

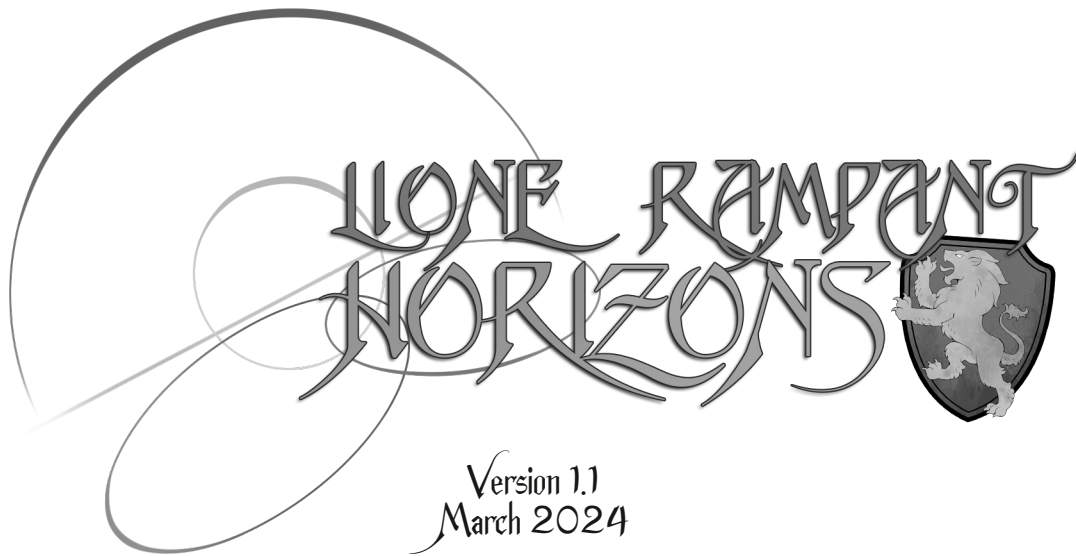
LION
RAMPANT



HORIZONS

OFFICIAL RULEBOOK
FEATURING ACCELERANT RULES 7.0





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We would like to thank our friends, families, and members that have helped us with support and encouragement.



In loving memory of all those who entered Elya's Garden before us. May they live long in our hearts, memories, and the stories we share.

STATEMENT

STATEMENT

The Lione Rampant game takes place in a fantasy world. This is a world where magic is commonplace, clerics fulfill the wishes of the deities, and fighters and rogues ply their trade. This is, however, just fantasy. None of the creators of this game system believe in or condone the belief of the material within this manual, except for its use in the game. This game is designed to be a vacation from reality, not a replacement for it.

RELIGION IN THE GAME

Lione Corp uses, completely from the depths of imagination, a pantheon of deities and an associated creation myth. These deities were created solely for the purpose of providing flavor and background for the game. Lione Corp does not believe in nor does it endorse the belief of these fictional deities.

BOFFER COMBAT

The combat system described herein is to be used by members of Lione Corp in attendance of official Lione Corp, DBA "Lione Rampant: Horizons", events. Furthermore, it is highly recommended that members attend a "combat training" session as part of their membership orientation, which includes proper instruction on safe boffer combat.

A NOTE ON HOW WE DO BUSINESS

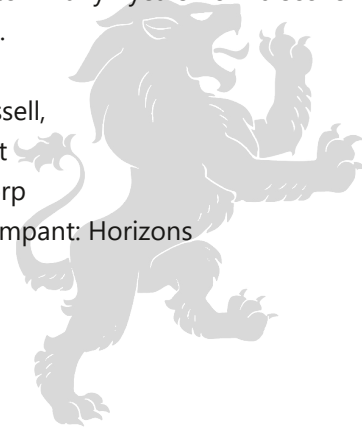
As a nonprofit, it is important to stress that this game belongs to the players. The Board of Directors have been players in one or more iterations of this game and are volunteers.

All money brought in goes right back into the game to cover camp rentals, insurance, food costs, props, repairs, costumes, weapons, and other related costs.

On behalf of the Board of Directors, Writers and Staff, I thank you for your attendance, creativity, and support.

Here's to many years of discovering new horizons together.

Tyler Russell,
President
Lione Corp
Lione Rampant: Horizons



CONTENT WARNING

LIONE portrays a fantasy world with heavy moral ambiguity. We recommend open communication before and during the campaign for players to discuss their lines and veils. In support of this conversation, please note references that may come up during the campaign:

- Conflict, violence, murder, blood, gore, cannibalism, and body horror.
- Depictions of events that may be traumatic, and certain depictions of madness/insanity.
- Rats, spiders, insects, demons, undead, ghosts, and other monsters.
- Natural disasters, large-scale loss of life, civil war, displaced persons, and refugees.
- Moral ambiguity, social/political manipulation, religious interpretation, religious zealotry, military nationalism, what brings us together, and what drives us apart.

The campaign does not contain or support explicit sexuality, sexual assault, racial prejudice/systemic racism based on real-world peoples and cultures, homophobia, or transphobia. Any inferences to such are wholly unintentional.

While some of these topics can be sensitive, the darkness we portray is in an effort that you, our players, can exist in a world where all wrongs can be righted, evil empires can be felled by plucky adventurers, and we all get five chances.

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INTRODUCTION

WELCOME!

Lione Rampant: Horizons is proud to present its eighth campaign (commonly referred to as L8) involving the LIONE (Living Imagination of New England) World. We have combined over thirty years of gameplay, player insight, and director experience to give you a fun and immersive adventure in the LIONE World.

Did you know? First time players get their first event FREE.

WHAT KIND OF LARP ARE WE?

We are a New England style boffer (lightest-touch) LARP. We are plot driven, high-action, with a campaign style storytelling. Our primary goal is to tell a collaborative story through the constructed narrative where player actions mold the outcome using boffer combat, puzzle solving, interactions with plot and following the clues to achieve both victory and consequences.

WHAT IS LIONE?

Living Imagination of New England is a nonprofit organization that puts on a LARP.

LIONE began in 1991. A creative group got together with a vision of a dark fantasy LARP that combined elements of intense boffer combat with conflict resolution. Players would be immersed in a world riddled with conflict and face incredible odds — making their very survival challenging and their successes all the sweeter.

Over the years, the board of directors has changed, along with the structure of the organization, but one thing has remained the same — dedication to providing an immersive, challenging, and enjoyable LARP experience for its membership. As the campaigns shift, there are common threads that hold them together. These threads can be found in the religious system, the metaphysics and the game lore. Directors work to weave together individual and group plot that span varied lengths of time from a weekend to a season and spiraling out across the campaign to previous campaigns. There is something for everyone, whether you are a long time player, re-joining the community after a hiatus, or coming for the first time.

DO I NEED TO BE...

... A real actor or fighter?

You do not need to be a real actor to participate and enjoy LARPing. When you play the character you have

created, you are making it up as you go. There is no script and no lines to memorize. You simply take on the role or persona of your character and interact with others. As you play, you will develop skills in improvisational drama and watch your character grow through their many experiences.

When you Script an event, you will play Non Player Characters (NPCs) for the directors. You will be given costuming, specific information on your role, and a set of instructions to complete. You could be playing a host of different characters from villains, to merchants, to fighters, to healers. Roles can be as short as a few minutes, weekend long, or recurring throughout the campaign.

For newcomers, there are experienced people around you who are more than willing to answer any questions you may have and give you a helping hand. In addition to general game world and rules information, you can also get help with the combat system. If you have never picked up a weapon or tossed a spell packet, rest assured you'll pick it up quickly.

WHERE DO EVENTS TAKE PLACE?

It's always important to check in with our website to see when and where our games are being held. This can be found on our website at www.lionerampant.com.

LET US KNOW YOU'RE COMING

First game is FREE for new players to LIONE. It's important to register ahead of time for the upcoming event. It allows the staff to prepare and plan. Preregistration is easy; simply fill out our Event Registration Form on our webpage. Check out lionerampant.com/register page for further details.

If you already have a backstory in mind, you may send that information to L8@lionerampant.com. If you need some help with a backstory feel free to review our creation guide starting on page 26.

Pre-registration allows us to plan for plot, assign bunk space and garner solid attendance counts for meal planning.

WHAT DO I DO ABOUT MEALS?

We have a dedicated staff that prepares and cooks meals for Breakfast and Dinner. These meals cost a small fee on top of your event cost (Scripts eat for free). We require

one week's notice of meal tokens, which can be purchased or simply noted during your pre-registration, so that we can plan for the right amount of food needed for our guests.

THE CHARACTER CREATOR

LIONE uses an online tool for character creation and a place to store your character history, which can be found at <https://cc.lionerampant.com/cc/>. Click "Register as a new user?" and supply the necessary information. Please still submit your character history to L8@lionerampant.com, the creator is primarily for reference.

Once registered, you can log into the system and begin creating your first character. In addition, the Character Creator allows you to print out your character card for use during events, as well as a printable cheat-sheet which lists your abilities, their descriptions, and their effects.

TWO SETTINGS?

The eighth campaign of LIONE is a dual-setting game, split equally through the year. Set in the same world with some matching themes, each setting has its own unique storyline and tone with a different cast of characters and villains.

Every other game changes between the two settings. This provides the opportunity to play both settings, script for both settings, or play for one and script for the other and get CP for your player character.

For more in-depth world details, please refer to The Explorer's Guide to Creation, our lorebook.

WHAT TO PACK & WHERE TO STAY

In preparation for attending a Lione Rampant: Horizons event, you will need to first consider whether you are Scripting or playing the event.

If you are Scripting, you are asked to wear generic dark clothing. You will be staying with the other scripts in designated script housing. Report to Central Control and the directors there to guide you as needed.

If you are playing, you will need to bring a basic costume for your character and whatever your character will need to use their skills. This includes boffer weapons, spell packets, makeup, etc. If you do not have weapons, you

may rent them at Check-In. Unless otherwise specified, players sleep in the player cabins designated to them.

Either way, you will want to dress for the weather, ensuring that you have plenty of clean, dry changes of clothes. Showers are available on location. Below is a list of basic items that you will need.

Out-of-Game Equipment:

- Flashlight/other light source (important safety item)
- Sleeping gear (blankets, pillows, sleeping bags, etc.)
- Toiletries (toothbrush, soap, shampoo, towel, etc.)
- Spare clothes (underwear, socks, pants, sweatshirts, etc.)
- Spare Items (duct tape, foam, scissors, trash bags, etc.)
- Seasonal Items (bug spray, sunscreen, coat, gloves, hat, etc.)
- Snacks!

WHAT TO EXPECT ON ARRIVAL?

When you first arrive on site, you will need to go to Check-In. This is where you register and pay for the event, sign the yearly waiver sheet, and can handle any event logistics like printing out your character sheet or last minute changes. Scripts check-in at Central Control.

Pre-registration with a prepaid event ensures a faster check-in. If you pre-reg and choose to pay at the door, the event fee discount will be applied.

Once checked in you will be assigned sleeping space, if not already assigned. Please drop off your things in a timely manner and park your car in the designated out-of-game space. Vehicles are not allowed in the play area after the game begins.

Opening Ceremonies are generally around 9:30 p.m. This is where last minute announcements are made. This is also a great place to ask any last minute questions about rules or what to expect. For players, this is usually held in front of the tavern. For scripts this is generally done in Central Control.

When the "game on" time is announced, the world of the Lione Rampant will come to life.

TYPICAL EVENT SCHEDULE:

(all times are approximate)

Friday	Saturday	Sunday
9:30 p.m. Opening Ceremonies	9:00 a.m. Major plot begins again	10:00 a.m. Breakfast
10:00 p.m. Game on Call	10:00 a.m. Breakfast	2:00 p.m. Game Over Call
2:00 a.m. (Saturday) major plot retires. Other plots may still be running	6:00 p.m. Dinner	2:15 p.m. Closing Ceremonies
	2:00 a.m. (Sunday) major plot retires. Other plots may still be running	

GLOSSARY

Included are some basic terms you might hear while on site:

Central Control: The main location is also known as Monster Camp, Ops, or 'CC', where the weekend planned events and combats are run out of. This is a script only location, where scripts check in and operate from. Players are asked to refrain from visiting, except for emergencies needing OOG staff contact, or a note is given that a player or group of players should arrive due to certain circumstances. Knock and call "Player", and wait for a staff member.

Check-in: The location on site where players sign in, receive player cards, sign their waiver, and make final payments. Weapons, shields, implements, etc will also be given a safety inspection. This is usually between 7pm-9pm.

Dinosaur Hunt: This term, as chosen by our players, refers to a system used to ask players during game to volunteer for a Script shift, for a short period of time. An NPC will ask In Game if they would like to go on a "Dinosaur Hunt". Volunteers will be rewarded!

IG (In Game): Meaning that once game is called, all players and scripts in the player areas go In Game and refrain from non-game conversations or actions in major roleplay areas. We ask that all Out of Game conversations take place away from active RP (Roleplay).

Micros: Small encounters sent into game to add to the flavor of the world, to further the main plot, or to facilitate personal plot.

Modules/Mods: These are small adventures run during the event for players away from the town plot. Typically they encompass 4-15 players and help in the progression of plot.

NPC/Script: A volunteer attending an event that aids in the running and production of events. Scripts play Non-Player Characters, which can be a goblin, to a major character, and anything in between.

OOG (Out of Game): Some people and areas are considered "out of game." People out of game become "spirits" and walk with their arms down, head lowered and do not interact with In-Game areas and people. OOG locations include: Central Control, the kitchen, bathrooms (not trips to and from), and module spaces unless brought/sent there by an NPC.

PEL (Post Event Letter): An update submitted to the board after an event. It is the best way to inform the board of what you did while you were at the event, what you did and didn't like, and what you would like to do in the future.

Player: A person registering, paying the event fee and taking on a persona that will participate in our open plot for the entirety of the weekend.

Staff: Encounter leaders, logistical support, and major NPC's.

Writing Staff: Our creative leads that work in game creation and running of the event's plots and NPC's.

World Plot Team: This is the group that manages both settings for plot and logistics of the game.

Ombudsman: The board member whose task is to work with individuals/groups to explore and assist them in determining options to help resolve conflicts, problematic issues, or concerns. Also to bring systemic concerns to the attention of the organization for resolution. Can be contacted at ombuds@lionerampant.com.

The Board (of Directors): The Administrative Officers for the nonprofit company known as Lione Corp. This is a group of individuals that oversees business-level operations. While they may not have direct ties to the plot teams, they do hold responsibilities with oversight of the company.

ADDITIONAL OOG TERMS:

CAUTION

This call indicates there is a safety issue near that person. If you are near the call you should pause until someone can get clear or fix a problem. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

CLARIFICATION

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened to continue the action. People directly involved pause quickly while someone repeats a verbal or confirms a condition or result of something. After the rules clarification, rejoin the action as before. This can also be used to confirm the nature of a phys-rep, such as "Clarify; is this prop a real fish?". We mostly operate on a "what you see is what you get", but this can be used in moments of confusion.

LET ME CLARIFY

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

EMERGENCY OR "HOLD"

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Only the person that called the emergency should remain standing, to allow for a quick scan to locate them. Emergency or "Hold" should only be called if there is a real problem and someone could be hurt.

IMPORTANT IG TERMS:

DEATH'S DOOR

"Going to Death's Door" means visiting Death. It is said that Death's Door connects the afterlife to this world through consecrated ground, so every shrine and temple are not only creating a connection to a god, but also opening a way to Death's Door. We call raising "Coming through Death's Door," as Death sends you back to the real world via a shrine.

For more information about Gifts, Death's Door, and Spirit Tethers, please see pages 133-134.

THE MAKER'S PLAN

This refers to the result of a Gift loss (when one visits Death, not if one is Tethered). When a Gift is actually lost, the Gifted has a new chance at life, and all of their previous offenses and misdeeds are no longer counted against them.

GIFT/GIFTED

The Maker gave the beings He created five chances at life, referred to as Gifts. The common term used to refer to a being of sentient life is "Gifted". This encompasses many people of various lineages.

Not all sentient beings are Gifted, but all Gifted are sentient.

OTHER

We encourage and endorse the use of in-game explanations for skills and mechanics. Examples like "I have four vitality" could be said "I can take four normal sword strikes before falling." Or, "I have not had enough points to buy that skill." could be "I have not dedicated the time to learning that skill." Additionally you might say, "I need to collect this aura," or "Spell components" in reference to Spell Packets.

POLICY

OPEN INVITATION GAME

LIONE is open to all who wish to play the game or assist with NPCing/scripting.

However, we require participants to be 18 years of age or older OR if you are between 16-17 years of age, we require a Parent or Legal Guardian to sign a waiver allowing attendance.

Whether you are attending your first game ever, or are a seasoned LARPer, LIONE's goal is to provide a story and experience for all to explore this world and their characters.

To those unsure about LARPing, the **first game that you play at LIONE is free**. NPCing/Scripting is also free, and includes food and a place to sleep.

The Staff of LIONE reserve the right to revoke the invitation of any individual(s) at any time and will do so if need be.

THE RULE OF RESPECT

Respect is of utmost importance to LIONE. This is a wide-reaching policy that acts as a catch-all for any game- or community-damaging actions that are not otherwise explicitly prohibited. This rule extends not only to actions taken by participants when physically in attendance at an Event, but also to all conduct in official LIONE social media channels.

Rule of Respect:

- Treat everyone involved with courtesy and respect, regardless of circumstance.
- Stop and consider whether what you are doing will ruin someone else's good time, regardless if it makes logical in-character sense for you to do so.
- Attempt to follow the spirit of any rule even when the exact phrasing appears to contradict it.
- Any action that endangers the physical or mental safety of another individual will not be tolerated.
- Actions that place other players in a position of possibly violating the Rule of Respect, compromising their own character's In-Game logical decision-making to avoid it, or having an uncomfortable Out-Of-Game confrontation with you goes against the spirit of the Rule of Respect.

Understand that occasionally plots delivered by Staff may cause tension between individual player characters, cultures, or other groups In-Game. In following the Rule of Respect, we would encourage you to find ways to act on said tension so as not to ruin someone else's experience within the game.

PLAGUED

Sometimes a player has a real-world reason that they cannot adventure, and this might interfere with the heroic ideals of their character. When this happens, a player can decide that the "Plague" has taken their character. The "Plague" is magical and debilitating. It can't be cured until the player makes the out of game decision to end the effect. The player has enough skill and mobility to get to their cabin or an out of game area and then no game magic will help them until the player decides they feel well enough to re-enter the game.

When a player is "Plagued" the rest of the participants will gracefully accept that the player is out of the action. We do not allow players to try to shame or guilt the plagued players to continue the game. We respect their need for downtime, and in game characters will both understand the severity of the ailment that takes their character out of the action, but also understand that characters eventually recover from the "Plague" and they do not need to worry about the afflicted character.

GRACEFUL EXIT

When a character uses the term "Graceful Exit" while conversing with one or more players, they are signaling to other players that they need to leave the scene. When a character uses the term "Graceful Exit," other players should respect that they need to bow out of the scene. A short goodbye or farewell is fine, but respect the "Graceful Exit" and let the player go. The conversation ends, and the other players continue the game with as much normalcy and understanding as possible.

A staff person might call for a "Graceful Exit" if they are needed, for out of game reasons, in a different place. As much as they would love to continue the conversation, they really have to go because people are waiting on them for some big encounter. When a staff person calls for a "Graceful Exit", understand it isn't anything personal, and bow out of the role-play.

If a player calls for a “Graceful Exit,” then they might be uncomfortable or uncertain about a scene, an area, or something else about the role-play or situation. In this case not only do we enable their departure and role-play so as to cover for them or move on to other adventures, but we are also mindful of the conversation and are careful not to approach them about the same or similar subjects. If there was some specific conversation going on when a “Graceful Exit” is called, then you have the responsibility to drop that conversation. Don’t approach the character about the same topic later on, unless they themselves bring it up. This is not intended to be used to avoid conflict resolution between characters or plot, but for serious emotional triggers.

HARASSMENT POLICY

This game is intended for mature players, but Out-Of-Game intolerance will not be permitted. Staff is dedicated to providing a safe environment at all events. We strive to create a safe space for all people regardless of any differences. Players are expected to respect one another’s boundaries and if asked to stop or tone down a behavior, they are expected to do so immediately. Failure to do so may also be considered harassment. Harassment is not tolerated.

Harassment includes (but is not limited to):

- Offensive verbal comments related to gender, identity, expression, orientation, age, sex, disability, appearance, race, religion, nationality, marital or military status or otherwise.
- Deliberate intimidation, stalking, or unwelcome advances.
- Harassing photography or recording.
- Sustained disruption of events.
- Inappropriate physical contact.
- Unwelcome sexual attention.
- Disrespect of boundaries of other participants.
- Encouraging and/or enabling any of this behavior in other participants also qualifies as harassment.

This policy applies to LIONE events, any LIONE official social medias run by LIONE Staff, and potentially private conversations/digital messaging. Private conversation cases will be determined if the source of the harassment requires LIONE Board involvement.

We value the attendance of every individual at our game,

and want everyone to feel safe throughout the duration of our events. If you are being harassed, or believe that someone is participating in harassing behavior, please notify the Board immediately. During an Event, please come to the Central Control and ask to speak to our Ombudsman (if unavailable, a Director will respond and ensure our Ombudsman is made aware). The Director(s) will ensure that you have a safe, private place to talk. Outside of an event, please reach out with any concerns at ombuds@lionerampant.com to connect with our Ombudsman.

Players removed from an event for harassment or disruptive behavior will not be refunded.

PRONOUNS

We kindly ask that you do not make assumptions about the pronouns of a player or of a character/NPC, unless you know with certainty or have been told their choice of pronouns. If you do not know the pronouns of an individual, please use they/them. Intentional misgendering will not be tolerated.

NO ALCOHOL OR DRUGS

You cannot consume or be under the effects of alcohol, cannabis or any other non-prescribed controlled substances is expressly prohibited while participating in any LIONE Event. Depending on the severity, you may be asked to leave the event and be subject to disciplinary actions.

NO PHOTOGRAPHY

We do not allow for photography or filming without express permission from individuals in **advance**.

MULTIPLE PLAYER CHARACTERS

Players may create multiple Player Characters. However, only one Player Character can be played each event, per event token. Additional Player Characters can only be played during the same event if a separate event token is purchased, or a character retires, or experiences Final Death.

The Player Characters must not know each other, or be related, and cannot have any contact or dealings with each other at all.

SECTION 1: THE LIONE WORLD

CREATION

"Welcome to Creation. The world is a lot bigger than you thought it was."

Our real home planet has over 200 countries, 57 million square miles of land, and over 7 billion people. The world of Creation is equally vast, but it has been shattered, and the civilizations ("civs") across the world have become deeply isolated.

Much of the world has only been slowly clawing its way into relevance as overland travel is not only reckless, but could end in your immortal soul being Lost and never finding final rest. The only true means of travel is by use of a Circle.

Circles, specific locations of powerful and mysterious magic, can open on near-unpredictable schedules, allowing the ability to travel instantly far across the world of Creation.

Some civs have managed to build themselves into cities and major population centers, as they have been part of a connected network, or Cluster, of Circles for a long time, allowing for societal advancement.

Other civs are so isolated, they have only just learned there is a world bigger than the confines of their village and are just beginning to connect, as their Circles become part of a Cluster.

And other places are still disconnected, somewhere out there - which is what the Explorer's Guild is looking to discover. Your character has been called to adventure to help the two new outpost towns become established in a recently discovered location of unknown mysteries and great danger.

We ask that players read our world setting Lorebook, The Explorer's Guide to Creation, to find out about which civs have managed to survive and are connected. We also ask that your character be from one of these established locations. We also want to make sure you play the character you want to play. So if you have any concerns or wish to know more information about the location you are interested in, just contact us at L8@lionerampant.com and we will work with you. Note that the details in the

Lorebook are not all encompassing. It is written from the perspective of an explorer. The details therein are vague impressions - it is open so that way you, our players, can add in finer details that impact your characters story.

CALENDAR

Due to the separated world, many civs developed their own calendar system.

However, the Radiance calendar has become widely accepted as the standard and is primarily used due to its easy application.

From the Radiance calendar, the first year of the campaign is 523RC. The calendar also follows the modern-day calendar except for the months listed below:

January	First Month
February	Second Month
March	Third Month
April	Fourth Month
May	Fifth Month
June	Sixth Month
July	Seventh Month
August	Eighth Month
September	Ninth Month
October	Tenth Month
November	Eleventh Month
December	Twelfth Month

HISTORY AND LEGEND

Please see our Lorebook, the Explorer's Guide to Creation, for a briefing on the history and legend of this world. Note that due to the hardships and state of the world, there is very little history that has been maintained.

IMPORTANT CIVS RADIANCE

One of the two City-States that have managed to grow in the conditions of this separated world. With an already decent Cluster of connected Circles, the incident at the Shard Market further bolstered them as an established growing society.

Radiance is a City-State with a heavy population of initiates and run by a Council of initiates appointed by Ascended of the Divines. Please review the Explorer's Guide to Creation for more details.

TIN EL'SHIN

One of the two City-States that have managed to grow in the conditions of this separated world. With an already decent Cluster of connected Circles, the incident at the Shard Market further bolstered them as an established growing society.

Tin El'Shin is a City-State with an emphasis on trades and goods, and run by a Collective of Peers. Please review the Explorer's Guide to Creation for more details.

THE SHARD MARKET

A thriving market with untold connections through more Circles than anywhere else known - a place where civs all funnel together into a single place, and people of all walks of life, all lineages and influences, come and go.

Five years ago, the Shard Market connected to further Circles than ever before in an event called "The Cascade". And with it perhaps, a new Era of Exploration...

Please review the Explorer's Guide to Creation for more details.

THE GAME SETTINGS

RADIANCE OUTPOST - BRIGHT HOLLOW

Bright Hollow is an Outpost set up by Radiance. Adventurers have been called to push back the seeping darkness and to discover the mystery of the first expedition that mysteriously vanished... Please review the Explorer's Guide to Creation for more details.

TIN EL'SHIN OUTPOST - TIN TOR'AN

Tin Tor'An is an Outpost set up by Tin El'Shin. In a world of strange magics, this Outpost is even stranger, and the adventurers have been called here to learn all they can about the shifting planar phenomena... Please review the Explorer's Guide to Creation for more details.

SETTINGS AND HIGH HOLY DAYS

The eighth campaign of LIONE is a dual-setting game. Every other game changes between the two settings. This provides the opportunity to play both settings, NPC for both settings, or play for one and NPC for the other and get CP for your player character.

The events of each game are happening in the same world, in real-world time. If there are three weeks between each setting, your character experiences three weeks' time.

While Gods play a part in both settings, certain Gods are focused on in one setting over the other. The High Holy Days of specific Gods change every year, but will always fall in their "primary" settings. Elya, Grumach, and Zahar can fall in any setting; be wary, as the High Holy Days of the Profane are not tracked by the Celestial Tower in Radiance, and are not known in advance.

Bright Hollow: Artifice, Bellinger, Faya, Jaad
Tin Tor'An: Brashtamere, Solaron, the Wylds

SECTION II: FAITH AND PANTHEON

FAITH

From the hallowed shrines of Radiance to the mercantile halls of Tin El'Shin to the lone shepherd watching his flock on a hill on the edge of some remote civ, religion plays a major role in the lives of every Gifted being in Creation. The machinations of the gods reflect on the world, and the machinations of the Gifted reflect in the gods, and so it has gone for millennia. Some people simply recognize the gods as a pantheon of unknowable beings, and offer prayers to the deity that would aid them in the moment, such as a quick prayer to Brashtamere for luck or asking for a blessing from Faya to recover from an illness. Others devote their entire lives to their faith, rising through the ranks and becoming leaders of faith and philosophy within their church. It is thought that all divine energy (i.e. Karma) comes from the gods, so atheism or even agnosticism is nearly impossible, as proof of the gods existence can be seen in every healing spell cast or divine ritual performed.

The gods are not all-knowing or all-powerful. They must rely on their faithful to carry out tasks for them in the mortal world, everything from the simple consecration of a shrine to the opposition of a threat to the lives of thousands must be done by the Gifted. Things do not happen simply by divine intervention. To this end, the gods have a number of paragons beneath them, divine servants that represent a particular aspect of their dogma. These paragons will then communicate through the Ascended (often through visions, dreams, portents or signs), who then pass on their interpretation of the paragon's will to their flock. Each god has an unknown number of paragons (with the exception of Elya having only six) that are followed throughout Creation. What is shared in this guide is only a small sample of the more popular paragons.

A complete list of a deity's paragons is unknown and unknowable. If you wish to have your character follow an aspect of a deity that is not represented here, please contact us at L8@lionerampant.com and we will work with you, but we encourage you to seek and discover unique paragons within the game. Any ideas for a new paragon are subject to approval from the writing staff.

Religion plays a major role in Lione Rampant: Horizons, and it is the expectation that most player characters will at least follow, if not initiate to a particular faith. While it is not required, involvement with a church is strongly

encouraged. Membership in a church is also a requirement for some of the game's most powerful abilities and spells.

INITIATION

When someone wishes to dedicate their lives to a particular deity, they may try to become initiated to their deity of choice. Becoming an initiate requires a rite, which must be cast by an Ascended of their chosen faith. A person cannot be initiated against their will, and only in very rare circumstances can initiation be removed by force. Unlike most ritual effects, initiation does not end at the character's death. An individual may only be initiated to one deity at a time.

While an initiate may have a certain paragon they ascribe to, this is not a requirement, and many initiates follow their deity as a broad whole. Over time an initiate may narrow their beliefs to a particular paragon that more readily represents their method of worship.

Any character may choose to shed their initiation when they lose a Gift and visit Death's Gate.

Being an initiate allows access to certain powers and abilities granted by their deity. These powers are bought with character points like any other skill, but are only available to initiates of that deity.

ANOINTMENT

Those that have gone through the trials and tribulations of faith may be made Anointed, a rite shared to the very devout. The Anointed have a deeper connection to their deity, and are recognized as exemplars within their faith. This path is not required to become Ascended, though some Ascended were once Anointed. Anointment is a recognition of extraordinary dedication and service to their deity. Countless Anointed operate within their faith with this title, as proof of their understanding and loyalty to their deity.

Initiates who rise to become Anointed have often chosen a paragon to follow, but their position is one of a champion of the entire faith, and thus are expected to maintain a broad understanding of their deity's dogma. In this position they are expected to answer the call to aid from any Ascended, and will often be held as an example to all initiates.

ASCENSION

The most devout and pious individuals can be elevated to the rank of Ascended, commonly called High Priests (a neutral term, and Priestess is used depending the individual's preference) though being a cleric is not a requirement. Ascended always have a dedicated paragon whose path and teachings they share, and often are referred as "Ascended of the Paragon of...", rather than "Ascended of [Deity]". The Ascended are said to have direct connections to their paragons, getting insight, direction, or even instruction from the mouthpieces of the gods themselves. What form this insight takes varies from individual to individual, as well as deity to deity. Ascended are the only ones able to initiate, anoint or ascend other members of their faith. Ascension is seen as a position of leadership and guidance, not a reward for good service. There are far less Ascended per deity than there are Anointed.

HIGH HOLY DAYS

High Holy Days are celebrations dedicated to a particular god or set of gods. Each deity will have one High Holy Day per calendar year, but often share a High Holy Day with another deity. When these High Holy Days occur will change from year to year, and when they will occur are read in the stars during the winter solstice, and the paragons will inform their Ascended when their deity's High Holy Day will be in the coming year. A High Holy Day may manifest as a festival or celebration, or a deity may ask their faithful to perform a particular task or quest while their power is at its apex. There are many stories of initiates gaining special boons on their deity's High Holy Day, often to aid them in fulfilling their chosen task.

Lione Rampant: Horizons events will generally take place on the High Holy Day of one or more gods, and High Holy Days will not occur outside of an event. Please check our event calendar to see which High Holy Day will be falling on which event.

CONSECRATED GROUND

The way the divine powers touch this world is through consecrated sites created via ritual magic. There are three kinds of consecrated ground; shrines, temples, and cathedrals. Shrines are by far the most common, and serve as a Haven for resting and recuperation. Temples are more rare, usually requiring significant financial and divine backing to create. Temples are not only a Haven, but often

carry an additional boon for those within its walls. Cathedrals are both extremely expensive and extremely powerful, requiring not only hundreds of gold judgements to create, but powerful ritual magic that can only be completed by the most skilled of divine ritualists. Cathedrals can only be created in places of divine importance, require the devotion of hundreds of devout to maintain, and the blessing of a Paragon to even create. There are only three Cathedrals in the known world; The Silver Sanctuary (Faya) and Spire of the Aegis (Solaron) in Radiance, and the House of All Gifted (Elya) in Tin El'Shin.

Consecrated ground of any sort creates a sort of "Zone of influence" where no other consecrated ground can be created. This zone varies in size and intensity based on a number of unknowable factors, but it serves to prevent "layering" shrines on top of one another or creating ground consecrated to multiple deities. For this reason, most small civs only have one, perhaps two consecrated sites within their borders, requiring a larger population center to maintain much more than that

Consecrated sites are also points of weakness for the deity they are dedicated to. Just as a deity may choose to channel their power through a shrine, hostile forces can also channel power directly towards the deity if they find an unintended shrine. For this reason, shrines and temples are created with care, the Ascended in charge of the rite making sure the holy site will be both well maintained and well defended.

DEATH AND REBIRTH

When a Gifted dies, after five minutes, their body fades and their spirit goes to the Gate of Death, where a manifestation of the reaper awaits them. The experience of going to the Gate of Death is a deeply personal one, and very few talk about what happens while there. If they have Gifts remaining, the spirit is then sent to a consecrated site, where their body is restored and they may rejoin the living. This process removes all external influences on the body, restoring it to a renewed state of purity. The only exception to this is initiation which remains intact unless it is requested to be removed by the manifestation of death. After their fifth Gift, the reaper ushers the spirit on to Elya's Garden, where they spend their eternity. Elya's Garden is open to all who wish to enter, and there is no recognized dogma that espouses denying paradise to a Gifted for any reason.

The church of Elya holds the "Maker's Plan" among their tenets (see below), forgiving a soul of all sins, transgressions, or crimes committed during their previous Gift. It is this belief that prevents someone from being executed multiple times in a row, allowing absolution for those who pass through the Gate of Death. This is commonly called "purification," and many judges and magistrates will sentence someone to be "purified" rather than "executed," to drive home the importance of the Maker's Plan in their ruling.

A person can be kept from the Gate of Death by a "Spirit Tether" spell. This powerful magic keeps the spirit within the body. The body does not fade, and must be physically brought to a consecrated site, where an initiate of the deity the site is consecrated to must perform a Ceremony of Life (page 134). This process takes five minutes, and each initiate conducts their own unique ceremony. With the exception of followers of Bellinger; **Initiates, Anointed, and Ascended of Bellinger cannot perform the Ceremony of Life as they are considered Servants of Death.** When the person returns to life they have not lost a Gift, but neither is their body restored. A person who is infected with a disease or inflicted with a magical curse will still have them if raised from being Tethered, but will not if their body fades and they go to the Gate of Death.

If someone dies too far away from a consecrated site, it is possible that they will not be able to find their way to the Gate of Death. While the exact distance is unknown, folklore has it that anything beyond "a day's walk" away from a shrine becomes risky. A spirit which cannot find its way to the Gate of Death disappears, all of their Gifts lost.



THE DIVINES

ARTIFICE, MOTHER OF SHADOW

Color: Purple

Symbols: A domino mask, crossed daggers, a crescent moon

Sometimes seen as the goddess of thieves, Artifice claims dominion over things that happen away from the light of day. Whether that is a complicated mercantile transaction worked out in a dark room, the exploration of a deep ruin, or an elaborate heist occurring in the darkest hours of night, Artifice is there, watching over all of it. Colloquially, Artifice is seen as a goddess of commerce and the movement of goods, but it is more accurate to call her the goddess of risk-taking. Artifice thrives in the big cities, but small pockets of her faithful can be found all across Creation.



TENETS

- 1) The Matron's Due - Anything gained under cover of darkness is partially hers. Her Ascended can call upon this Due at any time to demand service in Her name. To have your debt wiped clean is the highest honor the church can offer.
- 2) Tread Boldly, but Carefully - Leave the foolish risks to those who seek glory. Step with the confidence of Her guidance, but know she does not protect those who act rashly.
- 3) To the Victor Go the Spoils - There is no pride in losing. If you commit to something, play to win. Do what is necessary to assure victory. Any sin committed in the pursuit of victory can be forgiven, but only if victory is secured.
- 4) Success is a Matter of Time - Any endeavor will succeed on a long enough timeline if you survive longer than your opponent. Your Gifts are sacred, do not waste them. Martyrs pay no Dues, and thus bring no Glory.

PARAGONS OF ARTIFICE

THE PARAGON OF RISKS

The Paragon of Risks understands that no plan, no matter how meticulously laid out, survives to full execution. They are the one who measures the odds, and looks over those who may have more bravery than sense. The patron of gamblers, the shepherd of risk-takers, and often seen as the savior of those who get in over their heads, the Paragon of Risks adds a small caveat to the second tenet - Fortune Favors the Bold. Followers of the Paragon of Risks often wear or carry a pair of dice to show their allegiance.

THE PARAGON OF NIGHT

Often seen as the guide of thieves and assassins, the paragon of night is the Collector of Dues, who always makes sure no one runs up too high a debt to the Mother of Shadow. She strikes those down who have thrived in darkness but do not honor Artifice, and elevates those who live by night in Her service. It is said that Ascendants of the Paragon of Night can see the debt anyone owes to Artifice by looking at the shadow they cast in moonlight, and those that are in too deep are vulnerable to her wrath. Followers of this paragon wear a silver dagger as their symbol, reminding anyone that Her blade is always ready to strike.

THE PARAGON OF SCAVENGERS

The term "explorer" holds many meanings for the followers of this paragon, who see their divine cause as finding things that were lost. This could be lost lands, lost tombs, or lost trinkets in the vault of an ancient ruin, but they are indeed lost, and the Paragon of Scavengers encourages their faithful to find them. The devout see themselves as Artifice's purse - a steady flow of Matron's Dues passed to Her through the shadows of abandoned dungeons. They are also highly opportunistic, embodying To the Victor Go the Spoils with every action they take. After all, you don't have to fight fair against some long-forgotten golem guarding a tomb, do you? Followers of the Paragon of Scavengers wear a crescent moon as their symbol, claiming that their paragon will always show the direction they need to go in the night sky.

BRASHTAMERE, THE CELEBRANT OF FLOURISHING

Color: Blue

Symbols: A musical note, an open book, a mug



Brashtamere, the god of freedom and happiness. They stand as the shepherd of all those who pursue joy and protect those who seek to do the same. What form this joy takes can be anything from the building of a new aqueduct in a civ that needs water, to a boisterous celebration in honor of a wedding or birth, to the quiet enjoyment of a cup of tea in front of a fire with loved ones. Brashtamere is said to be present in any moment of joy, and will stand against anyone who would deny happiness to another. Followers of Brashtamere are seen as charitable and often selfless, though some may misinterpret their actions as simple hedonism.

TENETS

- 1) Be the Wind in their Sails - The nature of existence is uncertainty and change. Provide others with a source of consistency and comfort, in whatever form that takes. Each person holds value, help them discover and nurture it.
- 2) Learn From Those That Came Before - The history of our world overflows with tales of triumph and devastation, love and betrayal, joy and suffering. Collect, protect, and share these stories to guide the gifted on their unwritten path.
- 3) Be Brave and Burn Bright - Give of yourself what you can, make bold choices, and embrace the opportunity to fail. Failure is a part of everyone's journey, so make yours spectacular.
- 4) Pursue Freedom - Expression of the self is freedom. Be true and encourage others of the same. Oppose those who take pleasure in cruelty, or who would limit the freedom of others..

PARAGONS OF BRASHTAMERE

THE PARAGON OF THE PARABLE

The voice of those who can no longer speak for themselves, this paragon is the steward of legends and tales of caution. The Paragon of the Parable's followers are storytellers, writers, poets, and minstrels. They amass knowledge, stories, and folklore, and redistribute it with an artful spin. The veracity of their tales cannot always be discerned, but there's usually a good lesson to be learned. Followers of the Paragon of the Parable often wear pins or patches depicting one or more books.

THE PARAGON OF MIRTH

The greatest gift you can give someone is a smile on their face. The Paragon of Mirth seeks to uplift the people of the world, offering relief from their woes even if only for a short time. Followers of this paragon are always ready with a stiff drink, a boisterous song, a quick joke, a warm embrace, or any other of a wide variety of abilities to address whatever troubles their allies may face. Followers of the Paragon of Mirth often wear pins or patches depicting a mug of ale or musical note.

THE PARAGON OF THE LIBERATOR

The champion of the oppressed, the Paragon of the Liberator fights to free those suffering under the tyranny of others. This paragon represents the purity of self-expression as its core purpose, fighting against societal limitations on expression and identity in all ways. The followers fight against repression in its many forms, whether that be a callous tyrant or the doubtful thoughts that can plague one's heart. They stand up for the downtrodden and encourage others to stand up for themselves. The Paragon of the Liberator followers often wear pins or patches depicting blue wings.

