are more than one hundred available Rituals in Alliance. Most may be cast by PCs, but some Rituals may be limited in access based on the plot committee.

A Complete list of player-usable Rituals, including their full description, may be found in the Alliance CMA.
(<https://db.alliancelarp.com/rituals>).

Summary

Ritual Preparation

Upon arrival at the agreed upon time and place of Ritual casting, the Ritual marshal will take the following steps:

1. Ritual marshal identifies the Primary and Secondary casters.
2. Ritual marshal reviews player cards and confirms combined Ritual Strength (any caster may choose not to use their full Ritual Strength).
3. Ritual marshal confirms text of Ritual Scroll and Primary caster confirms all Ritual decisions the level at which the Ritual will be cast.
4. Ritual marshal confirms all required components and targets are present and a valid Circle of Power is physrepped.
5. Ritual marshal calculates and informs the players of the Difficulty Rating of the Ritual.
6. Caster informs Ritual Marshal of any intended Ritual Manipulations and Ritual marshal confirms Ritual Strength exceeds prerequisite Difficulty Rating.
7. Ritual marshal calculates and informs the players of the Success Number for the Ritual: 10 + all included caster's Ritual Strength - the Final Ritual Difficulty Rating.
8. Ritual marshal repeats this process for each Ritual the players intend to conduct.
9. Ritual marshal informs the players they may begin the first Ritual.

Ritual Casting

1. The caster casts the Circle of Power spell if not already inside an active Circle.
 2. Caster states "Begin Ritual casting."
 3. The Ritual marshal calls a Time Out.
 4. The Ritual marshal makes sure that everyone in the Circle of Power is awake out-of-game.
 5. If the target of the Ritual is an individual and the Ritual can be refused, the Ritual marshal will ask the target, "A Ritual is being cast on you. Do you accept it?" If the player says "no," the Ritual marshal must follow the rules under the "Unwilling Targets."
 6. The Ritual marshal confirms which Ritual Manipulations are used.
 7. The Ritual marshal assures the Caster the Ritual can properly begin.
 8. If the Ritual has not yet failed or automatically Backlashed, the Ritual marshal tells everyone in the Circle of Power, "There is magic all around you" or a similar phrase.
 9. The Ritual marshal calls, "Lay on."
 10. The Ritual marshal waits the duration of the Ritual casting in case a condition occurs that would cause an automatic Backlash.
 11. At a point in time of the player's choosing, or at the completion of the Ritual timer, the Ritual marshal rolls a 10-sided die against the Success Number where the caster can observe the die roll.
 12. If the die is equal to or below the Success Number, the Ritual is tentatively successful. If the die roll is above the Success Number or "0", the Ritual marshal must roll a second die to determine whether the Ritual Flaws or Backlashes. If the Ritual marshal rolls 1-9 on the second die, a third 10-sided die will need to be rolled against the Ritual Scroll's Flaw Table. If the Ritual marshal rolls a "0" on the second die, the Ritual fails and Backlashes; the Ritual marshal will roll a third time to determine which Backlash is chosen from the Ritual Scroll's Backlash Table.
 13. The Ritual marshal determines if the Ritual fails for any reason other than the die roll.
 14. Assuming the Ritual has not automatically Backlashed, the Ritual marshal announces: "You have successfully completed the Ritual" if the Ritual succeeded; or "Something has gone dreadfully wrong" or similar if it does not.
 15. The Ritual marshal resolves the outcome of the casting.
- The Ritual is now complete.

CRAFTING

The Crafting Skills are Alchemy, Brewing, Inscription, Smithing, and Tinkering. These skills grant access to *Crafting Abilities* and are used to produce items such as armor, elixirs, potions, scrolls, traps, and weapons, collectively known as Adventuring Equipment. Each purchased rank of a crafting skill grants the character one Ability Point that refreshes each Logistics Period. These Ability Points can be spent at any time during a Logistics Period, but do not carry over from one Logistics Period to another and cannot be transferred to or combined with another character.

Alchemy

Alchemy is a Crafting Skill that allows a character to create Elixirs, Contact Gels, and Globes. Each purchase grants the character 1 Ability Point usable on Crafting Abilities from either the General or Alchemy Crafting Abilities lists. The purchase of a single level of Alchemy allows the character to apply Contact Gels to objects or weapons and mix Elixirs with food or drink.

Creating Alchemy

To make an Alchemical substance you must have a recipe book that contains the specific recipe for that item. Recipes must be recorded on an Alchemy Book Tag which must accompany your alchemy book. This book is an in-game item that can be lost or stolen. If you do not have access to your recipe book, you cannot create any Alchemy items.

Each Alchemy effect and type combination has a separate recipe. The only way to obtain recipes is to copy them from another Alchemy book. While there is no cost to make these copies, characters may charge for sharing the recipe. Not all Alchemy effects have a recipe for every type of item.

Alchemy Rules

Anyone can drink an Elixir, feed one to someone else or use a weapon with a Coating applied to it. A single level of Alchemy will allow a character to mix certain elixirs into food and drink and apply Contact Gels to weapons or other surfaces. The use of Alchemical Globes requires the Alchemy Globe Proficiency Alchemy Ability.

Alchemical substances that affect metabolism (anything delivered with the Poison qualifier) will have no effect on certain creatures such as Undead or Constructs.

Many effects can be removed by a specific antidote if taken after exposure to the substance.

The effect "Poison Shield" will not stop ingested substances from taking affect but will stop all other attacks with the Poison qualifier such as Alchemy Globes. The racial skill Resist Poison may be used on any effect with the Poison qualifier no matter how it is delivered.

Alchemy Types

Alchemy Globes:

Alchemy Globes are represented by a packet and can be used by characters who have purchased the Alchemy Crafting Ability Alchemy Globe Proficiency. For most globes, the verbal is "Poison <Effect>." The verbal is not in-game so even a Silenced or mute character may use one. The verbal must be said properly or the attack is unsuccessful and the globe is wasted. Characters who purchase the Alchemy Crafting Ability Alchemy Globe Superiority can use the verbal "Poison Strike <Effect>" when they use Alchemy Globes.

Blast Globes:

Blast Globes are thrown with the verbal "Elemental Strike 10 <Effect>.", where the effect is selected when the Blast Globe is produced. Blast Globes can be thrown by characters with either the Alchemy Globe Proficiency or Tinkering Globe Use Crafting Abilities. Globes can also be put into *Minor Update* traps by someone with the Tinkering Skill.

Contact Gels:

These substances will affect a target as soon as they touch or are touched by them. There are two ways to a Contact Gel can be applied: on a stable surface (such as a table or a doorknob); or on a weapon for use in combat. The minimum time needed to apply a contact gel is three seconds or however long it takes to affix the tag onto the item, whichever is longer. In both cases, the "unused" flag of the tag must be removed as the tag is attached.

When applied to a surface, the Alchemy tag must be applied to the item. Contact Gels will last until used or the end of the event. If the contact gel comes into contact with a person's skin, the Effect will last for its normal duration. The tag must be placed in such a way that a person closely inspecting the item could see it and know that there was something on the item. If the person applying the substance comes into contact with it, they will be affected.

When a Contact Gel is applied to a weapon, the tag is attached to the weapon and called a *Coating*. Used in this way, the Coating will remain active on the weapon until it strikes a valid target. The Coating must be called in your verbal for every swing after it is applied or else it is expended. If the weapon is broken or destroyed, the Coating is destroyed. No more than one Coating may be applied to a weapon at time, and a new tag must be applied every time a new Coating is applied. The call for a coated weapon is, "Poison <Effect>." Coatings can be used in conjunction with most other skills. Vorpel Coatings will only increase the damage number and will not change the effect. When used in conjunction with Archery, the tag is placed on the bow or crossbow. When using Archery, the call for the Coating would continue to be used until a valid hit is landed. Effects delivered via a weapon Coating would only affect the target if the attack does body damage.

Elixirs:

Elixirs are only valid when the Elixir tag is affixed to, or joined with, a physrep (e.g. inside a vial). The physrep does not need to contain any liquid but must be at least seven milliliters in volume.

Elixirs are considered Ingested delivery and use the Poison qualifier. They can be consumed directly or via a prepared item. An elixir may be administered to a target by someone else, as long as that target is either willing or incapacitated. Administering an Elixir requires a character to role-play opening the container and "feeding" the contents. This must take at least three seconds. The action should be performed without actually touching the other player. Elixirs can be mixed into food or drink by a character with at least one level of Alchemy by spending at least three seconds roleplaying the action. Once mixed, the tag must be attached to the food or drink container which has been poisoned and will stay until either (a) the poisoned item is first ingested, in which case the person consuming the poisoned item will be affected by the Elixir and the tag removed; or (b) the first piece of poisoned food or drink is transferred from that container, in which case the tag should be moved with the poisoned food, leaving the rest of the container clean.

Brewing

Brewing is a Crafting Skill that allows a character to create Earth magic based Potions and Spell Books as described in the Crafting Skills section. Each purchase grants the character one Ability Point usable on Crafting Abilities from either the General or Brewing Crafting Abilities lists.

The purchase of a single level of Brewing allows the character to perform First Aid in 30 instead of 60 seconds.

Creating Potions

To create Potions, the character must have access to a spell book containing the spell at the time of crafting but does not have to be able to actually cast the spell.

Using Potions

Potions are only valid when the Potion tag is affixed to, or joined with, a physrep (e.g. inside a vial). The physrep does not need to contain any liquid but must be at least seven milliliters in volume.

Anyone can drink a potion, or feed one to a willing or incapacitated target, but a character must have Educated to identify potions if they are not clearly marked.

To use a potion, a character must role-play opening the container and drinking the contents. This must take at least three seconds. Only one potion may be used at a time.

Potions cannot be mixed into food or drink, diluted, or combined.

A potion may be administered to willing or incapacitated target by someone else. This action requires a character to role-play opening the container and "feeding" the contents to the other player. This must take at least three seconds. The action should be performed without actually touching the other player.

Potions use the Ingested Delivery and the Spell Qualifier.

Inscription

Inscription is a Crafting Skill that allows the character to create Celestial magic based Scrolls and Spell Books as described in the Crafting Skills section. Each purchase grants the character one Ability Point usable on Crafting Abilities from either the General or Inscription Crafting Abilities lists.

The purchase of a single level of Inscription allows the character to Focus with a scroll for one minute to restore a non-Meditatable Signature Spell of the same level cast from memory earlier in the Logistics Period. Once the Focus cycle is completed, the Scroll is destroyed and the spell is restored to memory, able to be cast again.

Creating Battle Magic Scrolls

To create Celestial Battle Magic scrolls, the character must have access to a spell book containing the spell at the time of crafting but does not have to be able to actually cast the spell to create the scroll.

Using Battle Magic Scrolls

Battle Magic Scrolls can only be used by a character with the Read Magic skill. A Character can use a battle magic scroll no higher than four levels above their highest level Celestial Spell Slot; if they have only Read Magic they can read up to a 4th level battle magic scroll.

To be viable, a Battle Magic Scroll physreps must be at least 16 square inches, include the spell incant of the Effect, and have an attached Adventuring Equipment tag. To use a Battle Magic Scroll, you must touch a packet to it, read the incant out loud, and then touch cast or throw the packet at your target. You must have enough light to read the Scroll, and the entirety of the scroll must be visible.

After the scroll is used, the tag is removed but the paper remains. The magical writing is now inert and anyone can read the Scroll as a normal piece of paper.

Smithing

Smithing is a Crafting Skill that allows the character to create and enhance arms and armor as described in the Crafting Skills section as well as repair and refit weapons and armor in-game. Each purchase grants the character one Ability Point usable on Crafting Abilities from either the General or Smithing section. The character does not need to include or make the physreps for these items.

The purchase of a single level of Smithing allows the character to refit physical armor in one minute.

