Memories of Graewynn
Core Rulebook 2025

By Dan Devine, 2025
Dedicated in loving memory of David "Reddwycke Du Foret" Laime

Contents

Code of Conduct

At Memories of Graewynn we hold ourselves to this Code of Conduct. Please make sure to read each section before attending one of our games.

All Players must be 18+

All Players for Memories of Graewynn must be 18+. To prevent any chance of underage players being put in uncomfortable situations we do not allow anyone under 18.

Respect Players

All Players at a Memories of Graewynn should treat each other with respect. Regardless of gender, skin color, religious beliefs, identity, sexual orientation, background, or any other identifier.

We have a zero-tolerance policy for hate speech, bullying, racism, homophobia, transphobia, or any other form of discrimination. For accidental or ignorant use, the first reported offense, the Directors will issue a written warning and educate the Player on why it is an issue. If there is a second reported offense the offending Player is banned permanently.

If the Player willfully or maliciously uses any of these zero tolerance behaviors, they will be immediately removed from the game and asked not to return.

Additionally, anyone participating in or wearing symbols of hate speech, white supremacy, Nazi, or Confederate paraphernalia will be refused service.

Costuming Guidelines

When costuming for Memories of Graewynn, Players are reminded to be mindful of raceface and adjust makeup as necessary. Raceface is defined as using make-up to have solid blacks, browns, reds, or yellows on the face or skin. This has a long history of being used to portray people of color in unkind and insulting ways.

If a Player uses make up which would fall under the category of raceface, they will be asked to modify it immediately to help make it appropriate. If players would like help with ways to modify their make-up so they do not accidentally portray raceface, they are encouraged to reach out to the team running the game for advice. Anyone who refuses to alter make-up deemed as raceface will be asked to leave and refused service.

Forbidden Topics

In Memories of Graewynn there are a handful of topics which will never be used as part of plot and players are not allowed to discuss at Memories of Graewynn events. These topics include the following:

- Rape, Sexual Abuse or Harassment
- Child Abuse
- Domestic Abuse

Slavery

Slavery is on the edge of a Forbidden topic. Just like the real world, there are terrible things done in the past. However, the present world of Memories of Graewynn has moved beyond the widespread use of Slavery. Player Characters are not allowed to own slaves and slavery may be used by small, isolated NPC groups rather than a standard in any culture. Players Characters can discuss slavery but are not allowed to aspire to or participate in roleplaying being slave owners or former slaves who wish to be slaves again.

Child Characters

Players will not be allowed to play Child Characters. All Characters are considered 18+ and adults. A Character may have a childlike view of the world, but they are mature adults.

No Alcohol or Illegal Substances

Anyone at one of our events found to be intoxicated or high on illegal substances will be asked to leave immediately. For the safety of our players and staff, we will not allow any form of alcohol or illegal substances at our events.

Medical marijuana will be handled on a case-by-case basis depending on where the game is taking place. Please contact the game you plan to attend to find out what the situation is for the location.

Recreational marijuana policy will be determined state to state and by site rules, however, if it is illegal in that state, it falls under the illegal substances clauses above. If a player is going to smoke marijuana in a state that allows it, please be respectful and check in with others nearby if it will bother them or they may be allergic to it.

If you are not sure, please contact your local game to see what the current policy is on marijuana.

Don't Be a Dick

We expect our Players to watch out for each other and not purposefully go out of their way to make another person miserable. For example, if someone is eating a real meal, give them a moment to get up and do not scatter their meal. They may not have had a chance to eat during the game and finally got to sit down to eat. Simple courtesies like this go a long way for the health of a game and its Players.

In addition, we expect Players to be mindful of behaviors or topics which might cause someone discomfort, pain or fear.

Patterns of Behavior

If a pattern of disruptive or dangerous behavior is noted for a Player, the Directors are within their right to refuse service to that Player. Some behaviors may not immediately break the letter of the code of conduct, however, if there are numerous incidents of a Player being disruptive, displaying poor judgment, or dangerous behavior, they will be asked to not return.

Theft

While in-game items can be stolen, theft of any property will not be tolerated. If a theft is done of real-world property, the thief will be escorted from the game immediately. Depending on the severity of the theft, authorities may be contacted.

Boffer strikes only and OOG Assault

We use foam weapons to simulate combat, no player should ever strike with an intent to cause harm. Any Player who strikes another player with an intent to harm will be immediately removed from the game. If necessary, we will call the authorities.

We are a lightest touch boffer system, boffer strikes should be kept to a tap to signify someone is hit. Players have the right to declare "Check your swings". If a player declares "Check your swings", others should adapt and adjust how hard they are swinging. This goes back to common courtesy and respect for fellow players. Players who do not follow these rules may have their combat privileges removed and only be allowed to attend in a non-Combat capacity if they show a pattern of swinging too hard.

Additionally, stabbing with boffer weapons is not allowed due to the high possibility the core could poke through and harm another player. Boffers held with a reverse grip or 'down stick' are not allowed to make strikes and do not count for the purposes of manually defending from attacks.

Being a Respectful Smoker

If a site allows smoking, we request players be respectful of others and do it outside, at least 30ft away from doorways to comply with local ordinances, and not among players who are not also smoking. For the safety of players who may be allergic or sensitive to smoke, we want to keep smoking away from main areas.

Players should not dispose of a cigarette, cigar, or any other smokable by throwing it into a fire. Fires may be used for cooking, and this will taint the fire. Anyone caught doing so will be given a Verbal Warning.

When actively smoking, the Player cannot engage in combat, or must put out their smoke to engage in combat.

Players are required to field strip cigarette butts and are encouraged to pick up any cigarette butts found.

Hookahs or similar setups are non-combat areas, and if a group near one is attacked, a hold should be called and allow people to move away from it before engaging in fighting.

Littering

Players are responsible for their own trash and debris. To ensure sites will welcome the game back, Players must pick up after themselves during and after the game. If a player or group of players shows a pattern of behavior for not cleaning up after themselves, they may receive a violation.

Cigarette butts, candy wrappers, soda cans and other potentially toxic litter must be put in proper receptacles and not thrown into campfires.

The game mechanic of Entropy is to help remind players when they are not cleaning up and it can be increased if players are not maintaining a relatively clean space. This does include the NPC Operations.

Respect the Site

Any damage caused during a game to a camp site must be reported immediately to the Directors. To ensure sites will continue to rent their space to Memories of Graewynn, we encourage our players to be careful with camp property to ensure a good relationship is maintained with the sites used.

Hygiene

Players should be mindful of their hygiene while at Memories of Graewynn. To prevent spread of real-life disease, we request people wash their hands, and not to come to game sick. LARPing has a high chance to spread disease and even basic hygiene can help reduce the chances of yourself and your fellow players, or their loved ones, becoming significantly ill.

Self-Care

EAT REAL FOOD AND DRINK WATER! Players should be sure to eat and drink during the game to ensure they have the energy to play and keep themselves healthy. Directors will encourage it during the game and on NPC rotation. This will help reduce the chances of post LARP sickness and keep energy levels high for the game.

Animal Safety

During the game, if you are out in the woods and you hear a noise, you may declare "Clarify, are you an animal?". Any Player who hears this call must respond with "No, I am not an animal". If the response is silence or animal noises, the Player should carefully move away from the area to not provoke the animal. If Players make animal noises or try to scare someone in response to "Clarify, are you an animal", this will result in Disciplinary Action. Some sites may have dangerous animals in the area, and we do not want to risk an animal attack. Failure to respond or an attempt to scare someone is a violation.

This Clarification will not break any in game effects preventing a Character from speaking, like Stealth. The answering Player may declare "Clarify, Stealth" or what other effect they are under.

Fire Safety

If Players have a fire going, at least one player is required to go Out of Game and make sure folks do not accidentally trip into the fire or back into it. A Marshal may assist with this. At least one person must be tending a fire, otherwise it must be put out if no one is at least withing 20 feet of it and

awake.

Marshals may declare a Hold and shift the action away from the fire to help prevent any accidents.

If no one returns to the fire to watch it, the Marshal will be instructed to extinguish the fire.

In Character Conversation Versus Out of Game Conversation

We ask if folks are going to talk in an Out of Game capacity, they should take it away from other Players and have their conversation privately. After Game On, Out of Character conversation should be kept to private conversations or taken away from other Players in In Game Spaces. This is to preserve Immersion. If Players display a pattern of being unable to keep their Out of Game conversations private or away from other players staying In Game, they will receive Disciplinary Action.

Decorum

If a player feels like another conversation is interrupting their Immersion, they may declare "Decorum" to politely request the conversation stop or for the OOC conversation to be moved elsewhere.

If Players do not respond appropriately to Decorum, then the Players may approach a Marshal or Director to report the incident.

Player Safety Measures

Player safety measures are meant to help players feel safe during game when they have an out of game conflict with another player. **These measures are not considered Disciplinary Actions**. Ideally these measures should be used and enforced to help Players feel safe while they are at game and to avoid unnecessary out of game conflict. Violating Player Safety Measures can result in Disciplinary Action.

To request any of the following Player Safety Measures, please email the Directors to request one. The Directors will review the request and respond with approval or necessary actions as needed.

Medical Bunk Reservations

If a Player has a medical condition that requires accommodation for them to ensure they remain healthy and/or safe, the Directors may reserve a bunk for the Player in any building or location to ensure the Player's needs are met.

Anyone who tries to take a bunk reserved for medical reasons may be subject to Disciplinary action if they ignore any sign or markers noting the bunk is reserved.

Bunk Boundaries

Bunk Boundaries are an option if there is conflict between two players on an out-of-game level. A Player may email the Directors to request a Bunk Boundary.

Bunk Boundaries are a simple request to have a Player not sleep in the same Cabin space as another player. These do NOT count as a disciplinary action. Bunk Boundaries are places to allow players to feel safe when they are sleeping. Bunk Boundaries are subject to Director Approval and Cabin availability.

Medical Bunk Reservations will take precedence in a Bunk Boundary and the person with the Medical Bunk Reservation will be allowed to stay in the building/area designated for them for medical reasons.

If the OOG conflict is resolved, the original requestor may ask to have the Bunk Boundary lifted at any time.

No Contact

No Contact is for when two Players have out of game disagreements and do not feel they can engage each other IC or OOC without causing disruptions to the game. If No Contact is requested, and the Directors approve it, then the Players should avoid interacting whenever possible, even if they need to leave the area with the other person if they feel they are going get into an argument.

If events at game should require their characters to interact, they may choose to have a Marshal or Director serve as a mediator to ensure the No Contact is upheld.

If either party interacts with each other without an intermediary while the No Contact is still in place, it could result in either Disciplinary action, or dissolution of the No Contact.

Access Bullying

Access Bullying is defined as an act that prevents another person from accessing an event or area. If a No Contact is used to intentionally block access to adventures, other players or any other situation, please report the incident and the Directors will take action. If Players cannot be civil around each other, then the Directors will alternate who can go on adventures or participate in certain events.

Disciplinary Actions

If a Player does not follow the Code of Conduct, they will receive a Disciplinary Action. Any violation as referenced above occurs when the issue is reported to the Directors.

Players may get the following for violations:
- Verbal Warning,
- Written Warning
- Suspension from the game for 6 months
- Refusal of service depending on the circumstances unless otherwise noted in the Code of Conduct above.

Unless otherwise noted, breaking any section of the Code of Conduct may result in a Violation.

If an incident is severe, a Marshal or Director may pull the offending Player from a scene and handle the situation right then. If a Player does not wait as instructed, they will be immediately issued two violations.

Players may report breaches of the Code of Conduct to a Marshal or Director. When a report is made, a Director will find the Player in question and inform them verbally of the infraction. This will then be noted and remain on the Player's record for one year.

A Second Violation within one year of the first will result in a written warning. The Written warning will explain what behavior is triggering the warning. The Player remains at the Second Violation for one year once the Written Warning is issued.

If a Third Violation occurs, the player will receive either a 6-month suspension or a refusal of service from the game. If the incidents are relatively minor and not close together, the Player will receive a 6-month suspension. If the incidents occur within a few months of each other, or are particularly severe, the Player will be refused service from Memories of Graewynn events.

If an incident is particularly severe, a Player may not receive a Verbal or Written warning and be immediately suspended or Refused Service from the game.

Combat Privileges

Combat in Memories of Graewynn can be exciting, however, Players who show a pattern of issues related to Combat may have their Combat Privileges suspended. If a Player has their Combat Privileges suspended, they will be required to wear a Yellow headband during game. If they refuse to follow this, it can lead to further Disciplinary Action up to and including refusal of service.

Combat Privileges can be suspended for anywhere from one month to permanently depending on the severity of the situation. In most cases, the suspension will start with one month. For each additional issue during combat within a rolling 12 months of the incident causing the Combat Privileges suspension, the next suspension will last an additional month minimally.

Permanent Combat Privilege Suspension
If a person has shown a history of getting Combat Privileges suspended, shows physical violence towards any player (including but not limited to striking someone with something other than a boffer, striking far too hard with boffers, or throwing non-approved throwable objects with an intent to cause harm, etc.) or shows a pattern of dangerous behavior in combat (including but not limited to dangerous movement such as leaping over a balcony, intentionally moving to take hits to the face, or causing damage to the camp in an attempt to avoid or engage in combat), can have their Combat Privileges suspended permanently.

The Player may appeal the decision after 6 months so long as they can prove they are safe to engage in combat. All Appeals are subject to Director approval.

What is LARP?

Memories of Graewynn is a Lightest Touch Live Action Roleplaying game.

A Live Action Roleplaying (LARP) Game is an experience where people come together to tell a collaborative story and act it out as a Character of the Player's creation.

Players do not win at a LARP by what many people might consider winning. It isn't always about beating up other people with foam weapons, arguing rules in your favor or becoming rich and powerful. LARPing is about participating in a story and reacting to the experience to get an escape from the real world for a weekend.

How a person wins at a LARP is they make memories with other folks they will remember fondly for years to come. The goal in a LARP is to tell a good story and play a role in that story. There are times in a story where a character loses, and it is just as interesting or impactful as defeating their enemies.

Players all have their motivations for how to have fun. Some people just love to fight with foam sticks, which is perfectly fine, but it should not be the sole focus of why they participate in a LARP. Having an epic duel with another person is a far more interesting story than, "I beat people up".

Players will find their experience enhanced by using a technique called "Yes and…". Yes And… is a method of improv where when another Character says something, the recipient accepts it and builds on that idea to continue the conversation. Shutting down the conversation by rejecting the idea can leave folks feeling awkward and can inhibit further interaction.

Since LARP is meant to be an escape from the daily grind, players are encouraged to build each other up and expand their own stories by utilizing Yes And techniques to keep the world feeling alive. Building on the idea can be shaping it in a direction that the players feel makes for a better story.

The only time "Yes And" is not a useful tool is if the idea presented causes a Player to become upset, pained, or insulted.

Player Numbers

Players will be assigned Player Numbers to help keep track of certain aspects of the game. This number is important and how Players will be identified in our database and a shorthand to help preserve anonymity for certain in game effects.

Character Sheets

Each Player will receive a Character Sheet to reference what Skills they have for the Character and all the relevant information related to the Character. After Skills, Traits or other effects get used (including Gathering and Crafting Skills along with the start and end times taken to do the RP), or after a fight, Players must note on the back of their Character sheets the Skills used and track any Energy expenditures and any reductions to Maximum Health or Energy to help keep track of the changes to the Character over time.

Some Items may also be required to be noted on your sheet, especially if they give Health or Energy. When in doubt, note it on your sheet.

Sheet Checks

A Marshal may request a Sheet check after an adventure to check and make sure Players are noting down their Skill Uses and making sure Items used are valid. If a Marshal calls for a Sheet Check, all Players participating in an adventure or fight must update their Character sheet and present it to the Marshal.

Physical Representations (Phys Rep)

Physical Representations are real world items used to represent In Game Items. Players are encouraged to Phys Rep their Items the best they can. Resources do not require Phys Reps, but Characters should carry some sort of bag to represent they are carrying various resources.

Weapons

Weapons require a boffer to represent the weapon type. Our items are given names rather than types, so Players have freedom to use whatever boffers are available rather than requiring specific kinds of weapon Boffers.

- The only requirements are the weapon length, and passing a Safety Check when the Character Checks in.

Shields

Shields are required to have no hard edges along the perimeter of the shield and no sharp or jagged pieces on the outward facing side of the shield. Any bolts or other fasteners must be low profile on the face of the shield or be rounded smoothly.

Armor

Armor Phys Reps must cover at least 50% of the body part it protects and is painted or made to look genre. Armor can be made of any material so long as it looks like it is made of cloth, leather, wood, or metal. Real armor is not required but encouraged.

Potion

Potion Phys Reps include any kind of bottle or container which can hold approximately 3 or more ounces of liquid.

Workstation

Workstation Phys Reps require a table or other surface with objects related to the type of Workstation it is. For example, a forge should have tools such as hammers, files, vices, etc. for working metal.

Food and Drink
Food and Drink Phys Reps can be any kind of real-world food or drink, or at the minimum fake food or an empty cup the Character can use to roleplay eating.

We encourage players to be creative and have Phys Reps for what they intend to use, but do not expect players to have Phys Reps readily available for items they acquire during a game. If a Player brings a few extra Phys Reps, this helps build immersion for everyone involved.

Weekend Schedule
To help players understand how a weekend is meant to flow, here is a schedule for the general flow of a game weekend.

Arrival at Game and Check-In
Opening Announcements begins at 930PM on the first day of an Event. Players should gather in the indicated area to hear any special announcements. After 10PM, vehicles are not allowed on site to help preserve Immersion. If Players arrive before this, they are welcome to claim a bunk or set up their tents. If Players arrive after 10PM, we request they do not drive onto the site and carry their equipment to the bunk or tenting areas.

Once the Player has claimed sleeping space, they should go to Logistics and check-in. If the Player pre-registered, they will have their sheet printed and get any items or information necessary at check-in. If the Player did not pre-register, they can pay at check-in.

Character Check-In
Each time a Character is checked in at a Game, they gain 10 Experience points they can use during that game to learn new Skills. After check-in a Character can spend these Experience by having another Character teach them new Skills.

Additionally, any Skills or effects that provide a bonus at Check-in will be given to the Player.

Alternate Characters
Players may have up to 2 Alternate Characters on file with Memories of Graewynn. When the Player Pre-Regs or Checks in, they may decide to split the Experience received for attending the game across any of their Characters on file. Alternate Characters cannot be the same Species Subgroup as one of the Player's other Characters.

A Player is allowed to swap to one other Alternate Character during a game weekend. They must remain in play as that Character until the end of the Quarter or 3 hours whichever is longer before they are eligible to swap back to the Character they played at the start of the event.

If a Player attempts to avoid in character consequences by swapping to an alternate Character, it will be noted as disruptive behavior and if it becomes a pattern may lead to disciplinary action.

Opt In and Opt Out Cabins
If a site has cabins, some cabins may be labeled as Opt-In or Opt-Out cabins. Opt-In Cabins are eligible to be attacked by Characters during the game, even late at night.

Opt Out Cabins are considered out of game space and cannot be attacked during the weekend. If the majority of Players in a Cabin vote to make the Cabin Opt-Out, then the cabin will be Opt Out.

Opening Announcements
Opening announcements will introduce the staff of a Memories of Graewynn game and inform Players of any in game or out of game knowledge they need during the week. Safety reminders will also be given during opening announcements to ensure all players are up to date.

NPC Rotations
Players will be required to show up for a NPC Rotation. This allows the game to have Characters to go into the game and provide more atmosphere and enemies for fights. NPC Rotations are 4 hours of time. When a Player checks into the game, they will be asked to choose an NPC Rotation.

There are Primary NPC rotations and Optional NPC rotations. The Primary NPC rotations will occur from noon to midnight on Saturday. Most players will be asked to sign up for those rotations. If a Player wishes they may opt to take Friday night from 10PM until 2AM, Saturday Morning from 8 AM to noon, or Sunday from 8AM to noon. Optional Shifts may be asked to help clean up props and Logistics, pack or unpack props depending on the needs at the time.

For assisting the game and participating in an NPC Rotation, Players will be rewarded with a choice of some In-Game Resources or Money. What is available is not affected by Skills like Embargo but may only be limited by overarching plot for the game.

Players may opt to spend extra time on NPC Rotation to earn NPC Perk points. These points may be spent to increase their rewards when their NPC Rotation ends. The person running Logistics must sign off on your NPC rotation to count when we do after game reviews.

NPC Perk Points
A Player earns 2 NPC Perk Points per extra hour of NPC they do. The Player may exchange NPC Perk Points at the for the following:

1 NPC Perk Point
- Replace 1 Common Resource with 1 Draw from the Fortune Deck.
- Get 1 additional Common Resource from any Gathering list or 5 additional Anum.

2 NPC Perk Points
- Get 1 Refined Resource from the Refining List on top of their normal choice. This cannot be Refined Materials created from a Schematic.

3 NPC Perk Points
- Get 1 chosen Rare Resource.

Full Time NPC Rotation
Players may opt to come to the game and NPC the entire game. The Player will not have to pay for a ticket to come and help the game, however, they cannot play their Player Character during the event. The Player will be expected to be present for 10 hours of NPC times, however, these can be broken up as needed.

If the Player fulfills the 10 hours, they will get Experience for the weekend, Resources for doing an NPC Rotation and NPC Perk points if they go beyond the 10 hours as if they had attended the game normally.

If a Player shows up for a Full NPC Rotation, but does not complete the 10 hours of NPCing, then they will not be given the Experience for the weekend but will still get Resources for completing an NPC Shift and any applicable NPC Perk Points.