BELLINGER, THE LADY OF WAR

Color: Red

Symbols: Marks of Bellinger always bear a flame. A torch, a sword, a banner, all aflame

Known as the Lady of War, Bellinger is the goddess of conflict in all of its forms. From the largest battlefields to organized competitions to small games of strategy, Bellinger oversees them all. Her followers are dedicated to competitive excellence. While this usually manifests as martial prowess, Bellinger is the matron of warriors, athletes and chess players alike. Bellinger has a large and vocal following, and it's rare to find a civ where there isn't at least some representation of the Bellinger church. Bellinger has only one tenet. She gives no other overarching commands. The simplicity breeds both broad appeal and internal conflict among her devout, and both are desirable outcomes in her eyes.



It is known that Initiates, Anointed, and Ascended of Bellinger cannot perform the **Ceremony of Life** as they are considered Servants of Death. They can still use Spirit Tether, but an initiate of another deity, at their god's shrine, will need to perform the ceremony.

TENET

1) In Victory - Through conflict comes strength. Through strength comes victory.

PARAGONS OF BELLINGER

PARAGON OF THE WILDFIRE

Be the flame of war! Embrace her warmth, embody her wrath, be her blade at the neck of your foe. There is no greater glory than combat. Burn brightly. Followers of the Paragon of the Wildfire are the ones charging into battle, screaming Bellinger's name. They see no better way to earn Her favor than fighting, and this paragon encourages charging headlong without consideration of strategy, tactics, or even the odds. Followers of this Paragon wear a Flaming Sword as their symbol.

PARAGON OF VICTORY'S TORCH

True victory is found in a contest of wits. Make the playing field level. Sharpen your blade and mind alike. Meet your opponent with open eyes and clean hands. Do this and you will truly know who is superior. The followers of the Paragon of Victory's Torch seek to outwit, out-think, and outsmart their opponents on every level, tilting the battlefield in their favor. Followers of this paragon often find themselves at odds with followers of the Paragon of the Wildfire, trying to temper their recklessness with careful planning. Devotees of the Paragon of Victory's Torch often wear a burning torch or candle as their symbol.

PARAGON OF THE BLAZING HEART

The first conflict is in oneself. Followers of the Paragon of the Blazing Heart focus on pursuing perfection in all of their endeavors, no matter what they might be. If they are warriors or potters, they seek to be the best at what they do. This Paragon is a rarity in that they do not focus on conflict, rather the discipline, focus and dedication to be the best. Because of this unique philosophy, the Paragon of the Blazing Heart attracts artists and artisans as well as the "typical" Bellingerian warrior. Devotees of this paragon wear a flaming heart as their symbol.

ELYA, CARETAKER OF THE GIFTED

Color: Gray

Symbols: 6 identical points arranged in any complete geometric pattern



Elya is the deity that oversees all Creation, ensuring the future of the Gifted and the continuation of civilization. Through the multiple collapses, it is said that only through Elya's grace did people rise again to reforge society. Elya is unique in that she has no initiates, seeing all members of the church as equals in her eyes. She does have six Ascended, each of which represent one of the Paragons who serve as her mouthpieces. The process of becoming an Ascended of Elya is unknown, and shrouded in mystery. It is thought that over eighty percent of the population of the world follow Elya, and it is through this wellspring of faith and devotion that she is able to protect and shepherd the Gifted. Her tenets are simple rules to hold Gifts sacred, and to oppose those who would seek to defile that sanctity. Ground that is consecrated to Elya not only serves as Haven and a pathway to the Gate of Death, but Ceremonies of Life can be performed by initiates of any god (with the exception of Bellinger initiates).

TENETS

- 1) Those who raise after loss of Gift are re-born pure. As with the maladies of the body, the maladies of the soul are washed away. One who has raised must not be punished for the actions of a prior Gift.
- 2) The Gift of the Gifted is Free Will. Let nothing impose upon it.
- 3) Make no Oath that will impact your soul, for all Oaths come with a price.
- 4) The trafficking, granting, or stealing of Gifts is anathema.
- 5) Neither the bodies nor souls of the Gifted may remain after the parting of their gifts.
- 6) None, other than the Gifted, may seek dominion over Gifted. Those that do must be stopped.

PARAGONS OF ELYA

THE SURGING FLAME

Do as you wish, and let nothing turn you from that path.

THE YELLOWED TOME

To interact is to interfere. Observe all that there is, but do not intervene.

THE OPEN HEARTH

Welcome in all Gifted and let them share in the bounty of your life. Be their warmth and shelter against the cold winds of misfortune.

THE OUTSTRETCHED HAND

Grant aid and charity to all that they might be free of their burdens.

THE HEAVY VEIL

As lives end, let them be ushered gently onward in peace and respect.

THE BULWARK

There are those that would rob the Gifted of their freedom. This shall not be tolerated.

FAYA, WARDEN OF THE BLEEDING

Color: Silver

Symbols: A silver star, a rose, a hand holding flowers



Faya guides the protectors of the world, the healers, the medics, and the shield maidens who hold her front line. Her worshipers are pure of heart, and ever seeking to aid those who need aid, or perhaps just a shoulder to cry on. She is seen as the mercy to balance Solaron's judgment, one of the two pillars of Light who stand strongest against the darkness. In many ways Faya and Solaron are alike, with Faya focusing on the opposition of Grumach while Solaron stands in opposition of Zahar, but those similarities do not extend far beyond the battlefield. Faya focuses on caring for the weak, the sick, and the suffering, guiding her faithful to alleviate the pain of anyone in need, no matter what it takes. One of the greatest sins in the eyes of Faya is to demand payment for their aid.

TENETS

- 1) Tender Care - You shall seek to end the suffering of others, for the world is dark and we are its light.
- 2) Hallowed Grounds - You shall defend the lands against forces of chaos, lest they fall to darkness forever.
- 3) Purity in All Things - Your body is a temple. You shall maintain a pure soul. Let no undead tempt your heart.
- 4) Selflessness - There is no greater service to Faya than to give of one's self. There is no glory to be gained other than the act of promoting the light.

PARAGONS OF FAYA

THE PARAGON OF SANCTUARY

Whether they are providing shelter from a planar storm or defending someone being pursued by enemies, followers of this paragon will stand in front of those seeking sanctuary and defend them with their lives. The extent of the sanctuary provided will change based on the circumstances, such as within the walls of a shrine in one town, or standing anywhere within arm's reach of an initiate in another. This has caused some disputes with those seeking to enforce laws, as an accused criminal hides behind followers of this paragon. This usually ends in the Fayan demanding due process, rather than letting their charge be taken by "roadside justice." Followers of the Paragon of Sanctuary wear a silver star as their symbol, representing the shining light in the darkness.

THE PARAGON OF SACRIFICE

These followers are willing to give up anything if it means giving care to those in need. Sometimes this leads to an ascetic life, where they have no material goods, giving everything to the starving and needy, while other instances may be combatants always charging ahead first so if any Gift is lost in the battle, it is theirs. Many have tried to take advantage of the charity of these followers, but they will only sacrifice for those truly worse off than themselves. It is said that priests of this paragon do not heal themselves, always saving their magic for others. Followers of the Paragon of Sacrifice wear the symbol of a hand holding flowers (often with silver petals).

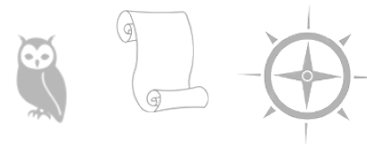
THE PARAGON OF MERCY

Those that embrace the first tenet do so in the name of this paragon who urges their followers to seek out those who are in pain or suffering and put an end to it. While this often means providing aid and comfort to those in need, there are those instances where the pain cannot be alleviated, and purification is necessary. In their eyes, it is better to provide a quiet and peaceful death than to allow someone to continue to suffer in life. Followers of the Paragon of Mercy wear a rose as a symbol, sometimes depicted as having silver petals, or shedding a tear or drop of blood.

JAAD, GUIDE OF INSIGHT

Color: Yellow

Symbols: An owl, a scroll, a compass



Jaad is the patron of the curious, the analytical, and those who seek answers relentlessly. While the church of Jaad beckons to scholars, historians and researchers of all kinds, there are also many explorers among their ranks. Those who uncover new territory and explore unknown ruins are guided by Jaad, and the act of discovery in all forms is the highest achievement in his eyes. Jaadians believe that through outer discovery your inner journey is revealed, and true enlightenment comes from a combination of exploration and introspection.

TENETS

- 1) Remain Inquisitive - Seek to uncover knowledge, for it is along the path of discovery that you will find your true self.
- 2) Knowledge Must be Safeguarded - Knowledge can be forged into a tool to build, a weapon to destroy, or a seed to corrupt. It must be handled with care.
- 3) Power in Knowledge - The path of study leads to the pinnacle of mastery.
- 4) Truth in Mystery - The mastery of magic leads to the purest understanding of Creation. By understanding the currents of the arcane and divine, you gain true understanding of one's self.

PARAGONS OF JAAD

PARAGON OF THE ARCANE

Whether it is through spell, enchantment or ritual, the Paragon of the Arcane encourages their followers to seek mastery over magic. With the planes and their influences in such flux, it is important to record and catalog the way arcane magic interacts with the world, and in turn, how the world then influences the flow of magic. Many followers of this paragon are researchers and theorists, working in lone towers and labyrinthine libraries, trying to unlock the power of a new spell or creating new rituals. Younger followers are sent into the world to either test existing theories, uncover lost knowledge, or otherwise contribute to the pursuit of magical research. Followers of this paragon wear a yellow scroll as their symbol.

PARAGON OF DISCOVERY

Creation is vast, and the dangers of travel combined with the limitations of portal magic have concealed so much of it in shadow. Followers of the Paragon of Discovery seek to shed a light on those unknown places. They are the ones to seek out ancient ruins, to delve into unexplored cave systems, or even risk the journey through an unknown circle. Devout of this Paragon keep meticulous notes on their findings, sharing their discoveries with the people of the world in an effort to add to the collective of knowledge for future generations. Followers of this Paragon wear a compass as their symbol.

PARAGON OF WISDOM

Serving as the advisors, mediators and sages of the world, followers of this Paragon encourage wisdom in all things, and careful understanding before action. The Paragon of Wisdom encourages the understanding of history and philosophy, and their followers see the preservation and application of knowledge in all forms as their highest calling. Followers of this Paragon will often serve as teachers as well, passing on their knowledge to whoever wishes to learn, and promote the gathering of information. Because of this, they are often seen as overly cautious and too slow to act in a time of need, but the devout see this as a necessary step to promote understanding. Followers of this Paragon wear an owl as their symbol.

SOLARON, THE VANGUARD OF ORDER

Color: Gold

Symbols: Gold scales, a gold medallion, a gold star



Solaron is the champion of the Gifted, the defender of the weak, and the first line of defense against corruption. Solaron encourages Order in all things, and that can manifest as fighting against monstrous threats, the enforcement of laws, or the organization of societal improvements. You are just as likely to see a Solaroni Knight charging into battle as you are to see a Solaroni town leader organizing the construction of a new building. Anyone with the courage to stand against the darkness and ensure the survival of civilization is watched over by Solaron.

TENETS

- 1) Face The Darkness - There is Darkness and Chaos in the world. You must stand as a bastion against it; it is your duty to keep it at bay.
- 2) Clarity in Chaos - You must remain vigilant; keep your mind clear, your heart focused, and intentions pure. It is not only your job to face the darkness, but to inspire those around you from succumbing to the forces of Chaos.
- 3) Protector of the Gifted - It is not about glory, it is about making sure Gifted survive to the next dawn. Sacrifice is not worthy, if those you protect become vulnerable without you.
- 4) Light the Way - Truth, Fairness, and Respect is the lens through which conflict amongst the Gifted must be guided to maintain balance. You must guide others to use this lens.

PARAGONS OF SOLARON

PARAGON OF INSPIRATION

Followers of the Paragon of Inspiration are dedicated to preventing the Call of Chaos by leading through action and example, encouraging kindness and respect, and soothing the hearts of Gifted from being tempted. They seek to inspire those around them to remain strong and keep their intentions pure. These are the leaders, the organizers, and champions of the Gifted, always acting in the name of a greater Light. Followers of this paragon use a golden sun as their symbol.

PARAGON OF JUSTICE

The Paragon of Justice represents the forward momentum of light against the darkness. As the story of Creation tells it, Solaron was the first God made by the Maker and served as his Right Hand. Followers of this Paragon carry this mantle, to keep at bay what threatens Creation, Elya, and all of the Gifted. They are the front line, wielders of the sword, those that fight and die in service of the Light, seeking out those who thrive in darkness and defeating them. A golden ring or crown is worn by these followers.

PARAGON OF THE BASTION

Standing tall and strong, those that follow the Paragon of the Bastion are shields. They stand by the Gifted and raise their shields in defense of their fellow peoples. It is their sworn duty to keep their comrades-in-arms safe. There is no glory in death, and they are dedicated to preventing as few loss of Gifts as possible. Followers of this paragon wear a gold tower as their symbol.

THE WYLDs, GUARDIANS OF NATURE

Color: Natural Green

Symbols: Animal iconography, lightning bolt, an axe or spear wrapped in ivy



The twin gods of nature, the Wylds are the caretakers of all of the natural (and supernatural) world, fighting against the forces that would destroy or corrupt the world. They see the cycle of nature as paramount, and believe that avoiding the continuous pattern of civilizational rise and fall is to return to harmony with nature. The Wylds attract those whose lives are closely tied to the land as well as those who wish to live in harmony with nature and enforce the Cycle.

TENETS

- 1) The Cycle of Nature - All things live. All things die. Some things that live must die so that other things may live. Some things must be protected, for the life they provide is greater than themselves. Always act in service to the Cycle.
- 2) The Broken Cycle - Things that have avoided death, that take more than they give, or that would despoil Creation, are anathema. Offer no respite to those who would scar the land or befoul the Cycle.
- 3) All Things Great and Small - Nothing is outside of the Cycle - especially the Gifted. Guide the Gifted to honor the animals they eat, the plants that provide them shelter, the flames that warm them, and the air that cools them. Aspire to help all Gifted live in harmony with the land, and oppose those who do not understand the Cycle or their impact upon it.

PARAGONS OF THE WYLDs

PARAGON OF BEASTS

The hunter, the shepherd, the predator, and the prey are all under the domain of this Paragon. Animals have no voice and no Gifts, yet they are integral to the Cycle. Followers of the Paragon of Beasts understand that a cow is suitable for food, just as the wolf hunts the deer, but massive herds that would graze the land barren are disruptive to the Cycle. Their most sacred rite is the annual Great Hunt - and it is up to the Paragon whether his followers will serve as predator or prey for that year. Followers of the Paragon of Beasts will often wear antlers or horns of an animal they hunted as a symbol of office, and initiates will have a design reflecting the animal they feel the closest kinship to.

PARAGON OF THE STORM

The ultimate embodiment of the power of Creation is the weather. There is no controlling it, no taming it, only enduring it. The Paragon of the Storm is praised when the sun shines or spring rains come, and cursed when hurricanes ravage the coasts or earthquakes swallow a town. To this Paragon they are all the same. The Storm rages above and below, touching the Cycle and serving as its impartial arbiter. Those that exist outside of the Cycle - the Undead, the Constructs, and Creatures of Chaos - are the enemies of Creation, and their existence should be ended. Many Ascended of this Paragon live outside of towns or communities to live in Nature, and guide their followers to act as soothing rains or storms of vengeance, as needed. Followers of this Paragon use lightning bolts as their symbol.

PARAGON OF HARMONY

Understanding the need for civilization and nature to coexist, followers of the Paragon of Harmony work to ensure that the two can exist side by side for as long as possible, with neither suffering needlessly at the hand of the other. These followers will take part in creating irrigation systems, aiding with mining, and careful use of timber from nearby forests without causing lasting environmental damage, while also helping build flood walls, defend the people from predatory beasts, and help ensure the people are protected from extreme weather conditions. Followers of the Paragon of Harmony use a weapon or tool wrapped in vines as their symbol.

THE PROFANE

These are the Gods of our enemies. Know these Gods and what they represent so you may have tools to defend against the forces of evil. Followed by the insane, the corrupt, and power-hungry, the Profane seek to corrupt or destroy the world, willing to go to any length to oppose the Light and bring power to their dark masters.

Please keep in mind, we do not allow Evil characters. If you ever play a character that walks a dark path, you may become Evil and your character could become an NPC. For example, If you attempt to become a follower of Grumach or Zahar, you start down a dark path. This is a path that will likely see your character need to retire, and become an NPC.

GRUMACH, ENVOY OF PESTILENCE

Symbols: A coffin, tombstone, skull, or plague flower

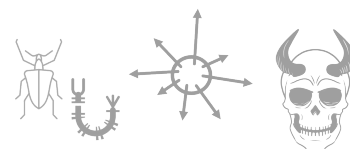
The lord of disease, rot, decay, and undeath, Grumach sees all living things as his enemy. He endeavors to end all life, covering the world with a population of subservient undead. The prime enemy of Faya, Grumach thrives on the misery and suffering of the Gifted, and actively promotes the downfall of civilization. It is said that all intelligent undead creatures are inherently devoted to Grumach, and that the use of magic to influence or sway undead beings uses his power to do so.



ZAHAR, THE CORRUPTION THAT HUNGERS

Symbols: Insectoid iconography, uneven eight-pointed star, a horned skull

Once a demon in the ranks of Chaos fighting to destroy all of Creation, Zahar now stands as its ultimate corruptor. Using tools such as mutation, temptation and deception, the forces of Zahar want to reduce Creation to an unrecognizable form, full of warped, unnatural beings that only have allegiance to Zahar himself. Either acting overtly as a force of darkness, or covertly hiding his followers among civilized people, Zahar relies on the greed and hunger for power in all Gifted to further his schemes.



SECTION III: CHARACTER GENERATION

CHARACTER GUIDE

NOTE ON MORAL AMBIGUITY:

The world of LIONE and the plots therein are meant to be engaging, challenging, and often, morally gray. With this in mind, it is understandable that players may play a character of moral ambiguity. This is encouraged!

But please keep in mind, we do not allow Evil characters. If you ever play a character that walks a dark path, you may become Evil and your character could become an NPC. For example, seeking and choosing to initiate to a Profane god (Grumach or Zahar) is a path that will likely see your character become an NPC.

Staff will communicate with you ahead of time, if we see you are heading in this direction.

CONCEPTS AND HISTORIES:

There isn't one specific recipe to develop a character concept or to write an initial character history. There are many ways to go about it, but ultimately, the most important thing is to design a character that will be fun to play. Although a number of questions and considerations are proposed within this guide, this is by no means an exhaustive list. It is meant to give a sense of what type of questions can be helpful and to spur your imagination.

It is strongly recommended that you read through all available material on the rules and story/lore information first. This will give you a basic understanding of the logistical rules and story of the game world that you will be interacting with. This will also help you in shaping how your character looks and dresses. Our Lorebook has costuming suggestions, based on civilizations, that may help with further inspiration.

If you are new to role-playing, you may find it easiest to play a character that has some of the same traits as you do. In this way, the character will react to things that occur In-Game more consistently with the way you might. As you gain experience, it is fun to explore traits that are further from your own person, though this brings its own challenges and rewards.

LINEAGE AND INFLUENCE CONSIDERATIONS:

What type of personality seems appropriate for each of the lineages and which appeals to you most? With our

unique Planar Influence system, take a look at the costuming requirements for each of the types of lineages/influences. Are you comfortable wearing face make-up, ears, beards, etc.? Are there specific lineage/influence abilities that you can envision being helpful and fun?

PLAY STYLE CONSIDERATIONS:

Do you enjoy sparring with boffer weapons or tossing spell packets at targets or using LARP safe crossbows? Are you the type of person that enjoys being in the front line of battle, or sneaking through the underbrush to lead a flank? Would you be more comfortable staying within the center of the battle being a support caster either throwing offense spells or healing? Perhaps you enjoy casting rituals?

The choices you have made will help you begin to develop a sense of what type of character you will be playing. Next is to consider where your character has come from and how this influences how they approach the world. Why has your character left the comfort of home to venture on this campaign? What does your character believe they have to offer in this noble quest and what do they hope to accomplish there? See our Lorebook to find further inspiration for your character, and learn more about the available civs.

BACKGROUND MOTIVATIONS:

Did your character come from a difficult background that they are trying to escape, yet it haunts them? Did your character come from a relatively easy background? Are they trying to prove something to themselves or others? Is your character an adventurous or noble soul? Are they out for themselves? Is your character looking for a loved one that went on ahead of you? What are your character's goals or dreams, or even fears and regrets?

SPECIAL SKILLS AND ABILITIES:

What special skills or abilities will your character be good at, both in small adventures and in larger town-wide encounters? Will your character be known for their amazing ability to heal in mass melees or to lead the battle? Will your character be known for their ability to solve riddles or their research? Does your character wish to discover valuable ancient artifacts that will make them rich and famous? Does your character seek initiation for a particular religion?

BACKGROUND PERSONALITY:

Is your character an easy-going person or someone who is easily rattled? Is your character out-going or more introverted? Does your character seek to be in the center of attention or content with letting others stand in the limelight? Does your character tend to lead or follow? What instances would cause them to take initiative or shift from their course? Are they loyal to their family or friends or to an ideal embodied by a god or totem?

We do require that all character histories are approved by the plot teams prior to gameplay. This way, if there are any questions or discrepancies with respect to rules or game design, they can be ironed out before you play your character. This may help you answer some of the above questions or to deepen your character concept further. Having gone through this process, it will be easier to finalize choices for character generation, come up with a costume and feel ready to play your character at an event.

HISTORY SUBMISSION:

Please submit your character history to L8@lionerampant.com. Additionally, you can add it through the Character Creator for reference. The Character Creation is also where you will build your character using our rules. If you have any questions regarding histories, concepts, or rules, please email L8@lionerampant.com.

LINEAGE

Every character has a lineage. A lineage is what determines a character's physical traits. The traits passed through ancestors and parents to their children are magical in nature. More like a legacy than anything genetic, children are generally born with the lineage and appearance of a parent, or on rare occasion, an ancestor.

A lineage may have additional costume requirements. All members of the chosen lineage will receive the power associated with that lineage, as listed.

Please note we want costuming to be accessible to everyone, but we ask that your costuming be clear and that you do not try to "mimic" or "hide" your lineage and/or Influence. We reserve the right to ask for make-up/costuming changes in the case of confusion, or other concerns.

If you have any questions or concerns regarding costuming, please email L8@lionerampant.com.

AMALKIN

Costume Requirements: Must wear full facial makeup to appear as an animal. Additional effects, such as facial prosthetics, animal-like ears, horns or antlers, or tails, are optional but strongly encouraged. Only naturally occurring, mundane animals are permitted. For example, cat, wolf, bear, deer or lizard are all acceptable, dinosaur, dragon, griffon or chupacabra are not.

In the event of seeking makeup alternatives (such as a face mask), please contact staff for approval.

Nature's Tools: You may use natural weapons (claws up to 30" - can be upgraded by Natural Reach) at no additional cost AND once per cycle, may "Purge Maim" after 10 seconds.

DWARF

Costume Requirements: Must wear small gemstones or paint runes onto their face. Beards are common amongst the dwarves. Additionally, dwarves will adorn their hair with braids and other decoratives. Gems and runes will often match the associated color to their Native Influence.

Runic Binding: Once during a cycle you may designate a given Haven as your Runic Hearth. You must put a rune (or runes) symbolizing that location somewhere visibly on your body. At the start of refreshing at that location, begin with a 10 second Focus. After refreshing at that location, you can grant yourself "1 Extra Protection to Self by Lineage."

ELF

Costume Requirements: Must wear pointed ears, and neutral toned makeup around only one eye (like brown, black, gray, beige, white). Elves with a Planar Influence tend to have the markings go around both eyes and match the color of the Native Influence.

Channel Power: Once per Day, you may "Refresh 1 (Core Resource) to Self" (Mana, Karma, Guile, or Endurance) after 30 seconds of Focus.

HUMAN

Costume Requirements: None.

Adaptable: 1cp Discount on Core Header(s) and Specialty Header(s) purchase(s).

KHESTA

Costume Requirements: Must have unnaturally colored and exaggerated eyebrows. Khesta often sport rosy cheeks or red noses, and will generally wear bright and gemstone toned make-up to highlight eyebrow color. Often the eyebrows will match the associated color of their Native Influence.

Lucky: Once per Day, when unstable, you may "Stabilize to Self" while unconscious. This may be triggered while under the conditions of Stricken or Drain.

ORC

Costume Requirements: Must paint skin grey or green. Additional embellishments, like facial prosthetics or tusks, are optional but encouraged.

Inner Fire: Once per Day, when rendered unstable, you may "Heal 2 to self by Rage" while unconscious.

PLANAR INFLUENCE

In addition to lineage, all inhabitants possess a "Planar Influence," or "Influence" for short. A character's Native Influence manifests when they are born and remains the same Influence Source throughout all of their Gifts. It is unclear what determines one's influence. Civs with a high concentration of certain planar energy tend to have a higher concentration of that plane's influence, or an Influence can be inherited from one's parents, but any influence can manifest itself on a child born anywhere in Creation. As one adventures and explores in this strange world, they may find their Influence grow.

Players can start at any version of their Influence (Touched, Guided, or Graced), but cannot change their characters' Influence Source during the campaign. They can, however, become more bonded to their Influence. Their connection cannot weaken or fade.

For example, a character can start as a Fire Guided. While strictly remaining under the Fire Influence, they can become a Fire Graced, at any time the player chooses during skill purchase cycles between games. The previous version is a prerequisite for purchase of the next version, so a Fire Graced, cannot change to a Fire Guided or Fire Touched.

All Influences have a benefit and a detriment associated with them, at each version. As the stronger connections have a prerequisite of the previous versions, this means you will have the benefit and a detriment for each version. For example, a Nature Guided will have the Guided and Touched benefit and detriment.

Influences include additional costume requirements, and that costume requirement changes at each version.

Touched: Must have listed costuming requirements, and incorporate associated color.

Guided: Must have some listed costuming requirements, and incorporate associated color.

Graced: Take this opportunity to be creative and go wild with costuming, and really enhance the previous requirements.

All Influences have an opposite, which they are both strong against and weak to. They are as follows:

AIR	—	EARTH
BLOOD	—	DREAM
CHAOS (CORRUPTION)	—	NATURE
FIRE	—	WATER
LIGHT	—	SHADOW

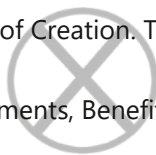
Please note we want costuming to be accessible to everyone, but we ask that your costuming be clear and that you do not try to "mimic" or "hide" your lineage and/or Influence. We reserve the right to ask for make-up/costuming changes in the case of confusion, or other concerns.

If you have any questions or concerns regarding costuming, please email L8@lionerampant.com.

(NONE) CREATION-BORN

You have no Planar Influence outside the world of Creation. There is no associated color.

This costs 0cp. There are no Costuming Requirements, Benefits, or Detriments.

**BLOOD-BORN**

The Source of your Planar Influence is Blood. The associated color is Red.

TOUCHED (0CP)**Costuming Requirements:**

Vein-like make-up around the eyes and neck.

Benefit:

Once per Day, from unstable, increase healing received by 2.

Detriment:

You take 1 additional damage to the Dream source. Must call "increase" to all damage delivered by the Dream source.

GUIDED (1CP)

Pre-Req: Blood-born Touched

Costuming Requirements:

Vein-like make-up should extend to other visible parts of the body, red markings around mouth, red contacts, reddened finger tips.

Benefit:

Your Bleed Out Count is increased by 15 seconds

Detriment:

You take 1 additional damage along with non-beneficial Effects delivered by the Dream source. Must call "increase" to all non-beneficial Effects delivered by the Dream source.

GRACED (2CP)

Pre-Req: Blood-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Gain 1 additional Vitality.

Detriment:

Your Spirit Count is Reduced by 150 seconds.



CHAOS-BORN

The Source of your Planar Influence is Chaos. The associated color is Neon/Unnatural Green. The associated neon green color can be a highlight/accent over darker and more neutral colors.

TOUCHED (0CP)

Costuming Requirements:

Horns. If you play an Amalkin whose base has horns or antlers, please try to include the associated color in the horns to distinguish the Chaos Planar Influence.

Benefit:

Twice per Day, use of "Agony by Corruption". Packet delivery.

Detriment:

You take 1 additional damage to all damage by the Nature source. Must call "increase" to all damage delivered by the Nature source.

GUIDED (1CP)

Pre-Req: Chaos-born Touched



Costuming Requirements:

More pronounced horns, scales, costume claws, devilish/bestial tails, infernal markings on the face and other exposed skin.

Benefit:

You grow claws. Gain Natural Weapons (claws up to 30" - can be upgraded by Natural Reach) regardless of Lineage.

Once per Refresh, your first damaging melee attack is increased by 1 with claws.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Nature source. Must call "increase" to all non-beneficial Effects delivered by the Nature source.

GRACED (2CP)

Pre-Req: Chaos-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Six times per Cycle, use "2 Damage by Corruption", which can only be delivered through claws.

Detriment:

Receive no boons from refreshing at a Shrine to a god you are not initiated to.

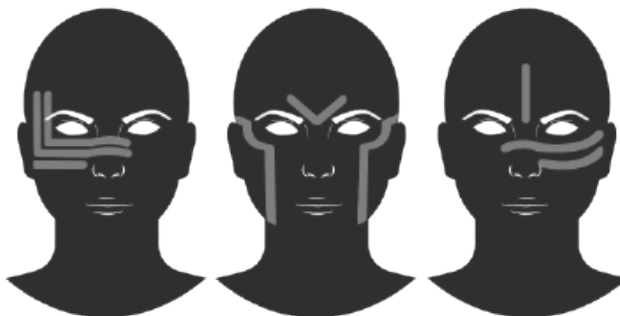
DREAM-BORN

The Source of your Planar Influence is Dream. The associated color is Purple.

TOUCHED (0CP)

Costuming Requirements:

Geometric markings in the form of at least 3 vertical and/or horizontal lines of differing widths, per aesthetic choice. Pattern should span at least across the width or length of half your face for visibility from a distance.



Benefit:

Once per Day, use of "Short Repel by Fear". Melee delivery.

Detriment:

You take 1 additional damage to all damage by the Blood source. Must call "increase" to all damage delivered by the Blood source.

GUIDED (1CP)

Pre-Req: Dream-born Touched



Costuming Requirements:

Geometric markings on all exposed skin.

Benefit:

Once per Day, use of "Short Drain by Dream". Packet delivery.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Blood source. Must call "increase" to all non-beneficial Effects delivered by the Blood source.

GRACED (2CP)

Pre-req: Dream-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Cycle, use of "Short Stun by Dream". Packet delivery.

Detriment:

Your Bleed Count is Reduced by 10 seconds.

ELEMENTAL-BORN

The Source of your Planar Influence is Elemental. This can be in four different subtypes of Fire, Water, Air, or Earth.

FIRE-BORN

The Source of your Planar Influence is Fire. The associated color is Orange.

TOUCHED (0CP)

Costuming Requirements:

Associated color of makeup around the eyes.

Benefit:

Once per Day, use of "3 damage by Fire". Melee delivery.

Detriment:

You take 1 additional damage to all damage by the Water source. Must call "increase" to all damage delivered by the Water source.

GUIDED (1CP)

Pre-req: Fire-born Touched

Costuming Requirements:

Make-up radiating out from eyes that evokes the idea of the element, associated color influencing hair color and other exposed skin.

Benefit:

Once per Cycle, Resist Agony.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Water source. Must call "increase" to all non-beneficial Effects delivered by the Water source.

GRACED (2CP)

Pre-req: Fire-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Cycle, you may call "Agony to Self and Refresh 1 (Core Resource)" (Mana, Karma, Guile, or Endurance).

Detriment:

You take 1 additional damage to all damage or non-beneficial Effects delivered by the Water source. Must call "increase" to all attacks delivered by the Water source. (2 damage total increase)



WATER-BORN

The Source of your Planar Influence is Water. The associated color is Blue.

TOUCHED (0CP)

Costuming Requirements:

Associated color of makeup around the eyes.

Benefit:

Once per Day, use of "3 damage by Water". Packet delivery.

Detriment:

You take 1 additional damage to all damage by the Fire source. Must call "increase" to all damage delivered by the Fire source.



GUIDED (1CP)

Pre-req: Water-born Touched

Costuming Requirements:

Make-up radiating out from eyes that evokes the idea of the element, associated color influencing hair color and other exposed skin. Water-born may also take on the appearance of ice, in addition to flowing water.

Benefit:

Once per Cycle, Resist Slow.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Fire source. Must call "increase" to all non-beneficial Effects delivered by the Fire source.

GRACED (2CP)

Pre-req: Water-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Cycle, you may call "Agony to Self and Refresh 1 (Core Resource)" (Mana, Karma, Guile, or Endurance).

Detriment:

You take 1 additional damage to all damage or non-beneficial Effects delivered by the Fire source. Must call "increase" to all attacks delivered by the Fire source. (2 damage total increase)

AIR-BORN

The Source of your Planar Influence is Air. The associated color is White.

TOUCHED (0CP)

Costuming Requirements:

Associated color of makeup around the eyes.

Benefit:

Once per Day, use of "3 damage by Air". Packet delivery.

Detriment:

You take 1 additional damage to all damage by the Earth source. Must call "increase" to all damage delivered by the Earth source.

GUIDED (1CP)

Pre-req: Air-born Touched

Costuming Requirements:

Make-up radiating out from eyes that evokes the idea of the element, associated color influencing hair color and other exposed skin.

Benefit:

Once per Cycle, Resist Disarm.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Earth source. Must call "increase" to all non-beneficial Effects delivered by the Earth source.

GRACED (2CP)

Pre-req: Air-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Cycle, you may call "Agony to Self and Refresh 1 (Core Resource)" (Mana, Karma, Guile, or Endurance).

Detriment:

You take 1 additional damage to all damage or non-beneficial Effects delivered by the Earth source. Must call "increase" to all attacks delivered by the Earth source. (2 damage total increase)



EARTH-BORN

The Source of your Planar Influence is Earth. The associated color is Brown.

TOUCHED (0CP)

Costuming Requirements:

Associated color of makeup around the eyes.

Benefit:

Once per Day, use of "3 damage by Earth". Melee delivery.

Detriment:

You take 1 additional damage to all damage by the Air source. Must call "increase" to all damage delivered by the Air source.



GUIDED (1CP)

Pre-req: Earth-born Touched

Costuming Requirements:

Make-up radiating out from eyes that evokes the idea of the element, associated color influencing hair color and other exposed skin.

Benefit:

Once per Cycle, Resist Root.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Air source. Must call "increase" to all non-beneficial Effects delivered by the Air source.

GRACED (2CP)

Pre-req: Earth-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Cycle, you may call "Agony to Self and Refresh 1 (Core Resource)" (Mana, Karma, Guile, or Endurance).

Detriment:

You take 1 additional damage to all damage or non-beneficial Effects delivered by the Air source. Must call "increase" to all attacks delivered by the Air source. (2 damage total increase)

LIGHT-BORN

The Source of your Planar Influence is Light. The associated color is Gold.

TOUCHED (0CP)

Costuming Requirements:

Associated color of make-up in an arcane-like sigil on your forehead.

Benefit:

Twice per Day, use of "Grant 1 Protection by Light". This can NOT be used on yourself. Touch delivery.

Detriment:

You take 1 additional damage to all damage by the Shadow source. Must call "increase" to all damage delivered by the Shadow source.

GUIDED (1CP)

Pre-req: Light-born Touched



Costuming Requirements:

Glowing and shimmering elements in costuming.

Benefit:

Once per Refresh, use of "Agony by Light". Packet delivery.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Shadow source. Must call "increase" to all non-beneficial Effects delivered by the Shadow source.

GRACED (2CP)

Pre-req: Light-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Day, when hit by a Shadow attack for which you do not use a defense you may call "Absorb" and take the appropriate damage to self and refresh 1 Core Resource (Mana, Karma, Guile, or Endurance).

This does not trigger if the attack was chained off a beneficial effect (for example "Grant 2 Protection and Agony by Shadow").

Detriment:

Your Vitality is reduced by 1 at night (6pm-6am).

NATURE-BORN

The Source of your Planar Influence is Nature. The associated color is natural/forest Green.

TOUCHED (0CP)

Costuming Requirements:

Vines and Flowers around the head.

Benefit:

Once per Day, use of "Short Weakness by Nature". Melee delivery.

Detriment:

You take 1 additional damage to all damage by the Corruption source. Must call "increase" to all damage delivered by the Corruption source.

GUIDED (1CP)

Pre-req: Nature-born Touched



Costuming Requirements:

Vines and flowers should extend to other visible parts of the body, additional plant-life growth from the body, small fauna like butterflies/birds on costuming, "bark skin".

Benefit:

Immune to Expose effects while outdoors and unmoving.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Corruption source. Must call "increase" to all non-beneficial Effects delivered by the Corruption source.

GRACED (2CP)

Pre-req: Nature-born Guided

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Twice per Day, "Reduce to 0" any damaging melee attack.

Detriment:

You may not use active defenses against Root effects. You may still use Purge.

SHADOW-BORN

The Source of your Planar Influence is Shadow. The associated color is Grey and/or Black.

TOUCHED (0CP)

Costuming Requirements:

Associated color of make-up in an arcane-like sigil on your forehead.

Benefit:

Twice per Day, use of "Grant 1 Protection to Self, By Shadow". This can only be used on yourself. Touch delivery.

Detriment:

You take 1 additional damage to all damage by the Light source. Must call "increase" to all damage delivered by the Light source.

GUIDED (1CP)

Pre-req: Shadow-born Touched



Costuming Requirements:

Makeup to accentuate gaunt cheeks, hollowed eyes, blackened nails.

Benefit:

Once per Refresh, use of "Agony by Shadow". Packet delivery.

Detriment:

You take 1 damage along with non-beneficial Effects delivered by the Light source. Must call "increase" to all non-beneficial Effects delivered by the Light source.

GRACED (2CP)

Pre-req: Shadow-born Graced

Costuming Requirements:

The influence should suffuse all costuming, and it should be obvious what your influence is. Additional prosthetics, enhancements to clothing, and other exaggerations of previous version requirements.

Benefit:

Once per Day, when hit by a Light attack for which you do not use a defense you may call "Absorb" and take the appropriate damage to self and refresh 1 Core Resource (Mana, Karma, Guile, or Endurance).

This does not trigger if the attack was chained off a beneficial effect (for example "Heal 2 and Agony by Light").

Detriment:

Your Vitality is reduced by 1 during the Day (6am-6pm).

FACTIONS

INTRODUCTION

In the vast unclaimed territories beyond the newly established Circles, the Outposts under Radiance and Tin El'Shin brace themselves for a journey into the untamed wildlands. To aid in this endeavor, several organized groups have rallied together, offering their support to the Outposts. These groups are not merely concerned with construction but also with exploration, defense, and the pursuit of knowledge and mysteries within this newfound land. As an adventurer, your role will be crucial in this expanding world. You are encouraged and expected to join a faction, as doing so will propel your story forward and contribute to the unfolding plot.

THE FACTIONS

There are several factions, different per setting, each with their own unique goals and methods of assistance. By joining a faction, you align yourself with a community driven by a common purpose, and in return, they provide opportunities and resources to aid your adventures. While joining a faction will not grant you mechanical benefits, it offers a narrative framework that enriches your character's journey.

While our major plot is through our churches and the lens of religion, faction members will still find themselves at the forefront of critical events, important decisions, and pivotal moments. Your actions and interactions within the faction will influence the direction of the plot, forging alliances, unraveling mysteries, and shaping the destiny of the expanding world. Choose wisely, as you can only be part of one faction per setting at any given time.

JOINING A FACTION

Starting in a faction is not mandatory. Before committing to a faction, you have the freedom to explore and experience the world independently, and learn about the factions and how they operate. This allows you to make an informed choice that best fits your character. Take your time to interact with faction representatives, participate in their activities, and discover which group resonates with your character's story. A player should join a faction within two games.

It is always possible to leave a faction if the direction your character takes changes and is no longer aligned with those ideas. Be aware doing this - or doing this frequently - can result in various social consequences.

FACTION OBJECTIVES

Each faction possesses its own unique goal. Some factions prioritize the exploration of the unknown area, seeking hidden treasures, and unlocking ancient secrets. Others specialize in fortification and defense, ensuring the safety of the Outposts and their inhabitants. Some factions may focus on scholarly pursuits, delving into the mysteries and histories of the new land. By aligning yourself with a specific faction, you contribute to their objectives and help shape the overall narrative.

BRIGHT HOLLOW FACTIONS

ANTI-SPECTRAL ARCANUM



"Working together to eliminate spectral menaces from Creation!"

The ASA is an arcane guild dedicated to the purpose of researching, developing and implementing the latest in ghost-abating methods. With our swath of knowledge, we have seen success in purging Radiance of otherwise difficult to excise specters who would trouble the living if left to their own devices. Now, as we seek to expand our operations into Bright Hollow, we are actively recruiting adventurers from all walks of life to assist us in the removal of these persistent spirits. Non-mages are also welcome!