Armor Patch

Armor Patches are expended at the end of an armor Refit cycle, granting the wearer of the Refitted Base Armor Bonus Armor Points based on the Patch used. After completing the Refit cycle, per their ability, the person refitting must state, "Refit complete, Armor Patch <Number>." This is an out of game statement and is not prevented by the Silence effect

Whetstone

After 30 seconds of Focus, a Whetstone grants a +1 damage bonus to a particular weapon functioning as per the Critical Attack ability. This item cannot be used in conjunction with any other timed effects or abilities that increase damage. The item is consumed after the Focus cycle is completed and successful.

Tinkering

Tinkering is a Crafting Skill that allows a character to create Traps and Tinkering Globes. Each purchase grants the character one Ability point usable on Crafting Abilities from either the General or Tinkering Crafting Ability lists.

The purchase of a single level of Tinkering allows the character to arm and disarm Traps as well as pick locks.

Traps

You may find traps that need disarming while playing the game, but you can also make your own traps. In order to make or disarm a Trap, you must have the Tinkering skill. Traps are meant to be immobile and cannot be used in combat as a weapon. You cannot create traps to use as "hand grenades" or trap yourself or anyone else.

Trap Physrep

All traps must have a real, physical trigger and a device that emits a light or a sound when set off. This trigger must always be detectable by an impartial observer and must always be within the area of effect of the Trap. Every Trap must be disarmable even though it may be difficult to do so.

In addition to the trigger and light/sound emitter, all Trap physreps must include a container to represent the inner workings of the Trap. The containers can be a variety of shapes and sizes so long as they fit the prerequisites for that type:

- Alchemy Globe, Explosive, and Scroll Trap physreps must be a minimum of 32 cubic inches with no dimension less than one inch.
- Environmental Traps physreps must have minimum dimensions of 3' by 3' by 3'.
- Weapon Traps must include a safety-checked Weapon physrep and a fixed anchor point.
- Noisemaker Traps have no size prerequisite but must include the light/sound emitter as part of the container.

Every Trap design must be checked and approved by a Marshal before use. If an armed Trap is not being actively monitored by a Marshal, it must contain a Trap card.

Arming and Disarming Traps

A Trap may be disarmed by any means which does not permanently destroy the Trap, so long as the chosen method prevents the Trap from triggering. For example, popping a battery clip off a battery or moving a mouse trap bar slowly so that it does not snap shut disarms the Trap. Permanent damage means changing the Trap in such a way that a Marshal cannot fix the damage within 10 minutes or needs a tool. For instance, removing the top of a box by taking the screws out of the hinges is not allowed. Conversely, a Trap cannot require tools (such as a screwdriver) to disarm.

Arming a Trap requires at least one rank in Tinkering and takes at least 60 seconds. If it takes less than 60 seconds to arm the Trap out-of-game, you must still keep both hands on the Trap and roleplay arming the Trap for the remainder of the 60 seconds. If either hand is removed from the Trap while arming it, or if you are hit by a Targeted attack, the Trap will be set off, affecting only the person setting the Trap. This applies even if the attack would not have caused damage or would have had no effect.

Anyone without Tinkering who tries to disarm a Trap will automatically fail and set off the Trap. Characters without Tinkering can detect the presence of a Trap but will be completely unable to disarm it.

After the trap has been armed, it can be moved no more than five linear feet in any direction before detonating, even if the person carrying the Trap has the Tinkering skill. For example, picking up a trapped box, moving it three feet, and then turning around and putting it back in the original location will set it off. An armed Trap that is affected with a Break or Shatter effect, by any means, will always be set off. Breaking or Shattering a box containing an armed Trap will also set off the Trap. Breaking or Shattering an unarmed Trap will appropriately affect the Trap but does not set off.

Like many NPC weapons, Traps found in modules cannot always be recovered as treasure.

Areas of Effect

All Traps are considered Area of Effect items as they can affect multiple targets in the same space. Alchemy Globe, Scroll, and Explosive Traps will affect everyone within a 5' radius. Weapon and Environmental Traps will affect everyone within range of their physreps. Trap physreps are strongly encouraged to include an attached pre-measured 5' string to quickly determine who is hit and make the resulting Time Out quicker.

Triggers for all Traps must be entirely within the radius of effect where they are set and may not cross through partitions or barriers which would impede the effect of the Trap.

The Effects of a Trap can be blocked by any defense against the appropriate qualifier or Effect. If two or more of the same type of Trap have the same trigger, then they are all set off at once and one defense will block them all.

Types of Traps

Alchemy Globe and Scroll Traps:

Alchemy Globe and Scroll Traps are alchemy or magic discharging traps and will affect everyone in a 5' radius when set off. Alchemy Globe Traps are loaded with Alchemy Globes. Scroll Traps are loaded with standard Adventuring Equipment Inscription Scrolls.

When setting, the character must include an Alchemy Globe or Scroll item tag to successfully arm the Trap. Only one item may be loaded into each Trap. Blast Globes, Protection/Enhancement and Eldritch Force Effects cannot be used in these Traps.

When set off, all characters and Items in a 5' radius receive the Effect as though separately targeted with either the Poison or Spell Qualifiers as appropriate to the item used and the Strike keyword. The Trap is considered the source in the case of Effects which requires a caster. Any Line of Sight Effect will expire after five seconds and any Effect requiring a directing will (e.g. Charm) will have no effect. Items loaded into Traps cannot be salvaged once the Trap is armed. If the trap is successfully disarmed, the trap may be re-armed again, but in no case may the gas or scroll be taken from the trap to be used in other traps or on their own.

The Alchemy Globe and Scroll Traps themselves are not destroyed when set off and may be reused later.

Explosive Traps: Explosive traps represent a container filled with a volatile substance and will affect everyone in a 5' radius when set off. When set off, all in-game items within range will receive a Shatter effect in addition to any damage from the Trap. Affected items include armor, weapons, coins, scrolls, potions, etc. Sealed containers will not protect items from explosions unless the container itself resists the Shatter effect. This trap is destroyed when it detonates and cannot be reused.

Environmental Traps: Environmental Traps are collapsing ceilings, rockfalls, giant scythes, and other such contraptions that use a physrep to represent the Trap and determine the range of effect. Environmental Traps are often physrepped with pillows, plastic trash bags filled with newspapers, and other soft items falling, being pushed over, or thrown by NPCs, but can also be rotated around a central anchor point like Weapon Traps. Anyone struck by any part of the Trap when it goes off takes the full damage of the Trap. This trap is destroyed when it is set off and cannot be reused.

Noisemaker Traps: Noisemaker Traps do no damage but set off loud alarms. These traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill.

Weapon Traps: A Weapon Trap is a powerful spring-loaded trap that uses a Weapon physrep to represent the trap and determine the range of effect.

A Weapon Trap must have a standard Trap trigger, a Weapon physrep with a valid Item tag, and a clearly marked "anchor point" around which the physrep can pivot. The Weapon Trap pivots in a full range of motion while touching the anchor point to determine who is affected. The physrep's length and range of motion from the anchor is the ultimate determinant of the Trap's effect range, but can be obstructed by immobile objects (e.g. a door jamb, table, wall, etc.); bodies are not considered immobile objects.

The trap physrep must be touching the anchor and both must be mounted on a large or heavy object, such as a crate or a trunk, or onto an immobile object, such as a door. The Weapon Trap trigger and light or sound emitter does not need to be attached to the physrep, but must be within the effect radius. Once armed, a Weapon Trap cannot be moved.

Weapon Coatings may be applied to the weapon used in a Weapon Trap. These coatings are consumed and affect every target when the Trap is set off, but another can be applied if the Trap is rearmed.

When the Trap is set off, a Marshal will call a Time Out and pivot the physrep around the anchor: anyone touched by the striking surface of the physrep is affected as though they had been struck by a weapon blow of the stated amount and type. Weapon Traps may not be blocked by a weapon or shield, but any pertinent defense against a Weapon qualifier attack or physically delivered Poison (if the weapon is Coated) can be used.

Weapon Traps are not destroyed when set off and may be re-armed by anyone with the appropriate skill without paying the cost to rebuild them.

Tinkering Globes

Tinkering Globes are delivered via packet and can be used by characters who have purchased the Tinkering Crafting Ability, Tinkering Globe Use. All Tinkering Globe effects are chosen when they're created. For Tinkering Globes, the verbal is "Weapon Strike <Effect>". For Tinkering Blast Globes, the verbal is "Elemental Strike 10 <Effect>." Blast Globes made with Tinkering can use either the Normal or Silver effects. This is chosen when the item is created.

Blast Globes can be thrown by characters with either the Crafting Ability Alchemy Globe Proficiency or Tinkering Globe Use.

Locks

Locks can be used by players to protect their belongings and can be found on modules. If you have at least one rank of Tinkering, you may attempt to pick any lock you encounter with in-game tools.

Any Alliance Lock must be approved by a Marshal before use and should be easy to pick with simple tools. Other types of Locks (combination, directional, etc.) are not allowed to be used by players but may be found on modules.

Some chapters may have alternative methods of opening or using locks due to local laws. Check with your local chapter to see if they have a different implementation.

CRAFTING SKILLS

The charts in the next section detail what can be made with Crafting Materials in specific skills. To make an item on these lists, determine the item you wish to make, purchase the appropriate ability, and turn in the necessary Crafting Materials at Logistics or a Crafting Station. Adventuring Equipment made with Alchemy, Brewing, and Inscription require additional resources to create, which is detailed on the specific section.

Crafting Abilities

Crafting Abilities are obtained by spending Ability Points gained from purchasing Crafting Skills. Ability Points from a Crafting Skill can be used to purchase Crafting Abilities from either the General or specific Crafting Skill list, but Ability Points from different Crafting Skills may not be combined. Ability Points can be spent at Logistics or after completing a Meditation cycle. Crafting Abilities persist through Death and Resurrection, unless otherwise specified, and expire at the end of the Logistics Period.

Crafting Batches

When characters produce Adventuring Equipment, it is done as part of a Crafting Batch. A Crafting Batch allows you to turn in a number of Crafting Materials equal to your ranks in a particular Crafting Skill.

Crafting Materials

Crafting Materials are items that characters can use, in conjunction with Crafting Skills, to make Adventuring Equipment and Superior Equipment. Each Crafting Skill makes use of two of the five Crafting Material Types: Alchemy (Herbs & Leather), Brewing (Herbs & Vellum), Inscription (Ink & Vellum), Smithing (Leather & Ore), Tinkering (Ink & Ore).

Toolkit

A Toolkit is a piece of Superior Equipment that can be used to supplement a character's supply of Crafting Materials. Upon starting a Crafting Batch other than their first, a character may spend one Gold to activate a Toolkit they possess. This will provide them with up to 20 Crafting Materials for use in that batch. The number of Crafting Materials provided cannot exceed the character's ranks in the skill being used and any unused Crafting Materials are immediately lost. There are several different types of Toolkits, all detailed in the Superior Equipment section.

Crafting Stations

Items can be made either during Logistics or at a Crafting Station using the Craft <Skill> Equipment Batch Crafting Ability. Crafting Stations are a specific on-site location designated by your chapter's staff (often this will be the same as where you go for Logistics). Individual Chapters may have different layouts and expectations for their Crafting Stations based on the specific site needs, but a Crafting Marshal must be present during any item creation. If you have any questions, ask a Marshal.

Identifying Adventuring Equipment

The identification of any Adventuring Equipment, other than that made by Smithing, is accomplished by role-playing an examination of the item. This can take anywhere from 60 seconds, if the character has only the Educated skill, down to instantly, depending on their level of the appropriate Crafting Skill. This is detailed under the Educated skill.

Crafting Material Cost

The following charts list the Crafting Material cost for all standard Adventuring Equipment Items that are able to be created by players.