Closing Announcements / Clean Up.
When the game ends on Sunday, all Players will be requested to gather up for closing Announcements. After Closing Announcements, is Camp Clean up. Players will be required to assist with cleaning up the campsite. Once the assigned tasks are completed, Players will be given time to go back to their Cabins / Campsite to clean up their personal gear. Once Players are packed up, they will turn in their Character Sheets at a designated place and free to leave.

Leaving Early Procedure
If something occurs and a Player needs to leave early, they must let a Director know. The Director will give them a minor clean up assignment and then they will be free to leave. Most likely this will involve helping sort Logistics or

Herb Option	5 Common Herbs from Herbalism List
Farmer's Option	5 Common Produce/Animal Product from Farming List
Hunter's Option	5 Common Animal Product from Hunting List
Miner's Option	5 Common Metals or Stone from Mining List
Logger's Option	5 Common Wood or Bark from Logging List
Forager's Option	1 Random Draw from Forage Table
Payment Option	3 Gentum Availability of this option is limited to current stocks of Coins.
Grave Tender Option	5 Common Resources from Grave Tending List or reduce local Entropy Score by 2.

helping clean up in the Kitchen if the game offers a meal plan.

Game Concepts

Immersion and Story First

Immersion is important to any LARP. At Memories of Graewynn, we want to be as immersive as possible. While there are a lot of pages of mechanics, most of it is just to ensure we have answers for how to resolve situations.

Memories of Graewynn focuses on Story first and mechanics second. There will be times where we may use existing mechanics in different ways to help make the game more interesting and keep the story flowing. If there is an issue with how mechanics work, please save it for after the scene at hand and check with a Marshal or Director. Rather than having arguments on the field, bring it up afterward. Nothing breaks immersion worse than rules arguments on the field.

Players should keep conversations not pertaining to the game for out of Character spaces or at the minimum away from other Players who are in game. If a Player is bored or irritated by what's going on, express it as the Character rather than break Character. It helps build the atmosphere and helps communicate your feelings in a way which folks can respond to and keep their immersion.

If a situation happens where a Player is not comfortable with what is happening in the scene around them, they are free to go out of game and leave a scene with no repercussions. This cannot be used to avoid a Character dying, but if a Player is uncomfortable with the content of the scene, they may opt to leave it at any point.

Additionally, fighting hurts! While our system does not aim to have Players physically hurt each other, they should still roleplay being hit and struck by effects. When in doubt, play it up. If an orc walks up to you and hits you in the chest with a big two-handed weapon for real, a person will not just stand there and start swinging back.

Rule of Cool

In Memories of Graewynn, we use the Rule of Cool to help with immersion. If you want to tell a story but our mechanics do not quite fit, we can work with you. In most cases, if you can at least give a plausible reason why a Character can do a thing, then roleplay it. This allows Players to interact with each other to tell stories rather than wait on the Directors to always provide a story.

This concept is based on the idea of the wild unpredictable world full of magic, faith powers, deities, spirits, creative thinkers and other forces.

For example, if a Harmonious caster wants to make a flower bloom and give it to another Character, then they just do the RP.

The exceptions to the rule of cool are as follows:

1. It cannot provide a mechanical advantage or provide in game mechanical items or money. It may only be to enhance the story.
2. It cannot be used to affect an area larger than 5ft around the Character.
3. It cannot be used to use real world fears or traumas against another Player. That's not cool, that is cruel.
4. Just because something works once, does not mean it will always work. The world changes and the first time may have just been luck.
5. Rule of Cool can be used to explain glow in the dark things or items which cannot be explained by in-game reasons such as glow in the dark nerf darts, glow sticks, or boffers which glow.

Non-Standard Uses of Skills and the Rule of Cool

Further, a Player may approach a Marshal or Director to see if they can use their Skills in a unique way during an Adventure or if they have questions about how to go about doing something.

For example, if a Character with several Crafter Skills wants to figure out how to build a plot specific item, they can approach a Director and ask about it.

Rather than make dozens of niche skills for every situation, we encourage players to present ideas to the Marshal or Director to see if they can do something. This may not always work in every situation, but Players are encouraged to try.

We do ask folks to be respectful of the Marshals and Director's time when doing this.

Marshals

Marshals are volunteers entrusted to oversee adventures and ensure rules are followed through the course of the game. Marshals assist the Directors to ensure the game runs smoothly.

Marshals will have a pin they wear while in Character to show they can be requested to adjudicate rules if a Director is not immediately available. Marshals are expected to behave in a professional and courteous manner. If a Player is not comfortable having a particular Marshal oversee a scene due to a conflict of interest, Players may request a different Marshal.

If an issue with a Marshal occurs, the Player is asked to calmly seek out a Director and discuss the matter directly with the Director.

In Game versus Out of Game

The terms In Game and Out of Game are references to when a situation is happening in play.

In Game refers to when Players speak and act as their Characters and should react accordingly. When the game

starts, players are expected to remain In Game as much as possible, this is referred to as being in character.

Out of Game is when Players speak and act as Players (ie real world people) instead of as their Characters. Out of game conversations should be kept to a minimum during game unless the players involved move away from other people who are still in character unless there is an emergency.

Game Quarters

During the game, some effects refer to Quarters. In most cases this is a 6-hour block of time. The Quarters begin and end at Midnight, 6 AM, Noon, and 6 PM each day of an event.

The first Quarter of a game is likely going to start around 9:30-10:00PM. To accommodate for this the first quarter of an event goes until 2AM.

At the start of a new Quarter, Characters regain Energy equal to half their maximum Energy.

Consent to Physical Roleplay

All Players, no matter how well they know each other, must request permission to physically touch another Player whether in or out of Character with any part of their body. There are no exceptions, and Players may revoke this permission at any time. If a Player asks for permission and the other Player does not respond with a clear "Yes" or other obvious indication, then the Player has not given permission. Violating this rule will result in immediate disciplinary action. Players are welcome to set up consent before game or during, however, if consent is revoked, all the above still applies. We do encourage folks to check in often to see if that consent still holds.

If an effect requires Roleplay to complete it and Consent for Physical Roleplay is not given, then a Player must mime doing the roleplay without physically touching the target.

HOLD Calls

A Hold call can be declared as "HOLD!" to announce a pause to all game play to resolve the issue. Any Player can call a Hold if they or another player are at risk of being hurt and want to readjust their footing before continuing or getting hurt due to unforeseen circumstances.

If a Player is about to back up into a hazard, the players can agree out of character to shift everyone's positioning to ensure any hazards are avoided. This can be as simple as adjusting their footing or even everyone moving several steps in a direction to move away from the hazard.

After the reason a Hold is called is resolved, the Marshal or players involved if there is not a Marshal present must loudly announce "3, 2, 1, Lay On" to resume gameplay.

Medical Emergencies

If there is a Medical Emergency, anyone can loudly call out "Hold, Medic!". This means someone has been hurt and immediate attention is necessary. All play must immediately freeze, and players should get out of the way unless they are trained as a medical responder and are willing to help.

In Game (IG) Areas and Out of Game (OoG) areas.

At each game, there will be designated In-Game (IG) and Out of Game (OoG) areas. These will help players know where they can use Skills and interact as Characters or can interact as just Players.

When Players are in a designated OoG area, they are just the Players, they do not have to behave as their Character. Players inside an OoG Area are not affected by any IG effects. The Players must make a choice to enter OoG areas and cannot use them to evade IG events. This includes running to an OoG area while being chased by other Characters to be 'safe' for example. The most common OoG areas will be Logistics, the parking lot, bathrooms, shower facilities, personal tents and cabins which have opted out of being an IG space.

All other spaces at a site, not indicated as an OoG space, are always IG during the event. Unless a Character is using the OoG gesture, they are IG and may be affected by Skills and effects.

The Interior of a player's tent is considered and OoG space unless the Player who owns the tent designates it as an IG space. This designation cannot be changed without Director approval.

Taking Items to and from OoG Spaces

Most players will store both in and out of game items where they sleep. If the area they are sleeping in is an OoG area, they may only access Item Cards and Schematics when they have decided to go to bed for the day or when they rejoin the game after getting up in the morning. During those times they may change out items they are carrying with them and designate them as OoG or vice versa. If a Character wishes to have a stash of IG items, they must have it in an IG space. This could be a container, buried in the woods, or elsewhere. If a particular Item is necessary for the story, a Marshal or Director may allow a Character to go get the item from an OoG area to proceed with the story.

Out of Game Bags and Containers

Some players may require a bag to carry medication, food, drinks, or other essentials. OoG bags must be clearly marked as OoG. Minimally, a strip of tape on the exterior of the bag with the letters "OoG" clearly visible should be used. These bags cannot be searched by Characters, and anyone found looking through another player's OoG bag without consent will receive a violation.

OoG bags are treated just like sleeping space and players should not store IG Items in them to prevent them from being taken during the game.

Any bags, cases, or other containers stored in an OoG Space are treated as an OoG bag.

In Game Bags
Any bag or container not specifically marked as OOG while in an IG space is a potential target for theft. Players are welcome to store their items in them and can access them at any time unlike Item Cards stored in OoG bags or spaces. However, only Item Cards, Game Currency, Phys Repped Items may be taken from another Player's bag, anything else found inside cannot be taken. See CVC rules for clarification on Searching Another Player's Bag.

If a Character has a pocket or section of a Bag with OoG things in it, they must put a band of tape on the exterior of the pocket marked as "OoG Pocket" to show that pocket specifically is OoG.

Character Literacy
In Memories of Graewynn, Characters do not have to purchase the ability to read, write or even speak. Those choices are left entirely up to the Player if their Character can do those things.

Logistics
Logistics is the area where the Directors have all the props, and information necessary to run the game. This is the hub where NPCs will go for their NPC Rotation, where Research can be turned in to get answers and generally a place where if Players have issues, they can go to have them addressed.

Findable Adventures
There will be signs or some other marker for Findable Adventures. These can be found on site in game areas. Players are allowed to pick up one Findable Adventure at a time and take it to Logistics to have an adventure run for them and their choice of group specifically.

When the Findable is turned in, the Player may be asked to wait so any Adventures being set up can be completed and then they will be notified they are ready. Findables can be anything from discovering treasure, ambushes, tearful roleplay etc. The signs will note if it is a combat adventure so if a player is not feeling like combat, they are not stuck doing a combat adventure.

Game Revision and How it affects Characters.
If the Rulebook undergoes a revision and there are significant changes to a Skill or Species Trait, a player may request a change to their Character. The request will be reviewed, and the Directors will decide if the change is appropriate. In this case where the changes only affect one or two Skills, the Directors will refund the Experience for that Skill or CP for a Species Trait which can then be spent immediately.

If there is a large series of changes to the rulebook, the Directors will allow a complete Character reroll in case the changes made drastically alter how a Character functions. In the case of a large Rules revision, the Character may be rebuilt up to the amount of experience that was spent before the revision. Any unspent from that amount will be given back to be spent to learn Skills.

Town Wide Mechanics
The Local Market
Each game has a local Market where Players can go to get their Item cards and purchase items currently available at the Market. The Market can also be used to purchase Resources through trade or coin. Not all Resources may be available at any given time, however, there are times where a limited number of harder to find Resources are available.

Additionally, the Market is where Players can go to send letters to NPC groups to try and get aid. Letters will be checked each Quarter by the Storytelling Team. The Team will respond when able to however, Players should not expect a response immediately and possibly not even during the same game.

Trade done at the Market is at a slightly higher price than items are normally worth which includes merchant's transport, storage, and other costs for having Resources readily available.

Players may trade Resources to get other Resources. Resources may only be traded to the Market for the At Cost Value. This is to encourage Players to trade with each other if possible, and not rely solely on the Market for Resources.

Additionally, all purchases at the Market have a small tax cost unless a Character can pay for their entire trade in coins.

Each Quarter the Market Opening Price is adjusted as necessary based on events IG and is the baseline price for Resources for effects like Negotiate.

The Market Price is set based on Price Levels.

Flooded Market – 50% At Cost Value
Surplus Market – 75% At Cost Value
At Cost – Base line value of an item
Market Price – 125% At Cost Value
Demand Market – 150% At Cost Value.
Scarce Market – 200% At Cost Value.
Shortage Market – 300% At Cost Value.
Unavailable – Cannot be purchased at the Market.

Non-Resource Items at the Market
Some Items may be available at the Market which are not Resources. These Items function under slightly different pricing mechanics than other Items. These items are not affected by the Market Prices listed above but can be modified by other effects.

Examples may be Plot specific items, maps, information, or specialty items.

Market Etiquette
Before you get in line for the Market, ensure you have all Items to be turned in, money for purchase etc. If you have to go get anything to turn in for any transaction at the Market, you lose your place in line and will have to go through the line again. The Market Reps may choose to be lenient on this if there is not a line.

Currency of Graewynn
The region has several forms of currency which may be traded, however by far the most common is Soli currency.

Anum (ANNE-uhm) are the most common form of currency, each Anum is worth 1 and made of Tin.

Gentum (JENT-uhm) are worth 10 Anum and made from Silver.

Lunum (LOON-uhm) are worth 25 Anum and made from Aluminum.

Banking Mechanics
Characters may exchange Items with the Market in exchange for credit with the Market. This represents the Character putting up the Item at the Market and getting a share of the profits after the Market sells the item for them.

Items exchanged this way are worth 50% of the At Cost value of the Item in question. This is because the item has to be stored, shipped, and sold elsewhere after the Market takes its cut. The Market will have a Credit Log where the Market Rep will note the exchange on a page for your Character.

If an exchanged Item less than half its expiration time left, the Market Rep will offer even less for the Item.

In game Currency can also be turned into the Market to gain credit at a one-to-one exchange rate.

Credit at the Market and its Uses
Credit at the Market may be used to purchase other Items from the Market, used to send supplies to local factions with a letter, or can then be withdrawn as a small amount of currency. The amount of currency available is based on the current stocks of coins the Market has available.

The Mercantile Skill Tree can be used to modify the Banking System.

As a note, if a Character tries to abuse the Market by buying and selling goods, the Market Representative may declare Skill effects to negate certain effects.

Gathering Tables Mechanic
Each Gathering Skill has a table of items that can be gained using a Fortune Draw. When a Player turns in uses of a Gathering Skill, they may draw a card from the Fortune Deck to gain additional Resources.

These tables are not static and can change based on how much Gathering has been done during the game. At the start of each game, based on local events, plot, and the

previous game, each Gathering Skill's table is set to one of four levels: Low, Moderate, High, and Abundant.

In most cases, all the tables will be set at Moderate to start. Each Quarter, the number of uses for Gathering Skills will be tallied and can affect if the table moves up or down.

This is based on the Total Player Count (TPC). This will include Pre-Regs that do not show up, late comers, and folks purchasing our Day Pass.

Each Gathering Skill use will be counted when turned in. IE: if a group comes in with 5 players that have each done 10 instances of Mining Gathering RP, then that would add up to 50 instances of Mining Gathering being done and tallied accordingly. If those same 5 players come with a variety of skills being used, they would each be tallied separately (Farming, Forage, Grave Tending, Herbalism, Hunting, Logging or Mining).

Once the tallied totals for a specific Gathering Table go above the TPC times a multiplier, the next Quarter the affected Gathering Table will decrease. If one Gathering Skill sees extensive use, then the table will degrade further. If the table is already at Low, a cumulative -1 to Card Values will go into effect.

The Gathering Tables can improve, if there is not a lot of one kind of Gathering done a particular Quarter. To prevent the tables from decreasing constantly, the tally for each Gathering Skill is replenished by a multiplier of the TPC. If the tally is replenished to a negative multiplier of the TPC, then the Gathering Table for the next quarter will be improved.

The Multipliers are subject to change based on plot effects and further testing.

To help clarify here is an example using a 3x TPC Multiplier and a TPC of 50 Players, and the Farming table starting at Moderate.

Friday night after Game on is called at midnight, the Gathering tally is reduced by 1.5xTPC (in this case 75). If no one Gathers before midnight, then the Tally would be -75. This would increase the Farming Gathering table to High from Midnight to 6AM. Assuming 100 uses of Farming are tallied, then at 6AM on Saturday, the new farming Tally is once again reduced by 75 to 25 but remains at the High table.

Saturday from 6AM to Noon, the tally starts at 25 after adjustment for Farming. If during this Quarter, 140 uses of Farming are tallied then the total tally is 165. That is more than our 3x TPC multiplier (150). During the Noon to 6PM Quarter, the Farming Table would move to the Moderate table and the tally would be reduced by 75 again to have the starting tally for Noon to 6PM be 90.

If during the Noon to 6PM Quarter, the Farming tally increases by 80, for a total of 170, then the Farming table

for 6Pm to Midnight would decrease to the Low table. Then the tally is reduced by 75 again to a total of 95.

If during the 6PM to Midnight Quarter, the Farming tally increases by 100, for a total of 195, since the Gathering Table is already at Low, a -1 to all Fortune Card draws would be applied from Midnight to 6AM Sunday.

The Great Game

When a Character dies, they have a chance to save themselves from a permanent death. The Player reports to Logistics when they die and will participate in the Great Game as their Character on the precipice of life and death.

A being of one type or another may offer them a chance to live, but it may cost the Character parts of their Soul. The beings which may appear before a Character are varied and change, but many may grasp any opportunity rather than pass on into the afterlife. To help facilitate this scene, Players are asked to consider what their Character believes and what kind of being might be attracted to the Character.

Characters will lose 3 Soul Points base; however, they may have the opportunity to bargain for power with the being appearing before them.

A Worthy Death

Only Characters who die a death worthy of notice may be given this chance to bargain for further power.

Characters who take their own life or attempt to die simply to bargain for power will not be worthy of notice and while they may be offered the chance to return to life, they will not be given the chance to bargain for anything else.

Permanent Character Death

A Character dies permanently if they have no Soul Points remaining after playing the Great Game.

If a Character dies permanently, the Player retains all their Experience but must create a new Character.

- The Player may only spend the 75 Experience they would normally start with.
- Any Experience beyond the starting 75 is still available, but must be spent by having Skills taught to the Character.
- A Player may only spend up to 50 Experience from their bank of Experience from the previous per game to learn new Skills to help provide development of the new Character rather than simply showing up as a new Character with new Skills the Player may not be familiar with.
- The 50 Experience does not preclude the Character from spending the Experience they get for attending an event.

Death in the Setting

Within the setting, most people do not play the Great Game or can come back. For RP purposes, most folks who come back are believed to have been mostly dead, but somehow

survived by sheer luck or tenacity. Like stories of heroes surviving grievous wounds hanging on by just a thread.

However, due to game mechanics, timing, and/or player actions, it is possible the dead PC's 'body' may have been so badly damaged, torn apart or otherwise mutilated into oblivion that it does seem odd when someone returns from the dead.

There are forces involved in the Great Game which have the power to reconstitute a body from nothing. Characters which return from the dead may wonder what the hell happened to them and why there is a body that looks suspiciously like theirs? This is left intentionally vague and should aid in RP. Other mechanics in the game may affect Soul Point loss, so any death could be someone's last. Players should treat every death of a character as it is their last because without meta knowledge, it is impossible to know if a person will come back in setting.

In general, if someone can't explain it, most would simply call it a miracle.

The Graveyard

Each town has a Graveyard, this place is where bodies are collected and laid to rest. At the beginning of each game, the Directors will note where the Graveyard is currently.

If a Character dies, their body remains on the ground. NPCs may leave behind a red piece of cloth as a marker for a corpse to prevent being stepped on during combat, for searching and looting later or if needed to represent another NPC.

If Characters are willing to take the time to drag bodies to the Graveyard, the local Grave Tenders will reward the Characters by bringing in the bodies to ensure they are not left to rot.

Players will receive a small reward for each body they roleplay carrying from a battle. These bodies will only be rewarded if they are collected from the area immediately around main play spaces like a Main Hall or otherwise indicated by the Directors during opening announcements.

If a Player goes on an Adventure away from the main areas of the Town, then they cannot claim bodies to carry back for rewards from the Graveyard. Generally, if the adventure is in a wooded area or far away from the main areas of the town, the players are too far away. Players may always ask the Marshal for the adventure if they are within town limits for this purpose.

This is a good way for new Players to make a little money and get some items to help them get involved in the economy.

If bodies are left to rot, scavengers have dragged away the carcass to feast on it elsewhere. This can result in the increase of Entropy.

Entropy

Entropy represents entropic elements in the area making it harder to survive.

Entropy is a rating for a local area. Entropy represents an imbalance in the energies of the area or a state of disarray which can lead to unpleasant consequences.

Entropy can be increased in the following ways:
- Leaving bodies to rot on a battlefield and not taking them to the Graveyard.
- Performing Rituals harmful to the area or even poorly casting Rituals
- Leaving trash around the game site.
- Allowing dens of monsters to proliferate, and even powerful monsters of certain types can increase the Entropy just with their presence.
- Some creatures have abilities which can also increase Entropy.

Maintaining a clean site is good for the game both in real life and in the game. If players leave trash around or do not clean up after themselves this can damage the relationship the game has with a site. Entropy can change during the game based on if Players try to clean up.

Entropy can be combated by keeping the game site clean, tending to the Graveyard, cleansing Major Rituals, clearing out nests of monsters, successful festivals, or celebrations or by other mechanics presented by the Directors during the game.

Entropy has two parts, the Entropy Score, and the Entropy Level. The Entropy Score is tracked by the Directors based on Player actions and kept secret. For example, if a Director or Marshal notes an area is covered in litter on their way to run an adventure, and not cleaned up on their way back, this can increase the Entropy Score for the game. As the Score hits certain points, the Entropy Level increases. The Entropy Level will be on display at the Market.