THE SHIELD WALL



"The first and last line of defense against the horrors that threaten Bright Hollow"

The Shield Wall is a combat-oriented faction dedicated to the defense of Bright Hollow and its inhabitants. Members should expect to patrol inside and outside the settlement, engage in missions to defeat entrenched enemies, and provide martial support for the other factions. The holy orders of Radiance actively recruit from our ranks, so anyone interested in being recruited to a military or religious order should consider joining. Stalwart warriors, scouts, combat mages and priests are all welcome!

GREENJACKS



"The Greenjacks guild is devoted to making the Bright Hollow venture safer for all by exploring and documenting the risks and rewards within."

We are a trade guild of explorers, trail guides, civil engineers, scholars, and foresters dedicated to analyzing and evaluating the boons and hazards of Circle exploration. This chapter is assigned to uncover the mysteries of Bright Hollow, a location our guild has never investigated before. Will there be ruins? Terrible beasties? Mountains of gold? Ancient buried secrets? Let's find out what lies beyond this Circle together! If you're light of foot, open of mind, and curious of heart, we want YOU!

VENATORES MEMORIA



"Contracted recovery of lost heirlooms and loved ones."

Venatores Memoria are dedicated to the remembrance of the Gifted who came before us and to bringing peace to the families and friends they left behind. It is the right of the Gifted to not be forgotten. We strive to reconnect loved ones with lost items that hold sentiment and memories of those they cherish. Our order offers contracted pay to any souls willing to aid in our cause.

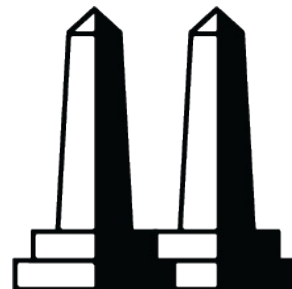
TIN TOR'AN FACTIONS DAYBREAK COLLECTIVE



“Rising with the sun, for the betterment of us all.”

The Daybreak Collective is the backbone of the working class people of Tin El'Shin, providing labors and skilled craftsmanship for the betterment of the Gifted peoples far and wide. We look to recruit those willing to stand strong against the forces that would stunt the growth of Tin El' Shin's borders as we look to reclaim the world that once belonged to the Gifted. To provide not only protection to those who are responsible for the expansion but be a ray of sunlight to usher in a brighter dawn.

TIN EL'SHIN HISTORICAL SOCIETY



“The future of the study of the past.”

Are you tired of reading history in dusty old tomes? Bored to tears in the lecture hall? Ready to run for the hills if you have to catalog one more shard of pottery? Well, you're not alone! Join Archibald Orthrake, senior member of the Tin El'Shin Historical Society with over fifty six exhibits credited to his name, in investigating the ruins discovered at the Tin Tor'An outpost. Take your chance to go beyond studying history, and start making it!

HAWKE'S HUNTERS



“Hunting the mightiest prey is the truest test of skill and cunning.”

A great hunter knows their prey. They know its habitat, its habits, its strengths and weaknesses, and the dangers it can pose while being stalked. They know how to identify it, track it, and take it down with precision and skill. Hawke's Hunters seeks new blood to join the Hunt in a land filled with creatures never before seen by any Hunter. The foolish and reckless need not apply, except as bait. The patient and cunning shall be taken into the Pack to expand our knowledge of the Hunt.

THURBIGE UNIVERSITY RESEARCH GROUP



“The leading experts in planar studies and Korba extraction, working together to push the boundaries of Gifted knowledge.”

The Thurbige University Physical Arcanology Department, in association with the Tin El'Shin Mining Compact is proud to announce the formation of an expeditionary group in the recently established Tin Tor'An outpost. We are tasked with the development of novel means of detecting and extracting Korba from the outpost's influence rich environs, as well as taking advantage of this unprecedented opportunity to study this unprecedented planar intersection.

If you have an interest in the furtherance of industry and our understanding of Creation, we invite you to join us on this voyage of discovery.

VINCENTI'S IMPORTS AND ACQUISITIONS



“Family owned and operated for generations, our specialists can meet all your acquisition and appraisal needs.”

We are well known throughout Tin El'Shin, and are looking for people with an entrepreneurial spirit to expand our crack team of experts. Those unafraid of tight spaces who can offer creative solutions to various obstacles. Keen eyes, quick hands and quicker wits required. The utmost discretion is enforced.

DUAL-SETTING FACTIONS

VOLUNTARY INTER-CIV REHABILITATION SERVICES

(The Condemned)



"Helping you help yourself."

The Maker's Plan guarantees us absolution through purification, but too often this leads to death as a default punishment. Not all crimes deserve death, and death rarely changes the life circumstances of the purified. Voluntary Inter-Civ Rehabilitation Services aims to offer an alternative. Those convicted of crimes in participating civs may elect to commute their sentences (eligible crimes and sentence durations are set by the sending civ) to the rehabilitation service. In the care of our rehabilitation specialists* participants will spend their time in service to others, focusing their energies on developing skills and connections to aid in their life after their sentence completes.

**VICARS*

OOG: Don't let the marketing language give you the wrong impression, VICRS/The Condemned is not a gag plotline or some cult tie-in. It is a sincere experiment in a different way to engage with crime and redemption in a LARP setting. Players opting to take part should expect their plot to focus on introspection, self-discovery, and forging interpersonal bonds.

CHARACTER ADVANCEMENT

CHARACTER POINTS

Character Points (or CP) represent the character's learning and expertise. All combat and adventuring skills are purchased with CP.

Starting CP is 30 with a beginning cap of 45. Cap will increase by 10 each event. Starting CP will increase by 12 every year.

There are several ways to earn CP:

Play an Event – For each event attended as a Player Character, earn 5CP.

Script an Event – Scripting a LIONE event gains 5CP (the same rate as attending as a Player Character). Scripting at another game on our exchange list can gain 1-3CP, depending on days in attendance. Check our website for games we have exchanges with.

Buy Setting Package – Buy a Setting Package (3 Event Tokens) or an Imperial Packet (6 Event Tokens) in advance, gain an additional 1CP per event attended as a Player Character.

Post Event Letter – Submit a Post Event Letter (or PEL) within one week after an event, gain 1CP.

Set-Up Help – Assist with setting up before game, gain 1CP. Check-in with staff is required.

Post-Event Cleanup – Help clean up after game, gain 2CP. Check-out with staff is required.

Make Donations - Earn additional CP by making generous donations of props, costuming, and/or items. Check our website for donation requests.

STARTING VITALITY

All characters begin the game with two (2) points of vitality. Characters must buy the Durability skill to increase this total.

RESOURCES

Each Core Header and related Support Header have a relevant resource. Resources are what allows you to use skills in game.

Skill at Arms	–	Endurance
Rogue Skills	–	Guile
Divine Arts	–	Karma
Arcane Arts	–	Mana

When you select your first Core Header, you receive two (2) of the relevant resource for free.

Each additional Resources costs 3 CP times the total number of resources you will have, not counting the two free. $((total-2) \times 3cp)$

Example: The first resource you pay for will be your third resource and will cost 3 CP (3rd total, minus 2 for free, times 3cp). If you have 4 Mana and 2 Endurance, and want to buy a third Endurance point, it will cost 15 CP (7th Resource; $(7-2) \times 3 = 15$).

Total Resources	Cost to Buy	Total Cost
1	0	0
2	0	0
3	3	3
4	6	9
5	9	18
6	12	30
7	15	42
8	18	63
9	21	84
10	24	108
11	27	135
12	30	165
13	33	198
14	36	234
15	39	273

Your Resources return when you Refresh. This can only happen at a designated Haven (shrine, nexus, tavern). Many Havens will also confer some kind of benefit for using them.

MAJOR AND MINOR ABILITIES

Most abilities are divided into Major and Minor. Though different in-game terms are used for different classes (spells, talents, techniques, etc.) they all function the same way. Each Resource a character has allows them to use 1 Major ability and 1 Minor.

For Skill at Arms, minor skills are called Talents, major skills are called Techniques, and their relevant resource is Endurance.

For Rogue Skills, minor skills are called Tricks, major skills are called Gambits, and their relevant resource is Guile.

For Divine Arts, minor skills are called Prayers, major skills are called Invocations, and their relevant resource is Karma.

For Arcane Arts, minor skills are called Spells, major skills are called Evocations, and their relevant resource is Mana.

For example: A Mage (Arcane Arts) with 2 Mana and the appropriate spells could cast Elemental Bolt (a Minor) twice and Elemental Strike (a Major) twice before needing to Refresh.

Characters may also choose to expend a Major use to activate a Minor ability. For example: that same Mage could choose to use Elemental Bolt 4 times before needing to Refresh.

UPGRADES

Upgrades are abilities that modify an existing ability. They will modify any use of that ability unless otherwise stated. For example, Precise Strike II will cause all uses of Precise Strike to deliver 3 damage rather than the usual 2.

Some upgrades increase a player's options. Upgrades to Hobbled Strike allow the player to deliver Destroy Weapon or Destroy Shield in addition to the base Short Root. Which effect is used is chosen at the time of delivery by using the appropriate verbal. A player may always choose to use a "less upgraded" version if the situation calls for it, such as a lower damage swing or a short effect, so long as they possess the appropriate lesser skill.

REFRESH RESOURCES & HAVENS

When a character has used their abilities they must Refresh their Resources at a Haven. Havens are in game areas with a specific prop marking their status. Common

Havens include shrines to deities, an arcane nexus, and the tavern. Havens will vary in some of their mechanics, but generally a character will need to Focus at the location for a specified amount of time after which their Resources will be returned to full (Refreshed) and, if the Haven offers one, they will be granted a boon. The specifics of each Haven will be found on that prop mentioned above. Havens will vary from each other, and may even vary from event to event, so be sure to check the prop!

Example:

Arcane Nexus

Haven

Focus Mechanic: Characters may give and receive Enchanter Crystals (Grants) at the location without breaking Focus.

Focus Time Requirement: 10 minutes

Boon: Grant Packet Defense, Shield.

HOW THE SKILLS ARE ARRANGED

ABILITY NAME (CP COST)

Use Cost: (major, minor, essence, etc)

Pre-req:

Verbal:

Clarifications:

ESSENCE

Essence is a special resource that every character has. It is not purchased, it is gained passively as the character earns CP. Essence will only Refresh between events, so use it wisely. Some powerful abilities consume Essence, but even without those, characters may always use it in the following ways:

FIELD REFRESH

A character may expend an Essence upon completing a Rest in order to be Refreshed as though they had used a Haven. This does not confer a boon like most Havens.

SURGE

A character may expend an Essence to instantly Refresh 5 Endurance, Guile, Mana, and/or Karma to themselves, in any combination. When using this power a character must loudly deliver the verbal "Imbue to Self by Essence"

RESCUE

A character may expend an Essence to heal a friend. This is a packet attack with the verbal "Heal 1 by Essence".

TIERS

Essence is earned at a rate of one point per tier of character. Characters advance through tiers as they gain character points.

Tier 1 - Rookie - 0-75 CP

Tier 2 - Journeyman - 76-150 CP

Tier 3 - Veteran - 151-225 CP

Tier 4 - Elite - 226+ CP

The ranks of "Rookie," "Journeyman," "Veteran," and "Elite" are traits applied to the characters automatically. Upon attaining the next tier, the previous trait is lost. For example, upon earning 151 CP, a character is now a Veteran, and no longer has the trait "Journeyman."

INCANTS

All spells require an incant. The player must say the incant, then follow with the verbal, then throw the packet for the attack.

All spell categories have a specific phrase that must be included in the incant. Players may then create their own phrase to complete the incant. Minor abilities require at least four additional syllables, while major abilities require six. For example, spells in the Elementalism school require the phrase "By the elements..." so an incant for Elemental Bolt could be "By the elements I burn you with fire!" followed by the verbal effect of "Four Damage by Fire," while that would not be sufficient for Elemental Blast, as it's only five additional syllables.

You must say the entire incant and verbal before each packet thrown. In the instance where a spell requires focus, you say the incant upon completing your focus time. In the case where a spell allows you to throw multiple packets, you only have to say the incant before your first packet, but must say the verbal each time.

If a packet attack skill can also be cast through a weapon (such as Our Lady's Wrath), when choosing to deliver via weapon, only the verbal is required.

A successful melee, missile, and packet attacks will interrupt your incant. If you are interrupted during incant or verbal, the ability and/or Resource is not used up, but you must begin the incant again.

All spell groups have the required incant phrase listed in the skills section.

TERM EXPLANATIONS

CYCLE:

A Cycle is 1 event. An ability that is "Once per Cycle" may be used once in an event. An effect that lasts for a Cycle would expire at the end of the current event.

DAY:

Day, as a game term, describes 3 time periods at an event: Friday, Saturday, Sunday. An ability that is "Once per Day" may be used once a new Day has occurred - which is defined by going to bed and waking up, not by Midnight. An effect that lasts for a Day will expire when going to bed or at game over, whichever is first (unless otherwise clarified).

FOCUS:

Focusing requires role playing appropriately for the ability you are using. See page 135 for more details on Focusing.

If a skill has a delivery requirement of "Focus for (X Time) and (X Resource)", the Resource is not expended until the verbal is stated, unless explicitly noted within the skill.

REFRESH:

Refresh is a specific Focus action that allows characters to regain spent resources. An ability that is "Once per Refresh" may be used once after successfully completing a Refresh. If the Refresh is interrupted, the ability is not returned. An effect that lasts until Refresh will expire when the character begins a valid Refresh. Even if the Refresh is interrupted, the effect still expires.

REST:

Rest is a specific action that allows characters to remove negative effects. An effect that lasts until Rest will expire when the character completes a Rest. A Rest requires five minutes. A Short Rest requires 10 seconds. See "Rest" on page 134 for more details on resting.

SKILLS:

Skills with the same name, even if under different headers, cannot be bought more than once. For example, buying "Parry II" under Rogue Skills means you cannot then buy "Parry II" under Skill at Arms.

Skills in which you "gain (two/three) uses of" can have any time between the multiple attacks. However, you cannot use another offensive called skill between them. If you do, you lose the additional gained attacks.

HEADERS & SKILLS

You may purchase up to three Core Headers. Your first Core Header is free. The second costs 5cp. The third costs 10cp.

Support Headers cost 1cp, along with the prerequisite being met.

GENERAL SKILLS

FIRST AID (5CP)

60 Seconds of Focus

Pre-req: None

Verbal: Beginning First Aid, Stabilize

Delivery: Roleplay

You may perform first aid on an Unstable or Unconscious target. Performing First Aid should begin with the verbal "Beginning First Aid". Once this verbal is delivered, the target pauses their bleed count. After 60 seconds of Focus, roleplaying tending the target's wounds, the "Stabilize" verbal is delivered.

First Aid may also be used to hold the bleed counts of 2 targets at once. You must deliver the "Beginning First Aid" verbal to both targets and focus on both, maintaining contact as though staunching a wound. If used in this way, neither target will be Stabilized, but their bleeding can be paused indefinitely

ANALYZE PATIENT (4CP)

5 Seconds of Focus

Verbal: Diagnose (Effect)

Delivery: "Touch"*

You may Diagnose Damage and any core Accelerant effect, but nothing else such as lineage, traits, qualities, etc.

*Though delivered at "Touch", this is a no-direct-contact game, there should be a held packet between caster and target.

MEDIC (8CP)

60 Seconds of Focus

Pre-req: First Aid

Verbal: Diagnose Maim, Cure Maim

Delivery: Roleplay, "Touch"

You may Diagnose Maim at will at "touch" range. Per 60 seconds of Focus, roleplaying fixing the target's limbs, the Cure maim may be delivered to one maimed limb.

Though delivered at "Touch", this is a no-direct-contact game, there should be a held packet between caster and target.

FREE MOVEMENT (3CP)

60 Seconds

Verbal: Purge Root

Delivery: Roleplay, Self

After 60 seconds of consecutive roleplaying tugging oneself out of being rooted, you may Purge Root effect from self.

This cannot be used to purge a "permanent" Root.

READ TILE (2CP)

When purchasing this skill, select one: Mystic Sight, Naturalist, or Tracker. Gain the ability to read the relevant tile type. See page 120 for more details on tiles.

Note: all players can read unspecified white tiles, or white tiles with criteria they meet.

Mystic Sight

You may read blue information tiles that you find in-game. Contains information of magical effects.

Naturalist

You may read green information tiles that are found out in-game. Contains information about the environment.

Tracker

You may read red information tiles that are found in-game. Contains information about recent tracks.

WEAPON SKILLS

For weapon specifications, see page 123.

SMALL WEAPON (1CP)

20" (min) up to 30"

QUARTERSTAFF (7CP)

Up to 72"

HAND WEAPONS (5CP)

Up to 46"

GREAT WEAPONS (8CP)

Up to 72"

TWO-WEAPON STYLE (3CP)

Use two weapons at once.

NATURAL WEAPONS (5CP)

Fists or claws, up to 30" - Allows you to use two fists or claws.

NATURAL REACH (5CP)

Upgrade
 Allows use of claws or fists, up to 46"
 This can be used on any source of natural weapons, including temporary sources.

ARCHERY (5CP)

Bows and Crossbows

THROWN WEAPONS (3CP)

Small and Large thrown weapons

BUCKLERS (3CP)

Up to 15" longest dimension

SHIELDS (5CP)

Please see our sizing chart on shields located on page 125 for dimension specifications.

DEFENSIVE SKILLS

DURABILITY III AND IV (5CP EACH)

Passive
 Pre-req: Any Core Header
 You add 1 to your total Vitality.

DURABILITY V AND VI (5CP EACH)

Passive
 Pre-req: Durability III and IV and either Divine Arts, Rogue Skills, or Skill at Arms
 You add 1 to your total Vitality.

DURABILITY VII AND VIII (5CP EACH)

Passive
 Pre-req: Durability V and VI and either Rogue Skills or Skill at Arms
 You add 1 to your total Vitality.

DURABILITY IX, X, AND XI (5CP EACH)

Passive
 Pre-req: Durability VII and VIII and Skill at Arms
 You add 1 to your total Vitality.

WEAR LIGHT ARMOR (3CP)

Passive
 Pre-req: Any Core Header
 Allows you to use the abilities of a Light Armor tag while wearing the appropriate costuming.
 Please see page 143 for Armor rules.

WEAR MEDIUM ARMOR (5CP)

Passive
 Pre-req: Wear Light Armor and either Divine Arts, Rogue Skills, or Skill at Arms
 Allows you to use the abilities of a Medium Armor tag while wearing the appropriate costuming.
 Please see page 143 for Armor rules.

WEAR HEAVY ARMOR (8CP)

Passive
 Pre-req: Wear Medium Armor and either Divine Arts or Skill at Arms
 Allows you to use the abilities of a Heavy Armor tag while wearing the appropriate costuming.
 Please see page 143 for Armor rules.

ARMOR MASTERY (8CP)

Passive
 Pre-req: Wear Armor (Any)
 Use each skill associated with a suit of Armor one additional time before requiring Repair.

ARMOR MASTERY II (10CP)

Upgrade
 Pre-req: Armor Mastery and Skill at Arms
 Use each skill associated with a suit of Armor one additional time before requiring Repair (total of twice more than listed).

HARDEN ARMOR (6CP)

Once per Refresh
 Pre-req: Wear Light Armor
 Verbal: Resist
 Delivery: Defense
 You may Resist a Destroy Armor effect.

HARDEN ARMOR II (8CP)

Upgrade
 Pre-req: Harden Armor
 Verbal: Resist
 Delivery: Defense
 You may use Harden Armor 1 additional time per Refresh (total 2).

HARDEN ARMOR III (10CP)

Upgrade
 Pre-req: Harden Armor II and either Divine Arts, Rogue Skills, or Skill at Arms

Verbal: Resist
 Delivery: Defense
 You may use Harden Armor 1 additional time per Refresh (total 3).

HARDEN SHIELD (5CP)

Once per Refresh
 Pre-req: Divine Arts or Skill at Arms
 Verbal: Resist
 Delivery: Defense
 Allows you to Resist a Destroy Shield effect once per Refresh.

HARDEN SHIELD II (10CP)

Upgrade
 Pre-req: Harden Shield I
 Verbal: Resist
 Delivery: Defense
 Allows you to use Harden Shield 1 additional time per Refresh (total 2).

HARDEN SHIELD III (15CP)

Upgrade
 Pre-req: Harden Shield II and Skill at Arms
 Verbal: Resist
 Delivery: Defense
 Allows you to use Harden Shield 1 additional time per Refresh (total 3).

DEFLECT (5CP)

Once per Refresh
 Pre-req: Divine Arts, Rogue Skills, or Skill at Arms
 Verbal: Resist
 Delivery: Defense
 Allows you to Resist a Disarm OR Destroy Weapon effect once per Refresh.

DEFLECT II (10CP)

Upgrade
 Pre-req: Deflect
 Verbal: Resist
 Delivery: Defense
 Allows you to use Deflect 1 additional time per Refresh (total 2).

DEFLECT III (15CP)

Upgrade
 Pre-req: Deflect II
 Verbal: Resist
 Delivery: Defense
 Allows you to use Deflect 1 additional time per Refresh (total 3).

SHIELDWALL (5CP)

Once per Refresh
 Pre-req: Divine Arts or Skill at Arms
 Verbal: Guard
 Delivery: Defense
 You must Guard the first Called Melee attack you are struck with. This ability can only be used while wielding a shield.

SHIELDWALL II (10CP)

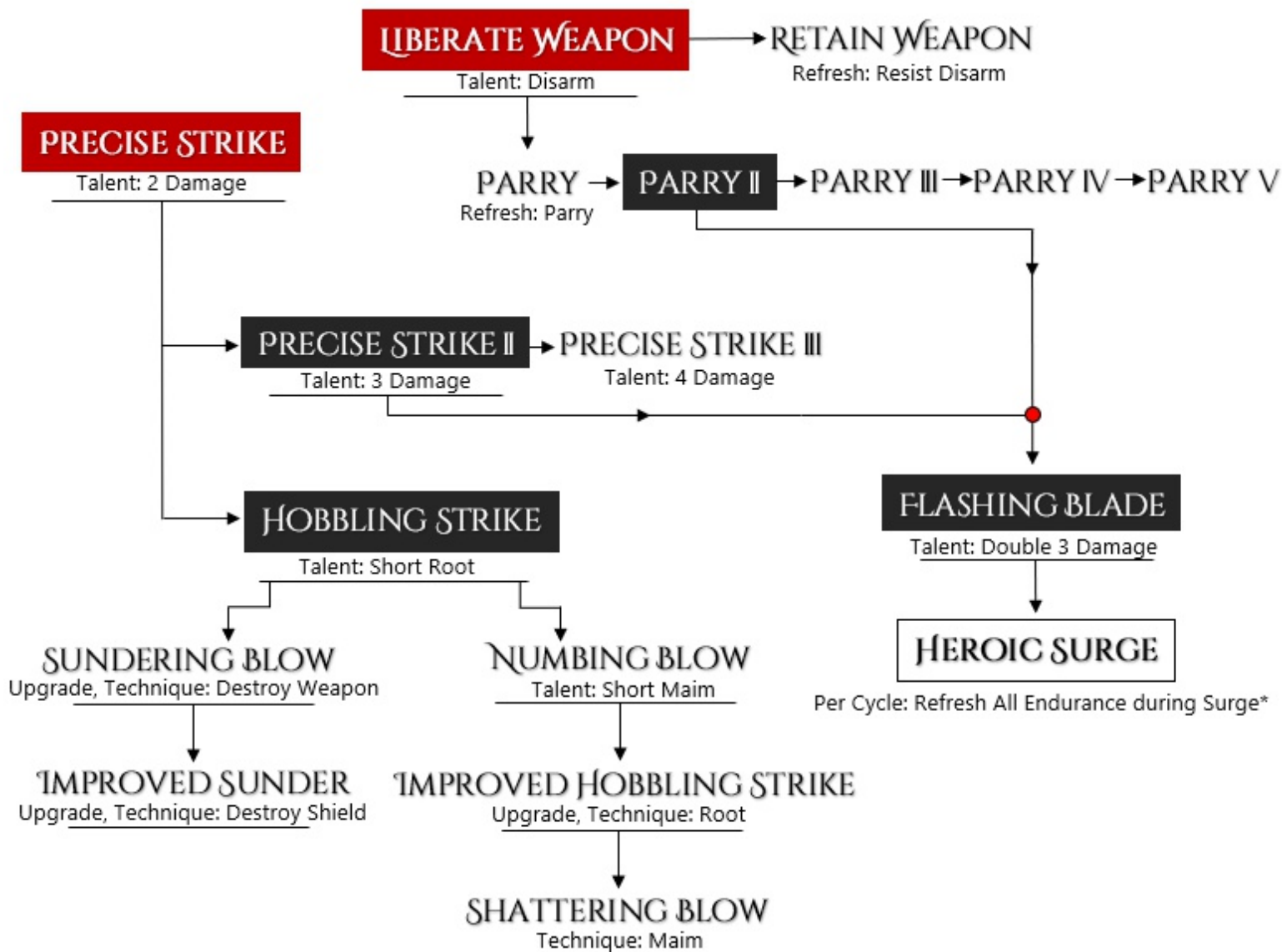
Upgrade
 Pre-req: Shieldwall
 Verbal: Guard
 Delivery: Defense
 You must Guard the first and second Called Melee attacks you are struck with. This ability can only be used while wielding a shield.

SHIELDWALL III (15CP)

Upgrade
 Pre-req: Shieldwall II and Skill at Arms
 Verbal: Guard
 Delivery: Defense
 You must Guard the first, second, and third Called Melee attacks you are struck with. This ability can only be used while wielding a shield.

Skill At Arms

All weapon and shield costs reduced by 3cp, to a minimum of 1cp.



SKILL AT ARMS

Core Header

Pre-Req: None

Allows the purchasing of skills from the Skill at Arms ability list. Characters with Skill at Arms may also purchase all Weapon or Shield skills for 3cp less than their listed value, minimum 1cp.

This cost reduction will not be applied retroactively and does not stack with other skill discounts.

PRECISE STRIKE (5CP)

Talent

Pre-req: Skill at Arms Header

Verbal: 2 Damage

Delivery: Weapon

PRECISE STRIKE II (10CP)

Upgrade

Pre-req: Precise Strike

Verbal: 3 Damage

Delivery: Weapon

PRECISE STRIKE III (25CP)

Upgrade

Pre-req: Precise Strike II

Verbal: 4 Damage

Delivery: Weapon

HOBBLING STRIKE (5CP)

Talent

Pre-req: Precise Strike

Verbal: Short Root

Delivery: Weapon

SUNDERING BLOW (15CP)

Technique

Pre-req: Hobbling Strike

Verbal: Destroy Weapon

Delivery: Weapon

IMPROVED SUNDER (15CP)

Upgrade

Pre-req: Sundering Blow

Verbal: Destroy Shield

Delivery: Weapon

NUMBING BLOW (10CP)

Talent

Pre-req: Hobbling Strike

Verbal: Short Maim

Delivery: Weapon

IMPROVED HOBBLING STRIKE (10CP)

Upgrade, Technique

Pre-req: Numbing Blow

Verbal: Root

Delivery: Weapon

Note that this ability is a Major not a Minor. You may still choose to use Short Root as a minor.

SHATTERING BLOW (15CP)

Upgrade, Technique

Pre-req: Improved Hobbling Strike

Verbal: Maim

Delivery: Weapon

LIBERATE WEAPON (5CP)

Talent

Pre-req: Skill at Arms Header

Verbal: Disarm

Delivery: Weapon

RETAIN WEAPON (5CP)

Once per Refresh

Pre-req: Liberate Weapon

Verbal: Resist

Delivery: Defense

May only be used in response to a Disarm effect.

PARRY (5CP)

Once per Refresh

Pre-req: Liberate Weapon

Verbal: Parry

Delivery: Defense

May be used in response to a Melee attack.

To defend you must be wielding a weapon and/or shield.

PARRY II (10CP)

Upgrade

Pre-req: Parry

Verbal: Parry

Delivery: Defense

Allows you to use Parry 1 additional time per Refresh (total 2). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY III (15CP)

Upgrade

Pre-req: Parry II

Verbal: Parry

Delivery: Defense

Allows you to use Parry 1 additional time per Refresh (total 3). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY IV (20CP)

Upgrade

Pre-req: Parry III

Verbal: Parry

Delivery: Defense

Allows you to use Parry 1 additional time per Refresh (total 4). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY V (25CP)

Upgrade

Pre-req: Parry IV

Verbal: Parry

Delivery: Defense

Allows you to use Parry 1 additional time per Refresh (total 5). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

FLASHING BLADE (10CP)

Technique

Pre-req: Parry II and Precise Strike II

Verbal: Double 3 Damage

Delivery: Weapon

HEROIC SURGE (15CP)

Passive, Once per Cycle

Pre-req: Flashing Blade

Verbal: Imbue to Self by Essence

Delivery: Self

When you expend an Essence to use the Surge ability, refresh all Endurance, instead of the max 5.

CRAFTER

Support Header

Pre-req: Skill at Arms

Allows the purchasing of skills from the Crafter ability list. These skills use Endurance as their Resource.

Additionally, the Crafter makes use of Inorganic Components as a secondary resource requirement to enhance certain skills into stronger abilities. Components are items collected in game.

To use these skills, the Crafter must use "Runes." A Crafter can create two runes, which you can either use immediately or hand out to another. Crafter skills cannot be used without an available rune. Once the grant is expended (and the rune returned), it is considered available again. You must represent these by some kind of in-game prop - a 2 inch or larger rune phys rep (the effect), that should be customized to be uniquely identifiable.

The recipient's grant slot is immediately filled, but the rune is required to be held by the recipient until the grant is expended, and must be returned to the Crafter once expended. Even if the rune is not expended but the recipient does not have the rune on them, the grant is removed.

All Grants under the Crafting Tree require both the Crafter and the target to be present at a Haven.

ADDITIONAL RUNES (3CP)

Allows the creation and use of one more rune effect. This can be purchased a total of four times, for a maximum total of six crafter runes.

REINFORCE SHIELD (5CP)

30 Seconds of Focus, Technique

Verbal: Grant Destroy Shield Defense, Guard

BOLSTER SHIELD (3CP)

Upgrade

Pre-req: Reinforce Shield

Verbal: Double Grant Destroy Shield Defense, Guard

This takes one grant slot, and gives two defenses. Also requires one Common Inorganic Component to be consumed.

SPELLGUARD SHIELD (5CP)

Pre-req: Reinforce Shield

30 Seconds of Focus, Technique

Verbal: Grant Packet Defense, Guard

Clarify this grant allows the wielder to "guard" the first spell effect that hits their shield.

Also requires one Fine Inorganic Component to be consumed.

GREATER SPELLGUARD SHIELD (5CP)

Upgrade

Verbal: Double Grant Packet Defense, Guard

This takes one grant slot, and gives two defenses. Clarify this grant allows the wielder to "guard" the first two spell effects that hit their shield.

Also requires one Superb Inorganic Component to be consumed.

REINFORCE WEAPON (5CP)

30 Seconds of Focus, Technique

Verbal: Grant Destroy Weapon Defense, Guard

BOLSTER WEAPON (3CP)

Upgrade

Pre-req: Reinforce Weapon

Verbal: Double Grant Destroy Weapon Defense, Guard

This takes one grant slot, and gives two defenses.

Also requires one Common Inorganic Component to be consumed.

SHARPENED BLADES (2CP)

Pre-req: Reinforce Weapon

30 Seconds of Focus, Technique

Verbal: Grant Melee Attack, 2 Damage

IMPROVED SHARPENED BLADES I (8CP)

Upgrade

Pre-req: Sharpened Blades

Verbal: Grant Melee Attack, Double 2 Damage

Also requires one Common Inorganic component to be consumed.

IMPROVED SHARPENED BLADES II (3CP)

Upgrade

Pre-req: Sharpened Blades I

Verbal: Grant Melee Attack, Double 3 Damage

Also requires one Fine Inorganic component to be consumed.

IMPROVED SHARPENED BLADES III (3CP)

Upgrade

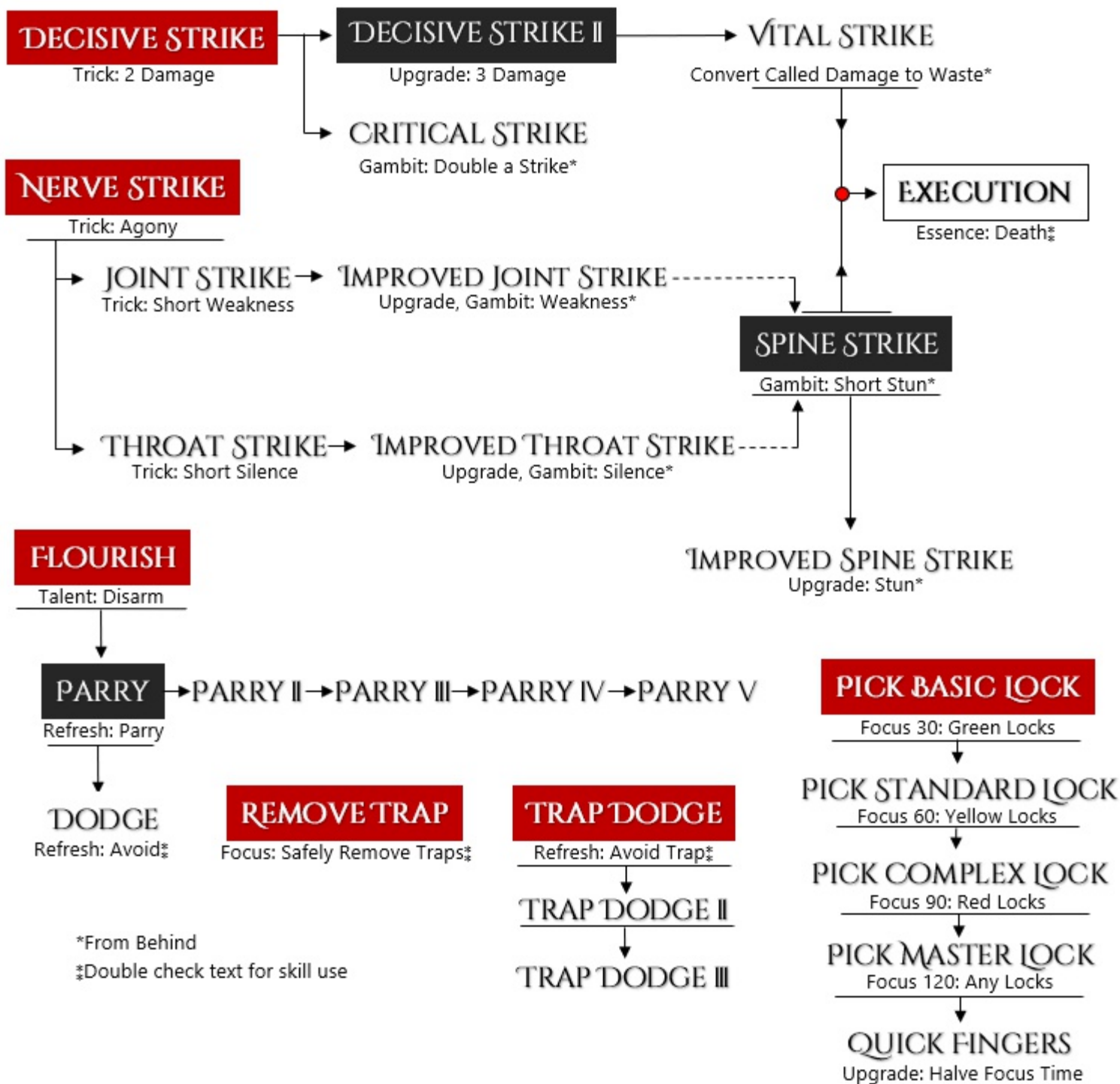
Pre-req: Sharpened Blades II

Verbal: Grant Melee Attack, Double 4 Damage

Also requires one Superb Inorganic component to be consumed.

Rogue Skills

Hand Weapon, Two Weapon Style, Archery, Thrown Weapons and Buckler cost reduced by 2cp, to a minimum of 1cp.



ROGUE SKILLS

Core Header

Pre-req: None

Allows the purchasing of skills from the Rogue Skills ability list. Characters with Rogue Skills may also purchase the Hand Weapon, Two Weapon Style, Archery, Thrown Weapons, and Buckler skills for 2cp less than listed, minimum 1cp.

This cost reduction will not be applied retroactively and does not stack with other skill discounts.

DECISIVE STRIKE (5CP)

Trick

Pre-req: Rogue Skills

Verbal: 2 Damage

Delivery: Weapon

CRITICAL STRIKE (10CP)

Gambit, Behind

Pre-req: Decisive Strike

Verbal: Double (Variable)

Delivery: Weapon

While behind an opponent you may use this ability to Double a Decisive Strike or Double a Vital Strike. This ability is a Gambit, and so costs 1 Guile in addition to the cost of the attack that is being doubled.

DECISIVE STRIKE II (10CP)

Upgrade

Pre-req: Decisive Strike

Verbal: 3 Damage

Delivery: Weapon

VITAL STRIKE (25CP)

Passive, Behind

Pre-req: Decisive Strike II

Verbal: Waste "X" Vitality

Delivery: Weapon

Allows you to convert Called Damage delivered from Behind a target into Waste Vitality instead. The ability used costs the same. For example, when standing behind a target you would change a fully upgraded Decisive Strike's verbal from "3 damage" to "Waste 3 Vitality".

NERVE STRIKE (5CP)

Trick

Pre-req: Rogue Skills

Verbal: Agony

Delivery: Weapon

JOINT STRIKE (5CP)

Trick

Pre-req: Nerve Strike

Verbal: Short Weakness

Delivery: Weapon

IMPROVED JOINT STRIKE (15CP)

Upgrade, Gambit, Behind

Pre-req: Joint Strike

Verbal: Weakness

Delivery: Weapon

Note that this ability is a Major not a Minor, and must be delivered from Behind. You may still choose to use Short Weakness as a minor.

THROAT STRIKE (5CP)

Trick Pre-req: Nerve Strike

Verbal: Short Silence

Delivery: Weapon

IMPROVED THROAT STRIKE (15CP)

Upgrade, Gambit, Behind

Pre-req: Throat Strike

Verbal: Silence

Delivery: Weapon

Note that this ability is a Major not a Minor, and must be delivered from Behind. You may still choose to use Short Silence as a minor.

SPINE STRIKE (10CP)

Gambit, Behind

Pre-req: Improved Joint Strike or Improved Throat Strike

Verbal: Short Stun

Delivery: Weapon

This attack must be delivered from Behind.

IMPROVED SPINE STRIKE (20CP)

Upgrade

Pre-req: Spine Strike

Verbal: Stun

Delivery: Weapon

This attack must be delivered from Behind.

EXECUTION (15CP)

Essence

Pre-req: Vital Strike and Spine Strike

Verbal: Death

Delivery: Weapon

If this attack is stopped with a defense (Parry, Avoid, etc)

then the Essence is not consumed. However, you may not use Execution again until after a Refresh.

FLOURISH (5CP)

Trick
Pre-req: Rogue Skills
Verbal: Disarm
Delivery: Weapon

PARRY (5CP)

Once per Refresh
Pre-req: Flourish
Verbal: Parry
Delivery: Defense
May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY II (10CP)

Upgrade
Pre-req: Parry
Verbal: Parry
Delivery: Defense
Allows you to use Parry 1 additional time per Refresh (total 2). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY III (15CP)

Upgrade
Pre-req: Parry II
Verbal: Parry
Delivery: Defense
Allows you to use Parry 1 additional time per Refresh (total 3). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY IV (20CP)

Upgrade
Pre-req: Parry III
Verbal: Parry
Delivery: Defense
Allows you to use Parry 1 additional time per Refresh (total 4). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

PARRY V (25CP)

Upgrade
Pre-req: Parry IV
Verbal: Parry

Delivery: Defense
Allows you to use Parry 1 additional time per Refresh (total 5). May be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

DODGE (15CP)

Once per Refresh
Pre-req: Parry
Verbal: Avoid
Delivery: Defense
May be used in response to any Weapon or Packet attack.

PICK BASIC LOCK (5CP)

30 Seconds of Focus
Pre-req: Rogue Skills
Allows you to attempt to pick Basic (Green) Locks after 30 seconds of Focus. See page 120 for details on lock picks.

PICK STANDARD LOCK (5CP)

60 Seconds of Focus
Pre-req: Pick Basic Lock
Allows you to attempt to pick Standard (Yellow) Locks after 60 seconds of Focus.

PICK COMPLEX LOCK (5CP)

90 Seconds of Focus
Pre-req: Pick Standard Lock
Allows you to attempt to pick Complex (Red) Locks after 90 seconds of Focus.

PICK MASTER LOCK (5CP)

120 Seconds of Focus
Pre-req: Pick Complex Lock
Allows you to attempt to pick any Lock after 120 seconds of Focus.

QUICK FINGERS (10CP)

Upgrade
Pre-req: Pick Master Lock
Decreases all lock picking Focus times by half.

TRAP DODGE (3CP)

Once per Refresh
Pre-req: Rogue Skills
Verbal: Avoid
Delivery: Defense
You may avoid the effects of one trap. This can be any kind of trap (snap, gas, buzzer).

TRAP DODGE II (3CP)

Upgrade

Pre-Req: Trap Dodge

Verbal: Avoid

Delivery: Defense

You may Avoid one additional trap per refresh (total 2).