ALCHEMY ADVENTURING EQUIPMENT	COST	TYPES
Alchemical Solvent	1	Contact
Cure Wounds 5	1	Elixir
Liquid Light	1	Contact
Intoxicate	1	Elixir
Hallucinate	2	Contact, Elixir, Globe
Paranoia	2	Contact, Elixir, Globe
Blast Globe (Flame, Ice, Light-	3	Globe
Oil of Slipperiness	3	Contact
Paste of Stickiness	3	Contact
Vorpall Coating 5	3	Contact
Weakness	3	Contact, Elixir, Globe
Antidote	4	Elixir
Poison Shield	4	Elixir
Cleanse	5	Elixir
Enfeeble	6	Contact, Elixir, Globe
Sleep	6	Contact, Elixir, Globe
Charm	7	Contact, Elixir, Globe
Paralysis	8	Contact, Elixir, Globe
Vorpall Coating 10	8	Contact
Amnesia	9	Elixir
Berserk	9	Contact, Elixir, Globe
Enslavement Antidote	9	Elixir
Euphoria Antidote	9	Elixir

BREWING ADVENTURING EQUIPMENT	COST
Cure/Cause Wounds	1 per level
Earth Spell-book	1 per 10 levels of spells
Endow	1
Source (Relic)	2
Weapon Shield	2
Weakness	3
Awaken	4
Cleanse	4
Restore	4
Wither	4
Release	5
Silence	5
Spell Shield	5
Cure Disease	6
Disease	6
Elemental Shield	6
Sleep	6
Charm	7
Destruction	7
Drain	8
Paralysis	8
Purify	8
Reflect Spell	8

INSCRIPTION ADVENTURING EQUIPMENT	COST
Evocation Bolt	1 per level
Celestial Spell-book	1 per 10 levels of spells
Disarm	1
Lesser Investment	1
Light	1
Slow	1
Pin	2
Repel	2
Source (Wand)	2
Weapon Shield	2
Break	3
Shackle	3
Wall of Force	3
Awaken	4
Shun	4
Release	5
Spell Shield	5
Elemental Shield	6
Sleep	6
Wizard Lock	6
Charm	7
Web	7
Dispel	8
Reflect Spell	8

SMITHING ADVENTURING EQUIPMENT	COST
Armor to 40 Armor Points	1 per 5AP (round up)
Armor 41 Armor Points and up	8+2 per 5AP>40 (round up)
Light Thrown Weapon	1
Small Weapon	1
Staff	1
Armor Patch, 10 points	2
Heavy Thrown Weapon	2
Light Crossbow	2
Shield	2
Short bow	2
Heavy Crossbow	3
Longbow	3
Short Blunt	3
Spear	3
Long Blunt	4
Short Edged	4
Armor Patch, 20 points	5
Long Edged	5
Two-Handed Blunt	6
Two-Handed Sword	7
Polearm	8
Whetstone	8

TINKERING ADVENTURING EQUIPMENT	COST
Environmental Trap	1 per 5 damage (min 20)
Weapon Trap	1 per 10 damage
Explosive Trap	2 per 5 damage (min 20)
Disarm Globe	1
Slow Globe	1
Noisemaker Trap	1
Blast Globe (Normal/Silver)	3
Break Globe	3
Shackle Globe	3
Silence Globe	5
Alchemy Globe Trap	5
Scroll Trap	5

GENERAL CRAFTING ABILITIES

GENERAL CRAFTING ABILITIES	PASSIVE/DAILY	COST	PREREQUISITE
Craft <Skill> Equipment Batch	Daily	2x Batch #	
Craft Superior Equipment	Daily	3	
Enhance Equipment (Masterwork)	Daily	5	
Field Craft	Daily	2	Craft <Skill> Equipment Batch
Recycle	Passive	2	Craft <Skill> Equipment Batch

Craft <Skill> Equipment Batch

This ability allows the character to create a Crafting Batch of Adventuring Equipment for the Crafting Skill used to purchase the ability. The Ability Point cost for this ability is calculated separately for each Crafting Skill. A character's first purchase costs two Ability Points. Each additional purchase increases the cost of the ability by two points. The size of your Crafting Batch is equal to your ranks in the Crafting Skill.

A character's initial Crafting Batch per Crafting Skill for each Logistics Period benefits from a Toolkit bonus. This bonus does not require the character to possess a toolkit or pay the coin cost to activate it. The decision to use a Toolkit for a Crafting Batch must be made when the character begins the batch.

If the character decides not to use all the points in a Crafting Batch, they will receive a Crafting Batch card noting any remaining points. The remaining points can only be used during the same Logistics Period. Crafters cannot combine points from Crafting Batches, but can have multiple Crafting Batches at one time, even for the same skill.

When an item is created using this ability, the necessary Crafting Materials must be turned in.

Craft Superior Equipment

This ability allows the creation of a single Superior Equipment item. In order to create the desired Superior Equipment item, the character purchasing this skill must meet the prerequisites listed for the item and turn in all of the ingredients.

Enhance Equipment (Masterwork)

This ability allows a character to improve any existing tagged item, to allow for it to be more easily affected by ritual magic.

Each purchase of Enhance Equipment (Masterwork) allows a character to add any or all of the below properties to a single item, at a cost of five gold per property added. An item may be enhanced multiple times, but each property may be only added once to an item.

- *Simplifying*: The Difficulty for Rituals cast on this item is one less.
- *Conserving*: The Additional Reagent cost for Rituals cast on this item is one less. This cannot be used to reduce the base price of Rituals.
- *Quickening*: The time spent casting Ritual on this item is reduced by 20%. This property does stack with the Quicken Casting ritual manipulation to a minimum time of 20% of the original casting time. This enhancement does not affect the casting time of unavoidable Rituals.
- *Well-wrought*: Once this item has two flaws, no additional flaws may be added to it.

Field Craft

This ability allows you to create a Field Craft tag for your crafting skill. This tag will be labeled with the Crafting Skill used to purchase it and the number of ranks of your Crafting Skill (to a maximum of 9).

To use a Field Craft tag, the character who created it must Focus for 30 seconds, during which time they must write the name of a single piece of Adventuring Equipment (up to the value on the tag) being duplicated. The item must be on the list of Adventuring Equipment available to the skill and be a single use item. Items created with Field Craft must be appropriately physrepped.

Used and unused Field Craft tags expire at the end of the Logistics Period in which they are created. They cannot be turned in with the Recycle ability or the Merchant skill, used in the creation of Superior Equipment. Field Crafting Tags have no Crafting Material value.

Recycle

This ability allows the character to turn in standard Adventuring Equipment items for Crafting Materials appropriate to the skill used to initially create the item at either Logistics or a Crafting Station. A character can receive Crafting Materials up to the lesser of the Crafting Material value of the item being turned in or the number of ranks in the appropriate skill. Only items found on the Crafting Material Cost lists may be exchanged with this ability.

ALCHEMY CRAFTING ABILITIES

ALCHEMY CRAFTING ABILITIES	PASSIVE/DAILY	COST	PREREQUISITE
Alchemy Globe Proficiency	Passive	2	
Alchemy Globe Superiority	Passive	4	Alchemy 15, Alchemy Globe Proficiency
Blast Potency	Daily	2	Alchemy 5, Alchemy Globe Proficiency
Cure for What Ails You	Passive	1	Alchemy Globe Proficiency, Healing Arts
Effective Antidotes	Passive	6	Alchemy 20, Healing Arts
Fusion Globe	Daily	2	Alchemy 15
Reliable Reactions	Passive	3	Alchemy Globe Superiority
Strong Will Stomach	Passive	1	
Temporary Transmutation	Daily	1	Alchemy 15
Viscous Poisons	Passive	2	Alchemy 5, Weapon Skill
Vomitous Blasts	Passive	2	Alchemy 5, Strong Will Stomach

Alchemy Globe Proficiency

This ability allows the character to throw Alchemy Globes with the verbal "Poison <Effect>" and Blast Globes with the verbal "Elemental Strike 10 <Effect>" based on the item's tag.

Alchemy Globe Superiority

This ability allows the character to throw *Alchemy Globes* using the verbal "Poison Strike <Effect>".

Blast Potency

This ability increases the damage of thrown *Blast Globes* by five for 10 minutes.

Cure for What Ails You

This ability allows the character to expend a Cure Wounds Elixir and throw a packet using the verbal "Poison 5 Healing". Characters who have also purchased the Alchemy Globe Superiority ability would use the verbal "Poison Strike 5 Healing".

Effective Antidotes

This ability allows the character to expend an Antidote Elixir to make a single touch cast attack using one of the following verbal calls: "Elemental Awaken", "Elemental Cleanse", or "Elemental Release".

Fusion Globe

This ability allows the character to expend an Alchemy Globe and a Blast Globe to throw a packet using the verbal "Elemental Strike <Effect>" with the effect matching that of the expended Alchemy Globe.

Reliable Reactions

This ability allows the character to immediately throw a second packet for each Alchemy Globe at no cost, if the first packet does not make contact with a target.

Strong Will Stomach

The ability allows the character to choose to call "Harmed" upon ingesting any poison elixir and take 10 body damage instead of the effect. This ability can only be used while conscious.

Temporary Transmutation

This ability allows a character to expend one piece of Alchemy Adventuring Equipment and produce an effect of another Alchemy Adventuring Equipment of the same type with an equal or lesser Crafting Material cost.

Viscous Poisons

This ability allows the character to choose which attack an applied poison coating is used for instead of being automatically used on the next attack.

Vomitous Blasts

This ability allows the character to Focus for 1 minute and expend any number of Blast Globe. For each Blast Globe expended, the character can make one thrown packet attack using the verbal "Elemental Strike 10 Normal". These attacks last until resurrection, or the end of the LP. If the character receives a killing blow, all remaining attacks must be expended as a Vengeance effect with a numeric value equal to ten times the remaining expended Blast Globes. This damage may not be avoided or mitigated in any way, including defenses such as Reduction and Immunities or skills such as Phase or Resolute.

BREWING CRAFTING ABILITIES

BREWING CRAFTING ABILITIES	PASSIVE/DAILY	COST	PREREQUISITE
Deft Dosage	Passive	2	Brewing 10
Earth's Bounty	Passive	1	1 per 2 Brewing Ranks
Life's Renewal	Passive	1	Earth High Magic
Potion Mastery	Passive	2	Brewing 10
Potion Potency	Daily	2	Brewing 10
Preserving Energies	Passive	5	Brewing 20
Purify the Potion / Corrupt the Concoction	Passive	1	Brewing 5
Quick Salve	Passive	1	Brewing 10
Quicken Aid	Daily	1	
Relic Bearer's Siphon	Passive	3	Brewing 5, Earth Channeling 5
Shield of Sanctuary / Symbol of Desecration	Passive	2	Earth Channeling 1, Shield
Stopper Anything	Daily	4	Brewing 20
Undeath's Offering	Passive	1	

Deft Dosage

This ability allows a character to target themselves with a touch cast "Elemental 5 Healing" immediately after administering a cure wounds potion to another character.

Earth's Bounty

This ability grants an increase of 2 maximum Body Points. This ability can be purchased a maximum of five times, regardless of whether it is from this ability or the High Magic ability of the same name, providing up to ten additional maximum Body Points.

Life's Renewal

This ability allows a character to perform Resurrections that enable the target to renew one skill of each category (racial, scholarly, martial, stealth). This happens immediately upon completion of the Resurrection, with no additional Meditation or Focus necessary. Additionally, the resurrected character receives any protectives of their choice, with no spells being expended.

Potion Mastery

This ability allows the character to expend a potion in their hand to touch cast its effect as "Spell <Effect>" into a Spell Store or Memory Strike Ritual as though using a spell to fulfill those Rituals' requirements.

Potion Potency

This ability allows the character, upon activation, to increase the numerical value by 5 of any potion containing an Earth Signature Spell that they administer for the next ten minutes.

Preserving Energies

This ability increases the character's Bleeding Out timer to 2 minutes and their Dead timer to ten minutes.

Purify the Potion/Corrupt the Concoction

This ability allows the character to administer any Earth or Necromancy potion as its reverse effect. The effect group of the delivered potion will match the chosen effect.

Quick Salve

This ability gives the character a slot to store the effect of a potion for later use. Until the end of the Logistics Period, after one minute of Focus the character can expend a single potion and may later touch cast the effect as "Elemental <Effect>." These slots are refillable and persist through resurrection, though any stored effects are lost.