Between games, the Entropy Score will be reduced by 20% if Players do sufficient cleaning up after the game.

Entropy in the Setting

Entropy is not well understood in the setting. Many areas carry at least some Entropy as an everyday occurrence. Exactly what causes it, or why it exists is a mystery to even the most educated scholars. There are dozens of theories about what it truly is, however, there are debates about it throughout the continent of Anthuli.

Imagine most villages you see in medieval or fantasy pictures, stories, or shows. The dirty and grungy villages would likely be sitting at Entropy Stage 1 or 2 on a fairly regular basis. It becomes harder to gather resources and pests are an issue.

Once you move into Stage 3 or 4, then you start having areas where the world seems more gothic, barren or are

forbidden areas with many rumors or legends swirling around them.

Stage 5 and 6 of Entropy are dangerous places, clearly unwelcoming to anything but monsters and dark forces.

The only place in the setting which is beyond the stages listed here is the Daemonwake. The scar across that landscape has refused to diminish and is deadly to anyone staying there for any length of time.

Between Game Entropy Reductions
The Current Entropy Score for a game will be decreased by 20% at the start of the next game unless there are powerful Monster Nests left to proliferate. The Directors will inform players if this goes into effect.

Levels of Entropy
Untouched (Stage 0) – 0-10pts
The landscape is untouched by Entropy and nature runs its course. The area is particularly clean and natural.

Speckled Wilt (Stage 1) - 11-30pts
As if incensed by the encroaching Entropy, the land becomes less likely to give up valuable resources.

Mechanical Effect
- All Fortune Deck Card Values are reduced by 1. If the card is drawn and the total result would be zero or less, the Character gets no extra Resources.

Beacon of Filth (Stage 2) – 31-70pts
As if called by an unseen piper, vermin, pests, and other creatures find their way into stockpiled resources and cause them to rot or be destroyed much faster.

Mechanical Effect
- Vermin and pests become more frequent. There may be a rise in creatures getting into crops or spoiling goods. Creatures with the Destroy Resources (See NPC Abilities) effect become more prevalent.
- The Gathering Tables get a smaller replenishment each Quarter.

Creeping Rot (Stage 3) - 71-120pts
Rot begins to spread across the land producing less resilient foods and life struggles to survive.

Mechanical Effects
- Produce, Animal Product, and Herbs Expire one month sooner.
- All Characters lose 1 additional Soul Point when they die.

Blighted Landscape (Stage 4) – 121-180pts
The land has become riddled with disease and ripe for the spread of sickness.

Mechanical Effects
- Disease effects become more prevalent, Diseases progress in half the time or may gain additional effect.
- All Fortune Deck Card Values are reduced by -1 which is cumulative from Stage 1.
- Characters lose 1 additional Soul Point when they die for a total of a 2 Soul Points on top of the normal Soul Point loss.
- The Gathering Tables get a smaller replenishment each Quarter. (This is cumulative with Stage 2)

The Shadow Falls (Stage 5) – 181-250pts
A shadow falls across the land driving hope from its borders. Monsters find themselves empowered by the Entropic energies of the land as hope flees from this place.
- Monsters gain additional Gifts.
- When Resources are gathered, all expiration dates are halved.
- All Items crafted during the game have their expiration dates halved. (Replaces -1 Month for Produce, Animal Product and Herbs) from previous levels.
- Characters lose 1 additional Soul Point when they die (this is cumulative with previous Stages to a total of 3 additional Soul Points lost)

Corrupted Landscape (Stage 6) - 251+ pts
It is said the Daemonwake is the only place more corrupted than a place where Entropy has reached the level of a Corrupted Landscape.

Mechanical Effects
- Monsters gain additional Zeal, Vigor, and Screen and act as if they always have Warrior's Spirit active.
- Produce, Animal Product, and Herbs last for 1 month when gathered.
- Characters lose 1 additional Soul Point when they die (this is cumulative with previous Stages for a total of 4 additional Soul Points lost)
- Gathering Tables gain no replenishment at the end of each Quarter.

Faction Mechanics
Factions represent local groups of insetting peoples who may become allies or enemies of the town. Each one has its own unique strengths and weaknesses. While a Faction may hail from a nation in the setting, they do not represent the entire nation, just a group of people loyal to it. Certain interactions with those groups can affect their standing with the town and what effects they may have. See the Influence Appendix for more information on how Faction Mechanics work.

NPC Dens and Strongholds
NPC Dens and Strongholds are Adventures the Town can choose to go and investigate/attack when they want. These are opt-in Adventures which generally will include some additional mechanics to defeat.

Dens are primarily made of up of monstrous NPCs such as Beasts, Demons, Constructs etc.

Strongholds are primarily made up of sentient Species creatures.

Dens and Strongholds can have effects on the Region such as increasing Entropy gains, negative Influence effects on other Factions, impact the Market's prices, or may influence how strong certain types of enemies are when they attack the town.

Dens and Strongholds are generally considered far enough away from the Town they will not contribute to local Entropy increases for killing the creatures there and may have their own Entropy rating or other effects.

Dens and Strongholds may increase in strength every 3 months (not including months when game is not held).

Players may choose to attack or investigate these Dens or Strongholds by going to Logistics and requesting to do so. Some Dens and Strongholds may require additional set up time. Please contact your Directors for any special information regarding Dens/Strongholds.

Character Vs Character Rules

There are only two cases where a Marshal must be involved when it comes to Character vs Character (CVC) situations: Killing another player Character, or theft of in-game items with a Phys Rep or in a bag/container.

Killing Another Character

Players may not use the Deathblow Action on another Player unless a Marshal is present. If a Character is reduced to Near-Death by another Player and no Marshal is present, when their Near-Death Timer ends, they become Stable.

If a Character plans to kill another Character, a Marshal must be present before the fight begins. A Player cannot request a Marshal when the intended target is already actively engaged in a fight, or in Near-Death from an unwitnessed exchange. The Marshal is allowed to request to see a Player's Character sheet or item cards to ensure the actions taken during this CVC action were allowed by the rules of the game. Marshals can request this the moment a Deathblow is dealt. If a Marshal determines the kill was the result of cheating, the Marshal may reverse the kill and the murdered Character is instead Stable.

Theft of In-Game Items

Any loose Item Cards or Coins may be stolen without a Marshal being required to witness it **(unless the Items are within the 10x10 of a PC's Kiosk, see Kiosk pg. 119)** Loose items are defined as being out in the open and not in a bag or container which is sealed. **A good safeguard is if you need to touch something another player owns out of game that is not an Item Card or**

Schematic/Instruction to steal the Item, have a Marshal present.

If the thief is caught, Characters are allowed to respond as they wish.

A Character searching another Character is also allowed without a Marshal unless the Character being Searched specifically requests a Marshal be present. See the Search Basic Action for more information.

If a Character wishes to steal from a cabin, or an in-game bag/container, they must have a Marshal witness the theft to ensure no OoG items are taken. Anyone who takes any items from a sealed bag, container, or cabin without a Marshal to witness will be considered theft in the real-world sense and will be immediately suspended per review by the Directors. The only exception is if another player gives consent for the other player to be in their bags.

Theft of Phys Reps

When a Phys Rep is stolen, the thieving Character must remain in game for at least one hour before turning the Phys Rep in at the Market or Logistics. The Phys Rep will be put on display at the Market and when the owner arrives, they must turn over the associated Item Card to get the Phys Rep back. The thief may then arrive later and collect the Item Card.

Rule Modifications Priority

There are several effects which can seem to conflict in this System, to help clear up what effects can override other effects see the list below.

Core Mechanics

Core Mechanics are considered the Basic Actions, Health, Energy, and Armor Limits. Statuses and Skills. These are the basis of all effects. These set the groundwork for other effects.

Species Traits

Species Traits are effects based on your Character's Species. These effects can modify Core Mechanics and if a rule conflicts, the Species Traits take precedence over Core Mechanics.

Item and Chirurgeon Effects

Items can modify Core Mechanics and Species Traits to give them modified or even new effects. If an Item effect conflicts with a Core Mechanic or Species Trait, the Item's Mechanic takes precedence.

Ritual Effects

Ritual Effects take precedence over Core Mechanics, Species Traits, and Item / Chirurgeon Effects.

Plot Effects

Plot effects take priority over all other effects.

Players are welcome to ask how things conflict if they are not initially clear. If an effect does not specify it affects

something, then it likely does not affect the thing in question. However, it is difficult to foresee all possible interactions or niche situations. If something comes up, please let the Directors know.

Character Creation

To make a Character for Memories of Graewynn follow these steps.

Step 1: Character Concept – Determine what kind of Character you want to play.

Step 2: Starting Experience. Players get 75 Experience to build their Character by purchasing Skills.

Players may choose one Skill Tree to learn at the same Experience cost as Tree 1 for free. The Tree progression in the Skill Group they choose would be 1, 1, 2, 3, etc. This bonus is limited to a single Skill Tree. Any Experience not spent at Character Creation will be available during the game to use to learn Skills.

Step 3: Choose Species. The Player must choose a Species Family and then a Species Subgroup. This will determine how many Creation Points (CP) the Player can then use to purchase Traits.

Step 4: Get Starter Equipment. When the Player checks into a Game, they will be given starting equipment. The Character will get up to 2 weapons and 1 Shield if they have Phys Reps for them, Starter Armor, and a random grab bag of Resources and 5 Anum.
- Starter Armor is determined based on 3 Criteria.
  - Genre – Does the armor look like it fits for a Fantasy game. The look helps with Immersion.
    - Sports Gear or modern materials– 3 Pts
    - Vaguely appears medieval costuming – 6 Pts.
    - Looks very genre – 10pts.
  - Material Appearance – What materials does the armor look like it is made from?
    - Cloth – 2 Pts
    - Leather/Wood – 4 Pts
    - Chain – 6 Pts
    - Metal Plates – 10 Pts
  - Coverage – How much of the body does the Armor Cover per piece.
    - Less than 25% Coverage – 3 Pts
    - At least 50% Coverage or a full torso piece – 6 pts
    - At least 75% Coverage – 10pts

Designer's Note: Starter Armor is meant to be a bit more forgiving especially for folks showing up for the first time. Please see the Armor Phys Rep requirements for Crafted Armor.

Character Rerolls

Players will have the option to entirely rearrange their initial Character creation choices one time between each of their first three games. These changes must be submitted before the Player attends their 4th game.

These requests must be submitted in writing through the appropriate channels.

Character Progression

Each time a Character checks into their Home game, they will gain 10 XP if their game runs 10 or less games a year. If the Game runs year-round, then Characters will receive 8 Experience per game.

If the game franchises, and there are other Chapters Players could go to, they will receive much less experience based on the chart below:
1 Travel Game a month: +3 Experience
2 Travel Games per month: +2 Experience
3 Travel Games per month: +1 Experience
4+ Travel Games a month: 0 Experience.

In total a Character can only earn a max of 6 additional Experience per month.

Game Mechanics

Skill Groups

There are three Skill Groups, Combat, Magic and Social. Each Skill Group has several Skill Trees within it associated with one of the three Skill Groups.

General Skills

General Skills are associated with Skill Groups. General Skills are not part of any Skill Tree and can be purchased by any Character. General Skills have a set Experience cost listed with the Skill the Player will need to pay to learn the Skill.

General Skills do not count towards the number of Skills purchased for any Skill Tree.

Skill Trees

All Skills are organized into Skill Trees. Each Skill Tree has 10 Skills designed around a theme. If an effect refers to a Skill Tree by name, it affects all Skills within the Skill Tree where applicable.

To purchase a Skill for a Character, the Character must find someone with the Skill and ask them to teach them how to do it. See the Teach Basic Action for more information.

The Order in which Skills are purchased determines which experience track is used. *For example, if you purchased a Defender Skill, then 3 Slinger Skills (specifically in that order), Defender would be Tree 1, and Slinger would be Tree 2. This order cannot be changed normally (one exception being if a Player did a Character reroll).*

For example, if you purchase one skill out of three trees in Combat, your first Social Skill would still have the cost of Tree 1.

Additionally, if a player decides to buy 3 Skills at Character Creation from the Defender Skill Tree in the Combat Skill Group, they will pay 1+2+3 = 6 Experience. If the Player then decided to buy 2 Skills from the Two-Hander Skill Tree also in the Combat Skill Group, they would pay 2+3 = 5 Experience. Defender would be their 1st Skill Tree in Combat, then Two-Hander would be the 2nd, Skill Tree.

Each of the Skill Groups track this by the number of Trees. So, for example, if a Character learns a Skill in 3 different trees in the Social Skill Group, when they purchase their first Skill from the Combat Skill Group it counts as Tree one because it is the first Tree chosen in the Combat Skill Group.

Experience Costs to purchase Skills are shown below.

Cost	Tree 1	Tree 2	Tree 3	Tree 4	Tree 5	Tree 6	Tree 7	Tree 8	Tree 9
Skill 1	1	2	3	4	5	6	7	8	9
Skill 2	2	3	4	5	6	7	8	9	10
Skill 3	3	4	5	6	7	8	9	10	11
Skill 4	5	6	7	8	9	10	11	12	13
Skill 5	7	8	9	10	11	12	13	14	15
Skill 6	9	10	11	12	13	14	15	16	17
Skill 7	11	12	13	14	15	16	17	18	19
Skill 8	13	14	15	16	17	18	19	20	21
Skill 9	15	16	17	18	19	20	21	22	23
Skill 10	17	18	19	20	21	22	23	24	25
Total	83	93	103	113	123	133	143	153	163

Rounding Numbers
If an effect causes a number to become a fraction, unless otherwise specified, always assume it rounds down to a minimum of 1.

Character Statistics
A Character has 4 important Statistics (Stats): Armor, Energy, Health, and Soul.

Each of these Stats tracks what a Character can do and how a Character is surviving.

Armor, Energy and Health have two ratings.

Current Armor/Energy/Health rating is how much of the Stat the Character has currently after using them to represent taking wounds or powering Skills.

The Maximum Armor/Energy/Health is the maximum amount of Armor/Energy/Health a Character has at any given time.

Some effects can provide additional temporary Armor, Health, and Energy. See Screen, Vigor, and Zeal effects in the Statuses section on page 28.

There is no in game mechanic to determine exactly how much Health, Armor, Energy or Soul Points a Character has, these are abstractions for game mechanics.

Reducing Maximum Stats
Reducing Maximum Stat effects are rare, however, when they are applied, they will indicate how to regain any Maximum Stat lost to the effect.

Armor
Armor Points come from the physical Armor the Character wears. The Maximum Armor a Character has is determined by the total number of Armor Items they are wearing. When a Character takes damage, they reduce their Current Armor Points first.

Health (Starting Max Health is 20)
Health is the measure of how wounded a Character is and reflects their overall health.

If a Character's current Health is reduced to zero, the Character gains the Near-Death Status. While in Near-Death, a Player may yell and scream to try and get the attention of others to save them.

- Maximum Health starts at 20 at Character Creation.
- Maximum Health for Characters without other effects is 50.
- It costs 1 Experience Point and 5 mins of exercise to increase your Maximum Health by 1.

If Maximum Health is reduced to zero Maximum Health, the Character immediately dies without going into Near-Death.

Increasing Health
To spend Experience to increase a Character's Health, the Player must roleplay doing physical activity like exercising to toughening up for 5 mins per point of Health they want to purchase. Once they have done the roleplay, their Maximum Health increases immediately.

Energy (Starting Max Energy is 20)
Energy is used to fuel Skills. Most Skills have an Energy cost which must be paid before a Skill can be used. There is no effect for having zero Energy, but Players are encouraged to have their Character act as exhausted.

- Maximum Energy starts at 20 at Character Creation.

- Maximum Energy for Characters without other effects is 50.
- It costs 1 Experience Point and 5 mins of reading, solving puzzles, or otherwise expanding your mind to increase your Maximum Health by 1.

If Maximum Energy is reduced to zero Maximum Energy, the Character cannot make attacks, manually defend, or use Skills, or Species Traits (except for Feeding Traits on a willing target) until they regain at least 1 Maximum Energy.

Increasing Energy
To spend Experience to increase a Character's Energy, the Player must roleplay doing mental activity like studying, doing puzzles, or debating topics with other players for 5 mins per point of Energy they want to purchase. Once they have done the roleplay, their Maximum Energy increases immediately.

Starting Game with items that increase Max Health/Energy
If a Character comes into game for the first time during an event with an Item that would increase their Max Health or Energy, their Current Health/Energy is equal to the modified Maximum amount.

Soul Points
Soul Points represent the strength of the Character's Soul. Characters start with 20 Soul Points. If a Character's Soul Points reach zero, they permanently die.

Increasing Soul Points
A Character may purchase 1 Soul Point for 30 Experience. There is no Roleplay required for this; the Player just must record it on their Sheet.

Every 100 Total Experience a Character gains beyond their Starter Experience, they get +1 Soul Point for no Experience cost.

As a reference, 90ish% of people in the setting only have 1-4 Soul Points. Player Characters start with more because they have a large amount of potential, resolve, dedication, determination, or destiny whatever you want to call it.

Keywords
All Characters will have at least one Keyword associated with them. At times an effect may target certain Keywords or only be usable on Characters with a particular Keyword. Characters will gain Keywords from their Species Family and Subgroup. Unless specified otherwise, these Keywords are always present. If an effect lists a Living Character, then it only affects a Character with the Living keyword.

Other common Keywords include the [Faith] Keyword. If a Character is inducted into a Faith, they gain a [Faith] Keyword.

Energy Cost Reductions
Most Skills require Energy to use them. Some effects in the game can modify this cost. The Base Energy Cost is the Energy cost listed in the Skills Section. **There are 3 types of Energy cost reductions, a Character may only benefit from one of them at a time.** Energy Reductions are always done before any Energy Cost Increases.

Set Energy Cost
These kinds of effects will say the Character spends X Energy to use a Skill. Set Energy Costs cannot be decreased any further but may be increased.

Modified Energy Cost (Base Energy Cost - 2 Max)
These kinds of effects will say the Character spends -X Energy. Modified Energy Costs may stack with similar effects. However, the minimum Energy cost spent for a Skill using this effect is the Base Energy Cost of the Skill minus 2.

If the Character is affected by an Energy Cost increase, they may apply any additional -X Energy cost but can never go below the Base Energy Cost minus 2 limits.

Modified Energy Costs still have a minimum Energy cost of 1.

For example, if the Character had effects giving them a -3 to a certain Skill that normally cost 5, they would first reduce it by 2 to an Energy Cost 3 at best, but if they had another effect giving them +1 Energy Costs, they would still only spend 3 Energy to use the Skill in question.

Half the Energy Cost
If an effect halves the Energy Cost of an effect, it cannot be modified further by any minuses or further halves. The Energy Cost in this case is rounded down if there is a fraction to a minimum of 1 Energy. This can result in Skills costing less Energy than applying the Modified Energy Cost effect.

Energy cost increases apply to the Energy cost after it has been halved. So, for example, a 5 Energy Skill would cost 2 Energy (rounding down), and then if the Character has an effect which increases their Energy cost, it will add to the 2 rather than the 5.

Cost Reductions and Incremental Energy Costs
For effects such as Repair or Treat Wounds with Chirurgeon, the effect says spend 1 Energy to reduce the RP time by 1 minute to a minimum time.

This is an example of an Incremental Energy Cost. Each instance of an Incremental Energy Cost can only be reduced if it costs more than 1 Energy.

For example, if a Character wanted to reduce RP time of

Treat Wounds (using the effect from Chirurgeon), from 5 mins to 1 minute (the minimum RP time), they would have to spend 1 Energy for each minute. Even if they have an Energy Cost Reduction for Healer Skills, they will still spend 1 Energy for each minute reduced for a total of 4 Energy.

Energy Cost Increases
Any effect which increases the Energy cost of Skills will stack if they are from different Sources.

If an effect would double the Energy Cost of an effect, it would increase as follows:
- Double Energy Cost to 3x Energy Cost, to 4x Energy Cost etc. The Disorient Status does not stack and only provides a single multiplier for Energy Costs.

Base Energy Cost
If an effect refers to Base Energy Cost, the Player must spend the Energy Cost printed for the Skill. This usually comes with Base Energy Cost + X. A player may still apply Modified Energy Costs (minuses to the Energy Cost) but may not apply Set or Halved Energy Costs.

Energy Refund Limits
Some effects may refund Energy based on a triggering condition. A Character may only regain a maximum of the Energy spent for the Skill minus 1 to a minimum of zero.

If a Skill costs 1 Energy, the Character cannot have Energy refunded. This does not apply to effects which Energy is gained for Roleplay time effects.

Order of Operations for Energy Modifiers
Here is the order of operations for calculating the Energy Cost for effects if there is a multiplier such as double or triple cost for an effect.
1. Determine Base Energy Cost (as printed with the Skill).
2. Apply Energy Cost Reductions (Set Cost, Modified Cost or Half Cost, only one applies).
3. Apply Energy Cost Increases.
4. Apply any multiplication effects (double, triple, etc.).

For reductions in time follow a similar Order of Operations.
1. Add or subtract modifiers to RP Times.
2. Multiply or half times.

Order of Operations for increases on Damage/ Healing/ Temp Stats/etc.
If an effect increases damage/healing or other statistics of an effect, apply the same order of operations for Energy modifiers.
1. Base Amount (Printed with effect)
2. Apply addition/subtraction
3. Apply multipliers or dividers.
4. Check Max amounts.