TRAP DODGE III (3CP)

Upgrade

Pre-Req: Trap Dodge II

Verbal: Avoid

Delivery: Defense

You may Avoid one additional trap per refresh (total 3).

REMOVE TRAP (5 CP)

10 Seconds of Focus

Pre-req: Rogue Skills

Allows you to sweep away snap traps with either your hand or a weapon. Each "sweep" to clear the area requires 10 seconds of focus. Any traps set off during this action do not harm you.

POISONER

Support Header

Pre-req: Rogue Skills

Allows the purchasing of skills from the Alchemist - Poisoner ability list. These skills use Guile as their Resource.

Additionally, the Poisoner makes use of Organic Components as a secondary Resource requirement to enhance certain skills into stronger abilities. Components are items collected in game.

To use these skills, the Poisoner must use "Vials." A poisoner can create two vials, which you can either use immediately or hand out to another. Poisoner skills cannot be used without an available vial. Once the grant is expended (and the vial returned), it is considered available again. You must represent these by some kind of in-game prop - a 2 oz. or larger container that can hold a spell packet (the effect), the container customized to be uniquely identifiable.

In addition to the packet, the Poisoner must also include a paper tag with the effect within the vial. Please see page 150 for a template.

Vials can only be filled and handed out by Poisoners at a Haven.

Once a vial has been opened and the tag inside read by the recipient, the grant slot is filled. The skill must be used within one minute or the grant will fade. The vial must be returned to the Poisoner once expended.

ADDITIONAL VIALS (3CP)

Allows the creation and use of one more vial effect. This can be purchased a total of four times, for a maximum total of six poisoner vials.

LESSER ACID VENOM (5CP)

30 Seconds of Focus, Gambit

Verbal: -

Grant effect in vial: Grant Melee Attack to Self, Agony by Poison

ACID VENOM (3CP)

Upgrade

Pre-req: Lesser Acid Venom

Verbal: -

Grant effect in vial: Grant Melee Attack to Self, 2 Damage and Agony by Poison
Also requires a Common Organic Component to be consumed.

GREATER ACID VENOM (3CP)

Upgrade
Pre-req: Acid Venom
Verbal: -
Grant effect in vial: Grant Melee Attack to Self, 3 Damage and Agony by Poison
Also requires a Fine Organic Component to be consumed.

SUPREME ACID VENOM (3CP)

Upgrade
Pre-req: Greater Acid Venom
Verbal: -
Grant effect in vial: Grant Melee Attack to Self, 4 Damage and Agony by Poison
Also requires a Superb Organic Component to be consumed.

LESSER COBRA SPIT (5CP)

30 Seconds of Focus, Gambit
Verbal: -
Grant effect in vial: Grant Packet Attack to Self, 2 Damage by Poison

COBRA SPIT (3CP)

Upgrade
Pre-req: Lesser Cobra Spit
Verbal: -
Grant effect in vial: Grant Packet Attack to Self, 3 Damage by Poison
Also requires a Common Organic Component to be consumed.

GREATER COBRA SPIT (3CP)

Upgrade
Pre-req: Cobra Spit
Verbal: -
Grant effect in vial: Grant Packet Attack to Self, Double 2 Damage by Poison
Also requires a Fine Organic Component to be consumed.

SUPREME COBRA SPIT (3CP)

Upgrade
Pre-req: Greater Cobra Spit
Verbal: -
Grant effect in vial: Grant Packet Attack to Self, Triple 2 Damage by Poison
Also requires a Superb Organic Component to be consumed.

LESSER CRIPPLING VENOM (5CP)

30 Seconds of Focus, Gambit
Verbal: -
Grant effect in vial: Grant Melee Attack to Self, Slow by Poison

CRIPPLING VENOM (3CP)

Upgrade
Pre-req: Lesser Crippling Venom
Verbal: -
Grant effect in vial: Grant Melee Attack to Self, Short Maim by Poison
Also requires a Common Organic Component to be consumed.

GREATER CRIPPLING VENOM (3CP)

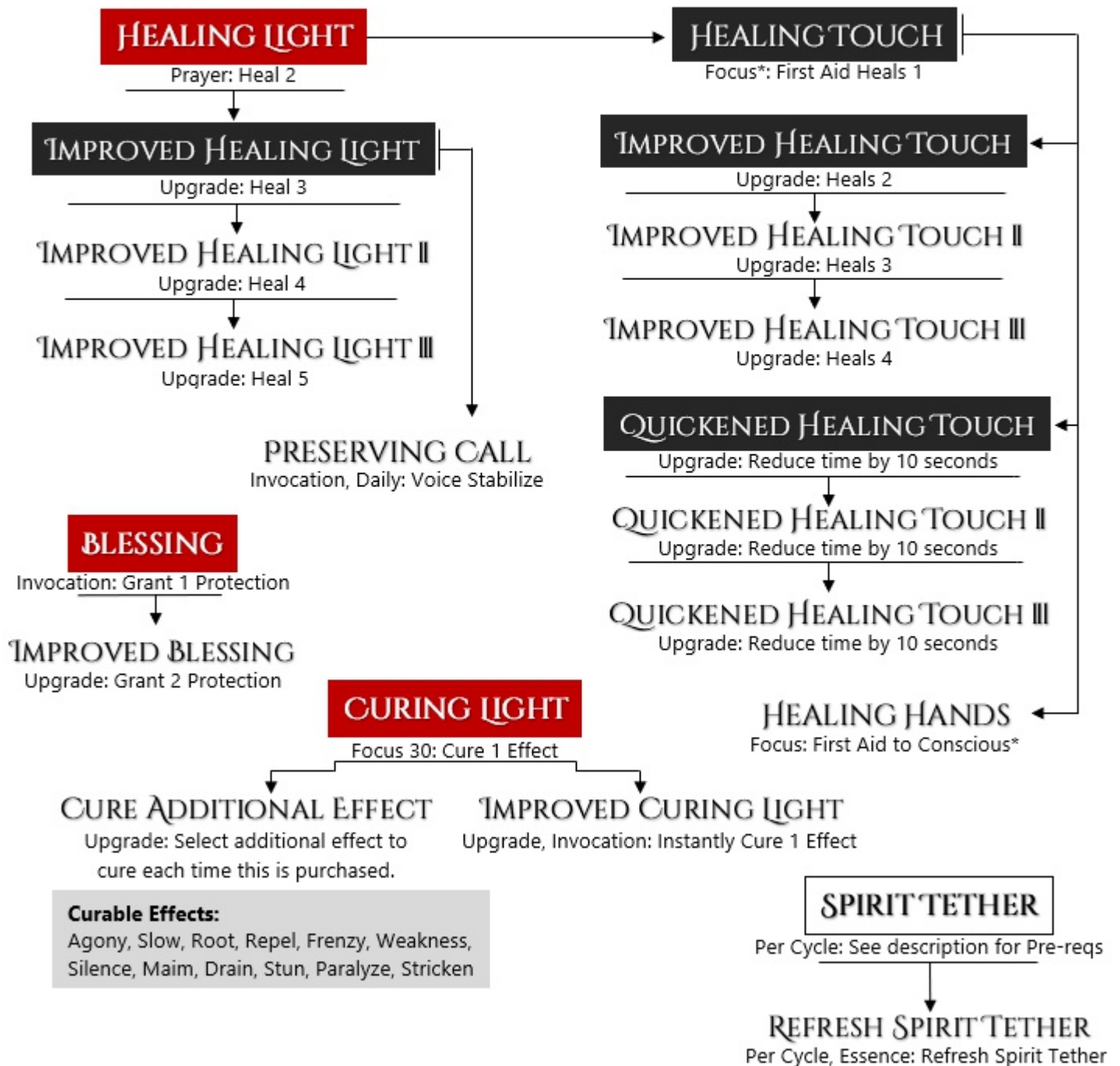
Upgrade
Pre-req: Crippling Venom
Verbal: -
Grant effect in vial: Grant Melee Attack to Self, Short Weakness by Poison
Also requires a Fine Organic Component to be consumed.

SUPREME CRIPPLING VENOM (3CP)

Upgrade
Pre-req: Greater Crippling Venom
Verbal: -
Grant effect in vial: Grant Melee Attack to Self, Short Paralyze by Poison
Also requires a Superb Organic Component to be consumed.

Divine Arts

Read Divine Scroll (Free)
 First Aid, Medic, and Analyze Patient: Diagnose
 cost reduced by 4cp, to a minimum of 1cp.



DIVINE ARTS

Core Header

Pre-Req: None

Required Incant: "By Divine power..."

Allows the purchasing of skills from the Divine Arts ability list. Characters with Divine Arts may also purchase First Aid, Medic, and Analyze Patient: Diagnose for 4cp less than their listed value, minimum 1cp.

This cost reduction will not be applied retroactively and does not stack with other skill discounts.

Incants and Initiates: Someone who is initiated to a deity may change their incant from "By Divine Power..." to "By <Deity's Name>." Many initiates choose to do this as a public declaration of their faith and devotion to their chosen deity. This does not affect the verbal or the source of the spell.

READ DIVINE SCROLL (0CP)

Focus and Item

Pre-req: Divine Arts

Allows for the reading and use of Divine Scroll items.

HEALING LIGHT (5CP)

Prayer

Pre-req: Divine Arts

Verbal: Heal 2 by Light

Delivery: Packet

IMPROVED HEALING LIGHT (10CP)

Upgrade

Pre-req: Healing Light

Verbal: Heal 3 by Light

Delivery Packet

IMPROVED HEALING LIGHT II (15CP)

Upgrade

Pre-req: Improved Healing Light

Verbal: Heal 4 by Light

Delivery Packet

IMPROVED HEALING LIGHT III (20CP)

Upgrade

Pre-req: Improved Healing Light II

Verbal: Heal 5 by Light

Delivery Packet

HEALING TOUCH (3CP)

60 seconds of Focus

Pre-req: Healing Light and First Aid

Verbal: Heal 1 by Light

Follow Delivery and Targeting rules from First Aid.

IMPROVED HEALING TOUCH (5CP)

Upgrade

Pre-req: Healing Touch

Verbal: Heal 2 by Light

Follow Delivery and Targeting rules from First Aid.

IMPROVED HEALING TOUCH II (10CP)

Upgrade

Pre-req: Improved Healing Touch

Verbal: Heal 3 by Light

Follow Delivery and Targeting rules from First Aid.

IMPROVED HEALING TOUCH III (15CP)

Upgrade

Pre-req: Improved Healing Touch II

Verbal: Heal 4 by Light

Follow Delivery and Targeting rules from First Aid.

HEALING HANDS (3CP)

60 Second Focus

Pre-req: Improved Healing Touch

You may use Healing Touch on a conscious person. Both you and the target must focus for 1 minute for the skill to take effect. This skill is not modified by Quicken Healing Touch. You may only use this skill once per target per refresh.

QUICKEN HEALING TOUCH (3CP)

Upgrade Pre-req: Healing Touch

Verbal: -

Follow Delivery and Targeting rules from First Aid.

Decreases the Focus time required for Healing Touch by 10 seconds.

QUICKEN HEALING TOUCH II (6CP)

Upgrade

Pre-req: Quicken Healing Touch

Verbal: -

Follow Delivery and Targeting rules from First Aid.

Decreases the Focus time required for Healing Touch by an additional 10 seconds (20 second total reduction).

QUICKEN HEALING TOUCH III (10CP)

Upgrade
 Pre-req: Quicken Healing Touch II
 Verbal: -
 Follow Delivery and Targeting rules from First Aid.
 Decreases the Focus time required for Healing Touch by an additional 10 seconds (30 second total reduction).

PRESERVING CALL (10CP)

Daily, Invocation
 Pre-req: Improved Healing Light
 Verbal: By my Voice, Stabilize by Light
 Delivery: Voice

BLESSING (10CP)

Invocation
 Pre-req: Divine Arts
 Verbal: Grant 1 Protection by Light
 Delivery: Packet

IMPROVED BLESSING (10CP)

Upgrade
 Pre-req: Blessing
 Verbal: Grant 2 Protection by Light
 Delivery: Packet

CURING LIGHT (3CP)

30 Seconds of Focus, Prayer
 Pre-req: Divine Arts
 Verbal: Cure (Effect) by Light
 Delivery: Packet
 When purchasing this ability, select one core Accelerant effect to be able to cure.

After 30 seconds of Focus, roleplaying tending the recipient, you may Cure one effect.

IMPROVED CURING LIGHT (10CP)

Upgrade, Invocation
 Pre-req: Curing Light
 Verbal: Cure (Effect) by Light
 Delivery: Packet
 Cure selected core Accelerant effect instantly, from your known list of cures.

Note that this ability is a Major not a Minor. You may still choose to use Curing Light with 30 seconds of Focus as a minor.

CURE ADDITIONAL EFFECT (3CP)

Upgrade
 Pre-req: Curing Light
 Verbal: Cure (Effect) by Light
 Delivery: Packet
 When purchasing this ability, select one core Accelerant effect to be able to Cure when using Curing Light. Only 1 effect may be Cured per casting. This ability may be purchased multiple times.

Note: Core Accelerant effects: Agony, Slow, Root, Repel, Frenzy, Weakness, Silence, Maim, Drain, Stun, Paralyze, Stricken

SPIRIT TETHER (20CP)

Once per Cycle
 Pre-req: 8 Karma, Improved Healing Light III
 Verbal: Tether Spirit by Light
 Delivery: Packet
 This is a beneficial effect. If it is rejected by the target the skill is **not** consumed. However, you may not use Spirit Tether again until after a Refresh.

REFRESH SPIRIT TETHER (20CP)

Once per Cycle, Essence
 Pre-req: Spirit Tether
 Verbal: Refresh Spirit Tether by Essence
 Delivery: Self
 This ability allows you to expend 1 Essence in order to use Spirit Tether a second time in a single Cycle.

Initiate Spells

All Spells on this list are Invocations.
 Spells on this list may only be purchased by Clerics initiated to the appropriate god.

Artifice

QUICK REFLEXES

Grant Self Melee Defense

STARTLE

Disarm, Shadow

ESCAPE BONDS

Imbue Resist*

WAITING TRAP

Pre-req: 4 Karma
 Root, Will

CLINGING DARKNESS

Pre-req: 4 Karma
 3 Damage and Slow, Shadow

BLADE IN THE NIGHT

Pre-req: 4 Karma
 Grant Melee Attack, Inspiration

KNIFE IN THE DARK

Pre-req: 6 Karma
 Silence and Agony by Shadow

Bellinger

OUR LADY'S WRATH

4 Damage, Fire

FIGHT ON

Repair Weapon, Inspiration

FLAMEBLADE

Grant Melee Attack

BLESSING OF WAR

Pre-req: 4 Karma
 Grant 3 Protection*

PREVENT FLIGHT

Pre-req: 4 Karma
 Root, Will

BREAK THE LINE

Pre-req: 4 Karma
 Destroy, Shield

EMBRACE OF WAR

Pre-req: 6 Karma
 Frenzy, Will

Brashtamere

INTESTINAL FORTITUDE

Grant Poison Defense, Inspiration

PUNDEMONEUM

Agony, Laughter

HEY YOU...

Gesture Speak to, Inspiration*

SLOW YOUR ROLL

Pre-req: 4 Karma
 Grant 3 Protection*

ROUSING CALL

Pre-req: 4 Karma
 By your Name Heal 2, Will

HAIR OF THE DOG

Pre-req: 4 Karma
 By your Name Cure Drain, Inspiration

TASTE OF YOUR OWN MEDICINE

Pre-req: 6 Karma
 Short Drain, Will

Faya

ANESTHESIA

Weakness, Will

PROPHYLAXIS

Grant Disease Defense, Inspiration

DIVINE RESCUE

By your Name Cure Maim Limb, Light

REPULSE

Pre-req: 4 Karma
 Short Repel, Will

BY HER GRACE

Pre-req: 4 Karma
 Heal 8, Light

CLEANSING LIGHT

Pre-req: 4 Karma
 6 Damage to Undead, Light

TURN UNDEAD

Pre-req: 6 Karma
 Gesture Repel Undead

Grumach

See the tools of the enemy below.

SHUN THE IGNORANT

Short Repel, Will

ARCANE PROTECTION

Grant Spell Defense, Inspiration

PACIFY

Short Weakness, Awe

ARMISTICE

Pre-req: 4 Karma
Destroy Weapon, Force

QUELL THE WITLESS

Pre-req: 4 Karma
Silence, Will

HALT THE ADVANCE

Pre-req: 4 Karma
Root, Will

END CONFLICT

Pre-req: 6 Karma
Grant Spell Defense, Inspiration

Solaron

LIGHT OF TRUTH

4 Damage, Light

TIP THE SCALES

Grant Weapon Attack

STALWART GUARDIAN

Grant Self Melee Defense

WEAPON OF JUSTICE

Pre-req: 4 Karma
Repair Weapon

HOLD BACK

Pre-req: 4 Karma
Root, Will

REMOVE THREAT

Pre-req: 4 Karma
Destroy Weapon, Force

SUNBURST

Pre-req: 6 Karma
6 Damage to Creature of Chaos

Wylds

BESEECH THE EARTH

Self-Stabilize, Light*

VENOMOUS STING

Agony, Poison

BARKSKIN

Grant Reduce Damage*

BESEECH THE TREES

Pre-req: 4 Karma
Root, Nature

BESEECH THE STORM

Pre-req: 4 Karma
6 Damage to Elemental

NATURE'S WRATH

Pre-req: 4 Karma
10 Damage to Construct

HUNTER'S TRAP

Pre-req: 6 Karma
Short Maim, Nature

Zahar

See the tools of the enemy below.

INITIATE SPELLS

Upon initiation, an action done in game, you may then purchase initiate spells of your devoted faith between cycles.

ARTIFICE INITIATE SPELLS (OCP)

Devoted Faith

Pre-req: Divine Arts, Initiate of Artifice

Required Incant: "By Artifice..."

Allows for the purchasing of Artifice Initiate Spells. Certain spells also have pre-requisite of total Karma.

QUICK REFLEXES (10CP)

Invocation

Pre-req: Artifice Initiate Spells

Verbal: Grant Called Melee Defense to Self, Guard

Delivery: Packet

STARTLE (10CP)

Invocation

Pre-req: Artifice Initiate Spells

Verbal: Disarm by Shadow

Delivery: Packet

ESCAPE BONDS (10CP)

Invocation

Pre-req: Artifice Initiate Spells

Once per Refresh

Verbal: Imbue Escape Bonds to Self

Delivery: Packet, Self

You may imbue the ability to resist a Root or Slow that affects you. This does not take a grant slot.

WAITING TRAP (10CP)

Invocation

Pre-req: Artifice Initiate Spells, 4 Karma

Verbal: Root by Will

Delivery: Packet

CLINGING DARKNESS (10CP)

Invocation

Pre-req: Artifice Initiate Spells, 4 Karma

Verbal: 3 Damage and Slow by Shadow

Delivery: Packet

BLADE IN THE NIGHT (10CP)

Invocation

Pre-req: Artifice Initiate Spells, 4 Karma

Verbal: Grant Melee Attack by Inspiration, 3 Damage

Delivery: Packet

KNIFE IN THE DARK (10CP)

Invocation

Pre-req: Artifice Initiate Spells, 6 Karma

Verbal: Silence and Agony by Shadow

Delivery: Packet

BELLINGER INITIATE SPELLS (OCP)

Devoted Faith

Pre-req: Divine Arts, Initiate of Bellinger

Required Incant: "By Bellinger..."

Allows for the purchasing of Bellinger Initiate Spells.

Certain spells also have pre-requisite of total Karma.

OUR LADY'S WRATH (10CP)

Invocation

Pre-req: Bellinger Initiate Spells

Verbal: 4 Damage by Fire

Delivery: Packet or Weapon

FIGHT ON (10CP)

Invocation

Pre-req: Bellinger Initiate Spells

Verbal: Repair Weapon by Inspiration

Delivery: Packet

FLAMEBLADE (10CP)

Invocation

Pre-req: Bellinger Initiate Spells

Verbal: Grant Melee Attack, 3 Damage by Fire

Delivery: Packet

BLESSING OF WAR (10CP)

Invocation

Pre-req: Bellinger Initiate Spells, 4 Karma

Verbal: Grant 3 Protection to Initiate of Bellinger by Inspiration

Delivery: Packet

PREVENT FLIGHT (10CP)

Invocation

Pre-req: Bellinger Initiate Spells, 4 Karma

Verbal: Root by Will

Delivery: Packet

BREAK THE LINE (10CP)

Invocation
 Pre-req: Bellinger Initiate Spells, 4 Karma
 Verbal: Destroy Shield by Fire
 Delivery: Packet

EMBRACE OF WAR (10CP)

Invocation
 Pre-req: Bellinger Initiate Spells, 6 Karma
 Verbal: Frenzy by Will
 Delivery: Packet

BRASHTAMERE INITIATE SPELLS (OCP)

Devoted Faith
 Pre-req: Divine Arts, Initiate of Brashtamere
 Required Incant: "By Brashtamere..."
 Allows for the purchasing of Brashtamere Initiate Spells.
 Certain spells also have pre-requisite of total Karma.

INTESTINAL FORTITUDE (10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells
 Verbal: Grant Poison Defense by Inspiration, Resist
 Delivery: Packet

PUNDEMONEUM (10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells
 Verbal: Agony by Laughter
 Delivery: Packet
 Gain two uses of the packet attack agony when you use this invocation.

HEY YOU...(10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells
 Verbal: By my Gesture, Speak to (Creature) by Inspiration
 Delivery: Gesture
 Selected creature may be Undead, Elemental, Creature of Chaos, or Spirit. Use the selected type on casting.
 Reminder: Speaking does not guarantee useful or truthful information, nor grants intelligence to creatures without any.

SLOW YOUR ROLL (10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells, 4 Karma
 Verbal: 3 Damage and Slow by Awe
 Delivery: Packet

ROUSING CALL (10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells, 4 Karma
 Verbal: By your Name, (name), Heal 2 by Will
 Delivery: Voice, Name

HAIR OF THE DOG (10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells, 4 Karma
 Verbal: By your Name, (name), Cure Drain by Inspiration
 Delivery: Voice, Name

TASTE OF YOUR OWN MEDICINE (10CP)

Invocation
 Pre-req: Brashtamere Initiate Spells, 6 Karma
 Verbal: Short Drain by Will
 Delivery: Packet

FAYA INITIATE SPELLS (OCP)

Devoted Faith
 Pre-req: Divine Arts, Initiate of Faya
 Required Incant: "By Faya..."
 Allows for the purchasing of Faya Initiate Spells. Certain spells also have pre-requisite of total Karma.

ANESTHESIA (10CP)

Invocation
 Pre-req: Faya Initiate Spells,
 Verbal: Weakness by Will
 Delivery: Packet

PROPHYLAXIS (10CP)

Invocation
 Pre-req: Faya Initiate Spells
 Verbal: Grant Disease Defense by Inspiration, Resist
 Delivery: Packet

DIVINE RESCUE (10CP)

Invocation
 Pre-req: Faya Initiate Spells
 Verbal: By your Name, (name), Cure Maim by Light
 Delivery: Voice, Name
 This only cures a single maim on the target.

REPULSE (10CP)

Invocation
 Pre-req: Faya Initiate Spells, 4 Karma

Verbal: Short Repel by Will

Delivery: Packet

BY HER GRACE (10CP)

Invocation

Pre-req: Faya Initiate Spells, 4 Karma

Verbal: Heal 8 by Light

Delivery: Packet

CLEANSING LIGHT (10CP)

Invocation

Pre-req: Faya Initiate Spells, 4 Karma

Verbal: 6 Damage to Undead

Delivery: Packet

TURN UNDEAD (10CP)

Invocation

Pre-req: Faya Initiate Spells, 6 Karma

Verbal: By my Gesture, Repel to Undead

Delivery: Gesture

GRUMACH INITIATE SPELLS (OCP)

Devoted Faith

Pre-req: Divine Arts, Initiate of Grumach

Required Incant: "By Grumach..."

Allows for the purchasing of Grumach Initiate Spells.

These are the tools of our enemies. Know these skills so you may have tools to defend against the forces of evil. If you attempt to learn them, you start a dark path.

TOXIC BOLT (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: 5 Damage by Disease

Delivery: Packet

NOXIOUS FUMES (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: Short Drain by Disease

Delivery: Packet

FORTIFY ROT (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: Heal 8 to Undead by Shadow

Delivery: Packet

BLESSING OF DECAY (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: By my Voice, Heal 2 to Undead

Delivery: Voice

WITHER LIMB (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: Maim by Disease

Delivery: Packet

ATROPHY (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: Weakness by Disease

Delivery: Packet

GRASPING FEAR (10CP)

Invocation

Pre-req: Grumach Initiate Spells

Verbal: Short Paralyze by Fear

Delivery: Packet

JAAD INITIATE SPELLS (OCP)

Devoted Faith

Pre-req: Divine Arts, Initiate of Jaad

Required Incant: "By Jaad..."

Allows for the purchasing of Jaad Initiate Spells. Certain spells also have pre-requisite of total Karma.

SHUN THE IGNORANT (10CP)

Invocation

Pre-req: Jaad Initiate Spells

Verbal: Short Repel by Will

Delivery: Packet

ARCANE PROTECTION (10CP)

Invocation

Pre-req: Jaad Initiate Spells

Verbal: Grant Packet Defense by Inspiration, Shield

Delivery: Packet

PACIFY (10CP)

Invocation

Pre-req: Jaad Initiate Spells

Verbal: Short Weakness by Awe

Delivery: Packet

ARMISTICE (10CP)

Invocation
 Pre-req: Jaad Initiate Spells, 4 Karma
 Verbal: Destroy Weapon by Force
 Delivery: Packet

QUELL THE WITLESS (10CP)

Invocation
 Pre-req: Jaad Initiate Spells, 4 Karma
 Verbal: Silence by Will
 Delivery: Packet

HALT THE ADVANCE (10CP)

Invocation
 Pre-req: Jaad Initiate Spells, 4 Karma
 Verbal: Root by Will
 Delivery: Packet

END CONFLICT (10CP)

Invocation
 Pre-req: Jaad Initiate Spells, 6 Karma
 Verbal: Grant Packet Defense by Inspiration, Resist
 Delivery: Packet

SOLARON INITIATE SPELLS (0CP)

Devoted Faith

Pre-req: Divine Arts, Initiate of Solaron
 Required Incant: "By Solaron..."
 Allows for the purchasing of Solaron Initiate Spells. Certain spells also have pre-requisite of total Karma.

LIGHT OF TRUTH (10CP)

Invocation
 Pre-req: Solaron Initiate Spells
 Verbal: 4 Damage by Light
 Delivery: Packet

TIP THE SCALES (10CP)

Invocation
 Pre-req: Solaron Initiate Spells
 Verbal: Grant Weapon Attack, 3 Damage by Light
 Delivery: Packet

STALWART GUARDIAN (10CP)

Invocation
 Pre-req: Solaron Initiate Spells
 Verbal: Grant Called Melee Defense to Self, Guard
 Delivery: Self

WEAPON OF JUSTICE (10CP)

Invocation
 Pre-req: Solaron Initiate Spells, 4 Karma
 Verbal: Repair Weapon by Inspiration
 Delivery: Packet

HOLD BACK (10CP)

Invocation
 Pre-req: Solaron Initiate Spells, 4 Karma
 Verbal: Root by Will
 Delivery: Packet

REMOVE THREAT (10CP)

Invocation
 Pre-req: Solaron Initiate Spells, 4 Karma
 Verbal: Destroy Weapon by Force
 Delivery: Packet

SUNBURST (10CP)

Invocation
 Pre-req: Solaron Initiate Spells, 6 Karma
 Verbal: 6 damage to Creature of Chaos
 Delivery: Packet

WYLDs INITIATE SPELLS (0CP)

Devoted Faith

Pre-req: Divine Arts, Initiate of the Wylds
 Required Incant: "By the Wylds..."
 Allows for the purchasing of Wylds Initiate Spells. Certain spells also have pre-requisite of total Karma.

BESEECH THE EARTH (10CP)

Invocation
 Pre-req: Wylds Initiate Spells
 Verbal: Self Stabilize by Light
 Delivery: Self

This triggers automatically, without incant, if you reach the end of your unstable bleed-out count and have the Resource available.

VENOMOUS STING (10CP)

Invocation
 Pre-req: Wylds Initiate Spells
 Verbal: Agony by Poison
 Delivery: Packet
 Gain two uses of the packet attack agony when you use this invocation.

BARKSKIN (10CP)

Invocation
 Pre-req: Wylds Initiate Spells
 Verbal: Grant Reduce Called Melee Attack to 0 to Initiate of Wylds by Inspiration
 Delivery: Packet
 This is an optional defense.

BESEECH THE TREES (10CP)

Invocation
 Pre-req: Wylds Initiate Spells, 4 Karma
 Verbal: Root by Nature
 Delivery: Packet

BESEECH THE STORM (10CP)

Invocation
 Pre-req: Wylds Initiate Spells, 4 Karma
 Verbal: 6 Damage to Elemental
 Delivery: Packet

NATURE'S WRATH (10CP)

Invocation
 Pre-req: Wylds Initiate Spells, 4 Karma
 Verbal: 10 Damage to Construct
 Delivery: Packet

HUNTER'S TRAP (10CP)

Invocation
 Pre-req: Wylds Initiate Spells, 6 Karma
 Verbal: Short Maim Leg by Nature
 Delivery: Packet

ZAHAR INITIATE SPELLS (0CP)

Devoted Faith
 Pre-req: Divine Arts, Initiate of Zahar
 Required Incant: "By Zahar..."
 Allows for the purchasing of Zahar Initiate Spells.

These are the tools of our enemies. Know these skills so you may have tools to defend against the forces of evil. If you attempt to learn them, you start a dark path.

DEFILED AIR (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: Silence by Poison
 Delivery: Packet

BLIGHTED BOLT (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: 6 Damage by Corruption
 Delivery: Packet or Weapon

CHITTERING VENOM (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: 3 Damage and Agony by Poison
 Delivery: Packet or Weapon

MUTILATE (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: Maim by Corruption
 Delivery: Packet or Weapon

FEED THE CHAOS (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: Heal 6 to Creature of Chaos
 Delivery: Packet

CRIPPLING VOID (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: By my Gesture Weakness by Corruption
 Delivery: Gesture

CORRUPTING INFLUENCE (10CP)

Invocation
 Pre-req: Zahar Initiate Spells
 Verbal: By my Voice, Agony by Corruption
 Delivery: Voice

APOTHECARY

Support Header

Pre-req: Divine Arts

Allows the purchasing of skills from the Alchemist - Apothecary ability list. These skills use Karma as their Resource.

Additionally, the Apothecary makes use of Organic Components as a secondary Resource requirement to enhance certain skills into stronger abilities. Components are items collected in game.

To use these skills, the Apothecary must use "Bottles." An apothecary can create two bottles, which you can either use immediately or hand out to another. Apothecary skills cannot be used without an available bottle. Once the grant is expended (and the bottle returned), it is considered available again. You must represent these by some kind of in-game prop - a 2 oz. or larger container that can hold a spell packet (the effect), the container customized to be uniquely identifiable.

In addition to the packet, the Apothecary must also include a paper tag with the effect within the bottle. Please see page 150 for a template.

Bottles can only be filled and handed out by Apothecaries at a Haven.

Once the bottle has been opened and the tag has been read, the effect must be used as the next skill. The bottle must be returned to the Apothecary once expended.

ADDITIONAL BOTTLES (3CP)

Allows the creation and use of one more bottled effect. This can be purchased a total of four times, for a maximum total of six apothecary bottles.

LESSER HEALING DRAUGHT (5CP)

30 Seconds of Focus, Invocation

Verbal: -

Grant effect in bottle: Heal 2 by Alchemy

HEALING DRAUGHT (3CP)

Upgrade

Pre-req: Lesser Healing Draught

Verbal: -

Grant effect in bottle: Heal 3 by Alchemy

Also requires a Common Organic Component to be consumed.

GREATER HEALING DRAUGHT (3CP)

Upgrade

Pre-req: Healing Draught

Verbal: -

Grant effect in bottle: Heal 4 by Alchemy

Also requires a Fine Organic Component to be consumed.

SUPREME HEALING DRAUGHT (3CP)

Upgrade

Pre-req: Supreme Healing Draught

Verbal: -

Grant effect in bottle: Heal 5 by Alchemy

Also requires a Superb Organic Component to be consumed.

LESSER POTION OF FREEDOM (5CP)

30 Seconds of Focus, Invocation

Verbal: -

Grant effect in bottle: Cure Slow by Alchemy

POTION OF FREEDOM (3CP)

Upgrade

Pre-req: Lesser Potion of Freedom

Verbal: -

Grant effect in bottle: Cure Slow or Root by Alchemy

Also requires a Common Organic Component to be consumed.

GREATER POTION OF FREEDOM (3CP)

Upgrade

Pre-req: Potion of Freedom

Verbal: -

Grant effect in bottle: Cure Slow, Root, or Paralyze by Alchemy

Also requires a Fine Organic Component to be consumed.

SUPREME POTION OF FREEDOM (3CP)

Upgrade

Pre-req: Greater Potion of Freedom

Verbal: -

Grant effect in bottle: Cure Slow, Root, Paralyze or Stun by Alchemy.

Also requires a Superb Organic Component to be consumed.

LESSER POTION OF RESTORATION (5CP)

30 Seconds of Focus, Invocation

Verbal: -

Grant effect in bottle: Cure Weakness by Alchemy

POTION OF RESTORATION (3CP)

Upgrade

Pre-req: Lesser Potion of Restoration

Verbal: -

Grant effect in bottle: Cure Weakness or Silence by Alchemy

Also requires a Common Organic Component to be consumed.

GREATER POTION OF RESTORATION (3CP)

Upgrade

Pre-req: Potion of Restoration

Verbal: -

Grant effect in bottle: Cure Weakness, Silence, or Maim by Alchemy

Also requires a Fine Organic Component to be consumed.

SUPREME POTION OF RESTORATION (3CP)

Upgrade

Pre-req: Greater Potion of Restoration

Verbal: -

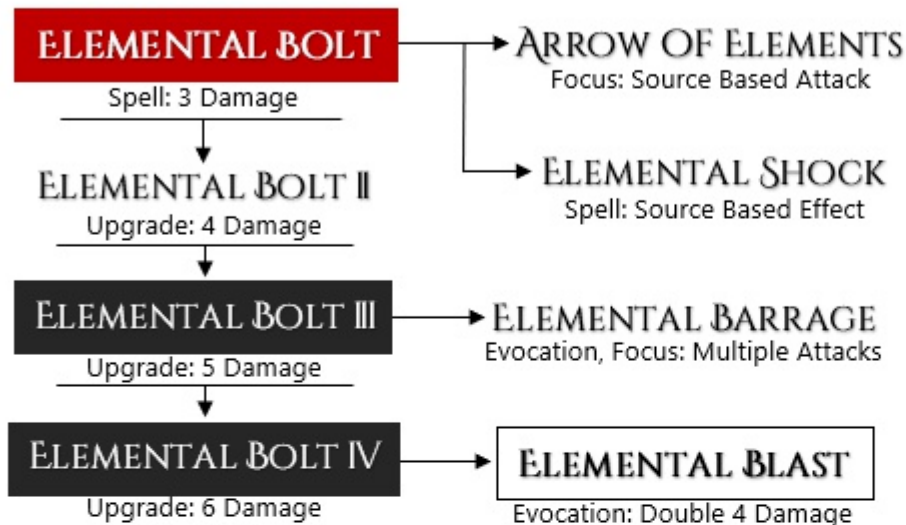
Grant effect in bottle: Cure Weakness, Silence, Maim or Drain by Alchemy

Also requires a Superb Organic Component to be consumed.

Arcane Arts

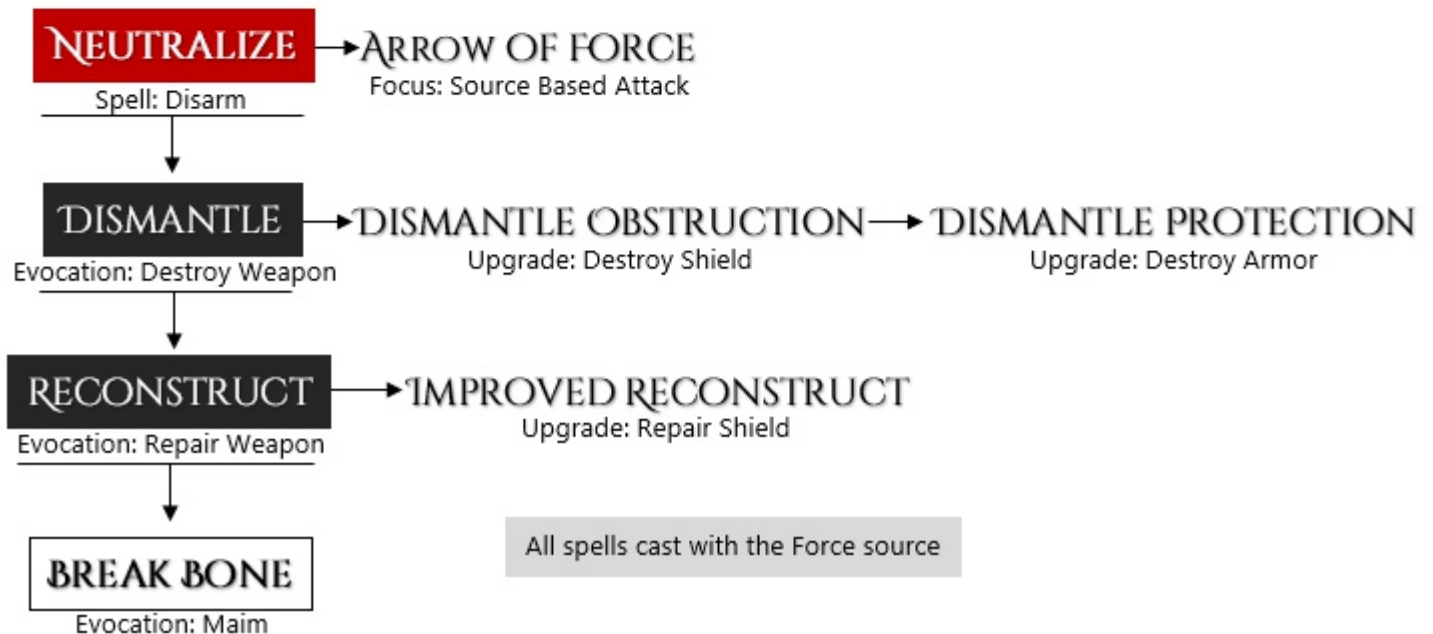
Read Arcane Scroll (free)
Purchase Quarterstaff for 3cp

Elementalism



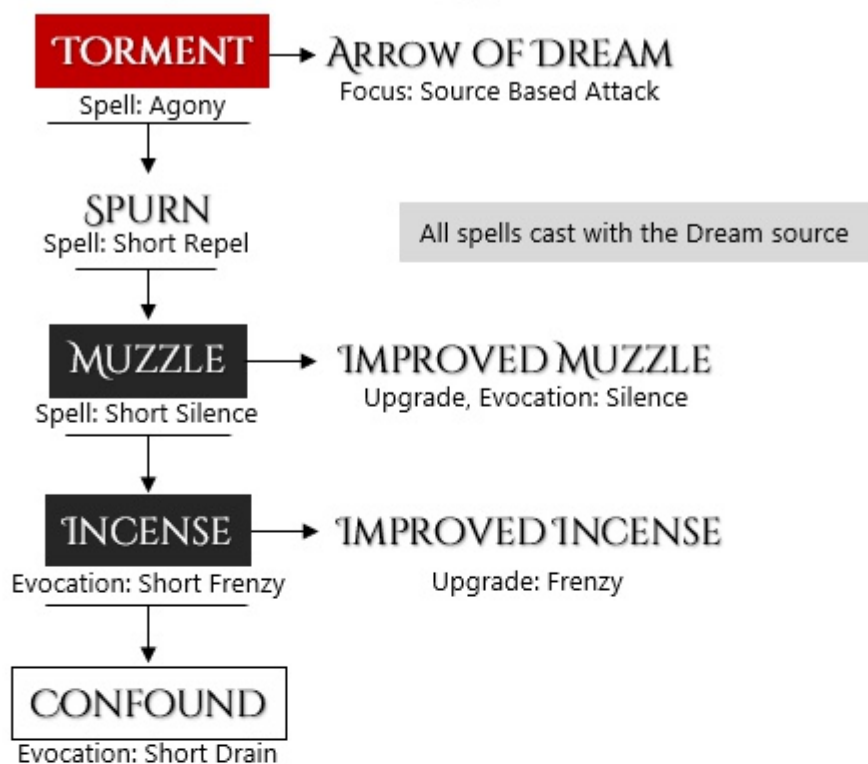
All spells cast with either Fire, Water, Air, or Earth, which is chosen at school purchase

Magical Force

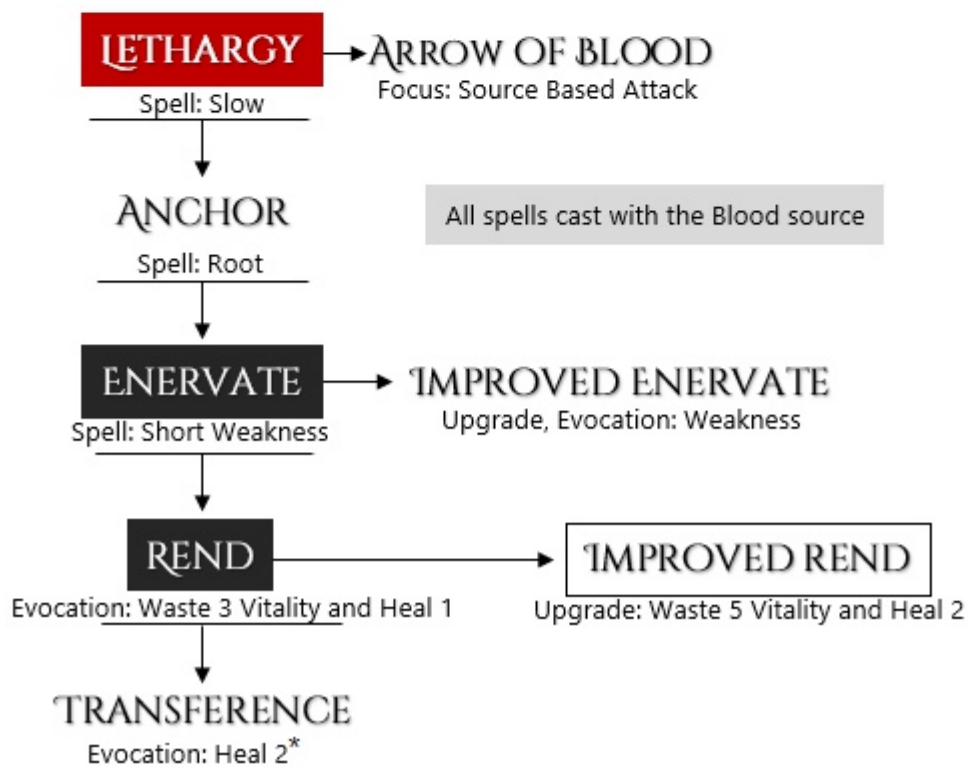


All spells cast with the Force source

Mental Control

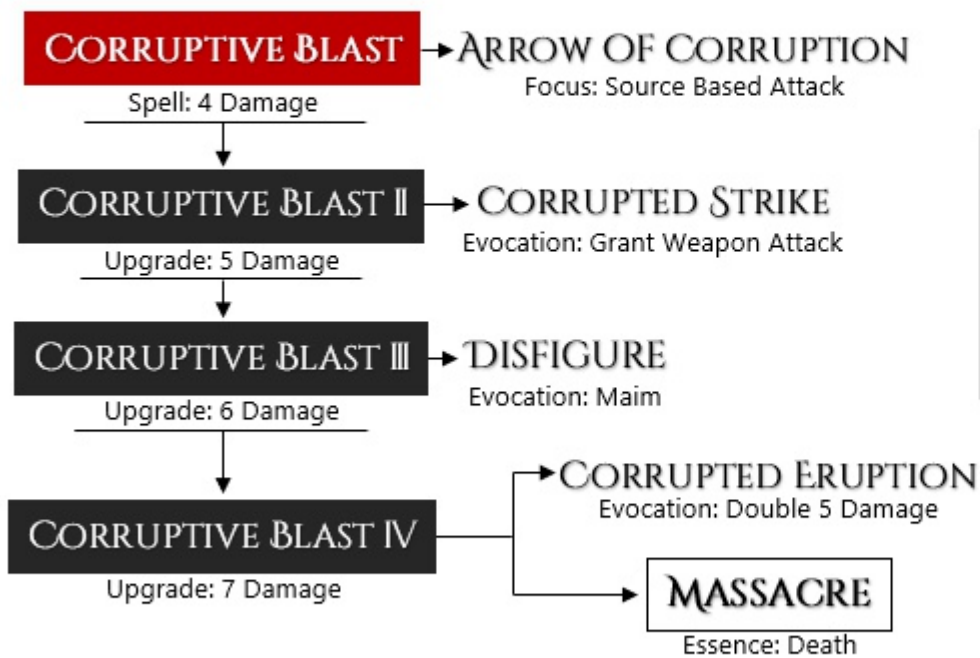


Physical Control



Death Magic

Death Magic must be unlocked by an NPC instructor in game.