Quicken Aid

This ability allows the character to perform First Aid in 3 seconds three times for each purchase.

Relic Bearer's Siphon

This ability allows a character to Meditate and expend a potion to restore an amount of points to their own Earth Channeling Pool. This amount is equal to 5 points per level of the spell. If the expended potion is a cure/cause wounds potion, an additional 5 points is restored.

Shield of Sanctuary/Symbol of Desecration

This ability allows a character to use a shield as either a healing or chaos Source for the purposes of Channeling. May only be purchased once.

Stopper Anything

This ability allows the character to craft any earth spell into a short lived potion as a part of a Brewing Crafting Batch. These potions require two Crafting Materials per level of the spell to create and they expire at the end of the Logistics Period in which they are created. Items made with this ability cannot be Recycled, turned in with the Merchant skill, used in the creation of Superior Equipment, or used for any other purpose. These items have no Crafting Material value.

Undeath's Offering

Characters purchasing this ability reduce their maximum Body Points by 5 and gain 10 Natural Base Armor. This ability may be purchased up to four times and is considered Necromancy.

INSCRIPTION CRAFTING ABILITIES

INSCRIPTION CRAFTING ABILITIES	PASSIVE/DAILY	COST	PREREQUISITE
Arcane Sight	Passive	2	Inscription 15
Celestial Armor	Passive	1	1 per 2 Inscription ranks
Efficient Protectives	Passive	2	Inscription 10
Mend Potency	Daily	2	Inscription 5
Mystic Tattoo	Daily	2	Inscription 10
Perfect Spelling	Passive	3	Inscription 10
Preferred Element	Passive	1	
Scroll Anything	Daily	4	Inscription 20
Scroll Mastery	Passive	3	Inscription 15
Scroll Potency	Daily	2	Inscription 5
Star Armor	Daily	2	Inscription 10
Wand Wielder's Siphon	Passive	3	Inscription 5, Celestial Channeling 5

Arcane Sight

This ability allows a character to cast any scroll regardless of Celestial spells known, and without a light source.

Celestial Armor

This ability increases the Base Armor Points of any Base Armor worn by two per purchase. This ability may be purchased a maximum of five times, regardless of whether it is from this ability or the High Magic Ability of the same name. This additional Base Armor does not count against the character's class limitation for armor points.

Efficient Protectives

This ability allows a character who has just cast a Protective effect from a Battle Magic Scroll on another character to immediately cast that same effect on themselves using the verbal "Elemental <Effect>".

Mend Potency

This ability increases the amount repaired by any Mend Armor or Mend Armor Storm spell cast from memory by five for ten minutes.

Mystic Tattoo

When crafting a scroll within an Inscription Crafting Batch, this ability allows the character to inscribe it onto the flesh of a willing creature instead of a piece of paper. The Mystic Tattoo must be represented by a sigil covering at least one square inch in area on exposed skin. The Mystic Tattoo may only be used by the targeted creature. To use the Mystic Tattoo, the character must touch a packet to the sigil and recite the full verbal for the spell that was tattooed. The tattoo does not persist through Resurrection, or past the end of the logistics period.

Perfect Spelling

This ability allows the character to immediately recast Battle Magic Scrolls as "Spell Strike" if the initial packet misses.

Preferred Element

When casting an Evocation Bolt from a scroll, in place of the effect listed on the scroll, the character may select from Flame, Ice, Lightning, Stone, or Magic.

Scroll Anything

This ability allows the character to craft any Celestial spell into a short lived scroll using their Inscription Crafting Batch. These scrolls require two Crafting Materials per level of the spell to create and they expire at the end of the Logistics Period in which they are created. Items made with this ability cannot be Recycled, turned in with the Merchant skill, used in the creation of Superior Equipment, or used for any other purpose. These items have no Crafting Material value.

Scroll Mastery

Until the next Logistics Period, this character may expend a Battle Magic scroll (that they could normally use) to choose and cast a lower-level spell per the normal requirements of Scroll casting. The chosen spell must be in a Spell Book on the character's person and found on the standard list of Inscription Adventuring Equipment.

Scroll Potency

This ability increases the damage of any Evocation Bolts cast from Battle Magic Scrolls by five, for 10 minutes.

Star Armor

This ability allows a character to Focus for one minute and expend a Battle Magic Scroll to grant Bonus Armor equal to five points per level of the spell.

Wand Wielder's Siphon

This ability allows a character to Meditate and expend a Battle Magic Scroll to restore a number of points to their own Celestial Channeling Pool. This amount is equal to five points per level of the spell. If the expended scroll is an evocation scroll, an additional five points is restored.

SMITHING CRAFTING ABILITIES

SMITHING CRAFTING ABILITIES	PASSIVE/DAILY	COST	PREREQUISITE
Arcane Smith	Passive	2	
Armor Mastery	Passive	1	1 per 2 Smithing Levels
Armored Mettle	Passive	3	Smithing 15
Enhance Weapon (Silver)	Passive	3	
Enhance Equipment (Strengthen)	Passive	5	Smithing 10
Fan the Flames	Passive	5	Smithing 20
Fast Refit	Daily	1	
Field Repair	Passive	1	
Immoveable Shield	Passive	2	Smithing 5, Shield
Reckless Strength	Daily	2	Smithing 10, Weapon Skill
Repair Armor	Passive	1	Smithing 5/10/20
Unstoppable Weapon	Passive	1	

Arcane Smith

This ability allows the character to Refit any Arcane Armor in one minute.

Armor Mastery

Whenever a character with this ability uses an Armor Patch to grant Bonus Armor, they instead grant that amount of Bonus Armor plus two points per purchase of this skill. This ability may be purchased up to five times.

Armored Mettle

While wearing tagged physical armor and at max Armor Points (i.e. not needing Refit) the Body points expended from the use of the Mettle skill is reduced by half. When used by a character with the skill Indomitable Will, each use of Mettle costs five Body.

Enhance Weapon (Silver)

This ability allows you to turn an existing Normal weapon into a Silver weapon at a Crafting Station or during Logistics for a cost of one gold per weapon. Any standard attacks with that weapon would use the "Silver" effect.

Enhance Equipment (Strengthen)

This allows you to add Strengthen charges to items during Logistics, or at a Crafting Station, for a cost of one Gold per charge. A Strengthening Charge may be expended to negate a Break or Shatter effect by calling "Resist". Any item may have up to three Strengthen charges at a time.

Fan the Flames

This ability allows a character to expend a Strengthen charge from a weapon to give that weapon the Flame effect for 10 minutes.

Fast Refit

This ability allows a character to halve the time (round up) it takes to Refit Base Armor once per use. This skill can be used multiple times to enhance its effects, to a minimum of a 15 second Refit with this skill.

A character must announce "Fast Refit" when starting to Refit. Once the skill is announced, it is expended even if the Refit action is interrupted.

Field Repair

This ability allows the character to touch cast "Elemental Mend <item>" after a successful Meditation cycle.

Immovable Shield

This ability allows the character to expend a Strengthen Charge on their properly wielded Shield to negate a Weapon attack using the Strike keyword that is otherwise validly blocked. The proper verbal is "Counteract".

Reckless Strength

The ability allows the user to expend a Strengthen Charge to increase the base damage of a strengthened weapon by one while they are wielding it for 10 minutes. If this ability is already active, a new activation resets the timer.

Repair Armor

This ability reduces the refit time of physical armor by an additional 10 seconds per purchase. May be purchased up to three times.

Special prerequisite: 5/10/20 Smithing

Unstoppable Weapon

Characters may use any known Martial Skill with a Great Weapon regardless of the skill's Weapon Skill requirement.

TINKERING CRAFTING ABILITIES

TINKERING ABILITY	PASSIVE/DAILY	COST	PREREQUISITE
Automatic Injector	Daily	1	Tinkering 5, Healing Arts
Blast Pressure	Daily	1	Tinkering 5
Blast Strike	Passive	1	Tinkering 5, Weapon Skill
Careful Hands	Passive	1	Evade
Danger Sense	Daily	2	Tinkering 15, Careful Hands
Deadman's Switch	Passive	2	Tinkering 15
Dismantle	Passive	1	
Escape Artist	Daily	1	Tinkering 5
Field Repair	Passive	1	
Improvised Globe	Passive	2	Tinkering 10, Tinkering Globe Use
Improvised Use	Daily	2	Tinkering 10
Tinkering Globe Use	Passive	3	
True Tinkering	Daily	3	Tinkering 20

Automatic Injector

This ability allows the character to Focus for 60 seconds and expend a single Antidote, Awaken, or Cleanse Elixir or Potion. When the character is next affected by an Effect with a non-instant duration in the Effect group appropriate to the expended Elixir or Potion (Alteration for Antidote; Command for Awaken; Curse for Cleanse) the character must call "Elemental <Effect>" and that effect resolves as if touch cast and accepted.

Blast Pressure

Increase the damage of a single thrown Blast Globe to 50.

Blast Strike

This ability allows the character to expend a Blast Globe and immediately make a weapon attack with the call "Elemental Strike 10 <Effect>," with the Effect matching that of the expended Blast Globe.

Careful Hands

This ability allows the character to expend an Evade to avoid any Effect delivered via a Radius Contact Attack.

Danger Sense

When arming a trap, if the trap triggers, this ability is used to avoid the effect of the trap, and the trap is expended.

Deadman's Switch

This ability allows a character to Focus for one minute and consume one unarmed Weapon, Environmental, or Explosive Trap. The next time the character receives a completed Killing Blow, the attacker will be affected by "<Number> Vengeance" with the number equaling the damage of the consumed trap. This ability may only be purchased once and any stored trap will not persist through Resurrection. The Trap tag must be carried while the Effect is active.

Dismantle

This ability allows the character to Focus for one minute with an item and then touch-cast "Elemental Break" on that item.

Escape Artist

This ability gives the character the ability to Rip from any Binding Effect on a 3-count once per Logistics Period per purchase as per the monster ability Escape Binding. The 3-count must be completed to remove the Binding effect.

Field Repair

This ability allows the character to touch cast "Elemental Mend <Item>" after a successful Meditation cycle.

Improvised Globe

This ability allows the character to expend any five Crafting Materials to throw a packet of "Elemental Strike 10 <Effect>" with either the Silver or Normal effect.

Improvised Use

This ability allows the character to throw Battle Magic scrolls of any level, mix elixirs into food and drink, apply weapon coatings, throw blast globes, throw tinkering globes, and throw alchemy globes without the Strike keyword, for 10 minutes.

Tinkering Globe Use

This ability allows the character to throw Tinkering Globes using the verbal "Weapon Strike <Effect>" and Blast Globes using "Elemental Strike 10 <Effect>" based on the item's tag.

True Tinkering

This ability allows a character to spend Crafting Materials during a single Tinkering Crafting Batch to create Adventuring Equipment items from any other Crafting skill. These items cost twice as many Crafting Materials to make and the higher cost must fit within the character's Tinkering Batch pool. The character may use either Tinkering Crafting Materials or Crafting Materials appropriate to the other skill to fill their batch pool.

SUPERIOR EQUIPMENT

An item may only be under one active Superior Equipment effect at a time, though some items allow the same effect to be present multiple times, as indicated in their description. Attempting to add a second Superior Equipment effect will automatically fail with the loss of all Ingredients. A character may wield or wear multiple Superior Equipment items at the same time.

Superior Equipment may be Targeted by Rituals, but Superior Equipment effects cannot be added to an item that is currently the Target of any Ritual. Unless otherwise noted, a character must have the appropriate skills to use the Superior Equipment.

Each Superior Equipment description includes six parts:

- *Name*: The name of the Superior Equipment.
- *Skill Requirement*: The prerequisite Skill(s) the character creating the item must have in order to apply the Superior Equipment effect to an item.
- *Duration*: The number of charges, or length of time, the effect persists.
- *Ingredients*: The Item and/or Crafting Materials which must be presented at Logistics or a Crafting Station to create the Superior Equipment effect tag.
- *Target*: The Target item which can receive the Superior Equipment effect.
- *Description*: A Description of the effect.