For example, if a Character has 4 effects giving them -1 to the Energy cost of a Skill with a base Energy cost of 5, without any increases to Energy Costs, the Character will have to spend 3 Energy to use the Skill. Now if the Character were to gain Disorient (which doubles the Energy Cost), the Character would then still only spend 6 to use this Skill.

Scaling Limited Use Effects
Some effects may only be used a certain number of times before the Character has to take a particular action such as Rally or Recovery. The number of uses is based on Maximum Health or Energy or is a set amount.

In the case of Scaling effects based on Maximum Health or Energy, the number of uses is based on the Character's current Maximum Health or Maximum Energy. Meaning if they have a temporary boost to the appropriate Stat, they may gain additional uses. If a Species Trait, Ritual or Item grants additional uses of one of these effects, that can exceed the normal cap listed with the effect.

Declaration Mechanics
All Skill and effect declarations are considered out of game except for Incantations for spells.

Declaring Attacks
When a Character makes an attack with a weapon, but is not using a Skill, they must call the damage the weapon swings each time they swing the boffer, throw a packet, or fire a foam dart/ball.

For example, if a Character swings with a boffer weapon that normally deals 3 damage, three times for a Flurry, they would declare "3, 3, 3".

Declaring a Skill
When a Player wants to use a Skill, they will need to declare the effect. To do this the Player spends the Energy Cost of the Skill from their Current Energy total and declares the effect. Each Skill lists all requirements and what a Player must declare to use a Skill. The Energy is spent as soon as the Player begins declaring the Skill's effect.

For example, a Skill delivered as a Shot attack will likely have a declaration like this: "Shot [Effect]".

Effect Qualifiers
Skills have Effect Qualifiers to help people know what they got hit with and how they can defend against it.

Ambient
Ambient effects come from the environment or are pervasive in a particular area. Only Immunities or effects specifying they negate Ambient effects may be used to negate Ambient effects. Immunity to an effect from an

Ambient declaration only prevents the part the Character is Immune to and any other effects still happen.

Boon
This effect is a powerful effect from Thaumaturgy. Boons cannot be negated unless an effect specifies it can negate the effects of a Boon or the Character is Immune to the effect from a Boon.

For example, Counterspell would not negate the effect of a Boon.

Faith
The effect is a Faith effect. Faith Effects can be negated by using the Take Cover Skill or a Pious declaration.

Strike
Delivered by an Unarmed Brawler or Melee Weapon. Strikes may be negated by the Parry Skill if they are delivered from the front 180 degrees of the Character.

Strike only needs to be declared when an effect does not require an Unarmed or Melee attack such as a Sweep effect.

Shot
Delivered by Thrown Weapon, or Bow. Shot must be declared with all attacks from a Thrown or Bow at night or if your target is not looking at you. Shots may be negated by Evasion or Take Cover Skill.

Gun
Delivered by a Gun and may only be negated with Take Cover. Gun must be declared with all attacks from a Gun at night or if your target is not looking at you.

React
React effects happen in reaction to an effect. Generic Reacts cannot be negated unless paired with other Effect types like Strike, Shot, Gun, or Spell.

If the condition allowing the React effect continues, the Character may use this effect repeatedly (for example, if a Character is Grappled). React effects are not affected by the Skill Cooldown.

Rush
The effect modifies the next Flurry of attacks. Each attack made gains the benefit of the Rush effect. If the Character has only one weapon, only 3 strikes may be declared with the Rush. If the Character is wielding two Melee weapons or Brawlers, the three attacks with each weapon gain the benefit for a total of 6 attacks. Each attack must be defended against separately. The effect lasts until the Flurry is completed or ended early. When the Flurry ends, so does the Skill effect.

Some effects may limit how many strikes during a flurry may be affected.

Social
The effect is a Social effect and may be negated with Stubborn.

Spell
The effect is a Spell effect and may be negated by Counterspell or Take Cover.

Combined Effect Qualifiers
Some effects may combine Effect Qualifiers such as a Spell delivered by a Strike. These effects can be negated by any Defense Skill which could normally negate either Qualifier effect. In most cases, when a Combined Effect Qualifier is used, the effect will explain how it can be prevented.

Pacifist Effects
A Character may choose to drop the damage from a Skill declaration which deals damage and causes a Negative Status to only deliver the Negative Status. This requires any Damage Tags must also be dropped, only the Negative Status may be declared.

Roleplay Times (RP Time)
Some Skills may list a Roleplay time required to use the effect. The Player must act out the indicated actions to gain the benefits.

Unless otherwise specified, a Character may only perform 1 Effect's RP at a time.

Multi Skill RP Times
Some effects may allow a Character to use more than one Skill or Effect do exist. The Player should do their best to do both types of RP while performing the RP. A Character may never do more than 2 types of RP at once unless an effect specifies this.

If the RP times are not equal, ie one effect requires 5 mins, but another only requires 2. The Character must RP the full 5 minutes, however, they can begin another qualifying RP after the 2 min one from this example is completed.

For example, a Species Trait allows a Character to perform 2 Entertainer Skills at one time. They could perform Entertain (normally 5 mins of RP time) and Inspire Hope (normally a 2 min RP time). Once the RP time for Inspire Hope is completed, and they declare its effect, the Character could then begin performing Rousing Anthem (Another 2 min RP time Skill).

Skill Cooldown
Characters must wait 3 seconds between each use of a Skill or Species effect with an Effect Qualifier. The timer begins as soon as the declaration of the Skill is complete.

If Skills are not on cooldown, then a Character may use Combat Skills during their Flurry to replace one of their three strikes. The Character will still have to wait 3 seconds before using another Skill.

React Effects, Defense Skills and some Species Traits

which negate another effect ignore the Skill Cooldown, unless otherwise specified.

Durations

Most effects are only temporary and have their duration declared with the effect. Any effect with a duration listed in seconds or minutes lasts that long and then ends when the indicated amount of time has elapsed. Time durations will be denoted as s for seconds and mins for minutes.

The one exception is if a group is prepared and waiting for a Marshal/Director to organize an adventure for them. In this case any kind of pre-buffing will have its time paused and not elapse until the Marshal/Director collects the players and takes them where they are going. If you are unsure, just ask the Marshal/Director.

Some Durations may last longer and use the following terms.

Scene

If a duration is listed as for a Scene, then the effect lasts for one adventure requiring a Marshal or 15 mins whichever is longer. If a group is preparing to go out on an adventure with a Marshal, the effect lasts until the Marshal declares the adventure is over and the effects immediately end. If there is no Marshal involved, the effect lasts for 15 mins.

Until Fixed

Some effects last until another effect is used to remove it.

Increasing Durations

Increasing Durations on effects stack to any listed Maximum or as follows:
- If the Duration would be extended beyond 10 mins, it becomes Scene. Further benefits do not stack unless the duration is doubled.
- If the Duration of Scene would be doubled, it lasts for 1 hour.
- If a Duration exceeds 3 hours and is doubled, the Duration becomes End of the Quarter.
- Durations cannot exceed the End of Quarter Duration.

Packets

Some effects are delivered by Packets. A Packet is a square of cloth filled with birdseed or other biodegradable material (as required or approved by campsites) and bound using twine. Packets should never be tightly packed; the material inside should be able to move within the packet. Packets should not be filled with metal BBs or similar heavy materials. Acceptable packets should not hurt if thrown at another person. Certain effects use different color packets to indicate effects.

A Character takes the effect declared from a Thrown packet if it hits any part of their body (long flowing cloaks do not count) or if it hits their weapon.

Blue Packets – Bullet attacks from Guns use Blue Packets. Blue Packets deal their effect even if they hit a Shield.

White Packets – Spell and Faith effects use White Packets. White packets deal their effect even if they hit a Shield.

If a Character is holding a White Packet in hand, other would see this as the Character has a visible ball of energy or other similar effect.

Yellow Packets – Arrows and some thrown weapons use Yellow Packets. Yellow Packets can be blocked by a Shield, unless the effect delivered by a Yellow Packet has an Area of effect declared with it.

Reminder to always write down your Skill use after an adventure or when using Skills during downtime.

Item Mechanics

In Memory of Graewynn there are a myriad of items to help represent various types of equipment to provide bonuses, pay the costs to perform powerful Rituals, or potentially save another Character's life.

Item Cards

Any Item in Memories of Graewynn will have an associated Item Card. These cards are the same size as a business card and have the Item's Name and other relevant mechanics on it, so Players know what the Item is when looking at the card. There are 4 Types of Item Cards.

Resource Cards are used for raw materials found or gathered.

Equipment Cards are used to represent weapons, shields, armor, and other equipment the Character actively uses.

Implement Cards are used for tools, clothing, and other miscellaneous objects.

Consumable Cards are used for items with a single use, but may track multiple Consumables on the same Card. When one is used, the Player simply marks one use off the card.

Item Card Mechanics

Item Cards will denote what they do. The mechanics are in shorthand form as much as possible to help Market Reps write them quickly. See the Item Catalogue for more details on specific Item Mechanics.

Species Specific Items

Some Items may only use their mechanical benefit if the wielder is a certain Species or Subgroup. In the hands of anyone else it functions like a basic version of that Item.

For example, if a Two-Handed Weapon with a mechanic that said Ettin only, any non-Ettin Character could still use the item as Two-Hander but could not gain the benefit of the Item's other mechanics.

Some Items may have an effect anyone can use then special additional uses for certain Species. Species restricted effects will be listed after general mechanics. Anything after the Requires [Species] notation is specific to the Species itself.

Expiration Date

Most Crafted items have an Expiration Date. Once this date is passed, the item no longer functions or can be used.

Resources do not expire (unless otherwise specified).

Some Schematics in the future may create Refined Materials which may have an Expiration Date.

Equipment will list the Expiration Date with their mechanics.

Make It Last, Arrest Decay, and Core Chill can all extend the expiration date of items. An item can be affected by each of this Skills once. If another effect would extend the Expiration date of an Item, it will explain if it can be done once or multiple times such as Refurbish under Gunsmith.

Using Items

To use an Item and/or its effects, unless it is classified as Clothing, Armor, or Jewelry, the Player must have a Physical Representation for the Item in hand. Items attached to a belt or otherwise in a pocket do not count, they must be wielded freely to gain the benefits. Each item will detail how it is declared. Some Items can be used repeatedly, while others listed as Consumables may only be used once.

Benefits from an Item only apply to the Item itself when it is used, unless it specifies it modifies other Items.

Clothing, Armor, and Jewelry items can be worn rather than held in hand.

Item Bonus Stacking

Bonuses from Items only stack if they come from different sources. Unless otherwise specified, a Player only benefits from the largest bonus from a particular source.

For example, the Monarch's Garden Food Item increases a Character's Maximum Energy for the Quarter, but that amount can vary depending on how it is made. If a Character eats 3 Monarch's Gardens, one giving +5 Max Energy, one giving +10 Max Energy, and one that gives +15 Max Energy, they may only benefit from the +15 Max Energy one, the others are ignored.

In this example, if a Character then ate a different Food Item (one that doesn't have Monarch's Garden in the name) they could stack the bonus from the Monarch's Garden, and this other food.

Schematics and Instructions

Schematics and Instructions are not represented with Item cards like most other Items. Instead, Schematics and Instructions are a full sheet of paper with all the information for making an Item including what Skills, Resources, and other effects are necessary to create an Item.

If a Schematic calls for Any [Resource Type], anything under that Resource Type would suffice for crafting the Item.

For example, if an Item called for Any [Produce], a Crafter could use anything that falls under the produce category for that Material.

Types of Items

All Items have certain Keywords to help define them and give some guidelines on what the items may be for.

Architecture

Architecture items are areas which provide various bonuses or allow for unique effects when a Character does something within the area of an Architecture Item. Other Common types of Architecture include Architecture, Doors, and Augments.

Architecture

An Architecture Item is a 10ft-by-10ft space which provides bonuses to anyone inside it. The space must be decorated to show what kind of item is described. A Marshal or Director may declare an Architecture no longer works until appropriate Phys Repping is present.

Architecture must be set up after the RP is completed to create it, or at the beginning of game. Architecture cannot be moved after being set up unless Directors want its location to be shifted as to not block certain areas.

Architecture areas cannot overlap with each other.

Doors

Doors represent mechanical Doors which may have some special effect depending on how they are interacted with. Doors come with Locks which can be used to secure areas from casual intrusion. Doors will have instructions on how to open the door or how long they take to open using Lock Picks. Some Doors may be trapped and allow an unpleasant surprise for any would be intruders. The Door must be closed to be considered locked; if the Door is left open, it is open and the lock has no benefit.

Doors may be broken open by other characters, the Character must begin a "Break Down Door" count. Unless otherwise specified, the count is declared as "Break Down Door 1, Break Down Door 2, Break Down Door 3 etc." until the Break Down Door count reaches 30. This declaration must be made loudly and cannot be whispered. If a Door is broken open this way, all Traps on the door immediately go off.

Architecture Augments

Augments can be used to alter the way another Architecture or Workstation works. These items take 15 mins to add or remove the Architecture they affect. Once added to the appropriate Item, their effect may be used. The Augment Card must be kept with the Phys Rep for the Augment.

Armor
Armor Parts

Armor provides Armor Points while it is being worn. If a Character wants to swap their armor, they must physically change into a new set of armor.

Armor consists of six parts, Helm, Chest, Left Arm, Right Arm, Left Leg, Right Leg. For a Character to count as having armor on that part of their body at least half of the area must be covered by the costume. Anything less than that will not count as Armor.

Some Armors Items might cover multiple slots but will be listed in the item description if that is the case.

Armor Classifications

Armor Item have Armor Points. A Character's Armor is made up out of 6 parts. Helmet, Chest, Left Arm, Right Arm, Left Leg, and Right Leg. The Total Armor points of the Armor the Character is wearing determines if they are wearing Heavy, Medium or Light Armor.

Each piece of Armor will list what part it covers. Characters may use one piece of Armor and not others. For instance, if a Character just wanted to wear a Chest Armor Piece which gave them 49 Armor, even if the Armor is plate armor, it would still count as Medium armor since the Character does not have 51+ Armor Points.

Heavy Armor (51+ Armor Points)

If a Character qualifies for Heavy Armor, they cannot use Dash (even if they are treated as Teleport) or Stealth effects, and all Spells cost +2 Energy to cast.

Medium Armor (26-50 Armor Points)

Medium armor provides no additional benefits to the Character.

Light or No Armor (0-25 Armor Points)

If a Character qualifies for Light Armor, they gain the following benefits:
- Dash and Teleport effects get +2 steps.
- Spell or Stealth Skills cost -1 Energy. If a Skill has both Keywords, this bonus does not apply twice.

Effects granting additional Armor Points

If an effect grants additional Armor Points on top of the Armor's normal Armor Points, these do not count towards the Armor Classification.

Banner

Banners are an item requiring a flag or symbol which is held in one hand. To get the effects of a Banner, the Character must be holding it openly for all to see. Banners cannot be used to make attacks or block attacks.

A Character may hold two Banners but does not count for being in any Combat Stance while doing so.

Clothing

Clothing Items provide bonuses to Social and Magic Skills but do not provide Armor Points. A Character may not wear more than one type of Clothing with the same Item Type.

For example, a Character could wear Clothing – Outfit, Clothing – Gloves, and Clothing – Mask and still be following the rules.

A Character can wear Clothing Items and Armor; however, some Clothing may not provide their benefit while Armor is worn over the clothing.

Consumables

A Consumable is a type of item which is a one-use effect. When a Consumable is used, the Character using the Item must rip up the Item card, or mark of one use if there are multiple of the same Item on one Item card immediately.

Consume [Duration]: To gain the benefit of a Consumable listing Consumption [Duration], the Character must stand in place and Roleplay eating, drinking, applying or otherwise consuming the item for the noted time. If the RP time is not interrupted, they gain the effect listed on the Consumable.

If they take damage or gain a Negative Status during this Consumption RP, it is Interrupted, and the Item is lost. Consumables with a Consumption [Duration] time cannot be used in Near-Death.

If the Item is used on another Character, the RP is only interrupted if the Character using the Item on the other Character takes damage or a Negative Status.

Species Specific Items

If a Consumable Item says it can only be used on a certain Species or Subgroup and is used on an invalid target, the Item is lost and provides no benefit.

Ammunition

Ammunition Items are used to reload Guns. When an Ammunition is used to reload a Gun, the amount used to reload the Gun is expended. Ammunition is only considered expended once it has been loaded into a Gun.

Potions

Potions are special brews of various materials which can create fast acting magical effects.

Scene Potion Limit

A Character may benefit from each type of Potion once per Scene. Any further use of the same kind of Potion has No Effect.

For example, a Character may use a Greater Healing Potion, a Healing Potion, and a Lesser Healing Potion in the same scene, but could not use 2 or more Greater Healing Potions in the same scene).

If a Potion has an additive effect like Healthy or Distilled, it does NOT count as a different type of Potion. A Greater Healing Potion and a Healthy Greater Healing Potion still count as the same type of Potion.

Usable In Near Death

Potions may be used even while in Near-Death. A Player must declare the effect of a Potion when using it on another Character. To use a Potion on another Character, the Item User must be within Reach and declare "Potion [Effect]".

Poisons

Poisons can affect others in two ways, Applied and Consumption.

Applied Poisons

Applied Poisons must be applied to Melee Weapons. To apply a Poison to a weapon, the Character must have the Poison Item Card/Phys Rep in hand and roleplay wiping something along the striking surface of their melee weapon for 5 seconds. On the next attack with that Melee weapon, they declare the Poisons effect. If the attack is not successful, the Poison effect is lost. This is denoted at Next Swing: [Effect] on the Item card.

A Poison's effect cannot be combined with Skills, unless another effect specifies otherwise (such as the Poisoner Skill).

A weapon may only have one Poison applied to it at a time.

Consumption Poison

Consumption Poison effects can be added to Food or Drink Items by placing a sticker (supplied by logistics) to the plate/bowl or cup used for the Food or Drink. When a Character has the first taste of the Poisoned Food or Drink, they gain the effect of the Poison. A Character may request a Marshal to inform the target of the effect to help preserve anonymity. Alternatively consumable Poisons may be fed to a Character that is willing, Unconscious, or in Near-Death.

Consumable Augments

Some items may create Consumable Augments. When crafting these Augments, the Item they are placed on must be present during the Crafting RP at the appropriate Workstation. A Consumable Item card is created and must be kept with the Item it augments (via tape, or a card sleeve). After the Consumable Augment is used, the Player must turn in the Augment Card to a Marshal if used during a Scene or the Market if used in conjunction with another effect. These will be listed as [Item Type] Augment, Consumable. An Item may only have one Consumable Augment on it at a time.

Medicine

Medicines provide helpful benefits to a Character. Each medicine will indicate how it is used and the effect. To use a Medicine on another Character, the Item User must be within Reach.

Food and Drink

Food and Drink are a particular type of Consumable which requires a Character to spend 5 mins At Rest to consume the Food or Drink. Once the Roleplay to consume Food or Drink begins it can be interrupted if the Character is no

longer At Rest, takes damage, or is affected by a Negative Status effect. If this RP is interrupted, the Food and/or Drink is wasted and provides no benefit. A Character may consume one Food Item, and one Drink Item at the same time and gain both effects when the RP ends.

Alcohol
A Character can consume 1 Alcohol Drink for every 10 Health they have without any negative effects. If a Character consumes more than this limit within 1 hour, they gain Disorient for 1 hour. Each additional Alcohol Drink they consume until this Disorient effect goes away refreshes the duration of the Disorient effect.

If the Character consumes twice their limit in Alcohol Drinks before this Disorient effect goes away, they gain Unconscious Status for 5 mins.

Travel Food or Drink
A Character does not have to be at Rest to eat a Travel Food or Drink and only takes 3 mins to consume it.
If the Item User eating this Food makes an attack, uses a Skill, or takes damage, consuming this Item is interrupted.
Travel Food or Drink does not count for effects requiring Food or Drink to regain use of an effect (such as Frenzy).

Bombs
Bombs require the Character to throw a packet and declare the Item's effect. Bombs are usually offensive in nature and meant to harm others or deliver negative effects. Some Bombs have a radius to them and when used, the radius is determined from where the Packet initially lands rather than from the Character who threw the bomb.

If a Bomb Packet lands and bounces, the effect is triggered from as close to where it initially landed rather than where it may bounce.

Bombs cannot be used with any kind of Aim effect normally.

Interactions with Slinger Skills
Bomb Items cannot be combined with Gunslinger or Slinger Skills unless otherwise specified.

For example, the Thuddgun allows characters to combine Bombs with Near and Far and Aim effects.

Containers
Containers are special items which are used to securely contain items from being stolen, or to apply some sort of benefit while they are carried. The most common types of Containers are Bags and Chests.

Bags
Bags typically provide a benefit to Characters while they perform Roleplay. A common example would be an Herbalist Satchel. The Satchel provides bonuses while a Character goes out to perform Herbalism RP.

Chests
Chests come with locks which cannot be opened unless a Character has the matching Key or uses Lock Picks to try and break into the container. Chests must be represented by a box or other type of container which is at least one foot long in length or width and at least 6 inches in the other dimensions. Chests cannot be carried within a Character's pocket. Chests will list how much Space they have and the following Chart details how much Space is used for items of different types.

Schematics/Instructions may be stored in a Chest without taking up Storage within reason. If the container is so full of Schematics/Instructions it would not be reasonable to hold anything else that is not within reason.

Each unit of an item counts towards the following numbers. So if you had one card of 5 Drinks, it would count as 5 Space to store it in the Chest.