This school utilizes the tools of our enemies. Casting of this school is considered unsavory at best, morally disreputable by others, and criminally immoral at worst. Attempting to learn this may be viewed as starting a dark path.

All spells cast with the Corruption source

ARCANE ARTS

Core Header

Pre-req: None

Allows the purchasing of skills from the Arcane Arts ability list. Characters with Arcane Arts also may also purchase the Quarterstaff skill for 3cp. This cost reduction will not be applied retroactively and does not stack with other skill discounts.

Upon purchasing Arcane Arts you may acquire your first Magical School for 0cp.

READ ARCANE SCROLL (0CP)

Focus and Item

Pre-req: Arcane Arts

Allows you to read and use Arcane Scroll items.

ELEMENTALISM (2CP)

Magical School

Pre-req: Arcane Arts

Required Incant: "By the elements..."

Allows the purchasing of skills from the Elementalism ability list. Upon purchasing this school, you must select an element - Fire, Water, Air, or Earth. All skills from the Elementalism ability list will use this as their Source. This choice may not be altered.

ELEMENTAL BOLT (5CP)

Spell

Pre-req: Elementalism

Verbal: 3 Damage by (Source)

Delivery: Packet

ELEMENTAL BOLT II (10CP)

Upgrade

Pre-req: Elemental Bolt

Verbal: 4 Damage by (Source)

Delivery: Packet

ELEMENTAL BOLT III (15CP)

Upgrade
 Pre-req: Elemental Bolt II
 Verbal: 5 Damage by (Source)
 Delivery: Packet

ELEMENTAL BOLT IV (20CP)

Upgrade
 Pre-req: Elemental Bolt III
 Verbal: 6 Damage by (Source)
 Delivery: Packet

ARROW OF ELEMENTS (10CP)

10 Seconds Focus*
 Pre-req: Elemental Bolt
 Verbal: 1 Damage by (Source)
 Delivery: Packet
 You must spend 10 seconds of stationary Focus with a single packet in an otherwise empty hand held in front of your upper torso. Additional hand movements or verbal components are encouraged, but not required. The chosen method should remain as consistent as possible. You may move after the Focus is complete and the packet remains "charged" so long as it remains in your hand. You may only have one packet "charged".
 This damage cannot be increased in any way, with the exception of the Sorcerer ability Latent Power.

ELEMENTAL BLAST (20CP)

Evocation
 Pre-req: Elemental Bolt IV
 Verbal: Double 4 Damage by (Source)
 Delivery: Packet

ELEMENTAL SHOCK (5CP)

Spell
 Pre-req: Elemental Bolt
 Verbal: (Effect) by (Source)
 Delivery: Packet
 The effect of this attack is dependent on your Elemental Source
 Fire: Agony Water: Slow
 Air: Disarm Earth: Short Root

ELEMENTAL BARRAGE (15CP)

30 Seconds of Focus, Evocation
 *Pre-req: Elemental Bolt III
 Verbal: 2 Damage by (Source)

Delivery: Packet x5
 Once the Focus time is completed, the player may throw 5 individual packets for "2 damage by (source)". These must be thrown one at a time, not as a bunch.

MAGICAL FORCE (2CP)

Magical School
 Pre-req: Arcane Arts
 Required Incant: "By magical force..."
 Allows the purchasing of skills from the Magical Force ability list.

NEUTRALIZE (5CP)

Spell
 Pre-req: Magical Force
 Verbal: Disarm by Force
 Delivery: Packet

ARROW OF FORCE (10CP)

10 seconds Focus*
 Pre-req: Neutralize
 Verbal: 1 Damage by Force
 Delivery: Packet
 You must spend 10 seconds of stationary Focus with a single packet in an otherwise empty hand held in front of your upper torso. Additional hand movements or verbal components are encouraged, but not required. The chosen method should remain as consistent as possible. You may move after the Focus is complete and the packet remains "charged" so long as it remains in your hand. You may only have one packet "charged".
 This damage cannot be increased in any way, with the exception of the Sorcerer ability Latent Power.

DISMANTLE (10CP)

Evocation
 Pre-req: Neutralize
 Verbal: Destroy Weapon by Force
 Delivery: Packet
 The target chooses which wielded weapon is Destroyed.

DISMANTLE OBSTRUCTION (10CP)

Upgrade
 Pre-req: Dismantle
 Verbal: Destroy Shield by Force
 Delivery: Packet

DISMANTLE PROTECTION (10CP)

Upgrade
 Pre-req: Dismantle Obstruction
 Verbal: Destroy Armor by Force
 Delivery: Packet

RECONSTRUCT (10CP)

Evocation
 Pre-req: Dismantle
 Verbal: Repair Weapon by Force
 Delivery: Packet

IMPROVED RECONSTRUCT (10CP)

Upgrade
 Pre-req: Reconstruct
 Verbal: Repair Shield by Force
 Delivery: Packet

BREAK BONE (15CP)

Evocation
 Pre-req: Reconstruct
 Verbal: Maim by Force
 Delivery: Packet

MENTAL CONTROL (2CP)

Magical School
 Pre-req: Arcane Arts
 Required Incant: "By mental control..."
 Allows the purchasing of skills from the Mental Control ability list.

TORMENT (5CP)

Spell
 Pre-req: Mental Control
 Verbal: Agony by Dream
 Delivery: Packet

ARROW OF DREAM (10CP)

10 Seconds Focus*
 Pre-req: Torment
 Verbal: 1 Damage by Dream
 Delivery: Packet
 You must spend 10 seconds of stationary Focus with a single packet in an otherwise empty hand held in front of your upper torso. Additional hand movements or verbal components are encouraged, but not required. The chosen method should remain as consistent as possible. You may move after the Focus is complete and the packet

remains "charged" so long as it remains in your hand. You may only have one packet "charged".
 This damage cannot be increased in any way, with the exception of the Sorcerer ability Latent Power.

SPURN (5CP)

Spell
 Pre-req: Torment
 Verbal: Short Repel by Dream
 Delivery: Packet

MUZZLE (10CP)

Spell
 Pre-req: Spurn
 Verbal: Short Silence by Dream
 Delivery: Packet

IMPROVED MUZZLE (10CP)

Upgrade, Evocation
 Pre-req: Muzzle
 Verbal: Silence by Dream
 Delivery: Packet
 Note that this upgrade is an Evocation. You may still deliver a Short Silence as a Spell if you choose.

INCENSE (10CP)

Spell
 Pre-req: Muzzle
 Verbal: Short Frenzy by Dream
 Delivery: Packet

IMPROVED INCENSE (15CP)

Evocation
 Pre-req: Incense
 Verbal: Frenzy by Dream
 Delivery: Packet
 Note that this upgrade is an Evocation. You may still deliver a Short Frenzy as a Spell if you choose.

CONFOUND (15CP)

Evocation
 Pre-req: Incense
 Verbal: Short Drain by Dream
 Delivery: Packet

PHYSICAL CONTROL (2CP)

Magical School
 Pre-req: Arcane Arts
 Required Incant: "By physical control..."

Allows the purchasing of skills from the Physical Control ability list.

LETHARGY (5CP)

Spell
 Pre-req: Physical Control
 Verbal: Slow by Blood
 Delivery: Packet

ARROW OF BLOOD (10CP)

10 Seconds Focus*
 Pre-req: Lethargy
 Verbal: 1 Damage by Blood
 Delivery: Packet

You must spend 10 seconds of stationary Focus with a single packet in an otherwise empty hand held in front of your upper torso. Additional hand movements or verbal components are encouraged, but not required. The chosen method should remain as consistent as possible. You may move after the Focus is complete and the packet remains "charged" so long as it remains in your hand. You may only have one packet "charged". This damage cannot be increased in any way, with the exception of the Sorcerer ability Latent Power.

ANCHOR (5CP)

Spell
 Pre-req: Lethargy
 Verbal: Root by Blood
 Delivery: Packet

ENERVATE (10CP)

Spell
 Pre-req: Anchor
 Verbal: Short Weakness by Blood
 Delivery: Packet

IMPROVED ENERVATE (10CP)

Upgrade, Evocation
 Pre-req: Enervate
 Verbal: Weakness by Blood
 Delivery: Packet
 Note that this upgrade is an Evocation. You may still deliver a Short Weakness as a Spell if you choose.

REND (15CP)

Evocation
 Pre-req: Enervate
 Verbal: Waste 3 Vitality and Heal 1 to Self by Blood
 Delivery: Packet

IMPROVED REND (20CP)

Upgrade, Evocation
 Pre-req: Rend
 Verbal: Waste 5 Vitality and Heal 2 to Self by Blood
 Delivery: Packet

TRANSFERENCE (10CP)

Evocation
 Pre-req: Rend
 Verbal: Heal 2 by Blood
 Delivery: Packet
 This skill costs 1 Vitality in addition to the cost. This can NOT be cast on self.

DEATH MAGIC (2CP)

Magical School
 Pre-req: This skill must be unlocked by an NPC instructor in game.
 This school utilizes the tools of our enemies. Casting of this school is considered unsavory at best, morally disreputable by others, and criminally immoral at worst. Attempting to learn this may be viewed as starting a dark path.

Required Incant: "By death magic..." Allows the purchasing of skills from the Death Magic ability list.

CORRUPTIVE BLAST (5CP)

Spell
 Pre-req: Death Magic
 Verbal: 4 Damage by Corruption
 Delivery: Packet

CORRUPTIVE BLAST II (10CP)

Upgrade
 Pre-req: Corruptive Blast
 Verbal: 5 Damage by Corruption
 Delivery: Packet

CORRUPTIVE BLAST III (15CP)

Upgrade
 Pre-req: Corruptive Blast II
 Verbal: 6 Damage by Corruption
 Delivery: Packet

CORRUPTIVE BLAST IV (20CP)

Upgrade
 Pre-req: Corruptive Blast III
 Verbal: 7 Damage by Corruption
 Delivery: Packet

ARROW OF CORRUPTION (10CP)

10 Seconds Focus*

Pre-req: Corruptive Blast

Verbal: 1 Damage by Corruption

Delivery: Packet

You must spend 10 seconds of stationary Focus with a single packet in an otherwise empty hand held in front of your upper torso. Additional hand movements or verbal components are encouraged, but not required. The chosen method should remain as consistent as possible. You may move after the Focus is complete and the packet remains "charged" so long as it remains in your hand. You may only have one packet "charged".

This damage cannot be increased in any way, with the exception of the Sorcerer ability Latent Power.

CORRUPTED STRIKE (10CP)

Evocation

Pre-req: Corruptive Blast II

Verbal: Grant Weapon Attack, 3 Damage by Corruption

Delivery: Packet

DISFIGURE (10CP)

Evocation

Pre-req: Corruptive Blast III

Verbal: Maim by Corruption

Delivery: Packet

If the target is hit on a limb, that limb is Maimed. If the target is hit in the body or is unsure which limb may have been struck, it is the target's choice.

CORRUPTED ERUPTION (20CP)

Evocation

Pre-req: Corruptive Blast IV

Verbal: Double 5 damage by Corruption

Delivery: Packet

MASSACRE (15CP)

Essence

Pre-req: Corruptive Blast IV

Verbal: Death by Corruption

Delivery: Packet

While this costs an Essence, it has the same incant requirement as a Major.

If this attack is stopped with a defense (Resist, Avoid, etc) then the Essence is not consumed. However, you may not use Massacre again until after a Refresh.

ENCHANTER

Support Header

Pre-req: Arcane Arts

Allows the purchasing of skills from the Enchanter ability list. These skills use Mana as their Resource.

Additionally, the Enchanter makes use of Inorganic Components as a secondary resource requirement to enhance certain skills into stronger abilities. Components are items collected in game.

To use these skills, the Enchanter must use "Crystals." An Enchanter can create two crystals, which you can either use immediately or hand out to another. Enchanter skills cannot be used without an available crystal. Once the grant is expended (and the crystal returned), it is considered available again. You must represent these by some kind of in-game prop - a 2 inch or larger crystal phys rep (the effect), that should be customized to be uniquely identifiable.

The recipient's grant slot is immediately filled, but the crystal is required to be held by the recipient until the grant is expended, and must be returned to the Enchanter once expended. Even if the crystal is not expended but the recipient does not have the crystal on them, the grant is removed.

All Grants under the Enchanting Tree require both the Enchanter and the target to be present at a Haven.

ADDITIONAL CRYSTALS (3CP)

Allows the creation and use of one more crystal effect.

This can be purchased a total of four times, for a maximum total of six enchanter crystals.

MAGICAL INFUSION (5CP)

30 Seconds of Focus, Evocation

Verbal: Grant Melee Attack, 2 Damage by Force

GREATER MAGICAL INFUSION (3CP)

Upgrade

Pre-Req: Magical Infusion

Verbal: Grant Melee Attack, 3 Damage by Force

ELEMENTAL INFUSION (5CP)

Allows for purchase of the advanced elemental infusions.

You may choose **one** of the four elemental infusion skills starting from Lesser Infusions, and purchase upgrades of the same chosen element.

ADDITIONAL ELEMENTAL INFUSION (5CP)

Pre-Req: Elemental Infusion

You may purchase an additional elemental infusion skill.

You may buy this skill twice.

**ELEMENTAL INFUSION - AIR
LESSER ELEMENTAL INFUSION (0CP)**

30 Seconds of Focus, Evocation

Pre-Req: Elemental Infusion

Verbal: Grant Packet Attack, Double 1 Damage by Air

IMPROVED ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Lesser Elemental Infusion (Air)

Verbal: Grant Packet Attack, 3 Damage by Air

This skill requires a Common Inorganic Component, which is consumed.

GREATER ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Improved Elemental Infusion (Air)

Verbal: Grant Packet Attack, Double 3 Damage by Air

This skill requires a Fine Inorganic Component, which is consumed.

SUPREME ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Greater Elemental Infusion (Air)

Verbal: Grant Packet Attack, Triple 3 Damage by Air

This skill requires a Superb Inorganic Component, which is consumed.

**ELEMENTAL INFUSION - EARTH
LESSER ELEMENTAL INFUSION (0CP)**

30 Seconds of Focus, Evocation

Pre-Req: Elemental Infusion

Verbal: Grant Melee Attack, Short Root by Earth

IMPROVED ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Lesser Elemental Infusion (Earth)

Verbal: Grant Melee Attack, Root by Earth

This skill requires a Common Inorganic Component, which is consumed.

GREATER ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Improved Elemental Infusion (Earth)

Verbal: Grant Melee Attack, Root and Short Maim by Earth

This skill requires a Fine Inorganic Component, which is consumed.

SUPREME ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Greater Elemental Infusion (Earth)

Verbal: Grant Melee Attack, Root and Maim by Earth

This skill requires a Superb Inorganic Component, which is consumed.

**ELEMENTAL INFUSION - FIRE
LESSER ELEMENTAL INFUSION (0CP)**

30 Seconds of Focus, Evocation

Pre-Req: Elemental Infusion

Verbal: Grant Packet Attack, Agony by Fire

IMPROVED ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Lesser Elemental Infusion (Fire)

Verbal: Grant Packet Attack, Agony and Disarm by Fire

This skill requires a Common Inorganic Component, which is consumed.

GREATER ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Improved Elemental Infusion (Fire)

Verbal: Grant Packet Attack, Agony and Destroy Weapon OR Destroy Shield by Fire

This skill requires a Fine Inorganic Component, which is consumed.

SUPREME ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Greater Elemental Infusion (Fire)

Verbal: Grant Packet Attack, Destroy Weapon OR Destroy Shield OR Destroy Armor and 5 Damage by Fire

This skill requires a Superb Inorganic Component, which is consumed.

ELEMENTAL INFUSION - WATER**LESSER ELEMENTAL INFUSION (0CP)**

30 Seconds of Focus, Evocation

Pre-Req: Elemental Infusion

Verbal: Grant Melee Attack, Slow by Water

IMPROVED ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Lesser Elemental Infusion (Water)

Verbal: Grant Melee Attack, Short Repel and Slow by Water

This skill requires a Common Inorganic Component, which is consumed.

GREATER ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Improved Elemental Infusion (Water)

Verbal: Grant Melee Attack, Short Repel and Short Drain by Water

This skill requires a Fine Inorganic Component, which is consumed.

SUPREME ELEMENTAL INFUSION (3CP)

Upgrade

Pre-Req: Elemental Infusion, Greater Elemental Infusion (Water)

Verbal: Grant Melee Attack, Repel and Short Drain by Water

This skill requires a Superb Inorganic Component, which is consumed.

DIVINE POWERS

All divine powers that are not passive or defensive abilities must be incanted. The incant required is "By the power of <deity name>, I invoke <power name>." If you cannot say the incant (i.e. you are silenced or paralyzed), you cannot use the power. If it a passive ability, it is considered to be always on.

ARTIFICE

THE SLIP (5CP)

Once Per Refresh

Pre-req: Initiate of Artifice, Rookie or higher.

Verbal: Purge Root or Purge Slow

Delivery: Self

HIDE IN PLAIN SIGHT (5CP)

Once Per Refresh

Pre-req: Initiate of Artifice, Rookie or higher.

Verbal: -

Delivery: Self

Resist an Expose call. When an Expose call would trigger a response from you, instead, you may remain silent.

SMOKE DODGE (5CP)

Once Per Day

Pre-req: Initiate of Artifice, Journeyman or higher.

Verbal: Imbue to Self Smoke Dodge

Delivery: Self, Defense

The next 3 attacks to hit you, delivered via weapon or packet, you may Avoid. This requires an incant to activate.

MATRON'S PRICE (5CP)

Once Per Day

Pre-req: Initiate of Artifice, Journeyman or higher.

Verbal: 4 Damage and Silence

Delivery: Weapon

This attack must be delivered from Behind.

ARTIFICE'S POCKET (5CP)

Passive

Pre-req: Initiate of Artifice, Veteran or higher.

Designate a pocket or pouch that does not exceed 6x6x4 inches. This item is Soulbound and may not be taken or opened by anyone else. The pocket is chosen at the beginning of a cycle.

THE EXIT (5CP)

Once per Cycle

Pre-req: Initiate of Artifice, Elite

Verbal: Imbue Spirit Form to Self by Shadow

Delivery: Self

Once you have taken Spirit Form, go immediately to the nearest Shrine of Artifice or safe Haven, then Purge Spirit Form. If you are unsure of the correct destination, head to CC instead.

BELLINGER

CONSTITUTION OF BELLINGER (5CP)

Passive

Pre-req: Initiate of Bellinger, Rookie or higher.

Gain 1 additional Vitality.

SERVANT OF DEATH (5CP)

Once per Refresh

Pre-req: Initiate of Bellinger, Rookie or higher.

Verbal: Heal 2 to Self

Delivery: Weapon

When you finish a successful death strike three count, you may "Heal 2 to Self".

WEAPON OF FLAME (5CP)

Once per Day

Pre-req: Initiate of Bellinger, Journeyman or higher.

Verbal: Imbue to Self Weapon of Flame

Delivery: Self

Until refresh you are immune to Disarm and Destroy Weapon effects.

If your weapon is already unbreakable and/or undroppable, you may convert the source of your attacks to Fire or Blood.

THAT ESCALATED QUICKLY (5CP)

Once per Day

Pre-req: Initiate of Bellinger, Journeyman or higher.

Verbal: X Damage

Delivery: Weapon

You may use a series of attacks of increasing power. In order you must swing: 2 damage, 3 damage, 4 damage, and 5 damage. If an attack misses or is blocked with a weapon, this chain ends immediately. If a strike is defended against (parry, avoid, etc) continue on to the next number.

JOY OF BATTLE (5CP)

Once per Refresh

Pre-req: Initiate of Bellinger, Veteran or higher.

Verbal: Purge Frenzy and Heal 1 to Self

Delivery: Self

FINISH THE FIGHT (5CP)

Once per Cycle

Pre-req: Initiate of Bellinger, Elite

Verbal: Absorb by Fire and Will

Delivery: Self, Defense

The verbal must be shouted. May only be used in response to a Death effect, but not a death strike. You heal to full vitality, and refresh all other Divine Powers. You may still be healed.

The Death effect is ignored until the current combat ends or you leave the combat, at which point you die, and begin your Spirit Count. This Death may not be absorbed, reduced, or otherwise defended against in any way. You may still be Spirit Tethered.

Note, this Divine Power is not refreshed by this skill.

BRASHTAMERE

BOON OF THE PARABLE (5CP)

Passive

Pre-req: Initiate of Brashtamere, Rookie or higher.

You may have four Grant effects at one time instead of the normal three. All other rules for Grant effects still apply.

IRON STOMACH (5CP)

Once Per Refresh

Pre-req: Initiate of Brashtamere, Rookie or higher.

Verbal: Resist

Delivery: Defense

May only be used against an attack with the Poison source.

TAKE ONE FOR THE TEAM (5CP)

Once per Refresh

Pre-req: Initiate of Brashtamere, Journeyman or higher.

Verbal: Reduce to Slam OR Short Drain

Delivery: Defense

May be used in response to a damaging attack.

EAGER PARTICIPATION (5CP)

Once per Refresh

Pre-req: Initiate of Brashtamere, Journeyman or higher.

Verbal: Absorb by Inspiration

Delivery: Defense

May only be used immediately after suffering a Damage effect and instantly gain 3 Protection To Self when using this absorb.

UNRESTRAINABLE (5CP)

Once per Day

Pre-req: Initiate of Brashtamere, Veteran or higher

Verbal: By my Voice, Grant (Effect) Defense by Inspiration, Resist

Delivery: Voice

Caster choice to grant resist to Paralyze, Drain, Weakness, or Silence effect.

UPLIFT THEIR SAILS (5CP)

Once per Day

Pre-req: Initiate of Brashtamere, Elite

Verbal: By My Voice, Refresh 2 Core Resources by Inspiration

Delivery: Roleplay, Voice

You must spend 30 seconds of roleplay, during which you may only use defensive skills, giving a morale-boosting speech before delivering this effect.

FAYA

QUICK AID (5CP)

Upgrade

Pre-req: Initiate of Faya, Rookie or higher.

Verbal: -

Follow Delivery and Targeting rules from Medic.

Reduces the Focus requirement of the Medic skill to 30 seconds.

SPIRIT WARD (5CP)

Passive

Pre-req: Initiate of Faya, Rookie or higher.

Verbal: No Effect

Immunity to Sever Spirit

FAYA'S PURITY (5CP)

Once per Day

Pre-req: Initiate of Faya, Journeyman or higher.

Verbal: Cure All by Light

Delivery: Packet

Cures all instances of the following effects on a single target: Agony, Slow, Root, Repel, Frenzy, Weakness, Silence, Maim, Drain, Stun, Paralyze, Stricken.

DESTROY UNDEAD (5CP)

Once per Refresh

Pre-req: Initiate of Faya, Veteran or higher.

Verbal: 3 Damage to Undead

Delivery: Gesture

FAYA'S MERCY (5CP)

Once per Cycle

Pre-req: Initiate of Faya, Veteran or higher.

Verbal: Hold Spirit Count by Will

Delivery: "Touch"

You may hold the spirit of a Gifted for 100 seconds. Deliver the verbal and count out loud. You may not move the body while using this ability.

SANCTUARY (5CP)

Once per Cycle

Pre-req: Initiate of Faya, Elite

Verbal: Imbue to Self Sanctuary

Delivery: Self

During this effect you are immune to damage and effects. You can only walk, cast healing spells, cure spells, and spirit tethers. Taking any other action ends the power immediately. The power will end on its own after 10 minutes.

GRUMACH

These are the tools of our enemies. Know these skills so you may have tools to defend against the forces of evil. If you attempt to learn them, you start a dark path.

BEFRIEND UNDEAD (5CP)

Once per Refresh

Pre-req: Initiate of Grumach, Rookie or higher.

Verbal: By my Gesture, Speak to Undead

Delivery: Gesture

PAINFUL ECSTASY (5CP)

Once per Day

Pre-req: Initiate of Grumach, Journeyman or higher.

Verbal: Imbue to self Concentration

Delivery: Self

Expires at refresh. Casting is not interrupted by incoming attacks.

CLOAK OF DARKNESS (5CP)

At Will

Pre-req: Initiate of Grumach, Veteran or higher.

Verbal: Imbue to Undead Cloak of Darkness

Delivery: Any

Undead imbued with this trait will lose some of their weaknesses to Light.

DANSE MACABRE (5CP)

Once per Cycle

Pre-req: Initiate of Grumach, Elite

Verbal: Imbue to Self Undeath

Delivery: Self

May only be used when Dead. You gain the trait Undead but retains all others. You heal to full vitality and are Refreshed. You cannot be affected by Spirit Tether. A character who dies while Undead has no Spirit Count and goes directly to Death.

JAAD

JAAD'S AEGIS (5CP)

Passive

Pre-req: Initiate of Jaad, Rookie or higher.

Verbal: Reduce

Delivery: Defense

You may reduce by 1 any damaging packet attack. This may not reduce the damage below 1. This does not stack with any other passive reductions.

WISDOM OF JAAD (5CP)

Once per Day

Pre-req: Initiate of Jaad, Rookie or higher.

Verbal: Imbue Wisdom of Jaad to Self

Delivery: Self

You may read any one info tile or cast any one scroll that you do not have the skill to use.

DREAM OF WISDOM (5CP)

Once per Cycle

Pre-req: Initiate of Jaad, Journeyman or higher.

You will gain a vision relevant to the plot either at check-in or during the event.

SINISTER RITUAL (5CP)

Once per Refresh

Pre-req: Initiate of Jaad, Journeyman or higher.

Verbal: Maim Right Arm to Ritualist

Delivery: Packet

JAAD'S GUIDING HAND (5CP)

Once per Day

Pre-req: Initiate of Jaad, Veteran or higher.

Verbal: Reflect

Delivery: Defense

Use against packet attacks only.

PEACE OF JAAD (5CP)

Essence

Pre-req: Initiate of Jaad, Elite

Verbal: Death by Will and Force

Delivery: Packet

If this attack is stopped with a defense (Shield, Avoid, etc) then the Essence is not consumed. However, you may not use Peace of Jaad again until after a Refresh.

SOLARON

RESIST THE ENEMY (5CP)

Once per Refresh

Pre-req: Initiate of Solaron, Rookie or higher.

Verbal: Resist

Delivery: Defense

You may resist one attack with the Corruption source.

RESOLUTE BULWARK (5CP)

Passive

Pre-req: Initiate of Solaron, Rookie or higher.

Verbal: Reduce

Delivery: Defense

In response to a Stun effect, you may instead take the Short Stun effect.

In response to a Short Stun effect, you may instead take the Agony effect.

You may not use this ability in response to a Permanent Stun effect.

This effect does not stack with itself.

ARMOR OF JUSTICE (5CP)

Passive

Pre-req: Initiate of Solaron, Journeyman or higher.

You gain 2 armor points. If you have more than one source of armor points, use the higher value. These points come back each time your armor is repaired.

LAST ONE OUT (5CP)

Once per Day

Pre-req: Initiate of Solaron, Journeyman or higher.

Verbal: By my Gesture, Root and Root to Self

Delivery: Gesture

The Root to self ends when the Gesture ends.

WEAPON OF SOLARON (5CP)

Once per Day

Pre-req: Initiate of Solaron, Veteran or higher.

Verbal: Imbue to Self Weapon of Solaron

Delivery: Self

Select one weapon you are currently wielding. This weapon, until refresh the imbued weapon is unbreakable and undroppable and you may change the source of all of your attacks with it to Light. In addition, gain 5 uses of "3 damage by Light".

If your weapon is already unbreakable and/or undroppable, increase this damage to 4.

SOLARON'S MANTLE (5CP)

Once per Cycle

Pre-req: Initiate of Solaron, Elite

Verbal: Imbue to Self Solaron's Mantle

Delivery: Self

Until refresh you are immune to any damage or effects delivered with the Corruption, Disease or Poison sources.

WYLDs

NATURAL IMMUNITY (5CP)

Once per Refresh

Pre-req: Initiate of the Wylds, Rookie or higher.

Verbal: Purge (effect)

Delivery: Defense

Purge one effect that was delivered with the fire, earth, air, or water source. This cannot be used to Purge Death.

NATURE'S CRADLE (5CP)

Passive

Pre-req: Initiate of the Wylds, Rookie or higher.

Your Bleed Count is increased by 30 seconds when outdoors. Being brought indoors does not decrease an ongoing bleed count.

GREAT BLOW (5CP)

Once per Day

Pre-req: Initiate of the Wylds, Journeyman or higher.

Verbal: Triple (verbal)

Delivery: Weapon or Packet

Triple a single weapon or packet attack.

PROTECTOR OF THE SMALL (5CP)

Once per Day

Pre-req: Initiate of the Wylds, Journeyman or higher.

Verbal: By my Voice, Heal 2 to (rank)

Delivery: Voice

The rank can be any rank lower than your current rank

(Journeyman may only target Rookie, Veterans may target Rookie or Journeyman, and Elite may target Rookie, Journeyman, or Veteran).

SEASON’S BALANCE (5CP)

Once per Cycle

Pre-req: Initiate of the WylDs, Veteran or higher.

Verbal: Imbue to Self Season’s Balance

Delivery: Self

Until refresh you are immune to damage and effects with the Fire, Water, Air, or Earth sources.

PLANAR CHAMPION (5CP)

Once per Cycle

Pre-req: Initiate of the WylDs, Elite

Verbal: Imbue to Self Planar Champion

Delivery: Self

May only be used when Dead. You gain the trait Elemental but retain all others. You heal to full vitality and are Refreshed. You may still be healed. You cannot be affected by Spirit Tether. A character who dies while an Elemental has no Spirit Count and goes directly to Death. This Imbue fades at the end of combat. You then go directly to Death.

ZAHAR

These are the tools of our enemies. Know these skills so you may have tools to defend against the forces of evil. If you attempt to learn them, you start a dark path.

CARAPACE (5CP)

Passive

Pre-req: Initiate of Zahar, Rookie or higher.

Gain 1 point of Armor.

STINGING SWARM (5CP)

Once per Refresh

Pre-req: Initiate of Zahar, Journeyman or higher.

Verbal: By my Voice, Agony by Poison and Corruption

Delivery: Voice

DRAIN LIFE (5CP)

Once per Day

Pre-req: Initiate of Zahar, Veteran or higher.

Verbal: By my Gesture, 6 Damage by Corruption and Heal 6 to Self.

Delivery: Gesture

CORRUPTED SOUL (5CP)

Essence

Pre-req: Initiate of Zahar, Elite

Verbal: Sever Spirit and Imbue to Self Corrupted Soul

Delivery: Packet

This must be delivered to a Gifted target killed by the user of Corrupted Soul, either by Death Strike or a Death effect. This imbue effect lasts for 10 minutes. If killed within those 10 minutes a Gift is not lost, instead the Corrupted Soul is expended.

SPECIALTY HEADERS

Specialty Headers are subclasses that allow you as a player to focus your character abilities in a particular way, or to add a bit of diversity. There are no prerequisites for purchasing a Specialty Header. You may choose up to two (2) Specialties, so choose carefully.

Specialty Headers have a unique Resource, called **Resolve**. Unlike the Core Resources (Endurance, Guile, Mana, and Karma) Resolve does not return when you Refresh at a Haven. Instead, they are automatically Refreshed each morning after waking, same as per-day abilities.

Each Resolve costs 5cp and a player may have a maximum of 10 Resolve.

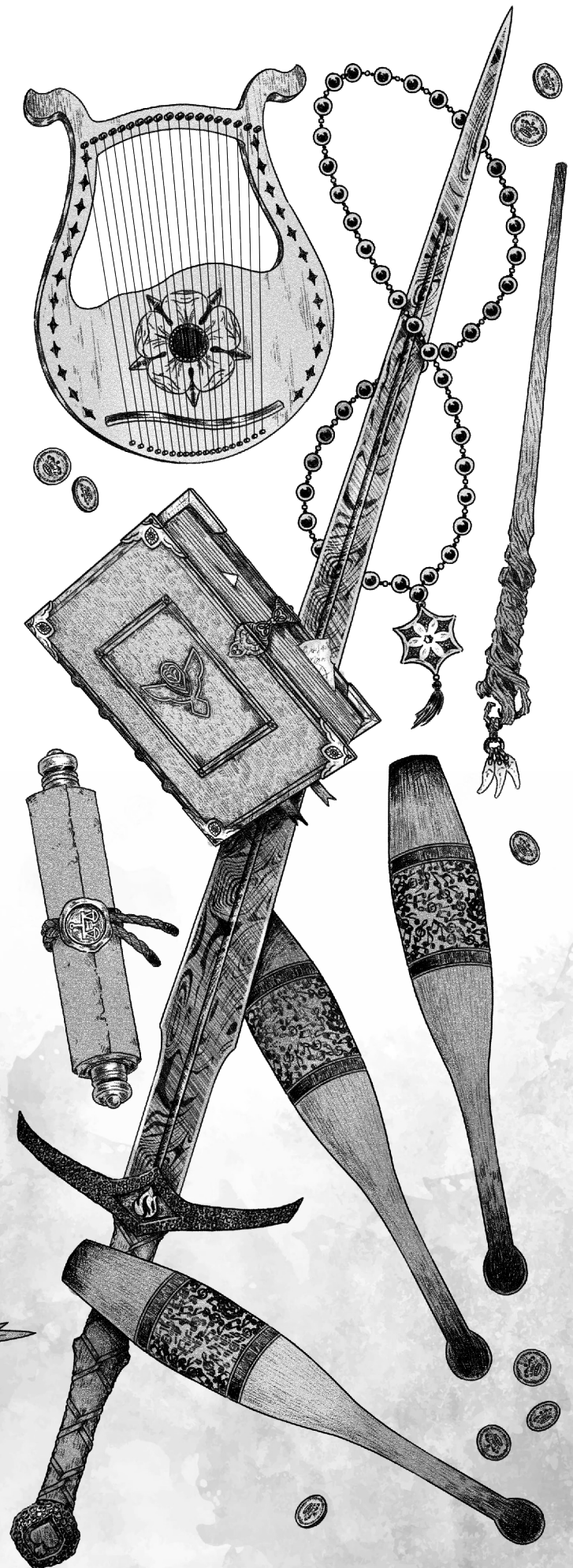
- Five Resolve will be available at the Rookie tier.
- The remaining Resolve five will be available at the Journeyman tier.

They in no way affect the cost of your Core Resources.

Like the Core Headers, Specialty headers have Major and Minor abilities, but for simplicity they are the same across all headers. Specialty Major abilities are called Disciplines and Minor abilities are called Lessons.

Specialty Header Spells: Any specialty header ability with a Packet delivery is a spell, and thus must be incanted. Specialty header incants are fully customizable. Specialty incants must be at least **eight syllables** long, and like other spells, the incant and verbal must be completed before the packet is thrown.

Though many of these Headers have names that are evocative of a certain play-style, this is only for flavor. For example, you do not need the Bard header to be a "bard", or vice versa. These Headers are designed to enhance your play-style; choose what you enjoy.



ARCANIST (5CP)

MULTI-TASK (0CP)

Pre-req: Arcanist, Arrow of (Variable)

Passive, Upgrade

You may walk during the Focus needed for the Arrow spell from any Header, rather than remain stationary. Follow all other Verbal, Delivery, and Targeting rules.

FORCEFUL INCANTATION (5CP)

Pre-req: Arcanist

Once per Refresh

Verbal: Purge Silence

Delivery: Defense

ENCHANTER ADEPT (5CP)

Pre-req: Arcanist

Once per Refresh

Verbal: Grant Packet Defense to Self, Resist

Delivery: Self

When casting an Enchanter Grant, you can immediately cast this self defense grant at no cost.

ARCANE ADAPTATION (10CP)

Pre-req: Arcanist

Once per Day

Verbal: -

You can expend Mana as if it were another Core Resource (Karma, Guile, Endurance) until Refresh.

MANA BOLT (5CP)

Pre-req: Arcanist

Lesson

Verbal: 2 Damage by Arcane

Delivery: Packet

Gain three uses of the packet attack when you use this lesson.

ARCANE DISRUPTION (5CP)

Pre-req: Arcanist

Discipline

Verbal: Short Drain by Arcane

Delivery: Packet

Mastering the flow of pure magical energy, the Arcanist is able to force mana into forms no others can. Arcanists maximize the versatility of enchanting as an art, without diminishing their effectiveness as a warrior, rogue, or cleric.

ARISTOCRAT (5CP)

NOT THE FACE (0CP)

Pre-req: Aristocrat

Passive

Verbal: Reduce

Delivery: Defense

In response to a Slam effect, you may instead take 1 damage.

In response to a Stun effect, you may instead take the Paralyze effect.

The duration of the Paralyze will be equal to the duration of the Stun delivered.

WELL-GROOMED (5CP)

Pre-req: Aristocrat

Passive

Game-appropriate formal attire can be used to replace the phys-rep requirements for light or medium armor. Purchase of the light or medium armor skill is still required.

DIPLOMATIC UPBRINGING (5CP)

Pre-req: Aristocrat

Once per Refresh

Verbal: By my Gesture, Speak to (Creature) by Will

Delivery: Gesture

Selected creature may be Undead, Elemental, Creature of Chaos, or Spirit. Use the selected type on casting. Reminder: Speaking does not guarantee useful or truthful information, nor grants intelligence to creatures without any.