General

Advanced Toolkit

Skill Requirement: 10 ranks in any two Crafting Skills

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item <Tools>

This Toolkit works with Crafting Batches for any Crafting Skill.

A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Durable Toolkit

Skill Requirement: 15 ranks in any 2 Crafting Skills

Duration: 15 times ever

Ingredients: 5 gold, 10 Herbs, 10 Vellum, 10 Leather, 10 Ink, 10 Ore

Target: Item <Tools>

This Toolkit works with Crafting Batches for any Crafting Skill.

A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Alchemy

Alchemy Toolkit

Skill Requirement: Alchemy 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item <Tools>

This Toolkit only works with Alchemy Crafting Batches. A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Amalgam Armament

Skill Requirement: Alchemy 20, Smithing 1

Duration: 3 times ever

Ingredients: Silvered Weapon, 3 Ore, 1 Leather

Target: Item <Weapon>

A character with Alchemy may expend a charge on this item. Once a charge is expended, a character with Alchemy may Focus for one minute to swap the effect of this weapon from Normal to Silver or from Silver to Normal an unlimited number of times during the Logistics Period.

Apothecary's Relic

Skill Requirement: Alchemy 15, Healing Arts

Duration: 3 times ever

Ingredients: Earth Source, 7 Leather, 5 Herbs, 2 Ore

Target: Item <Earth Source>

A character can expend an item charge and 25 Earth Channeling points to touch cast "Elemental Cleanse" or "Elemental Antidote."

Dragon's Breath Distillate

Skill Requirement: Alchemy 10

Duration: 1 time ever

Ingredients: 4 Leather, 6 Herbs, 3 Ore

Target: Item <Potion Physrep>

Once consumed, the user may throw up to three "Elemental Strike 5 Flame" attacks with packets. Once thrown, the user can Meditate to regain the ability, and may do so (throw, mediate, repeat) as often as desired. Once consumed, the ability lasts the remainder of the LP.

Eat Me Not

Skill Requirement: Alchemy 10

Duration: 3 times ever

Ingredients: 2 Leather, 3 Herbs, 1 Ore

Target: Item <Potion Physrep>

A Character can expend this item to gain three Engulf Blocks that will expire at the end of the LP. While these charges remain, the first three times the targeted character is affected by a completed Engulf, they must respond "Engulf Block" and will not take the effect. Any additional Eat Me Nots consumed will restore the character to the maximum of three Engulf Block charges, regardless of how many they currently have.

Envenomed Quiver

Skill Requirement: Alchemy 20

Duration: until used

Ingredients: Up to 20 identical Alchemy Coatings, 5 Leather, 5 Herbs, 3 Ore

Target: Item <Quiver>

This item has a number of charges equal to the number of coatings expended in its creation. A character may expend an item charge to attack with a bow or crossbow as if a coating matching those consumed had been applied.

Howlbear Distillate

Skill Requirement: Alchemy 20

Duration: 2 times ever

Ingredients: 4 Leather, 5 Herbs, 2 Ink

Target: Item <Potion Physrep>

When expending an item charge, the character is Berserked for 5 minutes. While Berserked they gain 30 bonus body, the ability to use the Body Effect on any weapon attacks and the following ability: Harmed Effect: Command, Greater Command: 10 body points of damage. When the Berserk effect ends, by whatever means, the character will immediately receive a Doom effect as though touch cast and accepted.

Liquid Courage

Skill Requirement: Alchemy 10

Duration: 3 times ever

Ingredients: 3 Leather, 5 Herbs, 2 Vellum

Target: Item <Potion Physrep>

When expending an item charge the character is Intoxicated for 10 minutes or until otherwise removed. While this effect lasts, the character gains the following ability: Harmed Effect: Fear: five body points of damage.

Poison Spray Crossbow

Skill Requirement: Alchemy 10

Duration: until used

Ingredients: Crossbow, Up to 20 identical non-Vorpall Coatings, 4 Leather, 6 Herbs, 3 Ore

Target: Item <Crossbow>

This item has a number of charges equal to the number of coatings expended in its creation. The wielder may expend a charge to make an attack with this weapon using the verbal "Poison Strike <Effect>" where the <Effect> matches the non-Vorpall Coating consumed in the creation of this item.

Quill of Alternate Reagent

Skill Requirement: Alchemy 10

Duration: 3 times ever

Ingredients: 7 Leather, 7 Herbs, 6 Vellum

Target: Item <Quill>

When expending an item charge at the start of a ritual casting, the ritual casting will function as if the user had purchased the Alternate Reagent Ritual Manipulation.

Rockhide Distillate

Skill Requirement: Alchemy 15

Duration: 1 time ever

Ingredients: 8 Leather, 5 Herbs

Target: Item <Potion Physrep>

A character can expend this item to give themselves 10 points of Base Natural Armor for the remainder of the LP. The Base Natural Armor can be increased to 20 points by tripling the Ingredient cost.

Scorpion's Sting

Skill Requirement: Alchemy 10, 1st level Celestial Spell Slot

Duration: 5 times ever

Ingredients: Celestial Source, 5 Ink, 3 Vellum, 2 Herbs

Target: Item <Celestial Source>

This effect allows a character to expend a charge and either a celestial spell from memory or a portion of their channeling pool to make an attack using the verbal "Poison Strike <Effect>" as appropriate to the spell or channeling used. The amount of Channeling Pool expended is limited by user's normal cap.

Brewing

Brewer's Bow

Skill Requirement: Brewing 10

Duration: 5 times ever

Ingredients: Bow or Crossbow, 5 Leather, 5 Herbs, 3 Vellum

Target: Item <Bow or Crossbow>

Allows a character to expend a charge from this weapon and a potion in their possession to make an attack using the verbal "Weapon Strike <Effect>" as appropriate to the potion.

Brewing Toolkit

Skill Requirement: Brewing 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item <Tools>

This Toolkit only works with Brewing Crafting Batches. A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Circle of Recovery

Skill Requirement: Brewing 20, Earth Channeling 1

Duration: until used

Ingredients: Earth Source, 8 Herbs, 7 Vellum, 5 Ink

Target: Item <Earth Source>

A character using this equipment must first prepare the physical representation for a standard battle magic Circle of Power. Afterward, they may destroy the item to cast an Altered Circle of Power with the incant, "Spell Circle of Power". The Altered Circle of Power has all the normal characteristics of a battle magic Circle of Power with the following change: the caster may Touch cast their Earth Channeling Pool through the barrier to any character outside, but touching, the border of the Circle.

Congeeing Powder

Skill Requirement: Brewing 15, Alchemy 1

Duration: 3 times ever

Ingredients: 3 Herbs, 3 Vellum, 2 Leather

Target: Item <Potion Physrep>

A charge from this item can be expended to turn a consumable Brewing Adventuring Equipment into a Weapon Coating. The Weapon Coating can be applied in the usual manner and delivered via attack with the verbal "Spell <Effect>" as appropriate to the potion used. The Weapon Coating will last until the end of the LP.

Corpselight

Skill Requirement: Brewing 10, 5th Level Earth Spell Slot

Duration: 3 times ever

Ingredients: 8 Herbs, 4 Vellum, 3 Ore

Target: Item <Lantern, candlestick, torch>

After expending a charge from this item, the character may complete a Meditate to light or extinguish the Corpselight for the rest of the LP. While lit and plainly visible on your person, the Corpselight changes the appearance of the bearer to either that of a living person or an undead, whichever is the opposite of their normal appearance. This must be appropriately represented. Once activated, the effect lasts until extinguished or the LP ends. Should the light go out on its own, the wearer will return to their normal appearance.

Good Night Tea

Skill Requirement: Brewing 10

Duration: until used

Ingredients: 4 Herbs, 1 Vellum

Target: Item <Potion Physrep>

This item fills you to full Body when paired with at least an hour of in character sleep and/or bed rest. Any combat skill, crafting skill, or magic use outside of touch casting will end the effect with no benefit. A character can only benefit from this effect once per LP.

Greater Healing/Harming Weapon

Skill Requirement: Brewing 15

Duration: 15 times ever

Ingredients: Weapon, 40 Crafting Materials worth of Cure or Cause Wounds potions, 10 Herbs, 4 Vellum, 3 Ore

Target: Item <Weapon>

The wielder may expend a charge to make an attack with this weapon using the verbal "Weapon Strike 10 <Healing/Chaos>" as appropriate to the potions used in its construction.

Healing Bandages

Skill Requirement: Brewing 5

Duration: 5 times ever

Ingredients: 3 Herbs, 1 Vellum, 1 Ink

Target: Item <Strip of cloth measuring at least 4" x 36">

A character may expend an item charge to perform the First Aid skill, even if they do not have that skill, in 30 seconds on a player and then touch cast "Elemental 5 Healing" on the same player.

Lesser Healing/Harming Weapon

Skill Requirement: Brewing 10

Duration: 8 times ever

Ingredients: Weapon, 20 Crafting Materials worth of Cure or Cause Wounds potions, 6 Herbs, 3 Vellum, 2 Ore

Target: Item <Weapon>

The wielder may expend a charge to make an attack with this weapon using the verbal "Weapon Strike 10 <Healing/Chaos>" as appropriate to the potions used in its construction.

Panacea

Skill Requirement: Brewing 20

Duration: until used

Ingredients: Up to 20 identical pieces of Brewing Adventuring Equipment, 5 Vellum, 5 Herbs, 3 Ink

Target: Item <flask, bottle, vial, mug, etc.> capable of containing at least 50 ml.

This item has a number of charges equal to the number of potions used in its creation. While the rep is in hand, and you are holding no weapons, sources, or other larger game items in that hand, a character may expend an item charge to touch cast "Elemental <Effect>" with <Effect> matching the potions used in the item's creation.

Quill of Ritual Unification

Skill Requirement: Brewing 10

Duration: 3 times ever

Ingredients: 14 Herbs, 6 Vellum

Target: Item <Quill>

A character must have a Ritual Strength of at least 1 to use this item. When a character expends an item charge, they gain the Ritual Unification High Magic ability for the rest of the LP.

Relic of Rejuvenation

Skill Requirement: Brewing 5

Duration: 3 times ever

Ingredients: Earth Source, 5 Herbs, 10 Vellum

Target: Item <Earth Source>

Upon the completion of a successful First Aid, the user may expend all remaining Spark packets and a charge of this item to deliver "Elemental X <Healing/Chaos>" to the target of the First Aid, where X is 5 times the number of Spark packets expended. The time for this First Aid can only be decreased through passive benefit of the Brewing skill.

Vial of Resistance

Skill Requirement: Brewing 15, Cannot be made by a human

Duration: 5 times ever

Ingredients: 6 Herbs, 6 Vellum, 3 Leather

Target: Item <flask, bottle, vial, mug, etc.>

This item allows the wielder to expend an item charge and a Racial Resist to touch cast one of the below effects as "Spell <Effect>", based on the Racial Resist expended:

Command: Awaken

Binding: Release

Necromancy: Purify

Spell: Dispel

Poison: Cleanse or Antidote

Curse: Cleanse

Elements: 20 Healing

Weapon of Curses

Skill Requirement: Brewing 10

Duration: 5 times ever

Ingredients: Weapon, 6 Leather, 4 Herbs, 2 Vellum

Target: Item <Weapon>

The wielder may expend a charge and a spell from memory from the Curse Effect Group to immediately make a single attack with this weapon using the verbal "Weapon Strike <Effect>" as appropriate to the spell expended.

Weapon of Smiting

Skill Requirement: Brewing 15, 7th Level Earth Spell Slot

Duration: 3 times ever

Ingredients: Silver Weapon, 9 Herbs, 6 Vellum, 3 Ore

Target: Item <Weapon>

The wielder may expend a charge to make a single attack with this weapon using the verbal "Weapon Strike Destroy Undead".