1 Space: Ammunition (up to 50), Clothing, Consumables, Drinks, Food, Jewelry, Potions, Resources, Spell Tools, and Traps.

2 Space: Small Melee Weapons, Pistols (of either Kind) or Thrown Weapon.

5 Space: Standard Weapons, Tools, Helmets, Right or Left Arm Armor, and Right or Left Leg armor.

10 Space: Chest Armor and Bastard Weapons.

30 Space: Full Suit of Armor.

Two-Handed Weapons, Shields (of any kind), Bows, Rifles, Doors, Architecture and Workstations cannot be stored in Chests.

The Chest must be closed to be considered locked, if the Chest is left open, it is open and the lock has no benefit.

Chests may be broken open, by other characters, the Character must begin a "Break Open" count. A Marshal must be present to witness this action as it is likely a CvC action. Unless otherwise specified, the count is declared as "Break Open 1, Break Open 2, Break Open 3 etc." until the Break Open count reaches 60. This declaration must be made loudly and cannot be whispered.

If a Chest is broken open this way, all Traps on the Chest immediately go off. All Food, Drink, Potions, Medicines, Poisons, and Delicate items in the Chest are destroyed if the Chest is broken open and turned into the Marshal.

Chirurgery Procedures
Chirurgery Procedures include methods of performing surgery on a Character to gain certain effects.

When a Character gains the benefits of a Chirurgery Procedure, they must note the Procedure's name, the Player Number of the person who performed the

Procedure, Date it was performed, and the expiration date in the Notes Section of their Character Sheet.

Procedure Resources
If a Chirurgery Procedures list [Species] Flesh or [Species] Bone or Verdanti Fiber, the type required is the same as the Target of the Procedure. So, a Human target would require Human Flesh or Human Bone.
In the case of a Verdanti target, Verdanti Fiber is used instead of [Species] Flesh or Bone.

In the case of an Effigy target, any [Species] Flesh or Bone can be used but requires double the amount. Alternatively, they can replace 2 [Species] Flesh with 1 Flensed Flesh, or 2 [Species] Bone with 1 Effigy Fragments.

Stacking Chirurgery Effects
Benefits of the same Procedure do not stack unless the Procedure specifically explains how they stack.

Infusions
Infusions function as a type of augment for different kinds of Items. These effects are added after an Item is made. Unless otherwise specified, Items may only have one Infusion on them at a time.

Infusions can be a permanent effect if the Character is using or wearing the item or a one-shot effect which may only be used once. If an Infusion does not have the One-Shot tag, it is a Permanent Infusion. One-Shot Infusions are expended, and the Item loses the Infusion.

Each Infusion will have an Item Type it can be applied too. For example, if the Item Type is listed as Weapon Infusion, it may only be put on a Weapon.

If an Infusion effect says it may only be used once per Quarter, the Character may only benefit from the effect once per Quarter regardless of how many Items they have with the same Infusion.

Armor Infusions may only be put on Chest Armor or full Suits unless the Infusion says it can be put on other Armor Parts.

Items with an Infusion may have the Infusion replaced when targeted for another Infusion.

Infusion Expiration Dates
Infusions expire when the Infused item expires.

Consumable Infusions
Some Infusions function like Consumables, and when the effect is declared, the Item loses the Infusion. These types of Infusions can be put on a Consumable Card and must be attached to the Item Card of the item it affects. This can be with tape, staples, or even a card sleeve with both cards in it.

If a Jewelry Item has a Consumable Infusion, only the Infusion is consumed when it is used. The Jewelry Item itself is not consumed.

For example, if you used Beguiler's Wit Infusion's effect, only the Infusion is consumed, not the Ring you had it on. You could then reinfuse the Ring with another infusion after that.

Jewelry
Jewelry is a special item type used for storing a unique kind of Infusion effects. A Character may only wear one piece of Jewelry with the same type with the only exception being a Character may wear two Rings. The most common types of Jewelry are Necklace, Bracelet, Brooch, and Rings.

Resources
Resources are materials gathered by Characters which can then be used to make other items. Some Resources may have other uses of their own depending on Species Traits.

Refined Resources
Refined Resources are special materials which are not found in nature and must be crafted using certain Skills to create them.

Parts
Parts are a special type of Resource which must be crafted before it can be added to another Item. These include things like handles, barrels for guns etc.

Ritual Instructions
Ritual Instructions are full sheets of paper with information about how to perform Rituals. Most rituals related to magic or Faith must be deciphered through research and study to determine how to perform them. Spellweaver Rituals are less powerful than Magic and Faith Rituals overall but require less work to determine how to make them work.

Rituals are powerful magic which requires a great deal of time and preparation to perform. Unlike Spells, a Ritual takes longer and can require multiple participants to pull off.

Ritual Instruction Effects
Below are what the different parts of a Ritual Instruction mean.

Target Cost
A Ritual with a Target Cost listed can target multiple people at once. All Targets beyond the first must provide the listed Resources in addition to Ritual's required Resources to be an eligible target for the Ritual.

If Ritual's Target Cost lists [Species] Flesh, [Species] Bone or Verdanti Fiber, the type required is the same as the Target of the Procedure. So, a Human target would require Human Flesh or Human Bone.

Verdanti targets require Verdanti Fiber is used instead of [Species] Flesh or Bone.

Effigy targets may use any [Species] Flesh or Bone can be used but requires double the amount. Alternatively, they can replace 2 [Species] Flesh with 1 Flensed Flesh, or 2 [Species] Bone with 1 Effigy Fragments.

Ritual Bonus (Participant)
If a Character provides any Bonus to the type of Ritual they are participating in, this bonus is added to the Ritual effect.

Ritual Bonus (Ritual Leader)
If a Character provides any Bonus to the type of Ritual where they are the Ritual Leader, this bonus is added to the Ritual effect.

Stacking Ritual Effects
Benefits of the same Ritual do not stack unless the Ritual specifically explains how they stack. The Character may only have the most powerful version of the Ritual active on them at one time.

For example, if a Character had the benefits of a Ritual, they could not be targeted again by that same Ritual unless a more powerful version targeted them. The most common example would be the Character has the basic version of the Ritual but is then targeted by one that gets a bonus due to a Participant or Ritual Leader providing an additional effect.

How to Perform a Ritual
Below are what a Character needs to perform a Ritual. All requirements must be met for the Ritual to be successful.

1. A Character with the appropriate Ritualist Skill who will organize the Ritual. This Character is referred to as the Ritual Leader
2. At least 1 other participant.
3. If the Ritual has a Ritual Instruction, the Ritual Instruction must be present for performing the Ritual. Basic Rituals do not require a Ritual Instruction to be present.
4. Resource costs for the Ritual.
5. Ritual Roleplay for the required amount of time for Minor Rituals or following the write up for Major Rituals.

When a Character gains the benefits of a Ritual, they must note the Ritual's name, the Player Number of Ritual Leader, Date it was performed, and the expiration date in the Notes Section of their Character Sheet.

After the Ritual RP is completed, the Ritual Leader must either go to the Director observing a Major Ritual or Logistics to turn in the Resources for the Ritual, and to check and make sure the Character has all appropriate Skills to perform it. The Director or Ops Marshal will then sign add the Ritual's Name and an expiration date to the Notes section of the Character Sheets of all people targeted by the Ritual. This is required for the tracking purposes of any changes due to Entropy.

Participants of Rituals
Below are descriptions of roles for Ritual Participants. If an effect would affect Ritual Participants, it affects the Ritual Leader, Assembly, and Targets.

A Character cannot be a Ritual Leader and part of the Assembly.
Ritual Target
Any Participant may be a target of the Ritual.

Ritual Leader
The Ritual Leader oversees organizing the Ritual and is required to have the appropriate Ritualist Skill to use the Ritual. Unless otherwise specified, there can only be one Ritual Leader per Ritual. The Ritual Leader may be the target of their own Ritual.

Assembly
The Assembly refers to anyone assisting with the Ritual performing. Major Rituals often require other people to assist.

Minor Rituals
Minimum Roleplay Time: 10 Mins
Minor Rituals do not require observation but are encouraged to keep with the spirit of performing a Ritual and encouraged to really embrace the roleplay. Minor Rituals can only be interrupted if the Ritual Leader stops performing it or is put into Near Death while performing the Ritual. Minor Rituals do not gather enough power to cause a backlash.

Major Rituals
Major Rituals can affect an entire region or have powerful effects which can work on a group of people. When a Major Ritual effect is in place, there will be a notice at the Market.

Major Rituals have a series of actions required to be performed during the Roleplay. On the Ritual Instructions for a Major Ritual is an italicized passage which describes how the Ritual is performed. Sections of the passage are bolded and indicate actions to be performed during the Ritual.

To learn how to perform a Ritual correctly, Characters should use the Research Skill and then go to the Market or Logistics to get the instructions for that passage.

Major Rituals require a Director or an appointed Marshal to observe the Ritual. The Director will have a checklist to determine the overall success of the Ritual based on the quality of roleplay performed and if the Characters involved follow the Ritual's instructions.

Ritual Failure and Backlash
Rituals can fail and have no effect, but if performed incorrectly or sabotaged by other Characters can have a terrible Backlash.

Regional Major Rituals

A Regional Major Ritual affects everyone at the game. This pervasive effect cannot be negated or ignored unless an effect specifies the Character is not affected by Rituals.

Multiple instances of the same Regional Ritual do not stack.

Gathering Major Rituals

Gathering Major Rituals are often Regional effects. In addition to the Regional Major Rituals rules, only one Regional Gathering Major Ritual may be in effect at one time. Any new Regional Gathering Rituals performed replace the currently active one.

Faith Rituals

Faith Rituals may require a Character to have a specified Faith Keyword. A Faith Ritual can only affect targets with the same Faith Keyword as the Faith Ritualist.

If a Character gains a Faith Keyword temporarily, they may benefit from the Ritual while they have the Keyword, once the Keyword is lost, they can no longer benefit from the Ritual effect.

Spellweaver Rituals

Spellweaver Rituals are a special type of Ritual which is not as powerful as a normal Ritual but has a more localized effect combining magic and performances. Spellweaver Rituals do not require anyone else to take part in them unlike normal Rituals.

Thaumaturgy Rituals

Some Thaumaturgy Rituals may only be used by Characters with certain Aspects of the Divine. If a Ritual lists Required Aspects, the Character must have at least one of those Aspects to perform that Ritual.

Shield Types

When rules reference Shields, unless specified as a Buckler, Standard Shield, or Tower Shield, assume it means any kind of shield. If something says non-Buckler Shield it means a Standard or Tower for instance.

Designer's Note

As an aside, Shields are wonderful, however, even in a lightest touch setting, Players who pick up shields must be willing to accept the risk of a higher chance for face shots. By limiting targets someone can hit, there is an increased risk of attacks hitting a Shield User in the face, even if it is an attack skipping off the shield and hitting the Shield User in the face. Players picking up a shield should do so with this understanding. Face shots do not count, but please understand they are not intentional if they do happen.

Standard Shield

Standard Shields require a hand grip at minimum but are recommended to have a strap for the forearm. A Standard Shield has a minimum length and width of 18" to a maximum length or width of 36". Standard Shields must be kept close to the user's body and cannot be swung like a weapon.

Buckler

Bucklers are small shields which can be strapped to the Character's forearm, bicep or have a handgrip. Below are the size requirements for different types of Bucklers

- Hand Grip Buckler and Bicep Bucklers: Min: 12" Max: 18"
- Forearm Buckler: Min 2" wider on both sides than Player's Forearm. Max: 18"

A Buckler with a Handgrip cannot be used to hold a second weapon.

Otherwise, for forearm or bicep buckler the hand is free to manipulate items, use Consumables, Spell Tools, wield weapons etc.

Bicep Bucklers

A Character may use one Buckler that is strapped to their bicep and count as wielding it. The Buckler must remain mostly in place while the Player moves their arms. Bicep Bucklers have a minimum size of 12" by 12" and a maximum size of 18" by 18". If an attack hits a Bicep Buckler, it would count as if it had normally hit a Buckler.

Tower Shield

A Tower Shield can only be used once a Character has taken the Shield Expertise Skill from the Defender Skill Tree. Tower Shields may have a minimum area of 8 square feet or a maximum total area of 9 square feet. The Shield will be measured from longest point to longest point and widest point to widest point. Those numbers will determine the length and width for the calculation of the Shield's area. Empty voids will not be reduced from the shield's overall area. The Length or Width of a Tower Shield may not exceed 48".

Spell Tool

Spell Tools modify Spell effects in different ways. To use the benefit of a Spell Tool, the Character must hold the Spell Tool's Phys Rep in their hand when they use its effect. Appropriate Phys Reps could be orbs, wands, or other magical symbols. Spell Tools cannot be a bracelet, necklace or other piece of jewelry unless specified by the Item.

A Character may only use one Spell Tool per hand at a time unless otherwise specified. To use a different one, they must exchange the Phys Rep in hand with another one.

Tools

Tools are Items which provide bonuses when using Crafter or Gathering Skills. A tool should have a Phys Rep when it is being used and must be in hand to gain the benefit.

A Character may only use one Tool at a time unless otherwise specified.

Traps

Traps are a special type of item which can be set up to cause an effect when a Trigger occurs.

Most forms of traps require either an Architecture Item such as a Door, or a Chest to attach them. Traps are triggered only if the Door or Chest is opened willingly without using the Key for the Door or Chest. The Trap does not trigger if the door or container falls open by accident.

If the Lock on a Chest or Door is opened using Lockpicks or similar items, any Traps still go off unless they are also disarmed using Disarming Tools.

Unless otherwise specified it takes 5 mins of Roleplay to set up a Trap. The Trap card must be placed inside an Envelope or Card Sleeve clearly marked TRAPS attached to the Chest or on the Door to let folks know what Traps go off when they Trigger them. Players are allowed to check if there are Cards in the envelope or card sleeve but may not look at what kind of Traps they are unless they use Inspect.

If the Character uses Inspect on a Trapped Item, they can pull out the Trap Cards to see what kinds of Traps are on the Item, and if there are any special requirements for Disarming them. After reading the Traps, the Character must return the Trap cards to the Envelope or card sleeve. The only time the Traps can be removed permanently is if the Trap is set off or disarmed.

Some Traps may have other mechanics for how they are triggered. Please refer to the Item in question for any additional types of triggering methods.

Traps may never be attached to a Character, or their equipment unless specified by the Trap's mechanics.

Disarming Traps

To disarm Traps, a Character must be within Reach of the Trap or Trapped Item and have Disarming Tools. Normally it takes 5 mins of RP to disarm the Trap unless otherwise specified by the Trap Item. Only one Trap is disarmed per use of Disarming Tools. When a Trap is disarmed it is Destroyed.

If a Trap has special requirements to Disarm it, and someone does the base RP to disarm the Trap, the Trap is triggered.

Weapons

Unless otherwise specified all weapons must have a flexible core and be covered in padding. Weapons will be tested when a Character is checked into game to ensure they are safe for the game. Safety checks will require the weapon to be inspected and then tested against a volunteer. If the weapon is deemed unsafe, it cannot be used at the game. Weapons which pass inspection, will be tagged with a Character's Player Number, and the Marshal who inspected the Weapon's Player Number.

This will be used to identify the weapon in case it is stolen in game.

Weapon Damage Amounts

Weapons can deal 3 damage amounts listed, Normal, Expertise, and Critical in that order.

Normal Damage

Anyone picking up the weapon does Normal Damage

Expertise and Critical Damage

Expertise Damage is listed second, and Critical Damage third. Generally, it requires a Skill or other effect to be active to deal Expertise or Critical Damage.

Quick Reference Chart

- Normal Fist (Brawler) – 1 / - / 5
- Small/Stone Fists/Claws/Thrown – 2 / 4 / 12
- Standard – 3 / 5 / 15
- Specialist – 4 / 8 / 20
- Two Handed / Bow – 5 / 10 / 25

- Staves 2 / - / -
- Cartridge Pistols – 8 / - / 25
- Black Powder Pistols – 10 / - / 30
- Cartridge Rifles – 8 / - / 30
- Black Powder Rifles – 15 / - / 40

Effects increasing Weapon Damage Types

If an effect says it increases Weapon Damage by one step, the damage may not exceed Specialist Damage. These effects may state the weapon deals a certain Weapon Damage Type; this is the baseline to use for the effect.

If another effect states it increases it by one step, then the Character uses their baseline (modified or not) and then increases the Weapon Damage Type.

For instance, if an effect says when a Character uses a Small Weapon, they deal Standard Weapon Damage, the Character would swing for 3s with a Small Weapon. Then add another effect saying it increases the Weapon Damage Type by 1, would then allow the Character to deal Specialist Damage since it is one higher than Standard Damage.

One Handed Melee, Unarmed or Thrown Weapons cannot do more than Specialist Damage unless otherwise specified.

Two-Handed Weapons, Bows, Staves, and Guns cannot benefit from increased Weapon Damage benefits unless otherwise specified.

Bastard

Min Length; 30" end to end
Max Length: 52" end to end
Base One Handed Profile: 3 / 5 / 15
Base Two-Handed Profile: 5 / 10 / 25

Bastard weapons can be used as a one- or two-handed weapon. When used Two-Handed, Bastard Weapons can deliver Two-Handed Skills. A Character cannot dual wield a Bastard Weapon and any other weapon.

Bow
Min Length: 30" end to end
Max Length: 60" end to end
Base Damage Profile: 5 / 10 / 25
Bows require the boffer to be held in one hand and the Character may throw yellow packets to represent arrows. A boffer bow may be used one handed to defend against Unarmed and Melee attacks but cannot be used to make Melee attacks.

LARP Bows
Alternatively, LARP Bows are allowed. LARP bows must have a 30-pound draw or less to be allowed at game. A LARP bow may not be used to defend with due to risk of damaging the bow or boffers. All LARP Arrows must be tested each game for safety reasons. LARP arrows should have the Player Number on each arrow so they can be returned to the owner.

- LARP Bows cannot be used after the sun goes down. After the sun goes down, a LARP bow user must use packets or Aimed attacks instead of the LARP arrows.

Packet Bows
Packet Bows are allowed but follow all other restrictions for a LARP Bow. If the Packet Bow is padded and boffer safe, it may be used to defend against attacks one handed.

Guns – Pistol or Rifle
There are two kinds of guns available in the setting, Black Powder Guns, and Cartridge guns.

Pistols may be fired one-handed. Rifle weapons require the Character to have both hands on the weapon to fire it except when throwing a Blue packet to represent the attack.

Phys Rep Guidelines
A Player may use a Nerf or similar style gun to Phys Rep their gun. However, there are a few restrictions.
- Nerf guns with modified internals will be safety tested just like normal boffers to see if they hit too hard.
- Flywheels are not allowed.
- If a pull of the trigger fires more than one dart, the weapon will not be approved.
- Nerf guns cannot be used to block Strikes due to concerns of damaging the gun or other boffers.

The Min and Max Length are listed for Gun Phys Reps that do not fire any darts.

Phys reps that are boffer safe (Built like a boffer weapon) can be used to block Strikes but must be approved and require the Player to throw Blue Packets.

Ammunition
Any time a Gun makes an attack or is used to deliver a Skill, it must expend 1 Ammunition, unless specified otherwise.

Reloading
Guns must be reloaded after a certain number of shots. That specific gun cannot be shot again until it has been reloaded.
This does not prevent the Character from drawing a different gun and firing the newly drawn gun.
To reload a Gun, the Player must do the following:
1. Must have both feet planted and roleplay reloading the Gun for the required Reload Time.
2. Must have the Gun in one hand, and a free hand to reload their Gun.
3. Must have an appropriate type and amount of Ammunition on their person. A Gun cannot have more than one type of ammunition loaded into it at once.

If the Character takes damage, moves from their location, or gains a Negative Status, the Reloading RP is interrupted, and they must start over. Ammunition is not lost if they are interrupted.

If a Character has two different kinds of Ammunition for a Gun and wants to swap between them, they must Reload the Gun.

Black Powder Guns
Min Length: Pistol 6" Rifle: 30"
Max Length: Pistol 18" Rifle: 60"
Damage Profile:
- Pistol (One-Handed) 10 / - / 30
- Rifle (Two-Handed) 15 / - / 40
Ammunition: Black Powder
Number of Shots before Reloading: 1
Time to Reload: 10s
Minimum Reload Time: 5s

Cartridge Guns
Min Length: Pistol 6" Rifle: 30"
Max Length: Pistol 18" Rifle: 60"
Base Damage Profile:
- Pistol (One-Handed) 8 / - / 25
- Rifle (Two-Handed) 8 / - / 30
Number of Shots before Reloading:
- Pistols 5
- Rifles 8
Ammunition: Cartridge
Time to Reload: 15s
Minimum Reload Time: 8s
Cartridge guns can only be partially reloaded if the Character does not have enough Ammunition but still require the full Reload time.

Small
Min Length 12" end to end
Max Length 22" end to end
Base Damage Profile: 2 / 4 / 12

Small weapons include any kind of knife, or otherwise short weapon a Character uses.

Staff
Min Length: 48" end to end
Max Length: 76" end to end
Base Damage Profile: 2 / - / -
Staff follow the same rules for Two Handed Weapons when used to fight except they have the above damage profile and cannot deliver Two-Handed Skills.

A Character holding a Staff may use Focus with the Apprentice Bolt and may Focus spells with the Focusable Keyword. The Focus Count used this way is a 5 count.

A Character may:
- carry a non-boffer Staff Phys Rep but cannot attack or block with it.
- only wield and benefit from one Staff at a time.
- use one Spell Tool and a Staff at the same time.