SOIREE (10CP)

Pre-req: Aristocrat

Once per Day

Verbal: Refresh 1 Resolve

Delivery: Roleplay, "Touch"

Organize a formal event, like afternoon tea, midday picnic, or a political sit down with refreshments, or other method approved by the board. Then, deliver this effect to the attendees individually.

If the Aristocrat is directly interrupted the skill fails but its use has been expended.

Attendees should have a significant role and participation within the soiree. Please be mindful when granting this effect to only those who meet this criteria.

Aristocrats may cooperatively host a "Soiree" together, and may all provide the skill effect. A recipient may only benefit from this skill twice per Cycle (a total of 2 Resolve). You must clarify this to the recipient.

DISARMING PRESENCE (5CP)

Pre-req: Aristocrat

Lesson

Verbal: Disarm by Awe

Delivery: Packet

Gain two uses of the packet attack when you use this lesson.

STUNNING VISAGE (5CP)

Pre-req: Aristocrat

Discipline

Verbal: Repel by Awe

Delivery: Melee

Those claiming wealth, power and privilege, Aristocrats not only think about being effective, but looking good while doing it. Able to keep themselves out of the mud and stare down even the most intimidating foes, Aristocrats use every advantage at their disposal.

BARD (5CP)

"Performance" is a Focus mechanic for Bard abilities. During a Performance a Bard must Focus and perform audibly via song, structured oratory, playing an instrument, or other method approved by the board. Targets must be able to see and hear the Performance clearly. The Performance length is determined by the skill you are using, and it will not have an effect past 10 minutes. If a Performance is interrupted prior to its minimum duration the skill is still used and paid for, but the effect is not produced.

Safety Note: Most instruments are not safe in a LARP combat scenario. While most Bard abilities are intended for use outside of combat, some can be used in it. Just like any other prop, please ask the Board if you have any questions about these safety concerns.

MULTI-TALENTED (0CP)

Pre-req: Bard

Passive

You can focus on Performances during Refresh without interrupting the Refresh.

I'M RUBBER, YOU'RE GLUE (5CP)

Pre-req: Bard

Once per Refresh

Verbal: Reflect

Delivery: Defense

May only be used in response to a Silence effect.

INSPIRING PERFORMANCE (5CP)

Pre-req: Bard

60 Seconds of Focus, Once per Refresh

Verbal: By my Voice, Grant 1 Protection

Delivery: Performance, Voice

Spend 1 minute focusing on a Performance before delivering this effect.

WHAT MAKES YOU CHEER (10CP)

Pre-req: Bard

60 Seconds of Focus, Once per Day

Verbal: Grant Extra Packet Attack to Self, Waste 3 Vitality

Delivery: Self

Spend 1 minute focusing on a Performance before delivering this effect.

If the audience applauds the Performance, increase the damage from 3 to 6.

FORTIFYING VERSE (5CP)

Pre-req: Bard

60 Seconds of Focus, Lesson

Verbal: Grant (Effect) Defense by Inspiration, Resist

Delivery: Packet

Spend 1 minute focusing on a Performance and choose any core accelerant effect to grant resistance to.

Note: Core Accelerant effects: Agony, Slow, Root, Repel, Frenzy, Weakness, Silence, Maim, Drain, Stun, Paralyze, Stricken

SONG OF VALOR (5CP)

Pre-req: Bard

60 Seconds of Focus, Discipline

Verbal: Grant 2 Extra Protection by Inspiration

Delivery: Packet

Spend 1 minute focusing on a Performance before delivering this effect.

By harnessing the power of song and inspiration, Bards support their allies in multiple ways. With magical performances and inspiring speeches, a Bard can bolster their friends and catch their enemies off guard.

BERSERKER (5CP)

UNRESTRAINED (0CP)

Pre-req: Berserker

Passive

When you are under the Frenzy effect you MUST call 2 damage as your base melee attack.

ANGER MANAGEMENT (5CP)

Pre-req: Berserker

Once per Refresh

Verbal: Absorb by Will

Delivery: Defense

You may use this in response to a Frenzy. If used, while under the effect of the Frenzy, you will prioritize enemies as your target so long as they are in sight and readily available. If there are no enemies in sight, or something is preventing you from advancing on them, you will attack allies as normal.

Even when absorbed this way, you are still considered under the Frenzy effect as normal.

ONE UP THEM (5CP)

Pre-req: Berserker

Once per Refresh

Verbal: X Damage by Rage

Delivery: Weapon

When hit with any damage, and not negating it in any way, you can immediately return the damage for +1 damage than struck with "by Rage"

PULL THE PIN (10CP)

Pre-req: Berserker

Once per Day

Verbal: Imbue to Self by Rage

Delivery: Self

Immediately take the Frenzy effect, and Grant 5 protection to self by Rage, and gain a Resist to the first effect by Fear that hits you before Refresh.

This effect can be absorbed by Anger Management.

VIOLENCE (5CP)

Pre-req: Berserker

Lesson

Verbal: 2 Damage by Rage

Delivery: Weapon

If you are under the effect of Frenzy, increase damage from 2 to 3.

GREATER VIOLENCE (5CP)

Pre-req: Berserker

Discipline

Verbal: 3 Damage by Rage

Delivery: Weapon

If you are under the effect of Frenzy, increase damage from 3 to Double 3 damage.

Turning their inner fire into a weapon, a Berserker can call upon their anger and use it on the battlefield. Berserkers can also ride the wave of frenzy, turning the usually devastating magic into another weapon in their arsenal.

CARETAKER (5CP)

Caretaker abilities that grant the target skills from Core Headers will also require the target to follow the original skills delivery criteria. Example: If the original skill requires it must be done from behind, the granted use of the skill must be done from behind. This includes Focus, Position, and Incants.

HEARTH AND HOME (0CP)

Pre-req: Caretaker

Passive

If you share food and/or drinks with any characters attempting to Refresh at any Haven, they may restore all Vitality along with Resources at the end of the Refresh.

(Roleplaying/Simulating consuming food and drink is allowed by recipients).

TAKE CARE DEAR (5CP)

Pre-req: Caretaker

Once per Refresh

Verbal: By your Name, (name), Stabilize by Inspiration

Delivery: Voice, Name

SAGE ADVICE (5CP)

Pre-req: Caretaker

60 Seconds of Focus, Once per Refresh

Verbal: Grant Self-Stabilize by Inspiration

Delivery: Packet

Spend 1 minute of Focus roleplaying giving various advice and guidance, tips and tricks before delivering this effect.

IT'S DANGEROUS, TAKE THIS (10CP)

Pre-req: Caretaker

Refresh at Haven, Once per Day

Verbal: Grant Extra (haven boon)

Delivery: "Touch"

Interact and roleplay with those sitting at the Haven with you. Once the Refresh criteria has been met, you may deliver the effect individually.

The extra Haven boon will be determined by what the Haven offers. This can only be given to people that are there and begin the Refresh count at the same time, together.

Please be mindful when granting this effect to only those who meet this criteria.

AN ADVENTURER LIKE YOU (5CP)

Pre-req: Caretaker

30 Seconds of Focus, Lesson

Verbal: Grant (delivery) by Inspiration, (minor ability)

Delivery: Packet

Spend 30 of Focus seconds roleplaying giving various instructions, tips and tricks, and then you may Grant any Minor Ability off a Core Header you have. This also costs the normal Core Resource. This cannot be used to Grant Initiate Spells. Example: "Grant Weapon Attack by Inspiration, Short Weakness" (Rogue Skills: Joint Strike)

BACK IN MY DAY (5CP)

Pre-req: Caretaker

30 Seconds of Focus, Discipline

Verbal: Grant (delivery) by Inspiration, (major ability)

Delivery: Packet

Spend 30 seconds of Focus roleplaying giving various instructions, tips and tricks, and then you may Grant any Major Ability off a Core Header you have. This also costs the normal Core Resource. This cannot be used to Grant Initiate Spells. Example: "Grant Packet Attack by Inspiration, Repair Weapon by Force". (Magical Force: Reconstruct)

Found in taverns, shrines, and libraries all over the world, Caretakers are those individuals who may not be able to take the battlefield themselves like they used to, but can instead provide support to those who do. With a keen piece of advice or sneaky tactic, a Caretaker can turn the tide of a battle without ever leaving their armchair.

CHAMPION (5CP)

WARDED (0CP)

Pre-req: Champion

Passive

Verbal: Increase by 1

Anytime you are granted Protection, increase it by 1. This does not work with Protection "to self" with the exception of the Champion ability Witness Thee.

HALLOWED SELF (5CP)

Pre-req: Champion

Once per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to an attack done by the Light OR Shadow Source.

WITNESS THEE (5CP)

Pre-req: Champion

Once per Refresh

Verbal: Grant 2 Protection to Self

Delivery: Self

May be used in response to when you witness the use of an Initiate Spell or Divine Power of the God you are initiated to.

This effect can be stacked with Warded.

LAY ON HANDS (10CP)

Pre-req: Champion

Once per Day

Verbal: Heal 5 and Heal 5 to Self by Light

Delivery: "Touch"

SMITE (5CP)

Pre-req: Champion

Lesson

Verbal: 3 Damage by (Light or Shadow)

Delivery: Weapon

Light or Shadow source to be chosen at time of skill purchase. This choice may not be altered.

SHATTERING SMITE (5CP)

Pre-req: Champion

Discipline

Verbal: Destroy Weapon or Destroy Shield

Delivery: Weapon

Imbuing themselves with the faith of the Divines, Champions are the soldiers fighting in the name of their religion. Able to get increased benefits from priests and channeling their own divine magic, every church relies on their Champions when a task must be carried out in the name of their deity.

COMMANDER (5CP)

CLEAR HEADED (0CP)

Pre-req: Commander

Passive

Verbal: Reduce

Delivery: Defense

In response to a Frenzy effect, you may instead take 1 damage.

In response to a Silence effect, you may instead take 2 damage.

MAINTAIN STATURE (5CP)

Pre-req: Commander

Once per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to a Weakness effect.

SNAP OUT OF IT (5CP)

Pre-req: Commander

10 Seconds of Focus, Once per Refresh

Verbal: Cure Frenzy

Delivery: Melee

Spend 10 seconds of Focus before delivering this skill.

INSPIRING SPEECH (10CP)

Pre-req: Commander

60 Seconds of Focus, Once per Day

Verbal: By my Voice, Grant (Variable)

Delivery: Voice

The 1 minute of Focus must be spent giving a speech to an audience. The grant verbal may not be made any louder than the volume of the original speech.

The grant options are: 3 Protection by Inspiration, OR Melee Attack, 3 Damage by Awe OR Packet Attack, 3 Damage by Will

REINFORCE THE LINE (5CP)

Pre-req: Commander

Lesson

Verbal: Heal 1 by Inspiration

Delivery: Packet

Gain three uses of the packet skill when you use this lesson. Must be used on 3 different targets, and must be cast within three seconds of each other.

SPECIAL MISSION (5CP)

Pre-req: Commander

15 Seconds of Focus, Discipline

Verbal: Grant Melee Attack, 4 Damage to (Influence-born) OR Grant Packet Attack, 4 Damage to (Influence-born)

Delivery: Packet

Spend 15 seconds of Focus roleplaying, talking about the mission ahead, before delivering this effect.

This cannot be cast on self.

Valid Influence targets are Blood, Creation, Chaos, Dream, Fire, Water, Air, Earth, Light, Nature, Shadow.

While no plan survives contact with the enemy, the Commander makes sure orders can be given both before the fight and in the field to ensure victory. Using their keen understanding of tactics and strategy, Commanders bolster those beside them to ensure completion of their chosen objective.

CONFESSOR (5CP)

This is an Implement Header that utilizes a Prayer Book or Scroll prop. In order to use any of the skills from this Header, the prop MUST be utilized. You may only utilize one Implement at a time.

Please see Implement Rules on pages 125-126 for utilization guides, safety guidelines, and size specifications.

PRAY (0CP)

Pre-req: Confessor

Passive

May increase healing delivered by Healing Touch and Healing Hands by 1.

DIVINE GUIDANCE (5CP)

Pre-req: Confessor

Once per Refresh

Verbal: Avoid

Delivery: Defense

May be used in response to a Melee attack.

SERMON (5CP)

Pre-req: Confessor

180 Seconds of Focus, Once per Refresh

Verbal: Grant 2 Protection by Light

Delivery: "Touch"

This can be granted to up to 10 people.

Spend 3 minutes of Focus, providing a sermon about a religious or moral subject before delivering this skill.

If the sermon is interrupted prior to its completion the skill is still used and paid for, but the effect is not produced.

To receive the benefit, characters must Focus on the Confessor during the whole Sermon. Please be mindful when granting this effect to only those who meet this criteria.

With prayer books in hand, Confessors provide powerful divine support, both on and off the battlefield. They are expected to not only heal the bodies of the faithful, but also their souls, acting as the physical and spiritual center of any faith.

PARABLE (10CP)

Pre-req: Confessor

Once per Day

Verbal: By my Voice, Heal 2 by Inspiration

Delivery: Voice

FORCED CONFESSION (5CP)

Pre-req: Confessor

Lesson

Verbal: Agony by Awe

Delivery: Packet

Gain two uses of the packet attack when you use this lesson.

ALMS (5CP)

Pre-req: Confessor

Discipline

Verbal: By your Name, (name), Heal 2 by Inspiration

Delivery: Voice, Name

DEFENDER (5CP)

Defender abilities may only be used while wielding a shield.

FORTIFICATION (0CP)

Pre-req: Defender

Passive

Verbal: Reduce

In response to a Disarm effect, you may instead take 1 damage.

In response to a Destroy Shield effect, you may instead take 2 damage.

WALL OF IRON (5CP)

Pre-req: Defender

Once per Refresh

Verbal: Parry OR Resist

Delivery: Defense

Parry may be used in response to a Melee attack. To defend you must be wielding a weapon and/or shield.

Resist may be used in response to a Packet attack.

FILL THE BREACH (5CP)

Pre-req: Defender

Once per Refresh

Verbal: By your Name, (name), Heal 2 by Inspiration

Delivery: Voice, Name

This can only be used to a character that falls to damage and is physically next to you in combat.

WALL OF STEEL (10CP)

Pre-req: Defender

Once per Day

Verbal: Imbue Wall of Steel, Absorb and Heal 2 to Self

Delivery: Self

Immediately take the Root effect and the next 3 called Weapon or Packet attacks you block with your shield you can absorb and Heal 2 to Self. Once the 3 absorbs are spent, you may purge the root. The triggering damage and effect of the attacks are negated when absorbed this way.

SIEGE BREAKER (5CP)

Pre-req: Defender

Lesson

Verbal: Disarm

Delivery: Weapon

Gain three uses of the weapon attack when you use this lesson.

STAND FIRM (5CP)

Pre-req: Defender

Discipline

Verbal: By your Name, (name), Grant 2 Protection by Inspiration

Delivery: Voice, Name

There is no more effective combattant with a shield than a Defender. They can hold a line like no other, and ensure that they and those around them are kept fighting long enough to break the enemy advance.

DRAGON WARRIOR (5CP)

EMBER SCALES (0CP)

Pre-req: Dragon Warrior

Passive

Verbal: Reduce

You may reduce by 1 any damaging attack done by the Fire source. This may not reduce the damage below 1. This does not stack with any other passive reductions.

UNBURNED (5CP)

Pre-req: Dragon Warrior

Thrice per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to an attack done by the Fire Source.

FLAME TONGUE (5CP)

Pre-req: Dragon Warrior

Once per Refresh

Verbal: (Variable) by Fire

Delivery: Weapon (claws)

You grow claws. Temporarily gain Natural Weapons (claws up to 30" - can be upgraded by Natural Reach) regardless of Lineage or Influence. All called attacks with these claws MUST be converted to the Fire Source.

While you have these claws, you may not use any other weapons.

These may be dismissed at any time, but they may only be returned after Refresh.

BREATH WEAPON (10CP)

Pre-req: Dragon Warrior

Once per Day

Verbal: 2 Damage by Fire

Delivery: Packet x10

Gain ten uses of the packet attack when you use this skill.

You may throw 10 individual 2 damage packets. These must be thrown one at a time, not as a bunch.

You MUST expend all packet attacks from this skill before you can use any other skill, Focus, or Refresh.

SEARING SWIPE (5CP)

Pre-req: Dragon Warrior

Lesson

Verbal: Agony by Fire

Delivery: Weapon

Gain two uses of the weapon attack when you use this lesson.

DRACONIC BLESSING (5CP)

Pre-req: Dragon Warrior

Discipline

Verbal: Grant Melee Attack, 3 Damage by Fire

Delivery: Packet

Those that have studied under the Masters of Ke'Tesare are known as Dragon Warriors, combining a unique fighting style with draconic power to become masters of fist, claw and flame. Every Dragon Warrior must train under a Master of Ke'Tesare, and those found outside of the tower are incredibly rare.

DUELIST (5CP)

Duelist abilities may only be used while wielding one Weapon which must either be Small or Hand, or one Weapon (Small or Hand) and a Buckler.

DIVERT (0CP)

Pre-req: Duelist

Passive

Verbal: Reduce

In response to a Destroy Weapon effect, you may instead take 2 damage.

RECOVERY (5CP)

Pre-req: Duelist

Twice per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to a Disarm effect.

TRAINING MONTAGE (5CP)

Pre-req: Duelist

Once per Refresh

Verbal: Grant 2 Protection by Inspiration OR Grant Melee Attack by Inspiration, Disarm

Delivery: Roleplay, "Touch"

Spend 3 minutes roleplaying or engaging in a duel with another character before delivering this effect.

REPRISE (10CP)

Pre-req: Duelist

Thrice per Cycle

Verbal: Parry and Disarm

Delivery: Defense, Weapon

WITH HONOR AND SKILL (5CP)

Pre-req: Duelist

Lesson

Verbal: 2 Damage

Delivery: Weapon

If you disarm an opponent, and allow them to pick up their weapon and ready themselves, you may increase the damage from 2 to 4.

GUARD BREAK (5CP)

Pre-req: Duelist

Discipline

Verbal: Triple 2 Damage

Delivery: Weapon

This damage may not be increased in any way.

Wielding a flashing blade and fancy footwork, the Duelist is the swordsman who relies on finesse over brute strength. Relying on quick attacks and the ability to side-step their foes, Duelists are both a graceful and deadly presence on any battlefield - all while maintaining their honor.

ELEMENTALIST (5CP)

When purchasing this ability, select an elemental source: Fire, Water, Air, or Earth. Skills in the Elemental Specialization Header that have a non-defined (Source) use this Source. If you also have the Elementalism school from Arcane Arts, the sources do not have to be the same. This choice may not be altered.

EMBRACING THE ELEMENTS (0CP)

Pre-req: Elementalist

Passive

Verbal: Reduce

You may reduce by 1 any damaging attack done by your chosen Elemental source. This may not reduce the damage below 1. This does not stack with any other passive reductions.

RESIST ELEMENT (5CP)

Pre-req: Elementalist

Once per Refresh

Verbal: Resist

Delivery: Defense

May be used in response to an attack made by the Fire, Water, Air, OR Earth source. This is not limited to your one chosen source.

PRIMORDIAL EXCHANGE (5CP)

Pre-req: Elementalist

Once per Refresh

Verbal: By my Gesture, Expose Elemental

By my Gesture, Speak to Elemental

Delivery: Gesture

If there is no response this ability is unspent. If there is an affirmative response, you may immediately use "Speak To". Even if you choose not to use the Speak To on the confirmed Elemental, the ability is spent.

Reminder: Speaking does not guarantee useful or truthful information, nor grants intelligence to creatures without any.

While mages who wield elementalism are common, Elementalists take the raw power of the elemental planes in themselves to a whole new level. Able to manipulate and hurl elemental magic, Elementalists are not only offensive powerhouses, but able to protect themselves against the same power they can harness.

ELEMENTAL SURGE (10CP)

Pre-req: Elementalist

Once per Day

Verbal: 8 Damage by (Source)

Delivery: Packet

If this attack misses, the spell is not expended.

ELEMENTAL JOLT (5CP)

Pre-req: Elementalist

Lesson

Verbal: (Effect) by (Source)

Delivery: Packet

The effect of this attack is dependent on your Elemental Source.

Fire: Agony

Air: Disarm

Water: Slow

Earth: Short Root

Gain two uses of the packet attack when you use this lesson, for all effects.

ELEMENTAL DART (5CP)

Pre-req: Elementalist

Discipline

Verbal: 4 Damage by (Source)

Delivery: Packet

Gain two uses of the packet attack when you use this discipline.

EXPLORER (5CP)

FOCUSED UNDER PRESSURE (0CP)

Pre-req: Explorer

Passive

Voice and Ambient damage and effects do not break your Focus.

QUITE FASCINATING (5CP)

Pre-req: Explorer

Once per Refresh

Verbal: Grant Defense to Self, Avoid

Delivery: Defense

When you observe an ability used in combat, you can generate a defense to self. The defense can only be used in response to the same effect you have observed. This does not take a grant slot. This defense fades on Refresh.

THE OTHER SIDE (5CP)

Pre-req: Explorer

Once per Refresh

Verbal: Imbue Outrider

Delivery: Packet*

Deliver this effect to an NPC about to lead, or leading, a mod group you are a part of to a module. You may now ask that NPC 1 question about the enemies to be *expected in that module. If the NPC cannot or does not answer, the skill is not expended.

*This does not provide supernatural or divinatorial information about the upcoming mission, nor does it replace tile-reading to garner specific information. An Explorer will be able to glean the following: The type(s) of enemies ahead, the general number of enemies ahead, the planar influence of enemies ahead.

SELF-SUFFICIENT (10CP)

Pre-req: Explorer

180 Seconds of Focus, Once per Day

Verbal: Refresh 2 (Core Resource)

Spend 3 minutes of Focus roleplaying sitting, kneeling, and recovering your energy. At the end of the 3 minutes, you can refresh 2 Core Resources of your choice (Mana, Karma, Guile, or Endurance)

CONTROLLED INFLUENCE (5CP)

Pre-req: Explorer

Lesson

Verbal: Imbue to Self Controlled Influence

Delivery: Weapon or Packet

Expend a lesson and change the Source of any single attack you have to an Influence Source.

Valid Influences are Blood, Chaos (use source Corruption), Dream, Fire, Water, Air, Earth, Light, Nature, Shadow

FLEE! (5CP)

Pre-req: Explorer

Once per Refresh

Verbal: Purge Root, Purge Paralyze, or Purge Stricken

Delivery: Self

When an uncharted path opens, it is the Explorer who is sent in first to see what's on the other side. Able to overcome natural obstacles and withstand long durations away from a Haven, Explorers make the perfect scouts into the width and breadth of the unknown.

FORGEMASTER (5CP)

Forgemaster abilities may not be used when using the armor phys-rep replacement from Aristocrat's Well-Groomed.

WELL-FITTED (0CP)

Pre-req: Forgemaster

Verbal: Resist

Passive

You may expend any Reduce to X defense from armor you are wearing in response to a destroy armor, weapon, or shield effect instead.

Additionally, gain access to purchasing all "wear armor" abilities, disregarding Core Header pre-reqs.

IMPACT TEST (5CP)

Pre-req: Forgemaster

Once per Refresh

Verbal: Absorb by Craft

Delivery: Defense

If damage would bring you to 0 Vitality, instead, you may go to 1 Vitality. May only be used in response to damaging attacks.

CRAFTER ADEPT (5CP)

Pre-req: Forgemaster

Once per Refresh

Verbal: Grant Melee Attack to Self, 2 Damage by Earth

Delivery: Self

When casting a Crafter Grant, you can immediately cast this self weapon or packet grant at no cost.

TEMPERED (10CP)

Pre-req: Forgemaster

Once per Day

Verbal: Repair All Armor to Self by Will

Delivery: Self

Immediately refreshes all uses of Armor that is being worn.

BLOCK AND FINISH (5CP)

Pre-req: Forgemaster

120 Seconds of Focus, Lesson

Verbal: Repair Armor

Delivery: Self

Spend 2 minutes of Focus roleplaying fixing your armor (tightening straps, hammering, resetting) before delivering this effect.

FINAL CAST (5CP)

Pre-req: Forgemaster

60 Seconds of Focus, Discipline

Verbal: Repair Weapon OR Repair Shield

Delivery: "Touch"

Spend 1 minute of Focus roleplaying fixing a weapon or shield (sharpening blade, hammering, resetting) before delivering this effect.

While every civ probably has a blacksmith, few can boast the presence of a Forgemaster, who can seemingly manipulate metal through the strength of their will alone. Able to push their raw materials to new limits, Forgemasters have turned the craft of metalworking into a deadly artform.

GREAT WEAPON FIGHTER (5CP)

Great Weapon Fighter abilities may only be used while wielding only a 2 handed/Great Weapon.

STURDIED STANCE (0CP)

Pre-req: Great Weapon Fighter

Passive

Verbal: Reduce

In response to a Disarm effect, you may instead take 1 damage.

In response to a Destroy Weapon effect, you may instead take 2 damage.

RESILIENT JOINTS (5CP)

Pre-req: Great Weapon Fighter

Once per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to a Maim effect.

TWO FOR FLINCHING (5CP)

Pre-req: Great Weapon Fighter

Once per Refresh

Verbal: 2 Damage

Delivery: Weapon

May only be used in response to an attack you deliver being stopped with a defense call Parry. Gain two uses of the weapon attack when the conditions are met.

EXCESSIVE FORCE (10CP)

Pre-req: Great Weapon Fighter

Once per Day

Verbal: 8 Damage and Slam

Delivery: Weapon

POWERFUL BLOW (5CP)

Pre-req: Great Weapon Fighter

Lesson

Verbal: 3 Damage

Delivery: Weapon

Gain two uses of the weapon attack when you use this lesson.

BATTERING RAM (5CP)

Pre-req: Great Weapon Fighter

Discipline

Verbal: Destroy Shield

Delivery: Weapon

Putting raw strength and determination behind every swing, Great Weapon Fighters embody the idea that the best defense is a good offense. Hacking through armor, shields, and their enemies with equal proficiency, nothing can withstand a Great Weapon Fighter's focused assault.

GUARDIAN (5CP)

A Guardian cannot be designated as a Ward for the purpose of these abilities.

One person cannot be designated as a Ward by multiple Guardians.

SWORN TO THEE (0CP)

Pre-req: Guardian

Once per Cycle*

Verbal: Imbue Trait Ward

Delivery: "Touch"

Offer yourself to be a Guardian to another character, who will be your Ward. Once they have agreed, you may now replace (Ward) with their name in other Guardian abilities for that cycle.

(*If the player that was chosen as your Ward leaves the event and is not returning, you may designate an alternate Ward.)

When you Imbue your Ward, clarify they gain the ability "Refresh to Self 1 (Core Resource)" per Day.

LESSONS LEARNED (5CP)

Pre-req: Guardian

Once per Refresh

Verbal: Grant (Source) Defense to (Ward), Resist

Delivery: Voice

When you take damage from a Sourced attack, you may generate a defense to that Source to your Ward as your next skill.

A BOND ABOVE ALL (5CP)

Pre-req: Guardian

Passive

When under the Frenzy effect, or under the influence of other mind controlling effects, you cannot be compelled to hurt your Ward.

THE ONCE OVER (10CP)

Pre-req: Guardian

10 Seconds of Focus, Once per Day

Verbal: Heal all to (Ward)

Delivery: "Touch", Name

Spend 10 seconds of Focus looking over your Ward, before delivering this skill.

MY LIEGE! (5CP)

Pre-req: Guardian

Lesson

Verbal: Disarm

Delivery: Weapon

Gain two uses of the weapon attack when you use this lesson.

WATCH OUT! (5CP)

Pre-req: Guardian

Discipline

Verbal: Grant Extra Melee Defense to (Ward), Guard

Delivery: Voice

Many epic tales focus on the relationship between the Knight and their Squire or a Hero and their intended successor, and all of them are telling stories of Guardians and their Wards. Guardians take their duty to protect an individual above all else, keeping their Ward safe while empowering them to fight alongside their Guardian.

HORIZON WALKER (5CP)

PLANAR ATTUNEMENT (0CP)

Pre-req: Horizon Walker

Passive

When using a damaging attack that has the same Source as your Native Influence, you can increase this damage by 1.

This also applies to skills that Waste Vitality.

SHARD DIVERSION (5CP)

Pre-req: Horizon Walker

Once per Refresh

Verbal: Absorb and Heal 1 to Self

Delivery: Defense

May only be used in response to an attack with the opposite Source of your Native Influence. The damage or effect is negated.

PLANAR IMPRESSIONS (5CP)

Pre-req: Horizon Walker

Passive

Gain the Touched benefit and detriment from a Planar Influence different from your Native. Chosen at time of skill purchase. This choice may not be altered.

You may incorporate the associated color of the additional influence in your costuming. It should not overshadow your Native Influence. You may not include any of the additional costuming requirements.

SHARD WIELDER (10CP)

Pre-req: Horizon Walker

Once per Day

Verbal: Imbue to Self Shard Wielder

Delivery: Weapon or Packet

You may change the source of all of your attacks to your Native Influence. This lasts until Refresh.

SHARD BOLT (5CP)

Pre-req: Horizon Walker

Lesson

Verbal: 2 Damage by (Source)

Delivery: Weapon or Packet

Select a Planar Influence Source: Blood, Chaos (use source Corruption), Dream, Fire, Water, Air, Earth, Light, Nature, Shadow. This must be different from your Native Influence. Chosen at time of skill purchase. This choice may not be altered.

EXPLOITED WEAKNESS (5CP)

Pre-req: Horizon Walker

Discipline

Verbal: 3 Damage to (Influence-born)

Delivery: Weapon or Packet

Once you use this ability, you may not change the Influence-born chosen for the remainder of the event. If the Chosen Influence-born is the opposite of your Native, increase the damage from 3 to 5.

Valid Influence targets are Blood, Creation, Chaos, Dream, Fire, Water, Air, Earth, Light, Nature, Shadow.

Those who dabble with the powers of the planes sometimes find that they dabble back. Able to wield the power of a planar influence other than which they were born with, Horizon Walkers are effective counters to a myriad of enemies and hazards.

JUGGLER (5CP)

Juggler abilities may only be used when wielding Thrown Weapons.

WELL AIMED (0CP)

Pre-req: Juggler

Passive

When using a called damage attack with thrown weapons, you can increase this damage by 1. This does not stack with other Juggler abilities.

AGILE (5CP)

Pre-req: Juggler

Once per Refresh

Verbal: Avoid

Delivery: Defense

May be used in response to any Weapon or Packet attack.

PERFECT LANDING (5CP)

Pre-req: Juggler

Once per Refresh

Verbal: X Damage

Delivery: Thrown Weapon

You may use a series of attacks of increasing power. In order you must throw: 2 damage, 3 damage, 4 damage, and 5 damage. If an attack misses or is blocked with a weapon, this chain ends immediately. If a strike is defended against (parry, avoid, etc) continue on to the next number.

JUGGLER'S GRACE (10CP)

Pre-req: Juggler

60 Seconds of Focus, Once per Day

Verbal: Imbue Juggler's Grace

Delivery: Self

Spend 1 minute of Focus juggling before delivering this effect. You gain three free uses of the Juggler Lesson and Discipline abilities.

ANGUISHED FLING (5CP)

Pre-req: Juggler

Lesson

Verbal: 2 Damage and Agony

Delivery: Thrown Weapon

DEBILITATE TARGET (5CP)

Pre-req: Juggler

Discipline

Verbal: 3 Damage and Short Root

Delivery: Thrown Weapon

With flashing knives flying overhead, once thought a mere entertainer, the Juggler is the unrivaled master of thrown weapons, able to land strikes with devastating effect. While the demands of precision and agility may be high, there's fewer things more deadly than a master Juggler.

MARTYR (5CP)

CHOSEN BURDEN (0CP)

Pre-req: Martyr

Passive

Select an effect from the following list. It is considered your Burden for all Martyr abilities.

Slow, Weakness, Silence, Drain, or Paralyze.

You may Purge your Chosen Burden after half of its normal duration. A "Short" will be after 5 Seconds, a normal duration will be after 150 Seconds. Permanents are not affected by this skill.

Additionally, gain the Diagnose Damage skill.

FAMILIAR PAIN (5CP)

Pre-req: Martyr, Chosen Burden

Once per Refresh

Verbal: Resist

Delivery: Defense

May be used in response to your Chosen Burden.

PAIN OF OTHERS (5CP)

Pre-req: Martyr

5 Seconds of Focus, Once per Refresh

Verbal: Heal X Damage and inflict X Damage to Self by Blood

Delivery: "Touch"

X may not exceed the Martyr's current Vitality or the damage currently on the target. If for any reason either the heal or damage infliction fail, both fail. The inflicted damage is considered called damage and can cause the Martyr to become unstable.

FREE FROM BURDEN (10CP)

Pre-req: Martyr

Once per Day

Verbal: Purge All by Blood

Delivery: Self

Effects you can Purge are Slow, Weakness, Silence, Drain, or Paralyze.

BURDENS OF OTHERS (5CP)

10 Seconds of Focus, Lesson

Pre-req: Martyr, Chosen Burden

Verbal: Cure (Burden) by Blood and Inflict (Burden) to Self

Delivery: "Touch"

If for any reason either the cure or the inflict fail, both fail. The same Burden cured must be the one inflicted.

You may take on multiple Burdens if the Burden does not prevent you from using this skill (Slow, Weakness, and Silence).

ADDITIONAL BURDEN (5CP)

Upgrade

Pre-req: Martyr, Chosen Burden

Select an additional effect from Chosen Burden. It is also considered your Burden for all Martyr abilities, however, a given ability may only utilize 1 Burden at a time.

Embodying the concept of sacrifice, the Martyr has hardened themselves against common perils so not only do they suffer less, but can help others endure them more readily. Martyrs can shrug off the effects of their chosen burden with ease, making them both relentless foes and welcome saviors.

MEDIUM (5CP)

SEANCE (0CP)

Passive

Pre-req: Medium

You may receive visions from Spirits in the area. Bear in mind, not all entities that take notice have good intentions.

Your Spirit Count is increased by an additional 60 seconds.

OF SOUND MIND AND BODY (5CP)

Pre-req: Medium

Once per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to an attack done by the Dream OR Blood Source.

SPEAK WITH DEAD (5CP)

Pre-req: Medium

Once per Refresh

Verbal: By my Gesture, Expose Spirit

By my Gesture, Speak to Spirit

Delivery: Gesture

If there is no response this ability is unspent. If there is an affirmative response, you may immediately use "Speak To". Even if you choose not to use the Speak To on the confirmed Spirit, the ability is spent.

Some Spirits, particularly aggressive or powerful Spirits, may attempt to throw off this compulsion after a time.

FUTURE SIGHT (10CP)

Pre-req: Medium

Once per Day

Verbal: Avoid

Delivery: Self

May be used in response to any Weapon, Packet, or Ambient attack.

BRUSH WITH DEATH (5CP)

Pre-req: Medium

Lesson

Verbal: Short Weakness by Dream

Delivery: Packet

LAST RITES (5CP)

Pre-req: Medium

10 Seconds of Focus, Discipline

Verbal: Sever Spirit and Heal 2 to Self by Dream

Delivery: Packet

Spend 10 seconds of Focus beside the body roleplaying something similar in form to prayer or funeral rites before delivering this effect.

With strange connections to the spirit world and the afterlife, Mediums can gain insight and power over the worlds of the living and the dead. It is not uncommon for Mediums to experience visitations of those that have passed, and gain unexpected knowledge about the future.

PRELATE (5CP)

This is an Implement Header that utilizes a Holy Symbol prop. In order to use any of the skills from this Header, the prop MUST be utilized. You may only utilize one Implement at a time.

Please see Implement Rules on pages 125-126 for utilization guides, safety guidelines, and size specifications.

When purchasing this Header, select the Light or Shadow Source. Skills in the Prelate Specialization Header that have a non-defined (Source) use this Source. This choice may not be altered.

ARROW OF CONVICTION (0CP)

10 seconds Focus*

Pre-req: Prelate

Verbal: 1 Damage by (Source)

Delivery: Packet

You must spend 10 seconds of stationary Focus with a single packet in an otherwise empty hand held in front of your upper torso. Additional hand movements or verbal components are encouraged, but not required. The chosen method should remain as consistent as possible. You may move after the Focus is complete and the packet remains "charged" so long as it remains in your hand. You may only have one packet "charged".

This damage cannot be increased in any way, with the exception of the Sorcerer ability Latent Power.

DIVINE INSIGHT (5CP)

Pre-req: Prelate

Once per Refresh

Verbal: Avoid

Delivery: Defense

May be used in response to a Melee attack.

QUELL THE CHAOS (5CP)

Pre-req: Prelate

Once per Refresh

Verbal: By my Gesture, Repel to Creature of Chaos

Delivery: Gesture

HOLY RADIANCE (10CP)

Pre-req: Prelate

Once per Day

Verbal: By my Gesture 5 Damage and Short Repel by (Source)

Delivery: Gesture

HOLY STRIKE (5CP)

Pre-req: Prelate

Lesson

Verbal: 3 Damage by (Source)

Delivery: Weapon

Gain two uses of the weapon attack when you use this lesson.

BLESSED STRIKE (5CP)

Pre-req: Prelate

Discipline

Verbal: Grant Melee Attack, 4 Damage by (Source)

Delivery: Packet

While many who rely on faith focus on support roles, Prelates wield their faith as a weapon, honing their belief into a deadly assault. Standing as guardians against the void, their faith is their weapon against the forces of Chaos and those who would harm Creation.

PUGILIST (5CP)

Pugilist abilities may only be used while wielding only natural weapons and wearing no armor.

IRON BODY (0CP)

Pre-req: Pugilist

Passive

Verbal: Reduce

In response to a Destroy Weapon effect, you may instead take 1 damage.

RELOCATE (5CP)

Pre-req: Pugilist

Once per Refresh

Verbal: Purge Maim

Delivery: Defense

SIDE STEP (5CP)

Pre-req: Pugilist

Once per Refresh

Verbal: Avoid

Delivery: Defense

May be used in response to a Melee or Packet attack.

PRESSURE POINT (10CP)

Pre-req: Pugilist

Once per Day

Verbal: 0 Damage, Paralyze

Delivery: Weapon

You may use a series of attacks to land a devastating strike. In order you must swing: 0 damage, 0 damage, Paralyze. All three attacks must be against the same enemy.

If an attack misses or is blocked with a weapon, this chain ends immediately. If a strike is defended against (parry, avoid, etc) continue on to the next strike in the sequence.

The Paralyze is not expended until you swing the final strike, or end of combat.

THE OL' ONE, TWO (5CP)

Pre-req: Pugilist

Lesson

Verbal: 2 Damage

Delivery: Weapon

Gain two uses of the weapon attack when you use this lesson.

DISLOCATE (5CP)

Pre-req: Pugilist

Discipline

Verbal: Short Maim and Agony

Delivery: Weapon

Sometimes called martial artists, monks, or brawlers, Pugilists fight with their fists to deadly effect. Their training teaches them to be light on their feet, be able to endure blows that would cripple another, and strike with the force and power of any forged weapon.

PURIFIER (5CP)

When purchasing this Header, select the Corruption or Disease Source. Skills in the Purifier Specialization Header that have a non-defined (Source) use this Source. This choice may not be altered.

ACQUIRED RESISTANCE (0CP)

Pre-req: Purifier

Passive

Verbal: Reduce

You may reduce by 1 any damaging attack done by the Chosen Source. This may not reduce the damage below 1.

THE ENEMY'S TOOLS (5CP)

Pre-req: Purifier

Once per Refresh

Verbal: Absorb and Heal 2 to Self OR Absorb and 3 Damage by (Source)

Delivery: Packet

May only be used in response to an attack done by the Chosen Source. At time of Absorb, choose to make it a self heal or make a packet attack in immediate response. The triggering damage or effect is negated.

UNBLEMISHED (5CP)

Pre-req: Purifier

Once per Refresh

Verbal: Avoid

Delivery: Defense

May only be used in response to an Ambient attack done by the Corruption OR Disease Source.

CONDEMNATION (10CP)

Pre-req: Purifier

Once per Day

Verbal: By my Gesture, 5 Damage by Light

Delivery: Gesture

This can be used in response when you witness the use of an attack with the Corruption OR Disease Source. You can then immediately use this attack on whoever delivered the witnessed attack.

GUARDING LIGHT (5CP)

Pre-req: Purifier

Lesson

Verbal: Grant Corruption Defense by Light, Resist OR Grant Disease Defense by Light, Resist

Delivery: Packet

REDIRECTED SCOURGE (5CP)

Pre-req: Purifier

Discipline

Verbal: Remove (Effect), 2 Damage by (Source)

Delivery: Packet

May only be used in response to an effect done by the Chosen Source. Upon removal, immediately gain the ability to use a packet attack 2 Damage by (Source).

This does not apply to traits inflicted by the Chosen Source. This cannot be used to Remove Death.

By accepting the light of the Divine within them, Purifiers strengthen themselves against the weapons of the Profane. While disease and corruption seek to weaken and destroy Creation and the Gifted, Purifiers stand ready to combat these forces at the source, removing their influence and turning their power back against those that wield them.