Inscription

Channeling Weapon

Skill Requirement: Inscription 10, Celestial Channeling 5

Duration: 3 times ever

Ingredients: Celestial Source, Weapon, 15 Vellum, 8 Ink, 6 Ore

Target: Item <Weapon>

Upon creation, select either Flame, Ice, Lightning, or Stone. As long as this weapon has charges remaining, the wielder can use this weapon as a Source for the purposes of Channeling. Additionally, an item charge can be expended along with up to 125 Celestial Channeling points. For every 25 Channeling Points spent this way, the wielder can immediately activate a Critical Attack or a Back Attack, following all appropriate rules and limitations.

Foundation's Armament

Skill Requirement: Inscription 10, Smithing 1

Duration: 3 times ever

Ingredients: Weapon, 8 Ink, 6 Vellum, 5 Ore

Target: Item <Weapon>

A character can expend an item charge when using a Foundation Strike to double the damage of the expended Signature Spell.

Greater Evocation Weapon

Skill Requirement: Inscription 15

Duration: 15 times ever

Ingredients: Weapon, 40 Crafting Materials worth of Evocation Bolt Battle Magic Scrolls of one effect, 10 Ink, 4 Vellum, 3 Ore

Target: Item <Weapon>

The wielder may expend a charge to make an attack with this weapon using the verbal "Weapon Strike 10 <Stone/Lightning/Ice/Flame>" as appropriate to the scrolls used in its construction.

Inscriber's Tome

Skill Requirement: Inscription 15

Duration: 10 times ever

Ingredients: 10 Ink, 10 Vellum

Target: Item <book, scroll, tablet, etc.>

A character with the Inscription skill can expend an item charge to cast an Evocation Bolt 20 following the physical requirements for casting a scroll, using the book as the physrep, and choosing the effect from Flame, Ice, Lightning, Stone, or Magic at time of casting.

Inscription Toolkit

Skill Requirement: Inscription 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item <Tools>

This Toolkit only works with Inscription Crafting Batches. A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Lesser Evocation Weapon

Skill Requirement: Inscription 10

Duration: 8 times ever

Ingredients: Weapon, 20 Crafting Materials worth of Evocation Bolt scrolls of one effect, 6 Ink, 3 Vellum, 2 Ore

Target: Item <Weapon>

The wielder may expend a charge to make an attack with this weapon using the verbal "Weapon Strike 10 <Stone/Lightning/Ice/Flame>" as appropriate to the scrolls used in its construction.

Mentor's Spell Book

Skill Requirement: Inscription 5

Duration: 5 times ever

Ingredients: 3 Vellum, 2 Ink, 1 Leather

Target: Item <book, scroll, tablet, etc.>

While meditating, a character with Educated may expend an item charge and read aloud to another meditating character. The other character gains the benefit of any ranks of Enhanced Meditate possessed by the reader. Should neither character have Enhanced Meditate, both characters complete their meditates in nine minutes. This effect lasts until either character runs out of meditable skills or stops meditating for more than 1 minute.

Protective Inscription

Skill Requirement: Inscription 15, Smithing 1

Duration: until used

Ingredients: 7 Ink, 3 Vellum, 1 Ore

Target: Item <Armor>

This allows an inscriber to add a once ever Cloak vs. Evocation to a suit of armor. Each cloak added will reduce the Armor Points a character can gain from the armor by 5 until used. This reduction is applied after determining the worn value of the armor and can only reduce the value of the Armor to half its worn value. This effect can be applied multiple times to a single suit of armor, up to a maximum of 6 times for a suit of armor with a worn value of 60 Armor Points, but the cost must be paid each time.

Quill of Terminate

Skill Requirement: Inscription 10

Duration: 3 times ever

Ingredients: 14 Ink, 6 Vellum

Target: Item <Quill>

When expending an item charge at the start of a ritual casting, the ritual casting will function as if the user had purchased the Terminate Ritual Manipulation.

Rod of Eldritch Berserking

Skill Requirement: Inscription 15, Celestial Channeling 1

Duration: 1 time ever

Ingredients: 6 Ink, 3 Vellum, 1 Herbs

Target: Item <Celestial Source or Staff>

Upon expending an item charge and 100 points of the user's celestial channeling pool, the user is Berserked for 10 minutes and gains the ability to throw packets for "Arcane Strike 20 Magic" at will, for the duration of the Berserk, losing all other Game Abilities.

When the Berserk effect ends, by whatever means, the character will immediately receive a Doom effect as though touch cast and accepted. The packet attacks will also be lost.

Scroll Satchel

Skill Requirement: Inscription 20

Duration: until used

Ingredients: Up to 20 identical pieces of Inscription

Adventuring Equipment, 5 Ink, 5 Vellum, 3 Leather

Target: Item <Pouch> (16 sq in min. surface area)

This item has a number of charges equal to the number of scrolls expended during its creation. To use these charges the wielder must touch a packet to the pouch and state the full incant of the spell being used before throwing or touch casting the spell. A character must be able to cast a scroll of this level to be able to use the scroll satchel.

Wand of Abundance

Skill Requirement: Inscription 5

Duration: 3 times ever

Ingredients: Celestial Source, 3 Ink, 4 Vellum

Target: Item <Celestial Source>

Upon the completion of a successful Meditation to restore the user's number of Spark packets, the character may expend a charge of this item to increase the total amount of Spark packets for this use to 15. Once the character Meditates again to restore Spark charges, the total amount of Spark packets is reduced back to 10.

Weapon of Banishment

Skill Requirement: Inscription 15, 4th level celestial spell slot

Duration: 3 times ever

Ingredients: Weapon, 9 Ink, 6 Vellum, 3 Ore

Target: Item <Weapon>

The wielder may expend a charge to make an attack with this weapon using the verbal "Weapon Strike Banish".

Smithing

Armor of Crushing Counters

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: Armor, 5 Ore, 3 Leather, 2 Ink

Target: Item <Armor>

After using a Parry, a character wearing this armor can expend an item charge and increase the damage of their next attack by 10. This may not be combined with any other skills, abilities, or effects.

Armor of Dispersal

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: Armor worth at least 40 points, 12 Ore, 6 Leather, 2 Vellum

Target: Item <Armor>

Allows the character to expend a charge when hit by a non-instantaneous effect, calling "Reduced" and reducing the Duration of that effect by 5 minutes. The Armor Point value of this armor is then reduced to 0 and must be Mended before it can be refit. This may not be combined with the Mettle skill.

Armor of Reduction

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: Armor, 6 Ore, 4 Leather, 2 Vellum

Target: Item <Armor>

When struck by a weapon attack that causes damage, a character wearing this suit of armor can expend an item charge and a Resolute to take half damage (rounded down), calling "Reduced" to the attack.

Armor of Vital Reinforcement

Skill Requirement: Smithing 15, Healing Arts

Duration: 3 times ever

Ingredients: Armor, 7 Ore, 5 Leather, 4 Herbs

Target: Item <Armor>

A character wearing this suit of armor may elect to expend an item charge and up to 30 points of body damage to gain that amount of Bonus Armor. The Bonus Armor gained cannot exceed the amount of armor points the character gains from wearing the suit.

Bow of Enchanted Barrage

Skill Requirement: Smithing 10, 1st level spell slot

Duration: 5 times ever

Ingredients: Bow or Crossbow, 6 Ore, 3 Leather, 1 Vellum

Target: Item <Bow or Crossbow>

A character with Combined Strike or United Blow can expend an item charge and a spell of any level. A number of attacks equal to the level of the spell expended have their damage increased by 5.

Castling Weapon

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: Weapon, 4 Ore, 2 Leather

Target: Item <Weapon>

The wielder may expend a charge and a Disarm/Break Strike to make an attack with this weapon using the verbal "Weapon Strike Pin".

Cleaving Weapon

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: Weapon, 6 Ore, 3 Leather

Target: Item <Melee Weapon>

The wielder may expend a charge and a Slay or Assassinate to immediately make two attacks with this weapon at half the damage (rounded down) of the expended skill. If an Assassinate is used, both attacks must be from behind.

Elemental Runed Weapon

Skill Requirement: Smithing 15, Read Magic

Duration: 3 times ever

Ingredients: Melee Weapon, 3 identical Evocation Bolt scrolls, 4 Ore, 3 Leather, 2 Vellum

Target: Item <Melee Weapon>

Immediately after using any offensive martial or stealth skill with that weapon, the wielder may expend an item charge and make an attack using the call "Elemental Strike <Effect>" as appropriate to the consumed scrolls.

Moonshield

Skill Requirement: Smithing 15, Read Magic

Duration: 3 times ever

Ingredients: Shield, 6 Ore, 4 Leather, 2 Ink

Target: Item <Shield>

During a refit a character may expend an item charge and a celestial spell from memory of up to 8th level to gain Bonus Armor of 5x the expended spell's level. Only one character may benefit from this effect per LP.

Piercing Polearm

Skill Requirement: Smithing 15, Riposting Blow

Duration: 3 times ever

Ingredients: Polearm, 12 Ore, 6 Leather

Target: Item <Polearm>

When using Riposting Blow, you may expend an item charge to add the Strike keyword to the resulting attack.

Quill of Caster's Mark

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: 7 Ore, 7 Leather, 6 Vellum

Target: Item <Quill>

When expending an item charge at the start of a ritual casting, the ritual casting will function as if the user had purchased the Caster's Mark ritual manipulation without the corresponding increase in difficulty.

Sanguine Armor

Skill Requirement: Smithing 20

Duration: 3 times ever

Ingredients: Armor, 5 Ore, 3 Leather, 2 Herbs

Target: Item <Armor>

When the wearer of this armor receives a Life or Cure Wounds effect, they may expend an item charge and immediately touch cast on themselves "Elemental 70 Mend Armor".

Sigil of Foundation

Skill Requirement: Smithing 10, Celestial spell slot

Duration: 1 time ever

Ingredients: Celestial Source, 6 Ore, 2 Leather, 2 Ink

Target: Item <Celestial Source>

An item charge can be expended along with a Slay or Assassinate to allow the user to add half of their Slay or Assassinate damage to a celestial Signature Spell or Celestial Channeling attack. The Slay damage can be calculated using any weapon on your person that you have the skill to use.

Sigil of Majesty

Skill Requirement: Smithing 10, Earth spell slot

Duration: 1 time ever

Ingredients: Earth Source, 5 Ore, 4 Leather, 2 Herbs

Target: Item <Earth Source>

An item charge can be expended along with a Slay, Assassinate, Eviscerate, or Doom Blow to allow the wielder to cast an earth/chaos spell of 6th level or less. If a Slay or Assassinate is used, the spell must be touch cast.

Smithing Toolkit

Skill Requirement: Smithing 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item <Tools>

This Toolkit only works with Smithing Crafting Batches. A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Spellsmith Tools

Skill Requirement: Smithing 10

Duration: 10 times ever

Ingredients: 8 Ore, 8 Leather, 4 Vellum

Target: Item <hammer, tongs, tools etc. Physrep>

While the rep is in hand, a character with Smithing skill may expend an item charge to touch cast "Elemental 10 Mend Armor".

Weapon of Heroism

Skill Requirement: Smithing 10

Duration: 3 times ever

Ingredients: Great Weapon, 10 Ore, 5 Leather

Target: Item <Great Weapon>

After calling a Parry to defend an attack targeting another person, a character wielding this weapon can immediately expend an item charge to gain 10 Bonus Armor.

Weapon of Relentless Strikes

Skill Requirement: Smithing 15

Duration: 3 times ever

Ingredients: One-Handed melee weapon, 8 Ore, 5 Leather

Target: Item <One-Handed Melee Weapon>

While wielding this weapon, a character wielding two weapons who has used a daily weapon ability that was defended against may expend an item charge and immediately make a second attack using that same ability, ignoring positioning requirements if applicable.

Tinkering

Awakening Mace

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Blunt Weapon, 8 Ore, 4 Leather, 4 Ink

Target: Item <Blunt Weapon>

You may expend an item charge and a Sleep/Enfeeble Strike or a Sleep/Paralysis Blow to make a single attack with the verbal "Weapon Strike Awaken".