Standard
Min Length: 18" end to end
Max Length: 40" end to end
Base Damage Profile: 3 / 5 / 15
Standard Weapons encompass any form of one-handed weapon which fits within the above size requirements.

Two-Handed
Min Length: 48" end to end
Max Length: 76" end to end
Damage Profile: 5 / 10 / 25
Two Handed Weapons require a Player to have both hands on the weapon when making attacks or manually defending. If the Player only has one hand on the weapon, and manually block attacks, they take the damage or effect.

Thrown
Min Length: 3" end to end
Max Length: 18" end to end
Base Damage Profile: 2 / 4 / 12
Thrown Weapon items represent a pouch or bandolier of thrown weapons. A Player may use Thrown Boffers or throw yellow packets to represent their thrown weapons.

If throwing Yellow Packets, the Player must have a pouch, bandolier, or article of clothing which is obviously carrying throwable items (for example a sleeve with slots for thrown weapons would be acceptable). The pouch, bandolier or article of clothing must have an Item tag to count. If a Character is carrying multiple types of Thrown weapons, each must have its own separate container or Phys Reps and be tagged appropriately.

Thrown boffers cannot have cores and must be entirely made of foam.

Unarmed Brawler
Min Length – 10" end to end
Max Length – 18" end to end
Base Damage Profile – 1 / - / 5
With Stone Fists – 2 / 4 / 12
Brawlers are boffer weapons to represent fists. Brawlers may have ornamentation on their grip, but the shaft of the Brawler must be plain tan or cream colored and unadorned. Without the Stone Fists Skill, a Character takes damage if an attack hits their Brawler boffer.

Brawlers cannot gain the Break Status or be disarmed.

Brawler Items can be stolen however if a Brawler Phys Rep is stolen.

Once a Character learns the Stone Fists Skill, they must put a band of silver tape just above the grip of the Boffer to indicate they can block with it.

Claw Brawlers
Claw Brawlers follow all the same rules as Unarmed Brawlers with the following differences.

Claw Brawlers may use Unarmed Skills and count as Small Melee Weapons. Claws deal the same damage as a Small Weapon but cannot be used to block without Stone Fists. Claws do not get an increase in damage when the Character learns Stone Fists.

Claws may have one Infusion for both Claws. Only Infusions usable on Smalls or Brawlers can be put on Claw Brawlers. The Player will have to carry an Item Card noting the Claw Brawlers are Infused. If a Character has a Brawler Item and their Claws Infused, they may benefit from both Infusions. Infusions on Claws last for 1 year and then expire.

If a Character gains the use of Claw Brawlers from a temporary effect, they must have a band of Black Tape to show the Claw Phys Reps are not there unless they are being held.

Workstations
Workstations are areas where Items are created. Each Item Schematic will list what type of workstation is required and the necessary Skills. Workstations must be at least a 3ft-by-5ft area up to a 10ft-by-10ft area and be decorated with tools or other materials associated with the type of work done there.

Workstations must be set up after the RP is completed to create it, or at the beginning of game. Workshops cannot be moved after being set up unless Directors want its location to be shifted as to not block certain areas.

Workstation areas cannot overlap with each other.

Stacking Persisting Area Effects
To clarify, a Workstation is not the same as an Architecture Item. You could have a workstation in the same area as an

Architecture Item. Further you could have an effect like Sanctified Ground overlap with an Architecture or Workstation. However, you cannot have any of the above overlap with items of the same type. Two workstations cannot occupy the same area, two architecture Items cannot occupy the same location. There is no limit to how many Workstations can be in an area so long as they are not overlapping with each other.

Workstation Augments
Augments can be used to alter the way another Workstation works. These items take 15 mins to add or remove the Workstation they affect. Once added to the appropriate Item, their effect may be used. The Augment Card must be kept with the Phys Rep for the Augment. May only have 2 Augments attached to a Workstation at one time.

Combat
What is Lightest Touch Combat
Lightest Touch LARP combat is fast paced action, unlike a tabletop game, there are no rounds or turns. The action happens as fast as players can perform a strike and are free to move around, however, they want so long as they follow the Combat Safety Guidelines.

Lightest Touch Boffer Combat uses foam padded weapons to deliver the lightest possible touch to inform another Player they have been hit by an attack. Players are required to use as little force as possible when delivering an attack with a boffer weapon, thrown packet or any other type of attack. Hits should not cause pain when they land.

Combat Etiquette
Combat etiquette covers safety concepts for the Memories of Graewynn System. Ignoring Combat Etiquette can result in a loss of Combat Privileges

Check Your Swings
If another Player swings are hitting harder than you like, you may declare "Check your swings" to let them know they are hitting too hard. How hard is too hard is up to each individual person. Boffer construction, temperature, and any number of other effects can alter how a boffer hit feels. Players should be aware of this and adjust as needed in each individual situation.

No Thrusting
Lightest Touch Combat does not allow Players to stab or thrust with Boffers. This is a safety precaution to ensure boffer weapons do not tear through the foam and hurt other Players.

Thrusting is the fastest way to have a boffer fail and poses a much higher risk for actual injury.

No Reverse Grip
Boffers held with a reverse grip, or 'down stick' are not allowed to make strikes and do not count for the purposes of manually defending from attacks. This can become murky when it comes to two-handed weapons, please check with your Directors if you are unsure. These are safety precautions to ensure folks are not injured.

Legal Strike Zones
Player legal strike zones are any part of the body except the following: The head and neck, hands and wrists, feet and ankles, or the groin. Players are asked to be aware when striking femme presenting folks in the chest also and pull their hits when possible.

Players showing a pattern of using non-Legal Strike zones to avoid being hit may lose their combat privileges. Players showing a pattern of striking non-Legal Strike zones may lose their combat privileges.

Melee Weapon Reach
When fighting other Characters, a Player should be mindful of the reach of their melee weapons.

The following safety measures are to help reduce chances of injury in melee combat. These rules do not apply to Strike effects which do not require a physical melee attack such as Sweeps, point Strike effects like Shield Aggression, etc.
- Players should not try to reach over other players to strike someone behind them in melee unless the person between the attacker and target is kneeling or physically prone.
- If two players are standing with about 6 inches or less between them, melee attacks should not try to reach past them to strike a third Character behind them. See the above bullet if one of the two characters between the attacker and target is kneeling or physically prone.
- Players should err on the side of aiming lower when making melee attacks to avoid head/face shots.
- If you are facing an opponent, attacks that hit the opposite side of your target do not count. Players should attempt to hit the areas they can see on their target. If a player has leaned over as part of their stance, only parts visible to the attacker are valid targets.
- When approaching another Player quickly, Players should attempt to slow down well before they reach the player to avoid a collision. If necessary, the running player should attempt to veer to the side to avoid a collision.

What is an Attack
Some effects reference Attacks. Any action that causes Damage or a Negative Status is considered an attack, even if the effect comes from a Species Trait, an Item, or a Passive Skill.

Ambient effects are not an action made by a Player but represent effects from the environment. Ambient effects are not considered Attacks

Successful Attacks

An Attack is considered successful if when making an attack the Character is hit in a legal striking zone by the weapon without first touching the target's weapon(s) or Shield. Even a slight touch is enough to make an attack unsuccessful. This is referred to as manually defending against the attack.

Successful attacks deal damage or deliver the effects declared.

Weapon Construction and Safety Inspections

LARP weapons are a lightweight rigid core covered with foam or made entirely of foam. Any part of a LARP weapon which may strike another player must be covered in foam and are encouraged to have an outer layer to prevent the foam from absorbing water or other debris during play. Common coverings include cloth, latex, or other soft materials.

Wooden or metal cores will automatically fail our weapon safety inspections. We recommend pvc pipe cores, carbon fiber or other lightweight materials.

As LARPing has grown and evolved it is difficult to provide blanket construction rules. Instead, Memories of Graewynn uses a Safety Inspection of any Boffer which may be used during an event. If a new Player arrives and their only weapon does not pass safety inspection, the Directors will see about finding a loaner weapon so the Player can participate.

A designated Weapons Check Marshal will test all weapons a Player wishes to use at the game. Approved weapons will have a colored band put on the weapon to show it has passed the safety inspection.

A guideline for our Safety Inspections are as follows:
- Can the core or any ridges or edges be felt through the foam covering striking surfaces.
- Is the weapon in good condition, does it have any rips, deformities, or concerning issues which may cause the weapon to break or the foam fail during a fight.
- The Safety Marshal will then conduct a Three Strike test. The Safety Marshal will have another volunteer be struck by the weapon three times across the upper back.
  - The first swing is a particularly light strike.
  - The second strike is a normal lightest touch hit.
  - The final strike is a hard strike which would normally be illegal for the game. A weapon passes the Three Strikes test if it does not cause pain at any point during the test, the core cannot be felt when striking the person, or it does not stagger the volunteer.
- If all these guidelines are passed, the weapon will pass safety inspection and may be used for the game. The Weapon will be tagged with the Safety Marshal's Initials, Player number, date of the Safety Inspection and the weapon owner's Player Number.

Ranged LARP safe weapons.

Ranged weapons will require them to be shot at a Volunteer to test how hard they impact. Foam Darts, arrows and balls are acceptable ammunition. If the volunteer feels the weapon impacts cause pain the weapon will not be allowed. Ranged weapons may not have flywheels.

LARP Bows

LARP Bows have an additional caveat where each arrow the Player has brought must be fired and inspected to ensure they are in good shape and straight. LARP Bows must have a draw of 30 pounds or less to be approved for Memories of Graewynn.

The Safety Marshal will take 20 steps from the LARP Bow user and instruct the LARP Bow user to fire an arrow with a full draw at the Marshal. If the shot causes pain or feels like it might stagger someone, the Marshal can instruct the LARP Bow user to fire again at half draw. If the half draw test still causes pain, the Marshal is free to fail the Arrows.

Packet Bows

Packet Bows are also allowed but will have to go through the same kind of safety inspection as LARP bows to be approved.

Flurry

To prevent overly aggressive fighting or what is commonly referred to as "machine gunning" attacks, Memories of Graewynn uses a Flurry System.

To reiterate the point, no thrusting or reverse grip may be used with this system.

To make a Flurry, a Player may make three attacks with their weapon, before they must take a one second pause to 'reset'. Each attack must hit a spot on a different body part or side of the body than their last strike.

For example, if a Player made a flurry, they could strike the target's thigh, shoulder and then thigh again on the same side of their body.

For the sake of clarity, legs have two areas, shins and thighs, and arms have forearm and upper arm. The Torso would consist of lower body (stomach area), mid torso (roughly the rib cage area), and a left and right shoulder. Each area could be struck and counted as a different area for the purposes of a Flurry. Once a Flurry has been completed, after the Character has paused for at least one second, they can attack again.

If a Player has two weapon Phys Reps in hand, a Flurry consists of 3 attacks from each Phys Rep, before they must pause. This does not mean a Character with two weapons can make six attacks with one of those two weapons.

A Flurry can end early by taking a 1 second break before launching a new Flurry. This is important for Rush effects

which can modify a Flurry. If the attacking Character pauses too long the Flurry ends and the effect from the Skill is lost.

Engagement Range

Engagement Range is the distance a Character needs to be to make safe attacks with the weapon boffer they are currently holding. This can vary depending on the type of boffer the player is wielding. Brawlers and Small weapons have a shorter Engagement Range than a Standard or Two-Hander. If the Character can reach out and touch another Character with their weapon boffer, they are in Engagement Range.

If a Character is not holding a weapon Boffer, their Engagement Range is considered the same as Reach.

If there is a difference in weapon length, and another Character must get closer to a Character with a longer weapon, the Character with the longer weapon is responsible for adjusting their fighting Stance or moving away to ensure the person with the shorter weapon will not be physically harmed by attacks.

The intent here is a person with a larger weapon is not swinging at full swing against characters who need to be closer. The Character with the larger weapon is free to move back to keep their opponent out of Engagement Range of the shorter weapons or must modify how they swing their weapon.

Some Skills target Characters within Engagement Range.

Combat Stances

Combat Stances are indicated by what type of weapon a Character is wielding currently. A Character must be wielding a Phys Rep for a Weapon or Brawlers to qualify to use Skills with the appropriate Combat Stance Keywords.

Combat Stances Keywords

Combat Skills are organized into Combat Stance Keywords. Each Combat Stance requires the Character to wield the appropriate weapon(s) which count for that Keyword to use those Skills.

Skills may only be delivered by the appropriate Phys Rep. If a Skill in a Combat Skill Tree does not have a Combat Stance Keyword, it can be used with any combination of Weapons.

Stance Combinations

If a combination of weapons would allow for a Character to be in more than one Combat Stance, they can use Skills from any Skill Tree they meet the requirements to be in the appropriate Stance.

Under each Keyword, different combinations will note Combat Skills that can be used with that weapon in parentheses if it is outside the Keyword it is listed under.

Defender

Requires a non-Buckler Shield.

Duelist

Any combination of the following:
- A single Standard Melee Weapon.
- A Standard Melee Weapon and a Pistol (Gunslinger)
- A Standard Melee Weapon and a Buckler.
- A Standard Melee Weapon and a Brawler (Unarmed)
- A Standard Melee Weapon and a Thrown (Slinger)

Florentine

Any combination of the following:
- Two Standard Melee Weapons
- One Small (Opportunist/Florentine) and one Standard Melee Weapon
- Using a Buckler disqualifies the Character for Florentine Stance

Gunslinger

Any combination of the following:
- One or two Pistols. May have a Buckler.
- One Pistol and any other one-handed Weapon
  - Smalls (Opportunist)
  - Brawler (Unarmed)
  - Thrown (Slinger)
  - Standard Melee (Duelist)
- One Rifle.

Opportunist

Any combination of the following:
- One or two Small Weapons.
- One Small and any other one-handed Weapon or Shield
  - Pistol (Gunslinger)
  - Brawler (Unarmed)
  - Thrown (Slinger)
  - Non-Buckler Shield (Defender)

Slinger

Any combination of the following:
- One Bow. May use a non-Handgrip Buckler
- One or Two Thrown
- One Thrown and any other one-handed Weapon
  - Pistol (Gunslinger)
  - Brawler (Unarmed)
  - Small (Opportunist)
  - Non-Buckler Shield (Defender)

If a Character has to throw a packet, they still count as being in Slinger Stance as long as they are wearing the Phys Rep for their Thrown Pouch.

Two-Handed

Requires a Two-Handed Weapon, or a Bastard Weapon with Two Hands. A Character must have both hands on the weapon to make attacks or use Two-Handed Skills.
- May use a non-Handgrip Buckler and still count as being in Two Handed Stance.

Unarmed

Any combination of the following:
- One Brawler or two Brawlers. May have a Buckler.
- One Brawler and any other one-handed Weapon
  - Pistol (Gunslinger)
  - Small (Opportunist)
  - Thrown (Slinger)
  - Standard Melee (Duelist)
  - Non-Buckler Shield (Defender)

Effect Modifiers

Below are some effects attacks may have, and special rules related to those declarations.

Aim and Focus

Aim/Focus can deliver ranged attacks without throwing a packet or firing a dart, hitting the target automatically.

Aim delivers Ranged attacks from Thrown, Bow, and Guns. Focus delivers Spell effects.

Aim and Focus require a count before the effect declaration. The Player chooses a target and declares "Aim 1, Aim 2, Aim 3 etc. [Target's name or description] [Declare effect]". **Unless otherwise specified Aim/Focus Counts require a 5 count.**

The target of the Aim/Focus should be called out either by name or with a rough description while making the declaration.

Interrupting Aim/Focus Counts

If the Character moves or takes damage while making the Aim Count, the effect is interrupted and must be started over, but no Energy or Ammunition is spent.

If the Target breaks line of sight behind a solid object such as building, large tree or rock, the Aim/Focus effect is Interrupted. Other Characters cannot interrupt line of sight for an Aim/Focus effect.

Defending Against Aim/Focus

Aim and Focus effects are considered Ranged Attacks and may be defended against with appropriate Skills.

Focus attacks are considered Spell Ranged Attacks and Aimed attacks are the same as non-Spell Ranged Attacks

Aim/Focus at Night

Aim and Focus cannot be used at night unless the Effect user is within 10ft of the target or has enough light to clearly see the target.

Feint [Effect]

Feint effects cost double the Energy to use Defense Skills or Defensive Species effects.

Delayed Activation effects do not cost any Energy to use them once they have been activated and may defend against this effect for no extra cost.

Fix [Amount]

Fix effects restore Armor points.

Ghostly Mortaeans or Effigies are healed for the listed amount. If a Ghostly Mortaean or Effigy is wearing Armor, their Health is restored before any Armor. If a Ghostly Mortaean or Effigy is Fixed to full Health, any remaining Fix restores Armor points by the remaining amount.

Heal [Amount]

Heal effects restore Current Health. Characters with the Undead or Gravewalker Trait take the declared amount as damage.

Damage Tags

If an Effect says it is a type of Damage, it must have its name declared after the damage call when making an attack.

A Player may choose to not declare damage tags they may have if they don't feel they are necessary for example, if they could add Humanbane to their attack, but are not fighting Humans, they do not have to declare Humanbane.

Attacks may only declare up to 2 Damage Tags, but the player may choose which 2 Damage Tags they wish to declare.

[Keyword] Bane Damage

Bane effects deal double damage to Characters with declared Keyword.

[Keyword] Bane attacks deal double damage to Health only. If the Character still has Armor points, they only take the normal damage unless the effect has Pierce and [Modifier] Bane.

For example, if the effect said Human Bane, any Human Character hit with the effect would take double damage to their Health any other Character takes the normal damage.

If a Character takes Bane damage that would reduce them to zero Armor Points or less, the damage only is dealt to their armor, and any excess damage is ignored.

Armorbane

Armorbane deals double damage to Armor points, Constructs, and Effigies. Effigies and Constructs take double damage to their Armor and Health. When an Armorbane attack reduces a Construct or Effigies armor to zero, the remainder is applied to their Health. Against non-Construct / non-Effigy targets it functions just like a Bane effect dealing double damage to Armor Points. If the target has no Armor Points, it deals normal damage.

[Amount] Death Damage

If an attack with the Death Damage Tag would reduce the target to 0 Health and 0 Vigor, then the targeted Character is immediately killed and does not enter Near-Death. Effects preventing Deathblow can still be used to negate the Death Damage Tag.

If an effect says the Character must go into Near-Death to be activated, they cannot use it against an Attack with the Death damage tag.

If a Character has the Death Damage Tag and attacks another Character during a CVC action, the Character is not killed unless a Marshal is present and witnessing the

fight from the beginning. Instead, they follow the normal rules for CVC Deathblows.

[Effect/Amount] Crush Damage

If a Crush effect is manually blocked with a weapon or shield, the defending Character takes half the damage, and halves the duration of effects with a Duration.

Crush can be a damage tag or applied to Status effects.

If Crush is applied to a Mangle or Break effect, there is no additional benefit.

If an effect requiring a Character to hit a particular area of the body (such as torso or arm) gains Crush, the attack is only effective if it hits that area of the body still.

The only way to defend against Crush effects are to use another effect which negates an attack such Parry or not be hit with the attack.

[Amount] Drain Damage

Drain effects reduce the target's Energy instead of Health.

If a Character is hit with a Drain effect but has zero Energy, they take the normal damage instead. If a Drain attack deals more damage than the target has left, they are just reduced to zero Energy and any additional damage is lost.

[Amount] Fester Damage

Fester effects deal damage to any Character unless the target is Undead. Undead and Mortaean Characters regain Health from Fester effects by the declared amount.

[Amount] Pierce Damage

Pierce attacks deal their damage directly to Health instead of Armor Points.

Pierce has no effect if combined with a Status.

[Amount] Magic Damage

Represents an attack infused with magic.

Unnecessary Damage Tags for Effects

If an Item or effect would add a Damage tag that has no real effect on the call, Players are not required to say the effect. A Player may pick and choose which ones they declare when they make attacks.

For example, if a Character would add Crush and Pierce to an attack made with a Weapon but uses a Pin effect, they would declare it as "Crush, Pin [Duration]" and do not need to add the Pierce damage tag since Pierce would have not mechanical effect in this situation.

Given and Received Effects and Bonus Damage/Healing

Given effects
When you affect another character with an effect, it is a Given effect. Damage, Healing, Fix, or Temporary Stats given by an effect can be increased by other effects (Skills, Species Traits, Items, Rituals etc.). The Maximum bonus from effects any of these effects can be increased by is +10.

Received effects
If you receive an effect from something given to you, it is considered a Received effect. This could include healing from a Delayed Activation or Item. The maximum additional Healing/Fix/Temp Stats a Character can receive is +5 unless specified otherwise. There is no limit on how much additional damage a Character can receive from effects.

For example, Character A can give +10 Healing when they use a certain Skill. Their target gets +5 Healing received. The Character can get a maximum of +15 Healing in this case.

If the Character has a +10 Vigor given and receives +5 Vigor, if they can affect themselves with the Vigor effect, they will increase the total Vigor by +15.

Area of Effect Mechanics
Area of Effect (AoE) can cause multiple Characters to be affected at one time.

For reference a good idea of 5ft is the player's arm extended straight out from their body plus the length of a standard weapon.

AoE effects cannot be defended against with normal Defense Skills except for Sweep.

Burst
A Burst affects all targets around the Skill User within the declared radius.

By My Voice
By My Voice effects hit everyone within a large area. If a Player can hear the call, they take the effect. The only time this is not the case is if the Character has a solid wall between them and the Skill User. Bushes or natural vegetation do not count in this case. If the Skill User is inside a building it only affects the room, they are in and anyone outside that room or outside the building is not affected.