RANGER (5CP)

Ranger abilities may only be used while wielding a bow or crossbow.

IRONWOOD (0CP)

Passive

Pre-req: Ranger

Allows you to block melee attacks with your ranged weapon phys-rep. After blocking, you must spend 30 seconds of Focus to "restring" your bow before you can fire ranged attacks from it again. Use of this ability requires an appropriately padded phys-rep.

TACTICAL DIVE (5CP)

Pre-req: Ranger

Once per Refresh

Verbal: Avoid

Delivery: Defense

May be used in response to any Packet attack.

MARK PREY (5CP)

Pre-req: Ranger

Once per Refresh

Verbal: By my Gesture, Expose (Creature)

Delivery: Gesture

Valid Creature Types to Expose are Animal, Amalkin, Creature of Chaos, Construct, Dwarf, Elemental, Elf, Goblinoid, Human, Khesta, Lizardfolk, Orc, Undead.

OVERDRAW (10CP)

Pre-req: Ranger

Once per Day

Verbal: 10 Damage

Delivery: Ranged Weapon

ACCURATE SHOT (5CP)

Pre-req: Ranger

Lesson

Verbal: 3 Damage

Delivery: Ranged Weapon

Gain two uses of the weapon attack when you use this lesson.

HUNTER'S STRIKE (5CP)

Pre-req: Ranger

Discipline

Verbal: 5 Damage to (Creature)

Delivery: Ranged Weapon

If this creature was positively exposed by Mark Prey, you may increase the damage from 5 to 8.

Valid Creature Types are Animal, Amalkin, Creature of Chaos, Construct, Dwarf, Elemental, Elf, Goblinoid, Human, Khesta, Lizardfolk, Orc, Undead.

Also called hunters, trackers and scouts, Rangers are the champions of the wilderness, able to use their bows as keenly as their senses. With the intuition to identify their prey, they can also take advantage of weak spots, unleashing deadly attacks against those they have stalked and hunted.

REGENERATOR (5CP)

REGENERATION (0CP)

Pre-req: Regenerator

Passive

Verbal: Increase by 1

Delivery: Self

Any time you are affected by Healing, increase it by 1.

DISREGARD (5CP)

Pre-req: Regenerator

Once per Refresh

Verbal: Reduce to 5

Delivery: Defense

May be used in response to a Maim OR Paralyze effect.

SELF-INFLICTED (5CP)

Pre-req: Regenerator

Once per Refresh

Verbal: Purge Root and Maim Leg

Delivery: Self

The maim can be reduced by Disregard.

SURVIVE (10CP)

Pre-req: Regenerator

Once per Day

Verbal: Reduce to 25 Damage

Delivery: Defense

May only be used in response to a Death effect. Note that this may not be used in response to bleeding out.

INFIRM FLESH (5CP)

Pre-req: Regenerator

Lesson

Verbal: Short Weakness by Blood

Delivery: Weapon

TOUGHNESS (5CP)

Pre-req: Regenerator

Passive

Gain 1 additional Vitality.

Having tapped into their body's healing abilities to a supernatural level, Regenerators are able to endure pain and suffering like no other, even able to turn death itself aside. Regenerators are tough to wound, easy to heal, and can stand at the center of any defensive line with ease.

SAW-BONES (5CP)

NO PAIN, NO GAIN (0CP)

Pre-req: Saw-Bones

Passive

Verbal: Heal X and Agony by Light

Any time you cast Healing Light, you may increase it by 1 and chain agony to target.

SET THE BONES (5CP)

Pre-req: Saw-Bones

Once per Refresh

Verbal: Purge Maim and Agony to Self

Delivery: Defense

SLOW METABOLISM (5CP)

Pre-req: Saw-Bones

Once per Refresh

You can drink a potion in advance, and take it as a Grant.

It is not expended until used or another Grant takes its place.

RESTRAIN THE PATIENT (10CP)

Pre-req: Saw-Bones

Once per Day

Verbal: Double Maim Arm

Delivery: Packet

FUNNY BONE (5CP)

Pre-req: Saw-Bones

Lesson

Verbal: Agony by Blood

Delivery: Packet

Gain two uses of the packet attack when you use this lesson.

SCALPEL INCISION (5CP)

Pre-req: Saw-Bones

Discipline

Verbal: Waste 4 Vitality

Delivery: Weapon

While most healers rely entirely on divine magic or alchemy, Saw-Bones have created a combination of the two, bolstering both their healing abilities and to exploit the inherent weakness in others. Saw-Bones are often spurned in “polite” society, but are invaluable in prolonged campaigns, able to eke every drop of healing out of an alchemical mixture or even their own divine touch.

SHEPHERD (5CP)

NAME FLOCK (0CP)

Passive*

Pre-req: Shepherd

Verbal: Imbue trait ("___")

Delivery: Packet x2

At the start of each day, you can assign other characters to your Flock. Be sure to let the Flock member know this trait fades when they go to bed.

You may choose what custom trait is imbued. But it must be the same each time this effect is delivered. This trait may be delivered to up to 2 different targets each time this ability is used.

You may now replace the blank ("___") with the custom trait in other Shepherd abilities for that cycle.

No person may be a member of 2 different Flocks.

TESTIFY (5CP)

Pre-req: Shepherd

Once per Refresh

Verbal: Resist

Delivery: Defense

May only be used in response to a Silence effect.

KNOW THEM EACH BY NAME (5CP)

Pre-req: Shepherd

Thrice per Refresh

Verbal: By my Voice, Expose "___"

Delivery: Voice

The expose can only be used on your own Flock.

RESCUE (10CP)

Pre-req: Shepherd

Once per Day

Verbal: By my Voice, Heal 5 to "___" by Light

Delivery: Voice

This can only be used on your own Flock.

CONSTANT CARE (5CP)

Pre-req: Shepherd

Lesson

Verbal: By my Voice, Heal 1 to "___" by Light

Delivery: Voice

This can only be used on your own Flock.

SHEPHERD'S GUIDING TOUCH (5CP)

Pre-req: Shepherd

Discipline

Verbal: Heal 4 to "___" by Light

Delivery: Packet

This can only be used on your own Flock.

While overlooking their chosen flock, there is no greater ally than a Shepherd. Able to call upon healing magic with their voice alone, they keep those in their charge alive by simply overseeing their hardships and calling for their safety.

SKIRMISHER (5CP)

Skirmisher abilities may only be used while wielding two Weapons which must each be Small or Hand.

OPPORTUNITY STRIKES (0CP)

Pre-req: Skirmisher

Passive

If you deliver any called damage from behind, you may increase the damage by 1. This also applies to melee skills that Waste Vitality.

OFF-HAND BLOCK (5CP)

Pre-req: Skirmisher

Once per Refresh

Verbal: Guard

Delivery: Defense

You must Guard the first two Called Melee attacks you are struck with.

SWORDS AKIMBO (5CP)

Pre-req: Skirmisher

Once per Refresh

Verbal: X Damage

Delivery: Alternating Weapon

You may use a series of attacks of increasing power. In order you must swing: 2 Damage, 3 Damage, 4 Damage.

These must be delivered off alternating weapon hands. If an attack misses or is blocked with a weapon, this chain ends immediately. If a strike is defended against (parry, avoid, etc) continue on to the next number.

GRIM RESOLVE (10CP)

Pre-req: Skirmisher

Once per Day

Verbal: Heal 5 to Self and Refresh 1 (Core Resource)

Delivery: Weapon

Once you have delivered a successful death strike three count, you can activate this ability.

SLASHING STRIKE (5CP)

Pre-req: Skirmisher

Lesson

Verbal: 2 Damage

Delivery: Weapon

Gain three uses of the weapon attack when you use this lesson.

TWIN BLADE (5CP)

Pre-req: Skirmisher

Discipline

Verbal: 3 Damage

Delivery: Alternating Weapon

Gain two uses of the weapon attack when you use this discipline but it must be delivered by alternate weapon hands. You cannot deliver the second attack with the same weapon.

When two lines of combatants meet, it is often the Skirmishers, able to move along the outside flanks, that can turn the tide of a battle. With weapons in both hands, they rely on quick reactions and precision strikes, to lay low even the most powerful foes, often before they even know what hit them.

SORCERER (5CP)

This is an Implement Header that utilizes a Wand or Scepter prop. In order to use any of the skills from this Header, the prop MUST be utilized. You may only utilize one Implement at a time.

Please see Implement Rules on pages 125-126 for utilization guides, safety guidelines, and size specifications.

LATENT POWER (0CP)

Pre-req: Sorcerer, Arrow of (Variable)

Passive, Upgrade

When using the Arrow spell from any Header, you may increase the damage from 1 to 2. This is the only exception in which Arrow can be increased. This damage cannot be increased beyond 2 in any way.

DENIED (5CP)

Pre-req: Sorcerer

Once per Refresh

Verbal: Resist

Delivery: Defense

May be used in response to a Packet attack.

MAGICAL BINDING (5CP)

Pre-req: Sorcerer

Passive

Gain the ability to bind an additional Magic Item for Sorcerer specific Magic Items. (Note: characters can normally bind only 3)

Relying more on natural arcane affinity than dedicated study, Sorcerers can focus their magic through a wand or scepter to create surprising results. While they may lack the versatility of a studious master of the arcane, Sorcerers rely on a brute force approach to accomplish their goals and see them through difficult challenges.

OVERWHELMING MAGICAL TALENT (10CP)

Pre-req: Sorcerer

Once per Day

Verbal: By my Gesture, 5 Damage and Slam by Arcane

Delivery: Gesture

Note: Slam is an instant effect and the gesture breaks once the target takes the effect.

ARCANE PUMMELING (5CP)

Pre-req: Sorcerer

Lesson

Verbal: 3 Damage by Arcane

Delivery: Packet

Gain two uses of the packet attack when you use this lesson.

GREAT POTENTIAL (5CP)

Pre-req: Sorcerer

Discipline

Verbal: 5 Damage by Arcane

Delivery: Packet

WIZARD (5CP)

This is an Implement Header that utilizes a Spell Book prop. In order to use any of the skills from this Header, the prop **MUST** be utilized. You may only utilize one Implement at a time.

Please see Implement Rules on pages 125-126 for utilization guides, safety guidelines, and size specifications.

PREPARED SPELLS (0CP)

Pre-req: Wizard, Arcane Arts

Passive

After each refresh, your first two Minor Spells from the Arcane Arts Header are free to cast.

COUNTERSPELL (5CP)

Pre-req: Wizard

Once per Refresh

Verbal: Resist

Delivery: Defense

May be used in response to a Packet attack.

ARCANE SPLICING (5CP)

Pre-req: Wizard, Read Arcane Scroll

Once per Refresh

Verbal: Grant Double (scroll verbal)

Delivery: Packet

You may double the grant effect of an Arcane scroll when expending it.

For example, a "Grant Repel by Fear" will become "Double Repel by Fear" when cast.

The learned mage huddled over their book of spells, a Wizard is able to use their books to supplement their own magical abilities, adding versatility and durability to their repertoire. Being able to harness mana from the air and focus it through their arcane tomes, a Wizard will often surprise their foes with how much power they can call upon, and how efficiently they can wield it.

SPELL SURGE (10CP)

Pre-req: Wizard, Arcane Arts

60 Seconds of Focus, Once per Day

Verbal: Refresh 2 Mana

Spend 1 minute of Focus roleplaying sitting, kneeling, and recovering your energy. At the end of the 1 minute, you can refresh 2 Mana.

MAGIC MISSILE (5CP)

Pre-req: Wizard

Lesson

Verbal: 2 Damage by Arcane

Delivery: Packet

Gain three uses of the packet attack when you use this lesson.

BARRIER (5CP)

Pre-req: Wizard

Discipline

Verbal: Grant Packet Defense by Arcane, Resist

Delivery: Packet

RITUAL ARTS

THE GAME OF FATE (5CP)

Header

Pre-req: None

You can cast Arcane and Divine Rituals. See pages 145-148 for rules on how to play the Game of Fate.

As a Ritualist, you may have as many rituals in your possession as you please. When you perform The Game of Fate, the target Ritual becomes "prepared", and takes a preparation slot. You may cast a prepared ritual as many times as you meet the criteria (such as components) per Cycle.

A Ritualist may "prepare" up to three different rituals in this manner. Once a preparation slot has been filled, you may not change it during the event. Preparation slots reset between Cycles.

You may choose to use an Essence to perform The Game of Fate on a ritual you do not have prepared. This does not become a prepared ritual. A ritual done this way cannot reach Critical Success.

PREPARATION SLOTS (5CP)

Pre-req: The Game of Fate

Allows the ability to prepare one more ritual. This can be purchased a total of two times, for a maximum total of five ritual preparation slots.

DRAW PILE (0CP)

Passive

Pre-req: The Game of Fate

The Ritualist's Draw Pile is built from 7 cards.

DRAW PILE II (3CP)

Upgrade

Pre-req: Draw Pile

The Ritualist's Draw Pile is built from 11 cards.

DRAW PILE III (5CP)

Upgrade

Pre-req: Draw Pile II

The Ritualist's Draw Pile is built from 16 cards.

DRAW PILE IV (8CP)

Upgrade

Pre-req: Draw Pile III

The Ritualist's Draw Pile is built from 22 cards.

PILLARS (0CP)

Passive

Pre-req: The Game of Fate

The Ritualist has 1 Pillar available for play.

PILLARS II (8CP)

Upgrade

Pre-req: Pillars

The Ritualist has 2 Pillars available for play.

PILLARS III (10CP)

Upgrade

Pre-req: Pillars II

The Ritualist has 3 Pillars available for play.

ARCANA START (3CP)

Passive

Pre-req: The Game of Fate

During preparation, draw one card at a time from the Remaining Cards. Discard any Suit card to the Discard Pile. If an Arcana is drawn, stop drawing and place the Arcana face down on top of the Draw Pile.

IMPROVED ARCANA START (5CP)

Upgrade

Pre-req: Arcana Start

When using Arcana Start, continue the process until a second Arcana has been placed on top of the Draw Pile.

MULTIPLE CARD DRAW (3CP)

Passive

Pre-req: The Game of Fate

When playing the Game of Fate, you may draw 2 cards from the Draw Pile, at the same time, and then play them in any order. All drawn cards must be played.

IMPROVED MULTIPLE CARD DRAW (5CP)

Upgrade

Pre-req: Multiple Card Draw

When using Multiple Card Draw, instead draw 3 cards. All drawn cards must be played.

COOPERATIVE CASTING (5CP)

Passive

Pre-req: The Game of Fate

Two Ritualists may participate in the ritual. Both Ritualists must have this skill or a higher Cooperative Casting skill level.

COOPERATIVE CASTING II (4CP)

Upgrade

Pre-req: Cooperative Casting

As Cooperative Casting, but up to 3 Ritualists may participate.

COOPERATIVE CASTING III (3CP)

Upgrade

Pre-req: Cooperative Casting II

As Cooperative Casting, but up to 5 Ritualists may participate

COOPERATIVE CASTING IV (2CP)

Upgrade

Pre-req: Cooperative Casting

As Cooperative Casting, but up to 7 Ritualists may participate.

RITUAL SAFE SHUTDOWN (4 CP)

Passive

Allows the ritualist to stop the ritual at any time and get the "Failure" result, to avoid a "Critical Failure." The ritualist can only use this skill if at least five cards remain in the draw pile, and will be refunded either 1 colored korba from the cost of the ritual for each card that remains in the draw pile, or 1 dose of korba for every five cards that remain. This skill costs 1 Essence to use.

RITUAL SAFE SHUTDOWN II (3 CP)

Upgrade

Pre-Req: Ritual Safe Shutdown

Improves the Ritual Safe Shutdown skill to be able to be used until only three cards remain in the draw pile.

RITUAL SAFE SHUTDOWN III (2 CP)

Upgrade

Pre-Req: Ritual Safe Shutdown II

Improves the Ritual Safe Shutdown skill to be able to be used until only one card remains in the draw pile.



SECTION IV: ECONOMY & TILES

COINS

The world of Lione Rampant is rich with many various resources, and thus our game has a thriving economy. Lione Rampant uses two coins; silver and gold. One gold piece (gp) is worth ten silver pieces (sp).

Silver and gold pieces are more commonly referred to as a "Mercy" and a "Judgment" respectively by the denizens of Creation.

BASIC ITEMS

Most equipment in Lione is not represented by an item tag. Weapons, shields, clothing, packs, bedding, drinking horns, or the like can all be carried freely, and are considered to have no in-game value. Many other items are represented by an item tag.

Armor and magical items have tags to represent them. Item tags can be found as treasure, or purchased from merchants.

STARTING EQUIPMENT

A new Player Character begins the game with 5 Judgements. The following items can be purchased using this coin to have as starting equipment.

- Light Armor (10 Mercies)
- Medium Armor (25 Mercies)
- Heavy Armor (5 Judgements)

KORBA

Korba is the magical material that is the basis of all magical and divine rituals, the creation of many magical items, and, through divine rites, fuels the success of the churches. Korba can either be found in its true form, or in solid crystals. However, processes have been created to help with Korba trade.

The less potent "planar korba" - or colloquially referred to as "colored korba" - that comes in varying colors and have planar associations to them are processed in a way that its inherent magical properties are measured into standardized units, as tokens.

In its true form, one dose, or dram, of Korba (pure) will typically cost 10 Judgments, but that price can vary depending on demand and availability in a local area. Planar korba is about one tenth as powerful as a dose of

pure Korba, and is therefore about one tenth of the price, 10 Mercies, but certain colors can be more or less expensive in certain areas of the world, again depending on availability and demand.

Planar korba is typically found in mineral deposits, both on the surface and in mines. Pure Korba is said to be a refinement of planar korba through a highly secretive alchemical process, but some speculate there are natural reserves as well, hidden by the more connected Circles and merchant conglomerates, though the fractured state of the world have made this a wild theory.



COMPONENTS

Components are small physical items with an identifying tag attached. They can either be Organic or Inorganic, and come in three tiers: Common, Fine, and Superb. Alchemists (Apothecary and Poisoner) utilize organic components. Crafters and Enchanters utilize inorganic components. They use these to empower and reinforce their abilities to make them more potent.

Common components can cost as little as 5 Mercies, Fine components are between 2 and 3 Judgements, and Superb can be upwards of 5 Judgments, depending on the availability and demand.

MAGIC ITEMS

You may bind to a maximum of 3 magical items during an event.

A player may have as many magic items in their possession as they please. When a magic item is used, at any point during the event, it will "bind" to the player. A player may bind to a maximum of three magic items during an event (with the exception of Sorcerer's with the skill Magical Binding). That magic item may be used freely for the rest of the event.

When a player binds to an item, no other player can bind to that item for the game. Once a magic item is bound, it cannot be changed, even if the magic item is lost or stolen in game. Magic item binds reset between Cycles.

DURATION

Some items have a temporary effect, and their special properties fade over time. When an item has a temporary duration, an expiration date will be on the identification card. Items lose their properties and value after that date.

LOCKS, KEYS AND PICKS

Locks are non-numbered items (represented by miniature padlocks, usually small diary locks).

Locks come in four categories: Basic (which are green), Standard (which are yellow), Complex (which are red), and Master (which can be any other color). When a lock is created, a key of the matching color is created. Locks are consumable items - they can be locked in place once, and then opened once (either by key or by being picked), and

are then discarded. Keys are also consumed when used, and can be used to open any lock of the same color (so any Green key can be used to open any Green lock).

Lock picks are a prop requirement handled by the player. You must bring your own props, and will physically need to pick them.

Locks can only be applied to portable items - a chest can be locked, a door or a window cannot. Locks will remain in place indefinitely (until opened).

Locks and Safety

It is critically important that locks are not applied to cabin doors, the tavern doors, or anything that can keep someone from passing through. While the physreps we have chosen are not particularly strong, and would likely be easily broken if forced, any attempt to lock a door is a potential fire hazard and safety risk. This is why locks cannot be put on doors, and any attempt to do so is a violation of the rules.

TILES

Tiles are a mechanic in the game, in which wooden blocks can be flipped over to reveal additional information about a scene. There are four variants of tiles:

Blue tiles contain information of magic, ritual, or evidence of arcane effects. Requires **Mystic Sight** to read.

Green tiles contain information about the environment, including natural phenomena, and evidence of wildlife. Requires **Naturalist** to read.

Red tiles contain information about recent tracks, evidence of hiding places, and can even warn of ambush. Requires **Tracking** to read.

White tiles are unique, and all players have the ability to read them, as long as the player has the specific Header or Trait required and contain specialized information. If the white tile is unspecified, they can be read by anyone and contain general information.

SECTION V: WEAPONS & SHIELDS

INTRODUCTION

As the art of LARP has progressed, the techniques used to construct safe and effective weapons have grown more sophisticated and more varied. As such, we no longer publish instructions on how to construct weapons. Instead, we post guidelines detailing the requirements needed to pass our weapon check. While we do not intend to discourage our players from learning how to construct their own weapons, we encourage new players to obtain weapons from or to seek the advice of experienced weapon makers rather than trying to construct weapons from a set of written instructions we might provide.

Included you will find:

- Legal Weapons Types
- Recommended LARP Weapon Vendors
- Inspection Procedures
- Weapon Colors
- Weapon Length Requirements
- Specific Weapon Guidelines
- Archery Specifics
- Shield Regulations
- Implement Construction and Rules
- Spell Packet Construction Instructions
- Advanced Weapon Construction Info

LEGAL WEAPON TYPES

Players are encouraged to construct their own weapons; weapon color, length, and other guidelines that apply will be outlined throughout this section. At LIONE we encourage the use of Sock, Duct tape-style, and Plastic Dip weapons. With stricter guidelines for inspection, latex weapons are also allowed on a case-by-case basis.

Sock Construction: These weapons are constructed with kite pole cores, custom fitting foam, and have a crafted hilt or haft with a sock fitting over the blade or striking surface.

Duct Tape Construction: These weapons are constructed in the more traditional way with graphite core, pvc handles, open cell foam thrusting tips and pipe foam blade and pommel. The duct tape overlay creates a sealed layer. We ask members to continue upkeep and repair on these weapons.

Plasti-dip Constructed Weapons: Are allowed only if they adhere to our guidelines for weapon foam thickness and have soft rounded thrusting tips. These weapons are time-consuming as they require sanded foam, DAP glued

blades and thrusting tips, and multiple layers of thinned plasti-dip before they are painted. Experienced weapon makers can make beautiful weapons using these techniques.

Latex: We sometimes allow latex weapons, so if you wish to introduce one of these weapons as a playtest you should contact us via email before the event. These weapons vary in quality, and can often be unsafe in regards to having the foam thickness or tip construction to pass safety inspections. They may be approved for use on a case-by-case basis pending onsite inspection. Because these weapons depend on the lightest touch to remain safe, we do reserve the right at ANY point during an event to revoke a latex phys-rep, even if it initially passed inspection, and no longer allow the use of said weapon.

Safety is the primary concern for all of these. The Inspection subsection will go into further detail about how safety is maintained.

RECOMMENDED LARP VENDORS

For those that do not feel comfortable creating their own boffer weapons, there are many different websites that sell constructed boffer weapons. Below are our top three recommendations.

LIONE proudly utilizes [Thunder Scale Armory](#) as our main boffer weapon crafter. A member of our own community with over a decade of weapon crafting experience, excellent quality and a focus on unique and individual design of each weapon, we highly recommend.

A staple of the New England LARP community, [B3 Imagination Studio](#) is the leading company for "sock-style" boffer weapons. With decades of experience and assured quality, they have both numerous and easy-to-select options, we highly recommend.

At LIONE, we encourage the use of Sock, Duct tape-style, and Plastic Dip weapons, but for those interested in latex, we recommend [Epic Armory](#) (this link leads to medieval collectables Epic Armory section, for US distribution). A well known LARP vendor, their quality has been tested over many years and is known to meet our safety standards most reliably. Still subject to case-by-case inspection.

A list of additional vendors and websites can be obtained by contacting the game via e-mail, or asking the community through our Social Media.

INSPECTION

Regardless of the construction technique, all weapons and shields must pass inspection by a LIONE Rampant Horizons staff at every event during the check-in process. All weapons deemed safe for use will receive an inspection band, which must remain affixed to the weapon during the event. The director will not only inspect every weapon for construction method but will also examine the weapon for degradation and length requirements. If deemed unsafe, a weapon will be prohibited from gameplay until the defect is remedied. If you do come to a LIONE Rampant Horizons event with a weapon of unapproved design, the possibility of your weapon being rejected is high.

Will my weapon pass inspection?

Here are the qualities we require before we approve a weapon for general use in the game.

~ The thickness of the foam on the striking surface of the weapon should be at least 5/8" around the core. We do allow for a flatter blade construction, but players using these types of weapons should not strike with the flat of the blade.

~ The thrusting tip should be soft foam and be flat or rounded. It should not be hard foam, and it should not be crafted so it comes to a point that is less than 90 degrees. Ideally, it should be rounded with no point at all.

~ A weapon should pass the "push the tip against my eye" test. If the weapon, when gently pressed against the eye, has a thrusting tip that is painful or potentially damaging then the weapon won't pass. This is what causes most latex weapons to fail inspection.

~ A weapon should have a soft enough striking edge that it cannot harm a player if it strikes them in the throat with force that might be generated by a running player.

~ The weapon cannot be too "whippy" – if we hold the end and shake it the weapon should not noticeably bend.

~ All weapons must adhere to the guidelines below to color, size, length, and striking surface proportion.

WEAPON COLORS

Weapons are color-coded for easy identification. Personal weapons may be decorated but the weapon type dictates what the dominant color must be. For instance, a blade blackened sword can be black with red grooves, runes, or trim, but the majority of the weapon's area must be colored black. When constructing weapons, it is important to use the following color conventions:

- Gray or **black** may be used for any part of a weapon made from metal (common duct tape color).
- **Brown** is used for any part of a weapon constructed from wood.
- **Red** is used for claws or other natural weapons.
- **Blue** is used for fists for unarmed combat skills (natural weapons for creatures and people without claws).
- *White* is used for all magical weapons (and is restricted for use on any other weapon type).

SPECIFIC WEAPON GUIDELINES

BLADES

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a crossguard or handguard, but the guard must be made entirely of pipe foam or the equivalent.

ONE-HANDED HAFTED

Axes, Maces, Hammers and Smashing Weapons.

An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open-celled foam at least 8" in length that extends at least 4" from the shaft, and looks like an axe blade.

A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 6" long that extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

As Lione Rampant: Horizon's genre is fantasy in the far flung future of a once post-apocalyptic landscape, we ask that more "modern" weapons try to adhere to the same proportions for safety.

STAVES

Staves are required to be padded across the entirety of the weapon, no matter the size. It also requires the proper core size to prevent 'whippiness' and have a thrusting tip on both ends.

WEAPON CONSTRUCTION LENGTHS

Weapon Type	Maximum Weapon Length	Minimum Padded Length	Minimum Grip Length	Minimum Weapon Length
Claw / Fist	30"	10"	4"	20"
Small Weapon	30"	10"	4"	20"
One Handed Hafted	46"	8"	8"	20"
One Handed Sword	46"	24"	6"	31"
One Handed Club	66"	30"	34"	45"
Polearm	72"	12"	16"	45"
Two Handed Sword	72"	38"	12"	51"
Staff	72"	N/A	N/A	50"
Small Thrown Weapon	12"	4"	N/A	4"
Rock (Thrown Weapon)	4-6" Diameter	4-6" Diameter	N/A	4-6" Diameter
Large Thrown Weapon	48"	30"	N/A	30"

***Minimum padded length is noted for minimum length of weapon. See relevant section for ratio of padding to grip/handle.**

TWO-HANDED CLUBS

These weapons represent weapons made entirely from wood. A club needs padding that covers just under 1/2 of its maximum length. Decorative additions must be open-cell foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam.

POLEARMS

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open cell foam that extends at least 1" from the shaft or another layer of pipe foam cut in half.

CLAWS

These weapons represent some kind of natural weaponry. Unlike other weapons, you cannot carry claws unless you have a magical or lineage ability to grow them, and you cannot hand them off to other characters. Characters who can use claws are assumed to be able to grow claws (ie. you have the props in hand and ready to fight) and retract

them (ie. you have put them away or do not have them in hand) as well.

A claw needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip.

Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw. Maim effects to the boffer do not count.

FIST/UNARMED

These weapons represent unarmed strikes. Unlike other weapons, you cannot hand them off to other characters. Characters who can use unarmed are assumed to be fast at weaving in and out of combat, hence their range being "extended" past their physical hands.

A fist needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip.

Fists are not affected by Disarm effects. If a fist is affected by a Destroy effect, the character will take a Maim effect to the limb holding the fist. Maim effects to the boffer do not count.

THROWN WEAPONS

All thrown weapons must consist 100% of thrusting foam or open cell. No hard objects may be added. Thrown weapons are not to be used for melee. And must adhere to the "eye" safety check.

Small thrown weapons that represent axes, hammers, daggers, and rocks must be made entirely of foam and covered with a single layer of tape. These weapons can be no longer than 12" in length and must have one dimension of at least 4".

Rocks should be round and between 4" and 6" in diameter. Small thrown weapons need not have item tags.

Large thrown weapons are used to represent javelins and short throwing spears. As with small thrown weapons, they may only be thrown and no rigid materials may be used in their construction. These larger weapons should be made of the foam tubing used in hand-to-hand weapon construction, covered with tape and must have a standard thrusting tip. It is allowed to place a small weight inside the foam behind the thrusting tip to make the weapon easier to throw, but the item can be no heavier than a standard C cell battery. These weapons must be at least 30" in length, but cannot exceed 48". Soft, collapsible fins may be attached if desired. Large thrown weapons must be inspected at every event at check-in.

ARCHERY

This skill allows the player to load and fire any crossbow or bow weapon for a base of 1 damage. Without this skill, the player does not have the minimum required knowledge needed to load the weapon, and are additionally not trained with the proper aiming and firing techniques of the weapon.

ARCHERY - WEAPON PHYS-REPS

We approve the use of 'packet bows'; bows that use packet projectiles that are made from padded PVC and bungee. Note, the limbs of the bow should not be under tension. The arrows are represented with packets. You must load the arrow, pull to your ear and release.

You may simulate a bow with a padded prop that does not have a bungee release. You must still act out "loading" the bow, "drawing" the packet back to your ear and then throw for each individual packet.

We do not allow any bow or crossbow phys-rep that fire

NERF style arrows, or NERF style darts, or other similar products.

Other weapons may be allowed on a case by case basis, as determined during weapon inspection, but may be rejected for any reason. Questions in regards to photos, may be directed to L8@lionerampant.com. We may not be able to guarantee a weapon will pass inspection without personally inspecting it, but we may be able to give a general idea if a specific item is considered generally acceptable.

All crossbow and bow phys-reps, as well as all ammunition, must be inspected at check-in of every event and must receive a weapon inspection tag prior to being used in-game.

READILY ACCEPTED "BUNGEE" PACKET BOWS:



SHIELD CONSTRUCTION

Shields come in many designs: Round, heater, oval, rectangle, and triangle to name just a few.

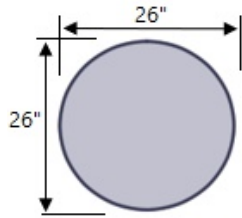
There are many types of shield shapes for the sake of individualization.

A regular shield, may not exceed a length of 36 inches*, at its angled length. All size limitations include the foam edging required on all design types.

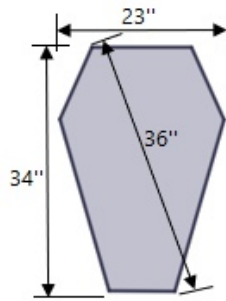
*With the exception of circle shields, which may not exceed a length of 26 inches.

The following table gives maximum dimensions for common shield shapes. Any unusually shaped shield will be judged individually and may be rejected even if it is within these size limitations.

MAX CIRCLE



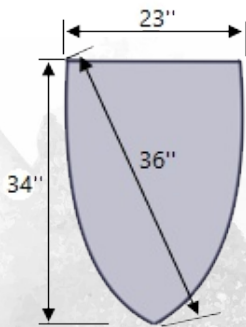
MAX COFFIN



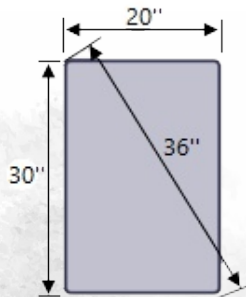
Shields		
Shield Shape	Vertical Maximum	Horizontal Maximum
Round	26"	26"
Rectangle	30"	20"
Heater/Oval/Coffin	34"	23"
Triangle	36"	36"

Diagonal Maximum 36" for all, except Round

MAX HEATER



MAX RECTANGLE



Variations will be allowed on a case by case basis. As with weapons, your alternative construction ideas should be discussed with a game official prior to the actual construction of the shield.

For further instructions on how to create a shield please contact L8@lionerampant.com.

IMPLEMENTS

INTRODUCTION AND RULES

Implements are non-boffer props required by some specialty headers (Confessor, Prelate, Sorcerer, Wizard) to use their abilities. **You may only have one Implement per Specialty Header, per Character.**

For the specialty headers that require an implement the implements **MUST** be utilized. This means the prop must be in hand and obvious. For skills that have a prep time and a delivery, the implement must be used for both prep time and delivery.

- Example: Prelate and Sorcerer must have their implement out during the 10 second Focus before casting their Arrow spell, and during the packet throw.

They function in some ways like a weapon phys-rep, but follow some modified rules for safety and protection of the prop.

- Implements must follow the size requirements specific to their individual specialty header, noted below in the construction subsection.
- Implements may not be used to make weapon attacks or block. An attack contacting the implement is treated as though it struck the arm holding it. PCs and NPCs should never attempt to hit an implement with a melee attack, missile, or packet.
- Implements may be disarmed and destroyed. A melee disarm striking the arm holding the implement disarms the implement. A melee destroy striking the arm holding the implement destroys the implement. Packet effects resolve as normal.
- In response to a disarm targeting the implement the wielder may call "Increase to Destroy" at will. This will increase the effect, but wielder may continue to hold the destroyed implement rather than dropping it and potentially damaging the prop.
- Destroyed implements offer no benefit, just like destroyed weapons.
- Implements may be repaired by any repair weapon effect or by Focusing for 3 minutes at a Haven.
- Implements occupy one hand. That same hand may not hold another object such as a weapon or shield. The implement hand may be used to hold packets, but not to throw them.
- Implements may not be integrated into another item such as a weapon or shield.

- Implements should not be easily confused with another item such as a weapon or shield.
- A character may not make use of another character's implement under normal circumstances.

CONSTRUCTION

Implements should be a unique reflection of their owner and significant customization in construction is encouraged. Size requirements for each implement are below. If you are considering a prop that is significantly larger, consult staff before making an investment. Safety will always be a top priority. Implements must go through weapons check and may be rejected for safety concerns. Consider the safety of your materials, edges, and points. Ask yourself, "will this be safe during a confused fight in tight quarters in the dark?" As always, contact staff if you are unsure.

Confessor Book or Scroll: When closed a book cover must be larger than the wielder's hand when held flat. A scroll must meet the same minimum size as a book when unfurled. A scroll must be open to at least this minimum size to grant any benefit.

Prelate Holy Symbol: Must be or depict a symbol of a LIONE deity. Flat depictions should be larger than the wielder's hand when held flat. For objects as holy symbols, contact L8 for approval.

Sorcerer Wand or Scepter: 8 to 16 inches in length.

Wizard Book: When closed the book cover must be larger than the wielder's hand when held flat.

SPELL PACKET CONSTRUCTION

According to official Accelerant guidelines: "The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches."

Spell packets must be made to very specific standards for both safety and durability. Spell packets will be inspected at check-in of every event and additionally may be inspected at any time during the game by a director or staff member. To assure that a player's packets will pass inspection, we suggest the following technique for their construction.

- 1) Take an 8" square of soft, durable, light-colored cloth (cloth of dark colors are prohibited for visibility).
- 2) Fill a standard shot-glass with small birdseed (**no**

sunflower seeds may be in the mix due to the sharp points of their shell). Note: There are no other legal spell packet fillings.

3) Pour the full shot-glass of birdseed into the center of the 8" square of cloth.

4) Pull the edges up and back to make a pouch in the center enclosing the birdseed.

5) Use rubber bands, string, tape, or needle and thread to close the packet. The "tail" of the packet may be trimmed to meet guidelines from there. Never wrap the tails of the spell packets with duct tape or apply other rigid substances such as glue or paste. Overall the packet head should be firm enough to maintain shape but not made so tight as to become compact.

6) Putting your initials on each packet makes them easier to identify and recover after combat.

Spell packets are in-game, referred to as "spell components" or "aura", meaning they can be stolen or taken from an incapacitated character. Without the necessary components, a spell caster is unable to cast spells. Even though each spellcaster makes personal packets, it is allowable for a character to use another character's packets.

ADVANCED CONSTRUCTION

If you do intend to learn how to construct your own weapons, here are the materials that are common in the construction of our LARP weapons.

.414 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a number of online vendors. Intended to be used as a kite pole, the core is light, durable, and has give. This is only appropriate for one-handed weapons with no head.

.505 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a number of online vendors. Intended to be used as a kite pole, the core is light, durable, and has give. One-handed weapons use the .505 diameter pole.

.610 Ultralight

This core is a thicker version of the spiral wound fiberglass tubing used for two-handed weapons.

Ultralight two-handed weapons require extra padding on the striking surface. The weapon should have at least 1" of foam padding on the striking surface of the weapon.

3/4" PVC

Although not ideal, this common core can be used in a pinch for one-handed weapons. It is too generally too heavy and whippy for anything longer than a short sword. You will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water or softening it if you are good with the heat of a stove or gas burner. CPVC usually has more whip than PVC.

1/2" PVC

This core is too whippy to use for longer weapons, but can be used for small weapons or even short swords. This material is not good for any other type of weapon.

Aluminum

This material has no give, so it cannot be used for one-handed weapons. The purpose of aluminum is to give two-handed weapons with older construction less whip. It has fallen out of use in favor of .610 spiral wound tubing.

Some older two-handed weapons use a 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be picked so the CPVC fits snugly into the aluminum. They should overlap about three inches and be secured together with an adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam.

Open Cell Foam

Weapon tips are generally constructed from open-cell foam. You can purchase this foam at most fabric stores. Tips are generally affixed to the end of the weapon with glue and reinforced with a small amount of tape before the weapon sock is put over the blade.

Small thrown weapons represent axes, hammers, daggers, and rocks. They must be made entirely of foam and covered with a single layer of tape. These weapons can be no longer than 12" in length and must have one dimension of at least 4".

Rocks should be round and between 4" and 6" in diameter. Small thrown weapons need not have item tags. Large thrown weapons are used to represent javelins and short throwing spears. As with small thrown weapons,

they may only be thrown and no rigid materials may be used in their construction. These larger weapons should be made of the foam tubing used in hand-to-hand weapon construction, covered with tape and must have a standard thrusting tip. It is allowed to place a small weight inside the foam behind the thrusting tip to make the weapon easier to throw, but the item can be no heavier than a standard C cell battery. These weapons must be at least 30" in length, but cannot exceed 48". Soft, collapsible fins may be attached if desired. Large thrown weapons must be inspected at every event at check-in.

APPENDIX 1: ACCELERANT

WELCOME

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

RULES OF ETIQUETTE

Rules of Etiquette are rules defined by spirit rather than literal text.

RULES OF ETIQUETTE

- ~ Abusive language or actions are not tolerated, whether they are in game or not.
- ~ Language or actions that are derogatory or that are deemed to be harassment are not allowed.
- ~ References to explicit sexual behavior or concepts, particularly violent ones, are not allowed.

GAME ACTIONS

All actions that you can take in game are defined by these rules, a staff person leading you to an encounter, or an information card.

ALWAYS IN GAME

- ~ Stay in game! There is no "out of game" except during emergencies.
- ~ If you don't want other players to know something in game, don't talk about it out of game.

CAUTION

This call indicates there is a safety issue near that person. If you are near the call you should pause until someone can get clear or fix a problem. You can move to another part of the encounter if you wish.

CLARIFICATION

This call indicates that someone needs a quick rules clarification to continue the action.

LET ME CLARIFY

The statement that follows this is true and should be considered an encounter briefing even though a game character is explaining it.

EMERGENCY

Drop to a knee. There is a rare medical issue that requires the game to stop.

Note: LIONE also uses the term "HOLD". It is identical to Emergency.

SAFETY RESTRICTIONS

NO PHYSICAL CONTACT

You cannot touch other players. "Touch" attacks are delivered by touching a packet to the shoulder or arm.

LIGHT SOURCES - LIONE ADDITION

Light sources in Lione can be flashlights, glow sticks, and glowing objects. We encourage the light sources to be as in game as possible, but safety is our main concern. Open flames such as torches, candles, tea lights are not permitted as a source of light away from the tavern and enclosed lanterns. We ask that light sources with a direct beam, such as flashlights, never be pointed away from the ground as they blind players. Red and green lights are encouraged, as they do not impact night vision as much.

SEARCHING A CHARACTER

Role play the searching motion with both hands held out and call out "I am searching you." The player reveals items you have found. The player may make a pouch available for you to reach into and take items.