Bag of Spare Parts

Skill Requirement: Tinkering 10

Duration: 3 times ever

Ingredients: 1 Ore, 1 Ink, 1 Leather

Target: Item <Bag or Pouch>

An item charge can be expended to allow a character possessing the physrep to throw an unlimited number of "1 Normal" packets for 10 minutes. The packet must be touched to the rep on each throw in a manner similar to archery. No weapon skill is required to throw these packets, but the attacks are affected by and can be used with martial and stealth skills.

Bow of Deadly Aim

Skill Requirement: Tinkering 10

Duration: 3 times ever

Ingredients: Bow or Crossbow, 10 Ore, 5 Leather, 5 Ink

Target: Item <Bow or Crossbow>

The wielder may expend a charge, Focus for 5 seconds while aiming the weapon at a Target, then immediately make an attack with this weapon using the Strike keyword.

Breaching Charge

Skill Requirement: Tinkering 10

Duration: 1 time ever

Ingredients: 7 Ore, 4 Ink, 1 Herbs

Target: Item <Charge Physrep, at least 2"x3"x6">

This item can be placed against a door or other shatterable object and a character with the Tinkering skill may Focus for 1 minute and deliver "Elemental Shatter" four times. This item is considered consumed as soon the Focus is started.

Clockwork Web-Spinner

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Shield, 4 Ore, 6 Ink, 2 Leather

Target: Item <Shield>

After blocking a melee attack with the shield, you may expend an item charge and a Parry, Evade, or Strengthen Charge to make an attack using the call "Weapon Strike Disarm" or "Weapon Strike Weakness".

Elemental Tuning Fork

Skill Requirement: Tinkering 5, Channeling 1

Duration: 3 times ever

Ingredients: Source, 3 Ink, 3 Ore, 3 Vellum

Target: Item <Source>

After 1 minute of Focus a character wielding this source may change the effect of the source. Celestial Sources may select from Flame, Ice, Lightning, or Stone. Earth Sources may select from Healing or Chaos. It will revert to its original effect after 10 minutes.

If the character with this Source has an active Enhanced Blade effect, they may expend an item charge to instantly change the effect they are swinging to another option offered by Enhanced Blade for the remainder of the effect's duration.

Gel Applicator

Skill Requirement: Tinkering 10, Channeling 1

Duration: 3 times ever

Ingredients: Source, 4 Ore, 8 Ink

Target: Item <Source>

Expend an item charge allows non-vorpil weapon coatings to be applied to the Source for the remainder of the LP. After a coating is applied, the next channeling attack thrown with this Source will use the call "Elemental Strike <Effect>" as appropriate to the coating used.

Healthstoring Plate

Skill Requirement: Tinkering 15, Healing Arts

Duration: 5 times ever

Ingredients: Armor, 12 Ore, 6 Ink, 2 Herbs

Target: Item <Armor>

When targeted by a Cure Wounds effect, the wearer of this armor may expend an item charge and gain bonus body equal to the amount healed. This bonus body is in addition to the healing provided by the effect, cannot exceed the Armor Point value of the armor, cannot be healed, and lasts for 10 minutes.

Quill of Disguised Casting

Skill Requirement: Tinkering 10

Duration: 3 times ever

Ingredients: 7 Ore, 7 Ink, 6 Vellum

Target: Item <Quill>

When expending an item charge at the start of a ritual casting, the ritual casting will function as if the user had used the Disguised Casting ritual manipulation without the corresponding increase in difficulty.

Salvager's Pack

Skill Requirement: Tinkering 10, Smithing 1

Duration: until used

Ingredients: 8 Ore, 5 Ink, 3 Leather

Target: Item <Pouch, Backpack, etc.>

This container has 2 strengthening charges, and completely prevents the destruction of its contents unless the container itself is destroyed.

Tinkering Toolkit

Skill Requirement: Tinkering 10

Duration: 10 times ever

Ingredients: 5 gold, 5 Herbs, 5 Vellum, 5 Leather, 5 Ink, 5 Ore

Target: Item <Tools>

This Toolkit only works with Tinkering Crafting Batches. A character can expend an item charge and pay 1 gold when starting a Crafting Batch to provide 20 Crafting Materials appropriate to the skill being used. A single Crafting Batch may only benefit from one Toolkit bonus.

Tome of Tempests

Skill Requirement: Tinkering 10, 5th level Spell Slot

Duration: 3 times ever

Ingredients: 3 Ore, 6 Ink, 3 Vellum

Target: Item <Book, scroll, tome, etc.>

Allows a character to expend an item charge and immediately cast a Storm spell from memory. These attacks will be thrown as "Elemental Strike 10 <Effect>".

Unbinding Blade

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Edged Weapon, 8 Ore, 4 Leather, 4 Ink

Target: Item <Edged Weapon>

The wielder may expend a charge and a Destruction/Stun Blow or a Silence/Stun Blow to make an attack with this weapon using the verbal "Weapon Strike Release".

Weapon of Fury

Skill Requirement: Tinkering 15

Duration: 3 times ever

Ingredients: Weapon, 8 Ore, 8 Leather

Target: Item <Weapon>

The wielder may expend a charge and a Mettle or a Resolute to add the Strike keyword to their next attack with this weapon.

Weapon of Interception

Skill Requirement: Tinkering 10, Intercept

Duration: 3 times ever

Ingredients: Great Weapon, 6 Ore, 6 Ink, 3 Leather

Target: Item <Great Weapon>

After using an Intercept, the wielder may expend a charge, plant their feet and gain unlimited uses of the skill Intercept with this weapon. This effect lasts until the character moves their feet, falls unconscious, or ten minutes. During this time the character may not make any attacks or use any daily skills other than Intercept.

Weapon of Surprise

Skill Requirement: Tinkering 5

Duration: 3 times ever

Ingredients: Weapon, 8 Ore, 3 Ink, 4 Leather

Target: Item <Melee Weapon>

The wielder may expend a charge and an Evade or a Counteract to ignore the positioning requirements of a skill for a single attack with this weapon.



MONSTER SPECIAL ABILITIES

The following attacks and defenses are used mainly in combat by NPCs, and many of them require that the creature do body damage in order to affect you. The few that do not are labeled as such in their description. Some, such as Superhuman Strength, modify the monster instead of the monster's chosen prey.

This list is not complete, as monsters may also possess and deliver any of the effects listed in the "Effects" chapter, delivered by any of the deliveries and qualifiers in the "Effects and Deliveries" section.



Acidic Skin

Some monsters are covered with a corrosive material that will slowly eat away at any material that comes in contact with the creature. When hit for Body Point damage, the monster should state "Acidic Skin." After the encounter is over, any weapon that struck any monster with acidic skin will take a single shatter effect which may be defended against normally.

Altered Effect from <Effect>

Some creatures react to effects in different ways. When a creature with this ability is struck by the listed effect or effect group, they call, "Altered <effect>," stating and taking the new effect.

<Effect/Effect Group/Qualifier> Block

This monster ability will stop the first applicable attack that would affect the creature. This is an involuntary defense in that the monster cannot choose when to use it. Any attack that falls under the listed Effect, Delivery, or Qualifier will be stopped.

It cannot be used as a defense against touch-casting. When used, the monster will call "<Type> Block."

Bottles

Some creatures have a "bottle" that holds the monster's spirit separate from their body. These creatures can die many times and will resurrect at the location of their bottles.

Body Weaponry

Monsters with this ability can strike with large claws or fists.

Body weaponry physreps must follow all weapon rules. For example, a polearm length body weapon must follow all the weapon rules as a polearm except that its entire striking surface must be colored red. Monsters might also use red shields, to indicate particularly large claws meant only for blocking.

Body weaponry cannot be Disarmed, Broken or Shattered.

Remember that anyone using body weaponry must always use any weapon effect listed on their card. If a creature always swings for Healing it may only do Killing Blows with the Healing effect unless it picks up a weapon to Killing Blow with.

Control <monster> by Voice

This skill allows the monster to control the type of monster named by voice commands. The control exerted is as Enslavement, but may not be cured or avoided. This skill is a Greater Command effect.

Creatures with this ability may not be controlled by another creature with the same type of control ability. Some monsters may have "Control Greater <monster>" which would allow any rank to be controlled.

Curse of Transformation

Some monsters (notably werewolves and vampires) have the ability to curse their targets so that they will turn into versions of themselves under appropriate circumstances. If cursed to transform you will be under the control of the Plot Committee whenever you transform, and you will only transform when the Plot Committee tells you to do so.

Deadly Spittle

Some monsters have a toxic spittle that they can shoot at characters. This attack will be represented by the NPC throwing a packet at the player and calling out the attack type.

Detect Magic

This ability allows certain monsters to be able to detect (but not identify) the presence of magic.

Any visible items carried or worn by the subject will be revealed. Items hidden under clothing or in bags or boxes will not be. This will cover an entire person or a door sized area. The subject must out-of-game tell the NPC which magic items are visible.

Damage from <damage type or effect>

Some monster cards may say "Takes <number> damage from <effect>." Any type off attack that includes the listed effect would deal the specified amount of damage instead of the normal effect.

Some monster cards may say "Takes body damage from <effect>." This means that any damaging attacks with this effect will bypass the monster's armor and deal damage directly to their Body. Anyone hit by such an attack, unless it is Healing, Chaos, or Body, must state "Pierce."

Some monster cards may say "Takes damage from Healing" or "Takes double damage from Healing." This means the monster will take damage from effects that normally heal body points. The creature will also be affected by a Cure Disease, Purify, or Restore as undead are, but will not be affected by Destroy Undead, Harm Undead, or Turn Undead unless they possess the Undead monster type. When taking damage, a target will take a maximum of four times damage from any single attack no matter how many effects they currently have that may double damage.

Engulf

Some monsters have the ability to engulf or absorb an immobilized character in preparation to digest them. The target will immediately go to the Dead status. The creature will have to be slain in order to recover the body. If you are engulfed by such a monster, you must walk around with the creature out-of-game until you reach the end of your death timer. You may then proceed to the resurrect point.

In order to save someone who has been Engulfed, you must give a Killing Blow to the creature and then afterward cut open the creature with a three count. If the Engulfed target has already gone to resurrect, their items will be recoverable at this time.

A creature with this ability may engulf anyone that is asleep, unconscious, dead, webbed, paralyzed, or otherwise incapacitated on a three count of "I engulf you one, I engulf you two, I engulf you three."

The creature may also engulf a target that it has Prisoned with a three count of "I engulf you one, I engulf you two, I engulf you three, prison down."

The target must immediately begin their five-minute Death Countdown once Engulfed, unless they were already dead in which case they continue their Death Countdown.

Escape Binding

Some creatures can rip free from some or all binding effects, as well as Paste of Stickiness, by stating "I rip out one, I rip out two, I rip out three." While the creature is doing the three count, it is vulnerable to attack. While ripping free, the creature may not use any skill, such as Dodge or Parry, without having to restart their count.

The act of escaping will automatically interrupt a Killing Blow. A list of which bindings the monster can escape from will be defined on its monster card. This skill cannot be used to remove someone else from a binding effect.

Fey Curses and Fey Marks

Lesser and greater fey curses and marks are left to the discretion of the local Plot Committee. They are always Local Campaign Only and do not transfer to other campaigns unless agreed upon by the Plot Committees of the campaigns involved.

Flight

Flight is a monster ability which requires Focus and is represented by waving at least one outstretched arm in a flapping motion. This arm cannot be used for any other purpose. A player engaged in Flight may touchcast on themselves, use defensive abilities, and make packet and radius attacks.

While flying, the creature is immune to Targeted attacks made from within 10 feet and any successfully resolved Binding effect will break this focus instead of its normal effect. Any effect or combination of effects that would incapacitate them, remove their focus, or prevent them from continuing to meet the physical requirements of the flight mechanic will immediately force the creature to land on a three count. Creatures may otherwise take flight or land on a three count and are vulnerable to targeted attacks during this time.



Gaseous Form

Some creatures will turn gaseous when they are killed and all possessions of the creature will fall to the ground. More powerful creatures have the ability to turn gaseous at will. These creatures can take their possessions with them.