[Group] Targeted Effects
If a declaration indicates a particular Group, only Characters who know for sure they are in that group are affected. Groups can be as simple as a Species Family, a Species Subgroup or as complex as All Players, All NPCs,

Townsfolk (meaning players in the town), to as specific as a group of people specified such as "Maven's Soldier's".

If a Player is not sure if their Character is in a specific group as in the Maven's Soldier's example, they do not gain the effect.

Keywords can also be used to target these effects. For example, if an effect says "All Living, XYZ" then any Character with the Living Keyword would be affected.

Sweep
Sweep effects can strike targets within the front 180 degrees of the Character. If a Character is within range when the declaration is started, they are hit, they cannot attempt to physically dodge out of the way while the Declaration is being made.

Strike Sweep effects using Brawlers or Melee weapons only hit targets within the Skill User's Engagement Range.

[Faith, Gun, Shot, Social or Spell] Sweep effects hit anyone within 10 feet of the Skill User's front 180 degrees.

Each target of a Sweep may use Defense Skills or Delayed Activation effects normally limited to a single target attack to negate the effect of Sweep even though it is an Area of Effect.

Effect Reductions
Status Reductions indicate if an effect was reduced or modified in some way.

If the Character declares Immune, or uses a Negate another effect, then the Character is considered to have not taken the effect.

For example, if the Character has an effect called Vengeance says "If hit with an Strike attack, do XYZ, but the Character uses Parry to negate the effect, they could not use the Vengeance effect in this case.

Reduced
A "Reduced" declaration indicates something took less of the effect. This could be half damage, they ignored a Damage tag etc.

Minimal
A "Minimal" declaration indicates the target took only 1 damage from a damage dealing effect.

Threshold (X)
A creature with Threshold can only be harmed by attacks that deal X or more damage. *For example, a Creature with Threshold (5) can only be harmed by attacks that deal 5+ damage in a single hit.*

Threshold can also have a negative value; this indicates the maximum damage they take is the negative number.

Threshold (-5) means they only take a maximum of 5 damage from a single attack.

When a Character is hit with damage below their Threshold rating, they must declare Threshold in the same manner Reduced must be declared

Characters with Threshold are unable to use Defense Skills while a Threshold effect is active.

Threshold is primarily used as an NPC ability.

Ignore [Status], [Duration]

Ignore [Status] allows the affected Character to act as if they do not have the named Status for the declared duration. The Player must declare "Ignored" if hit with an effect they ignore. The Status's duration still counts down as normal.

Immune

If a Character is Immune to an effect, they cannot gain the effect by any means unless the effect specifies it bypasses Immunities.

When hit with an effect the Character is Immune against, the Player must declare "Immune".

Temporary Immunities

If a Character gains Immunity to an effect, but the Immunity is not gained from Species Traits, any previous instances of the effect remain, but no new instances of that effect can be gained.

For example, if a Character had Bleed 3, then gained Immunity to Bleed, their Bleed 3 would remain, but any effects adding to the Bleed effect would not increase the effect.

In the case of Poison or Disease Immunity, a Character is not even aware they were affected by Poison or Disease.

Item or Effect Drawback Interaction

If an Item or Effect gives its user a Negative Status or other effect the User is Immune to because the Character willingly used the Item, it bypasses their Immunity. If a Character gains a Negative Status, they could normally be Immune to, in this case a Poison or Disease, they can be targeted with Healer Skills to remove those effects, but only in this instance.

For example, Honor Bound gives the User Taunt against their target so they can only go after that target. If a Character had Spell Immunity, because they willingly used the Spell, they gain the Taunt effect despite having Immunity.

Negated

Some effects state they negate an action, type of Skill, or other effect. When an effect is negated, it is treated as if it was unsuccessful on the targeted Character. Negation effects will generally declare an effect name to indicate it was negated.

Species Traits with Negate effects.
A Species Trait which negates other effects may be used in response to an appropriate effect like a Defense Skill. The Trait effects are not subject to Skill Cooldown. They do not count as a Defense Skill and cannot be modified unless it specifies it affects the Trait specifically.

Remove

If a Character is hit with a Remove effect, the named effect ends immediately. This typically is only used to remove Status effects. If the target of a Remove effect does not have the named effect, they must declare "No Effect".

Smash

Smash effects can destroy an important piece of Architecture, Workstation, or Augments for these effects. Smash requires a count of "Smash 1, Smash 2, Smash 3 etc." to a full 30 count. Crafted Architecture and Workstations must be affected by 10 successful Smash counts to be Destroyed. Augments only require 5 Successful Smash counts to be destroyed. Smash must always be shouted to simulate a building or workstation being destroyed.

Smash can also be used to damage important structures to the Town, such as destroying a bridge into town which could impact Market prices due to merchants not being able to make it into town with their goods. Smashing structures like these generally take 50+ uses of Smash to destroy them.

There are some effects which may allow instant Smash effects. If a Smash effect does not come with a count, it immediately goes into effect.

Gestures, Headbands and Symbols

Check In Gesture

If a scene is particularly intense, other Players may use a check-in gesture to see if a Player is ok. If a Player wants to check in on another Player, they should try to get the Player's attention without disrupting the scene and make a circle with one of their hands and press it against their shoulder. The Player being checked in should respond as follows:

Thumbs Up: The Player is fine, please do not interrupt.

Thumbs Down: The Player is not ok, and the Player checking in may approach the Player and offer to take them out of the scene.

Maybe: The Player should make a maybe gesture. This is a request to keep an eye on the player, but do not interfere yet. If you have questions on what this gesture looks like, please see one of the Marshals or Directors for clarification.

Ethereal

Ethereal Headbands are White. Characters with the Ethereal Status are harder to hurt by normal means. In most cases, non-Magic attacks deal 1 damage to an Ethereal Character. The Player must declare "Minimal" when hit with a non-Magic attack.

Non-Combat Headbands

At times a Player may not feel they are up to doing combat. If this is the case, they can choose to put on a Yellow headband. We do encourage Players to also have a light or glow stick in a similar color to help people recognize they are non-combat even at night. Other players should not strike them with boffers or throw packets at them. Instead, a Character may get into Engagement Range, point at the Character, and declare their damage or Skills. Characters at Range may make an Aim/Focus 5 count within 10 feet of the target to shoot at a Non-Combat Character even if they do not normally have a Skill that lets them do this.

Non-Combat Characters are free to use Skills which do not require using a Phys Repped Brawler or Melee weapon. Non-Combat Characters may cast Spells using Point, or Reach. White Packets effects can be used as a Focus Spell even if it does not have the Focusable Keyword.

They may also use Bow/Thrown and Gun Phys Reps. Non-Com characters can use Gun, Shot and Consumable items which require a packet throw by using an Aim 5 Count even if it normally cannot be Aimed.

If any Character routinely ends up hitting Non-Com characters it can be seen as a pattern of problematic behavior and lead to disciplinary action.

Out of Game Gesture (OoG)

A Player may mark themselves as OoG by putting on a blue headband or putting their hand or part of an item Phys Rep on top of their head. The Character is not present, and the Player should be allowed to move unhindered. If used as part of a Skill effect like Teleport, they can move freely, however, others should try to allow the Character to pass them. Players not holding up the OoG symbol should not try to capitalize on a gap forming or someone stepping out of reach for an effect if they are letting a person with the OoG symbol pass.

If a Player is OoG for other reasons during combat and not using a Teleport effect, unless there is an emergency, they should politely wait until combat moves away or ends.

Clarify

A Player may put on the OoG gesture, declare "Clarify" and ask a question about an effect targeting them. The Player who used the effect, should then give them a brief explanation of what the effect does. This is a common courtesy and helps new players and veteran players from other systems learn our mechanics.

Point

The Character is required to point at their target and get their attention to let them know they are targeted by an effect. Characters may point with a Weapon or other objects in their hand.

Reach

Reach is defined as being close enough the Character could reach out with a hand or Brawler to touch the target. A Player can physically reach out and touch another Player to use these effects but should always ask for Consent to Physical RP before making physical contact.

If a Player does not consent to Physical Roleplay, Reach is considered the distance the Player would reach out and touch someone plus about 12 inches.

Stealth / Invisibility

The Stealth Gesture is made by putting one hand on the opposite shoulder across your body or at least reaching one hand towards your Shoulder and holding it there. While holding up this Gesture, the Character should be ignored as if they are not seen.

The Character may swap which arm they are using to hold up the Stealth Gesture at any time for comfort purposes.

Stealth Cooldown

A Character cannot use another Skill with the Stealth Keyword for 1 minute after their Stealth Effect ends (either willingly or negated by Notice). The normal Skill Cooldown ends 3 seconds after the Stealth effect is initially declared.

Actions which do not break Stealth.

- **Slow Movements**: Moving at a walking pace or slower; this cannot be a fast walk. Anything faster ends Stealth immediately
- **Change Equipment**: A Character can change what weapon they are holding, apply poisons, and/or pull something out of their bag. Only Items carried on the Character's person may be swapped this way.

Consumables: Use of any Consumable which does not require them to be At Rest or throw a Packet.
Reloading a Weapon: Weapons with a Reload Trait can be Reloaded without breaking Stealth.
Aim / Focus: Beginning an Aim/Focus count does not break Stealth until the Skill User declares the Attack.

Actions that End Stealth

The following are actions that immediately break Stealth.

- Make an Attack
- Use a Skill
- Use of an Item not covered above.
- Speaking in Character. (Trying to plan something while Stealthed using OOG gesture is considered cheating)
- Moving faster than a walking pace
- **Manipulating Environment**: The Character cannot manipulate their environment. This includes but is not limited to dropping/picking up items, opening doors, or moving furniture etc. If unsure, please ask your Marshal.
- Being affected by an AoE Seal Stealth

Types of Stealth

Stealth – May only be used at nighttime. The effect ends if they are in an area bright enough to make out the colors of their equipment in the darkness.

Lost in the Crowd – Must be within 5ft of at least two other Characters who are not actively fighting them at the time. The Character may move with a group of two or more people and maintain the Stealth gesture.

This effect breaks if they are no longer within 5ft of at least two Characters or the Character takes an action which would break Stealth otherwise. Lost in the Crowd may be done during the day.

Woodland Stride – As long as the Character is within Reach of an overgrown area or tall grass at least to the player's knees, they may use the Stealth gesture even during the daytime. If they leave the overgrown area and cannot meet the other requirements of Stealth or Lost in the Crowd, the Stealth effect ends.

Invisible – Invisible allows the Stealth gesture to be used day or night and even in well-lit areas. Otherwise, it follows the same rules as Stealth.

Treating Stealth as Invisibility

If the Character has an effect stating they treat Stealth as Invisibility, they do not need to meet the requirements of

Normal Stealth, Lost in the Crowd, or Woodland Stride to use a Stealth effect.

Stealth Expertise

The Effect User may run while using Stealth or Invisible effects.

- If targeted with Notice, User may spend 5 Energy to declare "Immune", this may only be used once per use of Stealth/Invisible effects. If the Trait User remains still, they are Immune Notice for 1 minute.

Statuses and Effects

Statuses help simulate effects which may occur during the game. Each Status below is explained in detail to help provide rules on how to roleplay them and what certain effects do.

Statuses are listed in how they should be declared.

- **[Duration]** is the amount of time the effect lasts before it ends. If the effect does not have a Duration, in most cases it lasts until an effect removes the status. Duration may only be reduced by up to half, multiple effects halving the duration do not stack.
- **[Amount]** is a number usually listed by the effect causing the Status. This can have several meanings depending on the Status.
- **[Effect]** indicates there may be another Status or effect caused by the effect which should be listed out in the effect's description.
- **Max Bonus** explains the maximum amount a Status's effect can be increased by other effects. The only exceptions are effects with a Base effect higher than the Max Bonus. Those effects cannot be modified to last longer or any higher.

At Rest

A Character is At Rest when they are sitting or lying down and not using any Active or Passive Skills.

At Rest is interrupted if any of the following occur:

- Taking damage.
- Is no longer sitting or lying down.
- Makes an attack or uses a Skill.
- Characters in Near-Death cannot gain any benefits of being At Rest but may still be targeted by Healer Skills that require a Character to be At Rest.

Rally

If an effect says it requires the target to Rally, the Character must remain At Rest continuously for 10 mins and consume 1 Food Item and 1 Drink Item (Travel Foods cannot be used to Rally) to regain use of effects requiring a Rally. All Skills requiring a Rally are recovered with one use of Rally.

If the At Rest is interrupted, the Items are lost, and the Rally RP time must be restarted.

Recover

If an effect says it requires the Character to Recover, the target must wait until the end of the Quarter or 3 hours, whichever is longer to regain the noted effect. If multiple effects are used which require Recover, each effect has its own Recover timer. Recover effects must be noted with the time they are used when recorded on the Player's Character Sheet.

[Creature] Kinship

A Character with [Creature] Kinship may hold their hand out in front of them with their open palm out as if making a stop gesture and declare "[Creature] Kinship". NPCs with the appropriate [Creature] Keyword cannot attack the Character.

- Players may ask "Clarify What Kinship" if they are not sure which Kinship is being used.
- If an attack or effect accidentally hits a Character with an active and applicable Kinship, the target should declare "Clarify [Creature] Kinship", and the effect is considered to never have happened (so Items, Energy, Skill Use are not expended) because while the Player may not realize, the Character would.
- Some powerful creatures may not be affected by Kinship. If a Kinship is declared, against an applicable creature, but they are not affected, the Character playing the creature should respond with "Immune".
  - *For example, if a Fae NPC had "Immune to Fae Kinship" in their stats, if someone tried to use Fae Kinship against them, the NPC would declare "Immune".*
- Creatures under the effect of Rage, Frenzy, or Confusion do not count someone with an active and appropriate Kinship as a target unless Taunted by the Kinship user.
  - A Frenzied Character you have Taunted would make you their only applicable target not applicable, the Taunted Character may ignore the Kinship and continue to attack you until the Taunt ends.
  - *For example, if a Beast Frenzied, if someone with Kinship declared "Beast Kinship" the Beast would be forced to find a new target.*
- Effects that redirect other effects cannot be used against a target who has and active and applicable Kinship.
  - For example, Character A who is a construct, could not use Misdirect to throw an attack at Character B who has Construct Kinship.

If the [Creature] Kinship Character makes an attack or drops the gesture, the Kinship effect ends.

The Types of Kinship:
Beast Kinship
Construct Kinship
Demon Kinship
Faerie Kinship
Plant Kinship
Spirit Kinship
Undead Kinship

Damage Resistance (Type)

Abbreviation: DR(Type)
A Character with Damage Resistance takes half damage from any attack unless it has the (Type) damage tag. The Character must declare "Reduced" on the first hit of each Flurry unless the attack has the (Type) damage tag.

Subsequent hits in the same Flurry do not require the declaration. If the Character is getting hit from multiple directions, they only must declare Reduced once every 10 seconds.

If Damage Resistance is listed as (-), they take half damage from all attacks regardless of Damage Tag. Some DR(-) may only affect certain types of attacks like Unarmed, Melee, or Shot type attacks. *For example, Strike DR(-) means the character takes half damage from all Strikes.*

If another effect would half the damage (like manually blocking against Crush) the Damage is only halved and does not provide further reduction.

Even with Damage Resistance, a Character always takes a minimum of 1 damage when hit with an attack.

If a Character has Damage Resistance from multiple sources that do not have a duration, they do not stack. If a Character has multiple Damage Reductions available, the first hit with a damage tag that could bypass their DR they may choose to use to use the other, but the one chosen is the only one active for the fight. DR(-) works over all other Damage Resistances.

For example, if a Character has DR(Magic) and DR(Fester), and goes into a fight. When they take their first hit with the Magic Damage tag, the DR(Fester) becomes their active DR for the rest of the fight/scene and only Fester will bypass their DR until the fight/scene is over.

NPCs may have DR (Type1, Type2). This means there are two damage tags that may go through their DR.

The Magic Damage Tag is a common way to get around Damage Resistance, however, some creatures may have other weaknesses.

Movement – Dash/Teleport [Amount]

Max Bonus: Total Steps cannot exceed 20 Steps.

Restrictions: The Skill User must not have a Mangled Leg, Slowed, Pinned, or Prone to use Movement effects.

When using a Movement effect, the Player may take up to the declared number of steps in any direction (unless specified by the Skill). The Player does not have to take all the steps and can end the Movement effect early.

Anyone within Engagement range may not move to pursue Effect User but may turn and fight other Characters nearby.

The Player must count their steps out loud while using a Movement effect to indicate the Skill is still active. Movement effects only last for 5 seconds or until all steps are taken, whichever comes first. If the Character stops moving, the effect immediately ends unless a Safety Hold has called.

If an effect modifies the steps of a Movement effect, they must declare the total steps. For every 10 additional steps the Character gets to Dash or Teleport, increase the duration by 5 seconds.

For example, if an effect provides "+5 steps to a Dash effect." The Skill User would declare "Dash 15" instead of the normal declaration.

Unless otherwise specified, a Character cannot Carry another Character along with them during a Movement effect.

Movement Cooldown

A Player must wait 30 seconds after using a Dash or Teleport effect before calling another Dash or Teleport effect.

The normal Skill Cooldown ends 3 seconds after the Dash effect is initially declared.

Dash Specific Effects

While Dash is active, the Character gains Strike, Shot, and Gun DR (-). A Character cannot make Attacks or use non-Defense Skills while under the effects of Dash unless otherwise specified.

Spell and Traps damage the character as normal.

Rundown negates Dash effects and triggers the Movement Cooldown even though the Skill was negated.

Teleport Specific Effects

While Teleport is active, put up the OoG gesture and take up to the declared steps. The Character is immune to any effects which may hit them while moving with Teleport. The Character 'disappears' and reappears elsewhere.

Players should not move to block a Character's movement while they are using Teleport and are encouraged but not required to move to allow the Character to pass.

If a Character uses Rundown, they may follow a Character using Teleport.

If a Teleport effect lists a location instead of a number of steps (for example Teleport Market). The Character puts up the OOG symbol and must immediately and directly move to the indicated location. The time taken to move to the location is up to the Skill User unless otherwise specified by the effect (like Shadowstep). When the Character arrives, they must drop the OoG gesture. This variant of Teleport does not have a time limit and ends when the Character

arrives at the location.

Teleport (Location) cannot be followed using Rundown.

Dead

A Character dies when their Near-Death timer ends, or they are hit with a Deathblow effect while in their Near-Death timer.

When a Character dies, they must remain where they died for at least 5 mins up to a maximum of 15 mins. For safety purposes if the Player is worried about being stepped on, they may step aside but must go back to the spot when possible. If no one can bring them back to life or carries them to the Graveyard, the Character puts up the Out of Game Gesture and goes to Logistics. The Character will then participate in the Great Game and may come back to life. In Character this happens often enough people believe someone was not entirely dead and simply wake up barely clinging to life and manages to survive somehow.

Delayed Activation Effects

Delayed Activation does not take effect immediately. An affected Character may activate the effect by declaring the effect's name or effect. Delayed Activations last for one hour or until they are used, whichever comes first. These do count as a Spell effect on the target and can be Dispelled.

A Character can have any number of unique Delayed Activation effects on them at a time but cannot stack more uses of one Delayed Activation. If the character is hit with a Delayed Activation they already have, the 1-hour duration is refreshed to 1 hour.

For example, a Character could have Turning Guardian, Reflect, and Shroud on them, but could not have multiple uses of any of those effects at one time.

Destroy [Item Type]

A Destroy [Item] effect, if successful, destroys an Item of the declared type a Character has on their person. After the encounter, the Marshal will collect a number of the appropriate type of Items equal to the number of times a Player was hit with Destroy. The most common types of Destroy effects can target Stone, Metal, Herb, Wood, Bark, Animal Product, Produce, Schematics, or Consumables.

If the effect is declared as Destroy All [Item], then all Items of the declared type are Destroyed if the effect is successful.

Dispel

Dispel cause one Spell effect with a Duration to end immediately. The Character hit with the Dispel may choose which Spell effect is removed. Additionally, any Screen, Vigor or Zeal the Character has is immediately reduced by 25.

Dispel All immediately ends all Spell effects with a Duration on the target and all Screen, Vigor or Zeal is reduced to zero.

Feign Death

The Effect User drops to the ground (or uses the alternative Prone gesture), as if going into Near-Death. If they are hit with a Deathblow, they may declare "Feign Death" to negate the Deathblow instead of dying. Any further effects on them for the next 1 minute are negated if they remain on the ground as if dead (or leaning over hanging their arms limply if they do not wish to drop to the ground due to mobility difficulty or muddy/wet conditions).

Other Characters should treat the target as if they are dead if they hear the Feign Death declaration. When Feign Death is declared and active, the affected Character appears dead and may clarify "Feign Death".

Once the Skill User moves from the spot or stands up, makes an attack, uses another Skill or an Item, Feign Death ends.

If Feign Death is declared while in Near-Death, the User extends their Near-Death timer by 2 mins in addition to its other effects.

Effects reducing Near-Death time can still affect a Character, but if the Skill use would reduce the Character's Near-Death timer to zero or less, the User declares, "No Effect."

Steal Soul and Feeding Traits negate Feign Death.

Frenzy

The Character may declare Frenzy at any time, including while in Near Death.