SEARCHING - LIONE CLARIFY

You must have at least one hand completely free before stating "I am searching you", and must remain free during the entire process of searching (shield, weapon, natural weapon, packets, implement all count towards a full hand).

While you are searching you are considered to be Focusing. Anything that would break your Focus stops the search.

SEARCH FOR...

If you have a special skill, call out "Search for <Item Type>" to potentially reveal additional items. The target could call out an effect that you take.

CARRYING A CHARACTER

Tell the person "I pick you up" and role play carrying them along. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you may either take the effect or drop the body.

RULE OF ETIQUETTE

When you react to a game effect you may reposition yourself for safety or to avoid a hazard even if the effect incapacitates you.

NO ALCOHOL OR DRUGS

You cannot consume or be under the effects of alcohol or recreational drugs during game.

RULES RESTRICTIONS

There are three restrictions on your activities.

~ When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

~ If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed.

~ If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill.

PROP RESTRICTIONS

~ You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff.

~ You are not allowed to break, destroy, or take apart any prop.

~ Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

~ If an item has a red circle, it cannot be moved at all.

~ If an item has a yellow circle, the prop may be taken but it must be turned in at checkout.

~ If an item has a green circle, you can take the prop and hold on to it. A colored ribbon may be used to mark small items that don't have room for a sticker.

GAME ENVIRONMENT

The area of a game is called a site. Each site has specific boundaries and also may have game areas that cannot be entered unless you are directed by a staff character or you encounter a Gate.

OUT OF GAME AREAS

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game.

SPECIAL AREAS

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it.

GATES

Gates are marked with Christmas lights. White gates are open portals. If the lights are on, anyone may step through the gate. Colored gates are controlled by staff characters. If there is no guide you cannot enter the gate.

If you enter a free-standing gate, the guide will turn you to a spirit and lead you away. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form. The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign.

TURN BACK MARKERS

Areas marked with a glowing ring cannot be entered unless you have a guide leading you.

COMBAT

Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

VERBALS

Verbals are phrases called out as you deliver an attack. A verbal has an effect and a trait. The effect indicates how you must play when you are affected. The trait gives the effect flavor and determines which defenses and cures can be used with the effect.

Verbals are out of game calls. You must call your verbal even if you are affected by Silence.

You must listen for verbals and play out the effect. If you hear a verbal, your character also knows what happened.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.
- All called hits must be acknowledged with role play that makes it clear to attacker that you took the effect.

TRAITS

Characters may have traits. Traits associated with effects are called Attack Traits. Traits given to a character are called Character Traits.

"SOURCE" - LIONE CLARIFY

LIONE uses the keyword "Source" to refer to the Attack Traits. "3 Damage by Fire" would be a 3 Damage attack by the "Fire Source." This is synonymous with the Attack Traits.

DELIVERIES

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered.

MELEE ATTACKS

Melee attacks require special hand held padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two-handed weapon in order to use it in combat unless some game ability specifically states otherwise.

Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to roleplay full weapon swings where

the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head and neck, the hands, or the groin are illegal and are not counted.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

Skills and abilities that allow you to use called melee attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by role playing the effect or calling out a defense to negate the attack. The melee attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

THE FLURRY RULE

You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry, you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

If you experience someone not resetting their flurry, simply call "Flurry" as a reminder.

THE PROXIMITY RULE

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away.

CLAWS AND NATURAL WEAPONRY

Claw weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature. Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

PACKET ATTACKS

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target.

You cannot throw packets too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect.

If a packet clearly strikes a target and they do not acknowledge the hit with role play or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. You cannot deliver packet attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use such as a Maim effect or shackles.

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

Like melee attacks, any packet attack that has no verbal causes 1 point of damage. Packet attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Packet attacks that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

INCANTS - LIONE CLARIFY

Successful melee, missile, and packet attacks will interrupt your incant along with your verbal. If you are interrupted at any point from start of incant to verbal, the ability is not used up and attributes or their equivalent are not wasted, but you must begin the incant again.

RULE OF ETIQUETTE

If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body.

CONCENTRATE

Concentrate is a special plot verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out Concentrate and can throw a number of follow up packet attacks, including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks.

RULE OF ETIQUETTE

If a character using Concentrate is in a swirling fight where new combatants are coming into fighting range, then the caster should call out "Concentrate" each time they willingly switch targets so everyone in the fight knows what is going on.

MISSILE ATTACKS (PACKET)

Some games use packets that represent arrows or crossbow bolts. To differentiate missile attacks from normal packet attacks, the attacker has two additional requirements when attacking. First, you must have a prop in your free hand that is aimed at the target. Second, you must go through a firing motion for each missile attack. After your motion you throw the attack while still pointing at the target with your free hand.

Any missile attack that has no verbal causes 1 point of

damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious.

Like packet attacks, missile weapons cannot be used while you are being hit by a melee weapon unless you have the ability to use the Concentrate ability as described above.

Some skills that allow you to use a weapon or shield to block melee attacks also allow that defender to block missile attacks.

MISSILE ATTACKS (PROPS)

Some games require foam props for missile attacks. Foam missiles can be blocked by weapons or shields. Any foam missile attack that has no verbal causes 1 point of damage and are considered uncalled strikes. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

MISSILE - LIONE CLARIFY

Skills and abilities that allow you to use called missile attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by role playing the effect or calling out a defense to negate the attack. The missile attack is not used up if the attack misses, but is used if blocked with a weapon or a shield.

SPECIAL DELIVERIES

AFFLICTION

Touch a weapon or packet to the torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike.

GAZE

Meet someone's gaze for a full three seconds and call out or whisper "By My Gaze" followed by a verbal.

GESTURE

Point at an opponent with a hand or a weapon and call out "By My Gesture" followed by a verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as you point at them.

INSTANT EFFECTS - LIONE CLARIFY

When delivered by gesture, these effects occur and resolve with their normal duration (of instant): (Damage), Death, Destroy, Disarm, Grants, Inflictions, Sever Spirit, Slam, and Waste.

NAME

Call out "By Your Name," state the target's name, and call out a verbal. If the target knows you are talking about them then they should take the effect.

ROOM

Call out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers.

SEARCH RESPONSE

Call out an effect after someone searches you. If multiple people are currently searching you then all searching characters take the effect.

VOICE

Call out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

VITALITY

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike

successfully delivered to your torso will kill you.

If you are unconscious and you are unstable. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count.

Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious.

A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

UNCONCIOUS

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

RULE OF ETIQUETTE

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

DEATH

There are several ways you can be instantly killed.

DEATH STRIKE

Touch a weapon to the torso of an unconscious or immobile victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike. The victim must be unmoving. You cannot inflict a death strike on a body until it comes to rest after an attack, nor can

you inflict a death strike on a helpless but struggling victim.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

THE "DEATH" EFFECT

Any effect that successfully inflicts a Death effect kills you immediately.

MISHAPS

Special areas might cause you to perish if you are unfortunate enough to stumble into them. These areas will be marked or made clear to you during the course of the game.

SPIRITS OF THE DEAD

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

DEATH'S DOOR - LIONE ADDITION

In the world of Lione Rampant: Horizons, every sentient being is given five chances at life, referred to as Gifts. Once you assume spirit form after five minutes of death, you have lost one Gift. The powerful and heinous effect known as a "Sever Spirit" can be cast upon you during that five minute period, instantly forcing your spirit to leave your body and causing the immediate loss of a Gift. Once you are a spirit and have walked to the Death area - "Death's Door" - you will be summoned to an audience with Death. Death is a servant of the gods, and will often

interview the deceased. These interviews can range from brief to extensive, depending on Death's mood. Death can be a fickle entity but it has never been known to prevent someone from returning to the living before the loss of their fifth Gift. During the interview, you may petition Death to strip you of any Trait you may possess. This is most commonly used to be stripped of initiation to a particular deity but other Traits can be removed as well, albeit rarely. After the interview, Death will send the spirit back to the world of the living through consecrated ground. You are to walk to the shrine or temple Death directs you to as a spirit, then call "Voice to Self, Remedy Spirit Form by Death." You are now alive again, one Gift closer to Final Death.

People who have lost a Gift have traditionally been considered "purified" and thus, all of the transgressions of their previous Gifts are forgiven (though not forgotten). In most civilized lands, this tradition is upheld, preventing someone from being executed over and over for a past crime. Murdering someone that is freshly resurrected and purified is considered a truly heinous crime and may result in extraordinary punishment (such as banishment).

SPIRIT TETHER AND CEREMONY OF LIFE - LIONE ADDITION

While you are dead, but before the five minutes have passed, a "Spirit Tether" can be cast upon you. This powerful spell anchors your spirit to your body and thus, you do not assume spirit form. Instead, you are imbued with the Trait "Tethered," and your dead body can be brought to consecrated ground, where anyone with the trait "Initiate" of the same god the ground is consecrated to can perform a Ceremony of Life - **with the exception of Bellinger**. Initiates, Anointed, and Ascended of Bellinger cannot perform the Ceremony of Life (they can still use Spirit Tether).

This Ceremony is a five minute roleplay that calls forth divine energy to resurrect the dead and tethered person. After the five minutes, the Initiate may call "Voice to Tethered, Remedy Death by [the name of their deity]," which brings you back to life without the loss of a Gift. If a Tethered person is hit by a Sever Spirit, they do not instantly fade but instead begin a new five minute countdown. They can be Spirit Tethered again in that five minutes to prevent the loss of a Gift. Someone that was Tethered and did not lose a Gift is not considered purified and is typically still held accountable for any crimes or transgressions committed during their Gift.

In the rare case that you would rather be purified or do not wish to be Spirit Tethered, you may automatically refuse to accept the Tether. When you are hit by the Spirit Tether effect, simply call "Resist" to show that you are refusing the spell. Spirit Tether is not consumed if refused.

FINAL DEATH

Final death means that you can no longer play the character in question.

ATTACK EFFECTS

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each effect has a duration, but curing or removing that effect will end it.

GAME TIME

Some skills or game effects require a specific passage of time as a requirement of their use or removal. This time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't exhaust the costs of using the skill or ability.

REST

Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest.

RULE OF ETIQUETTE

Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and

their hands behind their head to indicate they are resting on the field.

Effects which require rest can overlap.

Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest.

YOU ARE WELL RESETED

If a character tells you "You Are Well Rested" then your rest time is considered completed. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

FOCUS

Focusing requires role playing appropriate for the ability you are using. You may talk with others unless the ability description restricts this. You must stay in one area as you role-play. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus. Effects that prevent you from using game skills also prevent you from Focusing. Abilities which require Focus do not overlap. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the role play needed to act out the skill, followed by the result of the Focus.

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability you must start the entire process from the beginning. Calling any defense, optional or otherwise, interrupts your focus.

BENEFICIAL EFFECT - LIONE CLARIFY

Just as beneficial effects do not interrupt Focus, beneficial effects are not negated by and do not consume Shield, Elude, and Guard or other optional defenses.

However, any beneficial effect can be refused. The skill is still consumed if refused, unless otherwise stated.

AGONY

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

CURE, REMOVE...

Beneficial Effect (Cure only)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you touch a packet to the specified limb to indicate which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead.

A "Cure Death to Spirit" effect can restore a person who has turned to a spirit of the dead back to life.

A "Cure [Trait Name] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent traits granted by skills or character choices.

Remove works just like Cure except it is not a beneficial effect. Remove cannot be touch cast. Remove cannot be refused. Remove will interrupt Focus. Remove will be stopped by and consume Shield, Elude, and Guard.

DAMAGE

This effect removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored though healing.

DEATH

You fall down dead, as if you had been struck with a death strike.

DESTROY...

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will render your shield unusable. The effect is permanent until

the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item.

An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal.

Only combat props and tagged items can be affected by Destroy.

PACKET DESTROY WEAPON - LIONE CLARIFY

If the target is hit on a limb, the weapon held by that limb is Destroyed. If the target is hit in the body or is unsure which limb may have been struck, it is the target's choice which weapon is Destroyed.

DIAGNOSE

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damage. To use Diagnose, touch the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

DIAGNOSE - LIONE CLARIFY

All characters have the ability to Diagnose Stable, Unstable or Dead to an unconscious target at "touch" range.

DISARM...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

PACKET DISARM - LIONE CLARIFY

If a Disarm effect is delivered by a packet, and the disarm is not specified (i.e. right hand, shield), then it is a Disarm Weapon effect by default.

If the target is hit on a limb, the weapon held by that limb is Disarmed. If the target is hit in the body or is unsure which limb may have been struck, it is the target's choice which weapon is Disarmed.

RULE OF ETIQUETTE

Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack, you must be making an effort to strike at the weapon.

DISENGAGE

Either step back or plant your feet for 3 seconds. Gesture at any number of opponents with your weapon. Call Disengage. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose

to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

DRAIN

You cannot run. You cannot use weapon or shield skills to attack or block. You cannot use called effects. You cannot use called defenses unless the defense is not optional. You cannot spend time Focusing.

If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress [lineage] abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends.

The Drain effect will last until you rest for five minutes.

EXPOSE...

The Expose effect is followed by Character Trait. If you have that Character Trait you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called, and make the effort to be heard by the person making that call. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or other disabling effect.

You cannot call out after an Expose effect if you do not have the trait in an attempt to cover for another character who is revealed.

You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits.

FRENZY

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

GRANT...

Beneficial Effect

You receive a magical buff. All Grant effects end if you die, and when the event ends.

~ As a default you can have no more than three Grant effects at one time.

~ Each type of Grant listed below also has its own additional restriction.

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all existing Grant effects. Remove effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

... ARMOR

This Grant adds additional armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated then this effect boosts your armor points by 1.

You may only have one Grant Armor effect active.

... ATTRIBUTE

This Grant adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... PROTECTION

This Grant adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points are not affected by Waste

Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

You may only have one Grant Protection effect active.

... [TYPE] DEFENSE

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack.

Once this defense is used the Grant effect ends. Grant effects which give you Elude, Guard or Shield effects must be used against the first appropriate attack that strikes you. Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense. The Purge defense requires you to wait for three seconds and call Purge to end an appropriate effect. Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type. You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you can only have one Grant Defense effect that is unspecified.

... [DELIVERY] ATTACK

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with role play or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack is a beneficial effect the delivery can also be specified as "Touch."

As a default you can have no more than one Grant Attack effect.

GRANT EXTRA...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.

~ Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.

~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.

~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.

~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.

~ Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

DOUBLE AND TRIPLE

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only one Grant effect with the Skill trait. Since numeric effects do not stack this is only relevant for Grant Attack and Grant Defense effects.

HEAL...

Beneficial Effect

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term "All" then all of your Vitality is restored. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

IMBUE...

Beneficial Effect

This effect can be used in one of two ways. An Imbue effect with the verbal "Imbue [Trait Name] Trait" will give

you the specified trait for the remainder of the event. Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you.

INFLECT..

This effect can be used in one of two ways. An Inflect effect with the verbal "Inflect [Trait Name] Trait" will give you the specified trait for the remainder of the event.

Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you.

Defenses can be used to negate Inflect attacks if those defenses will stop an attack with the appropriate delivery or trait.

While there are many Inflect calls that can occur, there are several inflects that LIONE uses, that we would call attention to specifically.

INFLECT DRAG - LIONE ADDITION

Inflect Drag is a temporary effect, that when successfully delivered, you must walk to the attacker who hit you with this effect as quickly and directly as safety allows. The effect ends when you are within arms length of the attacker or 1 minute has passed. If delivered via a gesture, use gesture duration rules as normal. The attacker is allowed to move during this time. While resolving this effect you are still subject to all normal in-game interactions (weapon attacks, packets, voice calls, etc). This means any effect that stops your ability to walk (stun, root, maim leg, paralyze) will pause a drag and possibly run out the 1 minute maximum. Players or NPCs may not block a dragged target's path by intentionally standing in their way, boxing them in, or restraining them. If struck with more than one drag, resolve them in order. A Summon overrides a drag.

INFLECT SUMMON - LIONE ADDITION

Inflect Summon is a temporary effect that, when successfully delivered, resolves as Inflect Drag with one exception. You are forced into spiritform and are unaffected by any in-game interactions until that spiritform is removed. When you are within arm's reach of the summoner you may be given additional effects, information, instructions, or traits to help you resolve this effect. The Summoner will "remove spiritform" to conclude the summon effect.

INFLECT MADNESS - LIONE ADDITION

Inflect Madness is a temporary effect, that when successfully delivered, you now fight on the side of the person who inflicted you with this status. Treat them as you would a friend. Your skills and resources remain unchanged. You may use all skills normally, but are not compelled to. You will contribute to the fight intelligently and in a manner fitting your skill set. This status ends when it is removed, or you are rendered unconscious.

MAIM

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

PARALYZE

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

REFRESH..

Beneficial Effect

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

REPAIR...

Beneficial Effect

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor points is lower than the indicated amount. "Repair All Armor" will restore your armor to its maximum value.

REPEL

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

INTENTION INTERPRETATION - LIONE CLARIFY

Back up to at least 10 feet away from the caster.

Until you rest off the effect, you cannot approach within 10 feet of the caster.

You are under no obligation to retreat if the caster approaches you, though you still cannot affect them with packet, melee, or missile attacks.

ROOT

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

SILENCE

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. If you are affected by an Expose effect you must mime crying out but you do not make any actual noise. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

SLAM

When you are struck with this instantaneous effect you take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground and shake your head for three seconds.

"Shield Slam" works even if the attack strikes your shield. This attack can be blocked by a weapon.

SLOW

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

STABILIZE

Beneficial Effect

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5-minute count. Otherwise, you call "No Effect."

STRICKEN

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

STUN

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

SPEAK

Beneficial Effect

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant move out of reasonable conversation range.

WASTE...

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require at- tributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use. Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points, but is otherwise treated as a called Damage effect and will render you unstable if it removes the last of your Vitality points.

WEAKNESS

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

ATTACK TRAITS

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect.

ELEMENTAL TRAITS

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind.

MENTAL TRAITS

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will.

METABOLIC TRAITS

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep.

PHYSICAL TRAITS

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind.

SPECIAL TRAITS

All traits not included above are Special traits. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

"SOURCE" - LIONE CLARIFY

LIONE uses the keyword "Source" to refer to the part of the verbal that specifies the above Attack Traits.

BANE

This targets only those creatures that have a specific trait. Instead of saying "by" say "to" and state the trait that is targeted. Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait.

SELF

Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

DEFENSES

These abilities allow you to negate abilities used against you. When it is possible to apply multiple defenses to an attack the defender decides which defense to use.

ELUDE, GUARD, SHIELD

You must call out this defense against the first appropriate attack that strikes you to negate that attack.

AVOID, PARRY, RESIST

Choose one attack of the appropriate type and call out the defense to negate when it strikes you. You can allow an attack to affect you and negate a later attack.

PURGE

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

NO EFFECT

You are unaffected by the attack in question.

REDUCE, ASBORB

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense.

INCREASED

This call indicates that the attack did something extra, most commonly extra damage. Some games might use "Increased to..." followed by an effect to clarify what happened.

REFLECT

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the

attack, including using Reflect to bounce it back on the original target.

SPIRIT

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

DEFENSE TRAITS

A defense might have a trait associated with it.

CHAINED DEFENSE

A defense verbal can have an additional effect by adding an "and" to the end. Most additional effects are "to Self." If the additional effect is an attack then that attack must be launched immediately as the defense is called.

DEFENSE "TO SELF"- LIONE CLARIFY

You cannot use a defense on a skill or effect that is self-inflicted. Example: A Fire-born cannot use "Resist" on the agony effect inflicted by using their Set the Bones from their Saw-Bones Specialty Header.

ARMOR

Armor points protect against damage effects.

Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. You may only have one source of armor active at a time. You choose which armor is active.

SUITS OF ARMOR - LIONE CLARIFY

In Lione Rampant you must have an appropriate prop to use physical armor. You have six armor areas; your head, upper torso, lower torso, shoulders, arms, and legs. A full suit covers at least four of these areas. A partial suit covers fewer areas and for each area under four you wear will reduce the overall value of the armor by one category. Armor should be worn or brought to weapons check at event check-in for inspection.

Lione Rampant: Horizons has three different categories of armor. All armor must have an item tag associated with it that represents the defenses provided by that item. You may only actually benefit from an armor type for which you have the appropriate Wear Armor skill.

Light armor includes light suede, thin leather, and furs.

Medium armor includes rigid leather, and chainmail.

Heavy armor includes scale mail, plate mail, or chainmail reinforced with rigid leather or plate pieces in at least two areas.

If you wear chain mail reinforced with rigid leather or plate pieces those pieces must be clearly visible to count as heavy armor.

WORN ARMOR - LIONE CLARIFY

Worn armor in Lione Rampant are not armor points.

Armor, instead, provides defensive abilities that will be detailed on armor tag associated with the appropriate suit. Basic armor of the three types provide the following protection:

Light: One "Reduce to One" effect to a damaging attack delivered by Melee.

Medium: One "Reduce to Zero" effect to a damaging attack delivered by Melee.

Heavy: Two "Reduce to Zero" effects against damaging attacks delivered by Melee.

Special armor may be found that provides different defenses to the wearer. For example, a suit of Dragonscale Plate may provide Immunity to Fire in addition to the basic defenses, while a suit of Shadowsilk light armor may provide one Avoid to any attack instead of the base defense. All defensive skills provided by armor will be printed on the item tag for easy reference.

Repairing armor requires the player to be at a Haven, or make use of an item or skill that allows repair without a Haven. The player must role play adjusting, refitting, or

otherwise manipulating their costume to represent covering up gaps and tears, tightening buckles, or quickly mending small holes. All armor is repaired after a Refresh at any Haven. Additionally, to don a different suit of armor, it requires a Refresh at a Haven.

Repairing and donning armor do not add additional time to the Refresh, and are considered part of the Refresh action.

TRAPS

Traps are devices set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the effect instead. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside.

SNAP TRAP

Mousetraps, party poppers, and snaps cause 2 Damage to whoever sets them off.

BUZZER TRAP

Bleepers, buzzers, and electronic sound effects cause 5 Damage to whoever sets them off.

VERBAL TRAP

If a verbal follows the trap sound, whoever set the trap off must take the effect of that verbal.

GAS TRAP

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect.

SHACKLES

Shackles are a prop that binds the wrists or legs of a character. An in-game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for

safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and role playing.

Skills that allow a character to slip out of bonds are possible as well.

VERBAL MODIFIERS

These verbal additions modify the duration or add additional effects to an attack. A verbal can only be modified by one verbal modifier.

SHORT

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

PERMANENT

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting, but may still be removed by the Cure effect.

AMBIENT

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it.

DOUBLE AND TRIPLE

If "Double" is added to the beginning of a verbal you must take the effect twice. If "Triple" is added to the beginning of a verbal you take the effect three times. Each effect requires a separate defense.

CHAINED EFFECTS

If a verbal has two effects with "and" between them you must take both. A defense that negates an attack based on the delivery negates both effects. A defense that negates an attack based on a trait will only negate effects with that trait.

CHAINED TRAIT - LIONE CLARIFY

If a verbal has one effect and two attack traits (two "sources") with "and" between them you must defend both. A defense that negates an attack based on the delivery negates the whole effect. A defense that negates an attack based on a trait must negate all trait sources called to work. Example: A melee attack of "3 Damage by Fire and Water" would require a defense that either negates a melee attack (delivery defense), or two defenses where one defends vs Fire and one defends vs Water (trait defense).

APPENDIX II: RITUALS AND RITES

RITUAL AND RITE MAGIC

Rituals are the most powerful forms of magic in the game system. Arcane Rituals tap directly into the tides of mana that flow about the world. Divine Rituals beseech the Gods for powerful effects. Divine Rites make the will of the Gods manifest. Rituals are used to empower skills, enchant locations or individuals, perform divinations, summon unearthly beings, and many other magical effects. Rites are used by Ascended, to further enforce the will of their God.

ARCANE AND DIVINE RITUALS

Arcane and Divine Rituals ("Rituals") require playing the Game of Fate, where the magical or divine energies are focused through a ritual deck made up of tarot cards. While any ritualist with the appropriate skill can attempt these powerful magics, it is a potentially dangerous undertaking. Many novice ritualists have been injured or even died attempting to cast a ritual over their head.

Requirements

Before casting a Ritual, a character must meet the following requirements:

1. The character must possess The Game of Fate skill.
 - a. If casting a Divine Ritual, the character must be initiated to the god that the Ritual beseeches.
2. The character must have access to the ritual they want to cast. This will take the form of either a tome or scroll of the ritual (see **The Ritual Sheet** below).
3. A ritual deck, which is a modified Tarot deck. The ritual deck contains Ace through Ten of each of the four suits, and ten major arcana. The major arcana included in the ritual deck are The Lovers (VI), The Chariot (VII), Strength (VIII), Justice (XI), Death (XIII), The Devil (XV), The Tower (XVI), The Moon (XVIII), The Sun (XIX), and Judgment (XX).
4. A board or piece of cloth on which to place the cards when casting the ritual (see **The Ritual Board** below).
 - a. The character must have an available preparation slot (see **Preparation Slots** below).
5. If the character does not have an available preparation slot, they may choose to expend one Essence to cast it once. When done this way, a Critical Success cannot be reached.
6. The character must have the proper amount and type of korba. The required korba varies with each ritual, and is specified on the ritual scroll. The instant the ritual is begun all korba is consumed. The korba is used up whether the ritual succeeds, fails, or is interrupted.

7. An arbiter (any staff member) must be present during the ritual casting. This will usually be an In-Game NPC, so please note arbitration is an Out of Game action and the personality or bias of the NPC will not impact the success or failure of the ritual, only the Game of Fate.

PREPARATION SLOTS

A ritual that has filled a preparation slot may be cast as many times as you like, as long as the criteria (such as components) for the ritual are met each time. While a Ritualist may have as many rituals in their possession as they please, they may only have up to five total (depending on skill purchases) that can be "prepared" per game. When a Ritualist performs the Game of Fate, the target ritual fills a preparation slot. Once a preparation slot has been filled, it may not change during the event. Preparation slots reset between games.

- For example, you have the rituals: Barkskin, Elemental Resistance, Fury of the Wind, and Lesser Arcane Might. You have the base three preparation slots. Friday, you cast Barkskin. You can now cast this off your prepared list for the weekend. Saturday, you cast Elemental Resistance, followed by Fury of the Wind. All available slots are now filled. You may spend the event casting these three rituals.

Ritualists are encouraged to develop their own way to mark prepared rituals, such as a book that only actively prepared rituals are stored in.

The player may choose to use an Essence to perform The Game of Fate on a ritual they do not have prepared. This does not become a prepared ritual, and any additional casting of that ritual requires additional Essence. A ritual done this way cannot reach Critical Success.

- For example, you have already filled your three preparation slots. However, on Sunday, you want to cast Destroy Grandmaster Barrier. You have one Essence left. You may cast the ritual, and expend the Essence. Even if you have the components to cast it again, you may not, as you are out of Essence.

PERFORMING THE RITUAL

In order to cast the ritual, the character must play the Game of Fate (see **The Game of Fate** below).

During the casting of a Ritual, the ritualist cannot travel more than 10 paces from the center of the ritual while they are drawing their cards. The ritualist must concentrate on the ritual for the duration of casting and cannot engage in anything more strenuous than brief conversation (including the use of any skills, drinking a potion, or defending one's self from harm).

Each ritualist is encouraged to develop their own style when role playing the ritual casting as long as the conditions of the ritual are not compromised.

If a ritualist is disturbed while casting a ritual, the ritual may be interrupted. A quick exchange of words may not be enough to interrupt a ritual, but engaging in combat certainly is. It is the ultimate decision of the arbiter if the ritual has been interrupted. Once the ritual is interrupted, the arbiter will begin timing the interruption. At the end of each minute of interruption the arbiter may alter the course of the ritual. This may include removing a card from play, or discarding a card off the top of the deck. If the ritualist dies during the casting, goes further than 10 paces from their ritual board, or the ritualist's draw pile is depleted (has no more cards to be drawn) the ritual ends, and success or failure is determined by the cards currently in play.

Once a ritual is successfully completed, its effect will manifest. The effect will remain until the duration has ended, or until removed by another ritual effect (such as Magical Dissipation). Some rituals may be cast on people. Ritual effects upon a person will generally end if they lose a Gift, regardless of the intended duration.

THE RITUAL BOARD

A ritual board is an in-game item designed for playing the Game of Fate. It typically has appropriately sized and labeled spaces to place cards upon, including:

- A space for the Draw Pile – this space will hold the stack of cards from which the ritualist can draw to cast the ritual.
- Up to three columns for the Pillars of Fate –these should be sized to hold up to 5 cards stacked on top of each other and spread to be identifiable. One will be an Arcana, and the others up to a maximum of 4
 - If there are at least 2 cards of the same suit in a pillar, it qualifies as a Half Pillar.

- If there are 4 cards of the same suit in the pillar, it qualifies as a Full Pillar.

- An area for the Discard Pile – this area should allow some space for spreading out the discarded cards, since the ritualist may wish to review them frequently.
- A space for the Remaining Cards Pile – this space will hold the stack of remaining cards, which are generally not accessible to the ritualist after the ritual's preparation.

A ritual board can be made from any material, and may be as simplistic or elaborate as the caster wishes. A ritual board is only a prop requirement, and does not need an item tag. A ritual board can be changed as you improve your skill, for instance adding Pillars.

THE RITUAL SHEET

The Ritual Sheet contains all of the relevant information that is needed for a character to perform a ritual.

Tier: This ranking provides a guideline to the difficulty of the ritual. A ritualist may attempt to cast any ritual, but will find higher tiers much more challenging to successfully complete. Common ranks are Novice, Apprentice, Journeyman, Master, and Grandmaster, but higher tiers have been encountered.

Components: The amount of korba or other items needed to begin the ritual. Unless specified otherwise, these will be consumed when the ritual is started.

Duration: The duration of the completed ritual (typically Instant, Permanent, One Cycle, One Day, One Year). Regardless of Duration, unless otherwise specified in the ritual, the ritual effect is removed when the target loses a Gift.

Ritual Effect: The intended effects of the ritual. This includes flavor text that explains how the ritual works in game, as well as describes the game mechanics of the ritual effects.

Criteria: This lists the requirements for a ritual's success, identifying the number and suits of cards that must be in play. Note that to be considered in play, a card must be played in one of the Pillars of Fate, it cannot be in the Discard Pile.

Hazard Mitigation: This is a particular condition that must be met to avoid a mishap at the ritual's completion,

usually specifying a number of Half or Full Pillars that must be in play. Not meeting the hazard mitigation but succeeding will result in a flawed success, while failing will result in a critical failure (with often unpleasant results).

Critical Success: This is a particular condition that can be met to gain additional power or effect from the ritual, described here. Usually this identifies specific cards that must be in play, i.e. in one of the Pillars, and potentially cards that may not be in play.

Flawed Success: Description of the modified effect of a successful ritual in case the Hazard Mitigation was not met.

Failure: Some rituals will have a risk associated with casting them even beyond the cost of components. If failing the ritual will result in any special effects, they will be listed here.

Critical Failure: The effects of a critical failure (when neither Criteria nor Hazard Mitigation are met) will be listed here.

As an example, see the Tier One ritual below:

Name: Barkskin
Tier: One
Components: 1 earth korba, 1 light korba
Duration: One Hour
Effect: This ritual grants the target one point of Armor that does not count against their wearable maximum. This armor is in effect even if the target is wearing no physical armor, and can be repaired during a rest like any other armor.
Criteria: 2 Swords or 2 Pentacles
Hazard Mitigation: 1 Half Pillar
Critical Success: The ritual will last for 4 Hours.
 Have any of the following cards in play: The Lovers, Ace of Swords, Ace of Pentacles
Flawed Success: The target cannot run while this ritual is active.
Critical Failure: The target is immediately hit with an Ambient Destroy Armor by Arcane effect.

THE GAME OF FATE

In order to cast a ritual, you must first prepare your ritual board and card deck. Then you must play the Game of Fate by laying out the ritual spread, drawing cards one at a time and playing or discarding them. You may end the Game instead of drawing another card. You must end it

when you run out of cards to draw. After ending the Game the cards in play are examined to determine the ritual's success or failure.

PREPARATION:

- Begin by laying out your ritual board, and placing the components of the ritual and the ritual sheet in plain view.
- Mark the Pillars of Fate you have available, based on your Ritual Pillars skill level. The other Pillars on the ritual board are not available to place cards into play.
- Shuffle your complete 50-card deck. The arbiter may also ask to shuffle the deck.
- You start the ritual by taking as many cards as appropriate to your Draw Cards skill level from the shuffled deck, not looking at them, and placing them face down into the Draw Pile. Also at this time, the components are consumed.
- If you have any Arcana Start skill, draw cards, one at a time, and place them face up into the Discard Pile. If and when you draw any Arcana, you must place the Arcana face down on top of the Draw Pile. You stop drawing cards when the number of Arcana found has reached your Arcana Start skill level.
- Place the rest of the cards face down on the space for the Remaining Cards Pile, they will not be used further in this ritual.
- The act of shuffling and drawing your deck may not be manipulated via any out of game skill the ritualist may possess. Stacking the deck, false shuffling, or palming cards will be treated as Cheating.

PLAY THE GAME OF FATE:

- Draw cards one at a time from the Draw Pile.
- If you have the Multiple Card Draw skill, you may choose to draw more than one card at the same time, up to your skill level. All drawn cards must be played, but you have the choice in which order to play them.
- Card play depends on whether it is an Arcana or Suit card, as follows:
 - If the drawn card is an Arcana, it must be played in one of the following ways:
 - **Place the Arcana** down in an empty available Pillar of Fate slot. This starts a new Pillar.
 - **Exchange the Arcana** with any Suit card from the Discard Pile. The Suit card must immediately be played to a Pillar with only an Arcana in it, or with cards of the same Suit in

it. If the Suit card cannot be played, you cannot exchange for it.

- **Remove one Pillar** of cards to the Discard Pile, including its starting Arcana and any Suit cards, and place the new Arcana in the now empty slot, starting the Pillar anew.
- If the drawn card is a **Suit card**, it must be played in one of the following ways:
 - **Add the Suit card** to a started Pillar, either with only an Arcana, or with cards of the same Suit. If there are at least 2 cards of the same Suit in the Pillar, it is considered a Half Pillar. If there are 4 cards of the same Suit in the Pillar, it is a Full Pillar. No more than 4 Suit cards may be placed in one Pillar.
 - **Discard the Suit** card to the Discard Pile.
- You may choose to end the ritual at any time after playing any drawn cards. If the Draw Pile is empty, the ritual ends after play of the last card. The arbiter of the ritual will then determine if the ritual has succeeded or failed, and the effects will occur.

RESULTS:

Critical Success:

If you have met the ritual's Criteria, and have met the Hazard Mitigation, and have met the Critical Success, the ritual is a critical success, with effects as described in the ritual sheet.

Success:

If you have met the ritual's Criteria, and have met the Hazard Mitigation, the ritual is successful, and its effect is applied.

Flawed Success:

If you have met the ritual's Criteria, but have not met the Hazard Mitigation, the ritual is a flawed success, with effects as described in the ritual sheet.

Failure:

If you have not met the ritual's Criteria, but have met the Hazard Mitigation, the ritual is a simple failure, with no effect unless specified otherwise on the ritual sheet.

Critical Failure:

If you have not met the ritual's Criteria, and have also not met the Hazard Mitigation, the ritual is a critical failure, with effects as described in the ritual sheet.

COOPERATIVE RITUAL CASTING

Ritualists may cooperate to increase their chances of success and reduce the chances of a flaw. Additionally, when cooperating on a ritual, only ONE ritualist needs to have the target ritual **prepared** or have an open **preparation slot**.

In order to cooperate:

1. All participating ritualists must have the Cooperative Casting skill at the appropriate level.
2. At least one participant must have the target ritual prepared, or have an open preparation slot.
 - a. Essence **cannot** be expended to bypass the need for a preparation slot when cooperative casting.
3. Each participating ritualist prepares their own ritual board and card piles as normal.
4. Starting with the ritualist with the most number of cards in their Draw pile after setup, the participating ritualists alternate drawing (and playing) cards. In case of a tie, the draw order can be chosen by the ritualists. Once the order is chosen, it remains the same throughout that ritual.
5. If one ritualist runs out of cards, but others still have cards in their Draw pile, the ritual may continue, skipping that ritualist.
6. Once all ritualists have drawn all their cards, or have jointly decided to stop the ritual, the ritual's results are determined as follows:
 - a. The Criteria for success are increased by 1 for the first type of card required. *For example, a requirement of 2 Pentacles and 2 Swords would change to 3 Pentacles and 2 Swords.*
 - b. The Hazard Mitigation requirement is increased by 1 Half Pillar if only Half Pillars are required, or by 1 Full Pillar if any Full Pillars are required. *For example, a requirement of 1 Half Pillar and 1 Full Pillar would change to 1 Half Pillar and 2 Full Pillars.*
 - c. The Critical Success requirement is increased to having two cards in play of the listed choices. Identical cards do count. *For example, if the ritual lists the Tower in its critical success criteria, and two ritualists have the Tower in play, it counts as the 2 cards towards the Critical Success requirement.*
 - d. The cards required for success criteria, hazard mitigation, or critical success are considered in total across all ritual boards. Thus, one ritualist may have some of the cards in play, while others have the rest in play.

DIVINE RITES

Divine Rites can be performed by Ascended only, and must meet certain conditions. These may include the Rite taking place on the High Holy Day of the deity, or a certain number of initiates may need to be present. If the conditions of the rite are met, then the deity responds by causing the intended effect.

Divine Rites do not require the use of Karma, and as long as the criteria for the rite are met, do not depend on the power level of the caster. Divine Rites do not require the Game of Fate.

There are five known Divine Rites within the world of Creation, as these five Rites not only draw power from the Gods but they also enforce the will of the God. The Divine Rites are: **Initiation, Anointing, Ascension, Consecration, and Divestment**. Beyond these, the celebration of a High Holy Day may include a Divine Rite which may have mechanical effects.

Ascended have the ability to perform these innately, gaining the insight on how to perform them at Ascension.

Before casting a Divine Rite, a character must meet the following requirements:

1. The character must be an Ascended of a God.
 - a. The player will be given the instructions on how to cast these Rites once they have Ascended In-Game.
2. The caster must have the proper amount of korba. The amount of korba required varies with each Rite, but is specified on the Rite instructions. The instant the Rite is begun all korba is consumed. The korba is used up if the Rite succeeds, fails, or is interrupted.
3. An arbiter (any staff member) must be informed before a Rite is cast. Rites cast without informing staff will be considered null. This will usually be an In-Game NPC, so please note arbitration is an Out of Game action and the personality or bias of the NPC will not impact the success or failure of the Rite.

APPENDIX III: ALCHEMY TAGS

APOTHECARY TAGS

Potion - Lesser Healing Draught Delivery: Touch Verbal: Heal 2 by Alchemy	Potion - Healing Draught Delivery: Touch Verbal: Heal 3 by Alchemy
Potion - Greater Healing Draught Delivery: Touch Verbal: Heal 4 by Alchemy	Potion - Supreme Healing Draught Delivery: Touch Verbal: Heal 5 by Alchemy
Potion - Lesser Freedom Delivery: Touch Verbal: Cure Slow by Alchemy	Potion - Freedom Delivery: Touch Verbal: Cure Slow or Root by Alchemy
Potion - Greater Freedom Delivery: Touch Verbal: Cure Slow, Root, or Paralyze	Potion - Supreme Freedom Delivery: Touch Verbal: Cure Slow, Root, Paralyze or Stun by Alchemy
Potion - Lesser Restoration Delivery: Touch Verbal: Cure Weakness by Alchemy	Potion - Restoration Delivery: Touch Verbal: Cure Weakness or Silence by Alchemy
Potion - Greater Restoration Delivery: Touch Verbal: Cure Weakness, Silence, or Maim by Alchemy	Potion - Supreme Restoration Delivery: Touch Verbal: Cure Weakness, Silence, Maim or Drain by Alchemy

POISONER TAGS

Poison - Lesser Acid Venom Verbal: Grant Melee Attack to Self, Agony by Poison	Poison - Acid Venom Verbal: Grant Melee Attack to Self, 2 Damage and Agony by Poison
Poison - Greater Acid Venom Verbal: Grant Melee Attack to Self, 3 Damage and Agony by Poison	Poison - Supreme Acid Venom Verbal: Grant Melee Attack to Self, 4 Damage and Agony by Poison
Poison - Lesser Cobra Spit Verbal: Grant Packet Attack to Self, 2 Damage by Poison	Poison - Cobra Spit Verbal: Grant Packet Attack to Self, 3 Damage by Poison
Poison - Greater Cobra Spit Verbal: Grant Packet Attack to Self, Double 2 Damage by Poison	Poison - Supreme Cobra Spit Verbal: Grant Packet Attack to Self, Triple 2 Damage by Poison
Poison - Lesser Crippling Venom Verbal: Grant Melee Attack to Self, Slow by Poison	Poison - Crippling Venom Verbal: Grant Melee Attack to Self, Short Maim by Poison
Poison - Greater Crippling Venom Verbal: Grant Melee Attack to Self, Short Weakness by Poison	Poison - Supreme Crippling Venom Verbal: Grant Melee Attack to Self, Short Paralyze by Poison