To become gaseous, the NPC must do a three count of "I turn gaseous one, I turn gaseous two, I turn gaseous three." The monster can be affected by attacks while doing this three-count and if it uses any Game Abilities such as Phase or Resist Spell, the three-count is interrupted and one use of the gaseous form skill is expended along with the Game Ability.

To come out of gaseous form, the NPC must do a three count of "I solidify one, I solidify two, I solidify three." The monster is vulnerable to attack while solidifying.

While gaseous, they can use no skills and are immune to all attacks except Solidify. They may move at a normal walking rate. They cannot fly, nor can they move objects they aren't already carrying.

Gaseous form does not permit the monster to walk through walls, Wards, or Circles of Power. Gaseous creatures can be seen but cannot speak or make any sounds; however, they are aware of their surroundings and can hear and understand conversations.

A monster may not take anyone else gaseous with them, even if that person is dead. A permanently dead body, however, may be taken gaseous with a creature just like any other possession.

Harmed by <Effect>

Some creatures take damage when struck by certain Effects or Effect Groups. If this happens, the creature only takes the stated damage, not the original Effect. In this case, the creature should call "Harmed" to indicate that the effect did something different from normal.

Heal from <damage type or effect>

Creatures with this ability can be healed by elemental packet attacks, by spells, by "Spell <effect>" or by "Arcane <effect>," but are not healed by Weapon qualifier attacks. A creature that is healed by an effect is also immune to that effect.

As noted in the "Defenses" section, anyone healed by something other than Healing or Chaos must state "Healed" when they regain Body Points from one of these unusual effects.



Hive Mind

Some types of creatures have a hive mind. Each creature's mind is but part of a larger whole. What one of them sees or experiences, they all know; however, a Time-Out cannot be called for the NPCs to converse.

This ability makes the creature immune to all Command and Greater Command effects unless their monster card states otherwise.

Immune to <damage type or effect>

Creatures must call "No Effect" when using this ability.

Immune to <Type> Weapons

Some monsters are immune to certain types of weapon attacks in addition to their regular immunities. Any attack that has the verbal of what the monster is immune to in it will not affect the monster.

Some monsters require special weapons in order to be affected by a weapon attack. In these cases, the weapon attack must include the verbal the monster is affected by, or the monster calls "no effect."

Infection

Some creatures have the ability to turn helpless target into a version of the creature. Unlike a Curse of Transformation, this is only a physical transformation of the target's body. Players will be told of specific triggers if necessary. Targets will lose all memory of their former lives, and the player must follow the commands they are given by Plot until the character is slain. The spirit may then proceed to be resurrected as normal.

Infection is inflicted with a count of "I infect you one, I infect you two, I infect you three." An infected character will remain so even if killed and then given a Life effect.

Infection may be removed by various methods depending on the type of infection and may possibly be discoverable only through in-game methods.

Innate Pyramid

Some monsters possess "innate pyramids." This means the monster does not have to study their spells from a book, but still must choose spells and write them down on their monster card or get tags. This also means that the spell is delivered as "Spell <strike> <effect>" instead of the whole incant. These spells can be cast while under the effect of a Silence.

If a monster has additional PC skills, additional PC spell pyramids are not innate.

Innate Reflect Spell

A monster with this skill will reflect all Spell qualifier attacks. Some monsters have weaknesses to particular spells and cannot reflect those particular spells, which will be noted on the monster card. A monster with this skill may choose to accept touch-cast spells but will always reflect thrown spells. When this ability is triggered, the player must call "Reflect."

Massive

An attack made with the Massive effect will cause damage even if it is physically blocked by a weapon or shield. A Parry or Intercept will not stop the damage, though these skills may be used to take the damage on behalf of another character. Massive will remove Armor Points before Body Points and may be stopped by Evade, Dodge, or Phase.

The Massive effect will affect other defensive abilities in different manners depending on the ability. An expendable defense such as Weapon Shield will not stop the attack but will still be lost. In this case, "Weapon Shield, taken" should be called. Defenses which are not expendable (such as Prison or Threshold) will not stop a Massive attack but will not themselves drop.

Monster Strength

Any creature with monster strength can do more damage with any particular weapon than can a normal human. Creatures with Monster Strength may also throw boulders and smash down doors. Walls may never be smashed. It is a greater level of strength than what is represented by the Endow effect.

This ability can also be used to perform certain limited role-playing tasks such as dragging an unconscious or debilitated creature for five seconds, after which the monster must only walk for five seconds before it can again run with the other creature. It cannot be used to throw other creatures or jump long distances.

The amount of monster strength will be defined by a number on the monster card. This number will be added to any damage swing of the monster regardless of whether it is using a one-handed or two-handed weapon.

Natural Armor

Some monsters have skin that acts like armor. It can be refit in two minutes.

Creatures with natural armor who are wearing another source of armor (such as a physical suit or Arcane Armor) must choose one and only one source of Armor to use at a time; switching will require a full refit. Natural Armor is not subject to the physrep or class limit restrictions for physical armor.

A "Break Armor" effect will reduce a suit of Natural Armor to 0 Armor Points until it is refit, just like a physical suit of armor.

Non-Corporeal Form

Some monsters are non-corporeal, having no physical form but composed mainly of magic or energy. While they are in this form, they are immune to normal weapons, and cannot be affected by most binding effects. They may move at a normal walking rate and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through).

Phase

Some creatures can become non-corporeal for an instant, avoiding an attack as the Dodge skill, and announcing "Phase." Unlike Dodge, Phase can be used even if the creature is completely immobilized, such as in a Web or a Paralysis.

Reduced Damage or Timer

Some monsters take less than full damage from physical weapons or types of eldritch damage. Some monsters can even take a maximum amount of damage (a "damage cap") from every blow. Similarly, some monsters may be affected by certain debilitating attacks for less time than usual; for example, a strong-willed Goblin King might "Reduce" all Command effects to last only ten seconds.

The NPC must call "Reduced" when using this ability.

Regeneration

Some creatures can regenerate Body Points by spending Focus time to regenerate, much like refitting armor. The time it takes to regenerate is most often one minute, but this may vary from creature to creature.

If the regeneration timer is interrupted by an attack that affects the creature, the process must begin again. If the process is completed, then the creature regains all lost Body Points.

Renew Skills

This ability allows a creature to renew one or more abilities or skills that have limited uses by fulfilling some condition defined by that creature's abilities.

The most common condition is to take a minute of Focus to reset the ability in a manner similar to resetting armor, where any interruption prevents the abilities from returning. Some creatures may also renew skills when entering an area or even if they use another power like Revive.

Resist <Effect/Effect Group/Qualifier>

This ability is similar to an Immunity except it is for a limited number of times per day. Unlike a <Type> Block, the creature with this skill can decide when to use it.

Revive

A creature with this skill can rise back up after five minutes of semi-death. Instead of dissipating and going to resurrect, the creature rises with full Body Points. The creature will either have a limited number of uses of this ability or there will be some special method of preventing the creature from reviving.



Rift

Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a 3-second counted action. ("I rift in one, I rift in two, I rift in three.") The creature may also be able to take items and others along when rifting, even against their will.

You need to be conscious, able to make decisions, not be completely immobilized, and be able to use Game Abilities in order to Rift. A voluntary defense expended by a creature who initiated a Rift will interrupt the Rift.

Self Destruct

Some creatures have the ability to destroy themselves if they are captured. This ability is the equivalent of a Killing Blow. In some cases, it can be triggered by a Hive Mind even if the creature itself is incapacitated.

Swarmed by <number>: <ability>

This ability serves as a defensive mechanic allowing monsters who are overwhelmed by foes to either retaliate or defend themselves in an extreme fashion.

Any card with this ability allows an NPC to use the named ability when they have a <number> of foes that have used offensive abilities on them and remained within 10 feet.

The NPC may never move toward a group in order to activate this ability.

When this ability is triggered, the NPC must state "Swarmed" before using any Swarmed by abilities listed on their card. Once Swarmed is called, the NPC may move as required to maintain the combat, but may not pursue enemies leaving the fight, and may use the abilities until they are no longer Swarmed. "Swarmed" must be called if they become Swarmed again.

Once the number of currently engaged foes within 10 feet has dropped below the Swarm number, the Swarm ability can no longer be used.

Threshold

Some monsters have a very tough hide that will allow them to ignore attacks that do below a certain amount of damage. A monster with a threshold of 10, for instance, would only be affected by damage of 11 or more.

If you are striking the creature, the NPC will tell you "No Effect" to indicate that you are hitting it but do not seem to be hurting it. If you can exceed the Threshold, the creature will take full damage from your blow. A Killing Blow can always go through a Threshold. Protectives and armor are affected by all blows, even if the creature wouldn't normally be affected.

However, armor and spells must be taken into consideration as they are counted before the Threshold. Some monsters may even have a "reverse threshold" where any damage above a certain amount has no effect.

Vengeance

Delving deep into potent magic, some creatures may inflict Vengeance damage. This effect (which may normally only be delivered via Ritual sources) may not be avoided or mitigated in any way, including defenses such as Reduction and Immunities or skills such as Phase or Resolute. If your character takes Vengeance damage, it will be taken no matter what skills or abilities you try to use on it. This will never be delivered as a weapon swing or packet, but instead only by powerful abilities like Warder Glyphs or on reaction to a Killing Blow.



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CHANGE LOG

Version 2.1.3 Published December 2025

Rules update—Change to system

Effect

- Entangle: added as new effect
- Taunt: Added as new Effect

Skill

- Eviscerate: Removed from Skills
- Flight: added as Monster Ability
- Taunt Strike: Added as new Skill

Items

- Eat Me Not: changed to per use
- Panacea: must be in hand

Mechanics

- Pierce: Added to Monster Ability “Damage From <damage type or effect>”
- Spray: Added as Targeted Attack sub-category

Clarifications—Updates to better describe or explain rules

Races

- Updated URL for: Dark Elf, dwarf, elf, High Oge, High Orc, hobling, human
- Dryad: Clarified Costuming Requirements

Skill

- High Magic/Inscription Scroll Mastery: Aligned Inscription ability to High Magic ability
- Repel/Shun: “While within that 10-foot radius, the target can take no offensive actions against the caster.”
- Shield: Clarified “... to wield a single shield.”

Effect

- Destroy Undead: Updated to “Earth” Effect group
- Euphoria: Not removed by Resurrection
- Earth Effect Group: Changed instance of “Healing” to “Earth” Effect Group
- Poison Shield: Level corrected
- Solidify: Updated table to note Dispel will remove timed effect

Items

Changed instances of “Gas Trap” to “Alchemy Trap”

- Changed instances of “Mechanical Trap” to “Environmental Trap”
- Field Crafting: removed “or used for any other purpose”
- Healing Bandages: clarified can be used “...even if they do not have [First Aid] skill.”
- Relic of Rejuvenation: “only be decreased through passive benefit of the Brewing skill.”

Mechanic

- Bag of Chance: clarified language on logistics reporting
- Base Armor: Clarified instances of “Armor” to Base/Bonus Armor as appropriate
- Battle Magic Scroll physreps: Clarified must include Spell Incant
- Contact Gels: Clarified contact with “person’s skin”
- Greater Celestial Circle Identification: Takes as long as logistical/physically necessary
- New Character rewrite: clarified period for free XP rewrite
- Positioning Requirement: Removed duplicative language regarding Ranged Attacks and directionality
- Searching a Person: language clarity
- Weapon Specifics: Clarified distinction between weapon types

Rulebook

- Moved In Memoriam

Versioning fixes—Updates to correct rules changed inadvertently through rulebook transition

- Armor coverage: If at least half the designated location is not covered, the Marshal will deduct at least half the points for that location and may penalize the location down to counting as no coverage.

Syntax updates— Minor updates to correct grammar, spelling, missing words, or other comprehensibility issues.

Fade From Party; Given defense; One-Handed Edged; Protective Inscription; Subjugate

Past Versions found on [Alliance Website](#)