While Frenzied, the Character gains the following effects for 3 mins.
- Acts as if they have the Rage and Wither Statuses. This Rage effect does not end if Character goes into Near-Death.
- Cannot use Heroic Stand, Social Skills (except for Intimidate or Terrifying) or Magic Skills (including Counterspell).
- Strike, Shot, and Gun DR (-).
- Ignore Mangle, Unconscious, Fear, and Terror. Unconscious cannot be removed while Frenzy is active.
- Ignore all effects of Near-Death, except the Near-Death Timer still counts down. If the Near-Death Timer ends while the Character is Frenzied, they may continue to act normally, but when Frenzy ends, they immediately die. The Character cannot be killed while Frenzy is active.
  - Warrior's Spirit effects remains active if the Character is in Frenzy, but has zero health.
- Break Free can be declared immediately without a count.

- A Character is not required to use Deathblow when their target falls into Near-Death but may choose to do so before moving on to their next target.

After the Frenzy's duration ends, the Character gains Exhaust and cannot use Frenzy again until they Rally. To clarify the Character keeps the Exhaust status until they Rally.

If the Frenzy is ended by a Seal effect, the Effect User does not have to Rally and does not gain the Exhaust Status.

See **Redirect** for how it interacts with Frenzy.

Designer's Note: If a Character has an ability that acts as if they have Frenzy, they may not activate Frenzy or another ability that acts like Frenzy for 5 minutes after the first ability ends.

Grant [Keyword] [Duration]

When successfully hit with a Grant [Keyword] effect, the character gains the corresponding Keyword. This can make the character vulnerable to [Group] Targeting effects for that keyword. Keywords gained this way last for the declared duration or until the end of the event if no duration is declared, unless otherwise specified by the Directors.

Generally, the Character is not aware they have gained the Keyword until some effect targeting the Keyword is used on them. The Keywords given by this effect cannot be Species, Faith, or Living Keywords.

Leybond

To gain the Leybond Status, the Character must plant both feet and stay in place for 30 seconds roleplaying centering themselves and connecting to the land.

Once the 30 Seconds is completed, the Character declares "[Magic Type] Leybond." Then the Player must choose one foot and may not move that foot from where it is until the Leybond effect ends. The Player may pivot on that foot but may not change which foot is planted. The Character gains the following benefits:
- Declare the Spell effects listed by the Skill or Effect granting Leybond for zero Energy. This counts as using a Skill for things like Skill Cooldown or Agony/Bleed.
- Unless otherwise specified, Leybond effects should be treated as having **Target: Others**.
- Apprentice Bolt deals 5 Magic damage. This effect can be used with Focus if the Character is wielding a Staff.
- If a Character has Leybond Active and gains the Rage or Confuse Status, they may choose to stay in place but must throw any offensive Spell Effects they have at applicable targets. If no targets are present, they must move towards the closest eligible target as normal.

Leybond ends if any of the following occurs:
- The Character willingly or unwillingly (Such as from Fear or Bore) moves their planted foot.

- Gains the Terror, Prone, Knockback, or Near-Death Status.

A Character may only use each individual [Magic] Leybond Status twice per Quarter.

For example, if a Character can gain War Magic Leybond and Restoration Leybond, they could use each type twice per Quarter.

Only one Leybond effect may be active at a time.

The Character cannot use Leybond if they are in Near-Death even if they can act normally (for effects like Heroic Stand, or Boon of Champions).

Leybond effects cannot be increased or modified unless an effect specifies it modifies a Leybond effect.

Mighty

Mighty Characters increase the damage they deal with Brawlers and Melee weapons by one step.

For example, a Mighty Character with Fists would deal 2 / 4 / 12. If the Character gains Stone Fists they would deal 3 / 5 / 15 with their Fists and so on.

Mighty cannot increase damage beyond Specialist Damage and has different effect when used with a Two-hander Skills.

Mighty Characters also have increased effects with Carry and Grapple.

Mighty cannot be stacked from multiple instances of gaining Mighty.

Near-Death

When a Character's Current Health is reduced to zero, the Character falls to the ground as if Prone (or leaning over hanging their arms limply if they do not wish to drop to the ground due to mobility difficulty or muddy/wet conditions) and gains Near-Death. Under normal circumstances, a 5-minute timer begins, and they may only do the following:
- May yell for help
- Use a Potion.

While in Near-Death, Characters cannot use Items (other than Potions), Skills, Species Traits, or other effects unless they state they can be used in Near-Death.

If the Near-Death Timer counts down to zero, the Character dies. This timer resets to 5 mins each time the Character is no longer in Near Death unless otherwise specified. If a Character is Healed for at least 1 Health or gains the Stable Status, Near Death ends and the Character is still alive.

Redirect

If a Character under the effects of Confuse, Frenzy or Rage is the target of a Redirect declaration, they must ignore that Character as a possible target for 1 minute and move to the next closest target. If the Redirecting Character attacks them, uses any other Skills on them, or otherwise is an obstacle to getting to another target, the Redirecting Character becomes a valid target again.

Designer's Note
Redirecting a Frenzied Character you have Taunted would make you, their only applicable target, not applicable, the Taunted Character may ignore the Redirect and continue to attack you until the Taunt ends.
The same concept applies to Kinship effects.

Spell Immunity

The Player declares "Immune" against Spell Effects. They are immune to both beneficial and harmful effects. If a Character gains Spell Immunity while under the effects of a Spell, they retain any previous effects but cannot gain new Spell effects. Spell Immunity does not prevent the effects of Rituals.

The Character can gain effects like Vigor and Screen from non-Spell effects. Spell Immune Characters may still learn and use Spells.

A Character with Spell Immunity can benefit and use Infused equipment; however, they may not receive any effects which declared as Spells from the Equipment.

Spell Immunity Species Traits
If the Character gains Spell Immunity as part of a Species Trait (even if they only have the Trait temporarily or gain it as a Bonus to a Species Trait) without a duration they gain the following benefit:
- The Trait User may choose to suppress their Spell Immunity by declaring "Suppress Immunity". The Character must spend RP meditating for 1 Minute At Rest to regain their Spell Immunity. If the Character is interrupted they must restart the RP.
- When the Character enters play, they may choose to have Spell Immunity active or not.

Spell Resistance

The Character takes half damage/Healing/Fix/Temp Stats and half all durations of Spell Effects (the only exception being Temporary Stats, they still last an hour even if granted by a Spell effect).

If a Character gains Spell Resistance while under the effects of a Spell, any previous effects remain unaffected, but any new effects will have their effect halved. The Player must declare "Reduced" when hit with a Spell effect.

Spell Resistance cannot reduce the effects of Rituals.

Spell Resistance Species Traits
If the Character gains Spell Resistance as a Species Trait (even if they only have the Trait temporarily or gain it as a

Bonus to a Species Trait) without a duration they gain the following benefit:

- The Trait User may choose to suppress their Spell Resistance by declaring "Suppress Resistance". The Character must spend RP meditating for 1 Minute At Rest to regain their Spell Resistance. If the Character is interrupted they must restart the RP.
- When the Character enters play, they may choose to have Spell Resistance active or not.

Stable

The Character has zero Health, but their Near-Death timer is stopped and reset. A Stable Character cannot attack or use Skills until they regain at least 1 Health. When the Character regains 1 or more Health, Stable ends and the Character may act normally. If a Stable Character takes any damage, they immediately fall into Near-Death again.

Transformative Effects

Transformative effects change the Character granting them access to Traits they may not normally have.

Transformative Bonus

If the Character already has the Species Trait from Character Creation granted by a Transformative effect, they gain any listed Bonus effect. Bonus effects cannot stack with similar effects.

Effects gained from a Transformative effect last for their listed duration even if the Transformative effect ends sooner.

Using the example of Frenzy, if the Character activates Frenzy (which normally lasts 3 mins), when there is only 1 minute left on the duration of the Transformative Effect, the Frenzy still lasts its normal 3 mins even after the Transformative effect ends.

Long-Term Transformative effects, such as those granted by a Ritual or Chirurgery Procedure count as if the Character has the Trait normally and they could qualify for bonuses from effects like Deific Avatar.

The Character cannot gain the same effect twice from the same Ritual or Chirurgery Procedure to gain the Bonus effect. If two different Sources provide the same effect, then the Character can get the Bonus.

If different sources provide different bonuses for a Transformative effect, the Player can use both benefits unless they specify otherwise.

If a Transformative effect grants a Trait that changes Requirements for learning Skills, the Skill User does not gain that bonus.

For example, if a Character gained Ritual Talent from a LTT effect, they would gain all effects except the change to Requirements for learning Ritual Skills.

Transformative Effect Limit

A Character may only have Long Term Transformative effects with a CP total less than or equal to half their current Soul Points.

If a new Transformative effect would increase the Transformative CP total over half the Character's current Soul Points, the effect fails, and the Trait is not gained.

If a Transformative Effect gives a Bonus effect for a Trait a Character has from Character Creation, they still must count the CP cost of the effect in their Transformative effect limit.

Temporary Transformative effects do not count towards the Transformative CP Total.

For example, if a Character had 20 Soul Points, and has 8 CP worth of Transformative effects, they could not gain any new Traits with a CP cost of 3 or higher, but could gain 2 one-point Transformative Traits, or one 2 CP. If the Character waited until another Transformative Trait wore off reducing their Transformative CP Total to 7, they could then get a 3 CP trait.

If a Character loses Soul Points and they have more Transformative Effects than their new Soul Point Total allows, they may choose which Transformative effects to lose to reduce their Transformative CP Total to half their Soul Points or less.

For example, if a Character died and lost 4 Soul Points, leaving them with 16, and they had 10 CP worth of Transformative Traits, they would have to give up 2 CP worth of Traits to bring their total to match their new Soul Point total.

Temporary Stat Statuses

Duration: 1 hour

There are three kinds of Temporary Stats called Screen, Vigor, and Zeal. All of them follow similar rules:

- Each Temp Stat be stacked to a maximum of 30. These are tracked separately.
- Temporary Stats last for 1 hour or until the pool of that Temporary Stat is used up.
- If the Character gains any Temporary Stat, the duration of all Temporary Stats the Character has are refreshed to one hour.
- When hit with a Dispel effect, the following occurs:
  - Dispel: All Temp Stats reduced by 25.
  - Dispel All: All Temp Stats are reduced to 0.
- Any effect that would reduce a Stat is applied to Temporary Stats first.

Screen [Amount]

Screen functions as Temporary Armor.

- Any damage taken to Armor reduces Screen first.
- Effects work against Armor also affect Screen in the same way. Armorbane does double damage to Screen.
- Screen cannot be restored using Repair or Fix effects.

Vigor [Amount]

Vigor functions as Temporary Health.

- Any damage take to Health is taken from Vigor first.
- If a Character is in Near-Death and gains Vigor, they may act normally, but their Near-Death timer continues until the Character receives healing or is Stable. If a Character's Near-Death timer ends while they have Vigor, the Character dies immediately.
- Characters with Vigor are only killed by a Deathblow or Steal Soul if the damage from the killing effect would reduce their Vigor to zero.
- Vigor cannot be regained using Healing or effects which restore Health.

Zeal [Amount]

Zeal functions as Temporary Energy.

- Any reductions to Energy reduce from the Zeal total before Energy. This includes spending Energy for Skills or being affected by the Drain Damage tag.
- Zeal cannot be restored using effects which regain energy.

Warrior's Spirit

Duration: Scene or put into Near-Death.

The Skill User spends 30 seconds roleplaying preparing themselves by brandishing a weapon and centering themselves. If not interrupted, the Skill User declares "Warrior's Spirit". While this effect is active, they gain the effects listed by the Warrior's Spirit Skill Used.

If the Skill User takes damage, moves more than one pace from where they begin the roleplay, or is affected by a negative Status while performing the required roleplay, the roleplay is interrupted.

If a Character is put into Near-Death, Warrior's Spirit immediately ends.

Negative Statuses

Negative Statuses are effects which have a negative impact on a Character. If an effect alters Negative Statuses, it may only apply to the Statuses below.

As If Effects: If an effect says a Character behaves as if [Negative Status] then they act as if they have that effect, but it is not affected by immunities or reductions.

Alternative Actions: If a Negative Status notes an alternative action, the Player may choose to do something different each time they gain the effect. The Player's choice does not always have to be the same option and can change based on weather conditions, mobility difficulties or any other reason.

Max Durations/Amounts: Bonuses from Items or Species effects saying they increase the amount or duration cannot exceed this limit. Certain effects can exceed this limit if it lists it as a higher amount. In this case, the Duration cannot be modified.

Agony/Bleed [Amount]

Max Amount: 5
Duration: Until Fixed

When the Character makes an Attack or uses a Skill, they trigger Agony/Bleed.

The Character loses Energy for Agony and Health for Bleed equal to their Agony/Bleed Rating. Agony/Bleed effects can stack up to 5.

Health lost from Bleed ignores Armor Points.

Agony and Bleed are tracked separately.
For example, if you have Agony 5 and Bleed 2, if you make an attack, you'd lose 5 Energy and 2 Health.

Zeal is reduced first when Agony triggers.
Vigor is reduced first when Bleed triggers.

This effect happens before any other effects are resolved.
For example, if a Character tried to use an effect to Ignore Agony, they would lose the Energy from Agony before the effect goes into place.

Blind/Stun [Duration]

Max Bonus: Total Duration cannot exceed 30s.

While Stunned, the Character cannot attack or use Skills except for Defense Skills. The Character can still move as if Slowed and defend themselves manually.

While Blind the Character is not aware of the things around them in addition to acting as if Stunned.

For Safety Reasons do not actually close your eyes.

Break

Duration: Until Fixed

The Break Status applies to Weapons, and Shields. The Item gains the effect, not the Character. Items with Break cannot be used to make attacks, manually defend, or to deliver Skills.

- If an attack hits a Broken Weapon or Shield Phys Rep, the attack is considered successful.

Brawlers and Armor cannot gain Break Status.

Confuse/Rage [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.

While under the effects of Confuse or Rage, the Skill User:

- Must move towards the closest eligible target and attack them to the best of their ability. The Player retains their agency on whether to use Skills.
- May choose whether to use Deathblow on downed targets.
- The effect ends if the target is put into Near-Death.
- If a Character declares "Redirect", then they are not eligible as a target and must move to the next closest target.
- Pacify has no effect on Confuse/Raged targets. The affected Character should declare "Immune".

Rage: Must target the nearest Character, friend or foe. Cannot use Spells.

Confuse Targets: Must target the nearest ally.

Disarm

When Disarmed, the Player has 3 options.

- Gently toss their Melee or Ranged weapon out of Reach.
- Drop the Melee or Ranged weapon at their feet if tossing the weapon would hit other players
- They must tuck their Melee or Ranged weapon under their arm for 5 seconds and do not count as holding the weapon.

Players are encouraged to tuck their weapon under their arm if the ground is wet, muddy, snowy, or dark out to help ensure weapons do not become hazards for continued combat.

Shields and Brawler Phys Reps cannot be disarmed.

Disease [Effect] and Poison [Effect]

Duration: Until Fixed

Diseases and Poisons are special Statuses which have their own rules but share some similar Characteristics.

Diseases/Poisons do not go away between games.

Other Statuses can be paired with Disease/Poisons. The effect does not end until the Disease/Poison is removed.

- If an effect would remove a Negative Status paired with a Disease/Poison, it does not work unless the Disease/Poison effect is removed.

- If a Character Ignores Diseases/Poison they Ignore the effect paired with the Disease/Poison
- If an effect would Ignore a Negative Status paired with a Disease/Poison, the Character can still Ignore the Negative status for the duration.
- Diseases still progress even when being Ignored.

If a Character is Immune to either Disease/Poison or the Status paired with it, then the Disease/Poison has no effect. Effects giving a Status will be declared as "[Disease/Poison] [Effect]" and not specify a duration.

Disease effects may have a name attached to them. These special effects are detailed in the Appendix of their actual effects. Named Diseases do not take effect until the beginning of the next Quarter as it takes time to incubate. **The Character is not aware they are sick until the start of the next Quarter. If the next Quarter would be the end of Game, they will start the next game at Stage 1.**

At the beginning of the Quarter, the Character begins at Stage 1 of the Disease in the list. Each Disease may progress and have multiple stages. Each Disease will also detail what they do and how they can be cured.

In most cases, the Character will need Treat Affliction or Chirurgeon to remove a Disease or Poison effect.

If a Poison effect just does damage, a Character with Immunity to Poison takes no damage and must declare "Immune".

Disease Progression while OOG

Diseases will not progress while a Character is not in game.

For In Game purposes, the Character has found some snake oil (obviously fake or limited effect) which delayed the effects of the Disease's progression while they are out of game.

However, if a Player consistently is trying to avoid Disease mechanics by switching Characters to game the system, this will contribute towards a pattern of disruptive behavior.

Disorient [Duration]

Max Duration: Total duration cannot exceed 5 Mins

Disoriented Characters spend double the Energy Cost for Skills. This doubling is applied after any other modifications to reduce the Energy cost of an effect.

For example, if a Character reduces the cost of a 5 Energy Skill by 2, normally they spend 3 Energy. If the Character has the Disorient Status, it costs 6 Energy to use this Skill.

If a Feint effect targets a Character with Disorient, they must pay triple the Energy cost per the increased Energy costs.

Exhaust/Wither [Duration]

Max Bonus: Total duration cannot exceed 5 mins.
While affected by the Exhaust Status, the Character cannot regain Energy by any means, loses all Zeal and cannot gain Zeal.

While affected by the Wither Status, the Character cannot regain Health by any means, loses all Vigor and cannot gain Vigor.
- A Character with Wither still becomes Stable if they are in Near-Death and hit with a Healing effect.

Fear/Terror [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.
These Statuses represent one of two levels of frightening effects.

Characters affected by Fear effects must move away from the Source of the target (the specific effect indicates how far)
Cannot make Strike Attacks against the Source of Fear/Terror.

Fear: Characters must do the following:
- Must move out of Engagement Range with the Source.

Terror: must do the following:
- Must immediately move away from the Terror source as fast as they can and attempt to break line of sight with the Terror source.
- Cannot make any attacks, use Skills or Items against the source of the Terror effect. The affected Character may still use Defense Skills against attacks from the Source of Terror.
- If the line of sight from the source is broken, the Character may act normally.

Freeze [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.
This represents a character who is paralyzed.
Characters affected by Freeze cannot do the following:
- Cannot move, attack, use Skills or Items.
- May still speak normally.
- If the Character takes damage or gains a negative Status, Freeze ends immediately.

Grapple

Grappled Characters acts as if affected by Freeze with the following exceptions:
- If the Grapple is delivered with a Strike, the effect ends if the weapon is removed from the target. There is no Duration on Grapple.
- Grapple is not broken if the target takes damage or gains a Negative Status.
- To escape a Grapple, the target can use Break Free or the React effect of Blink.
- A Grappled Character may not be moved by the Effect User unless an effect specifies otherwise.

The Character who initiated the Grapple may not make attacks or use other Skills while maintaining a Grapple except Social Skills, Feeding Traits or Stubborn.

Requires Mighty: Declare "Mighty Grapple".

Break Free action (pg. 54) negates Grapple.

Hex

Max Bonus: Total Duration cannot exceed 5 mins.
Hexed Characters take double damage from any successful attacks.

Knockback [Amount]

Max Bonus: Total Steps cannot exceed 30.
Characters affected by Knockback must do the following:
- Must move directly away from the Knockback source for [Amount] steps in a straight line. Until [Amount] steps are taken, the Character may not make attacks or use Skills.
- If the Character's path hits another Character, a solid object, or puts them in a potentially unsafe situation, the Character acts as if Stunned Status with a duration equal to the remaining steps.
- If the target is Pinned, they act as if Stunned for a number of seconds equal to the Steps declared. This cannot exceed the max duration of Stun (30s).

For example, if a Character is hit with a Knockback 20, after 7 steps, their ally tries to catch them and gets in their path. The Character affected by Knockback would then be Stunned for 13 seconds.

Mangle

Duration: Until Fixed
When a Character gains a Mangle effect, it will either be from an attack which hits a limb or declared with the Skill effect which limb is affected.

Mangled Arm
The affected arm cannot be used to make attacks, manually defend, use Skills, throw packets, or point for Spells and can't manipulate items beyond weakly holding onto them.
- If an attack hits a Weapon or Shield Phys Rep held by a Mangled Arm, the attack is considered successful.
- Items held by a Mangled Arm can still provide a benefit (such as a Staff held in a Mangled Arm, while the non-Mangled Arm throws packets).

Mangled Leg(s)
- One Mangled Leg allows the Character to move as if Slowed.
- Two Mangled Legs means the Character cannot walk but can attempt to crawl or roll along the ground. Alternatively, if the Player has mobility difficulties or the terrain is particularly muddy or wet, they may take one step and then wait 3 seconds before they can take another step.

Pacify [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.
Pacified Characters cannot take aggressive action, this includes:

- Make Attacks, use Skills or Species Trait effects which do damage or cause a Negative Status.
- Affected Character does not count as being in Combat even if fighting is happening nearby.
- Pacify's effects end if the Character takes damage or gains a Negative Status.
- Pacified Characters may still take defensive action, move or use Items that do not cause damage or Negative Statuses.

Pin [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.
When hit with a Pin effect, the Player must choose one foot and may not move that foot from where it is until the Pin duration ends. The Player may pivot on that foot but cannot lift the foot until the effect ends.

If a Player is in an uncomfortable or unstable situation when hit with Pin, they may adjust their footing and then begin the effect's durations as necessary for safety.

Break Free action (pg. 54) negates Pin.

Prone

While affected by the Prone Status, the Player may choose to do one of the following options. or any other reason the Player chooses.

- The Player may lie down so both their hip and shoulder touch the ground, and the Prone effect ends, and they may get up from there. The Character may not attack or use non-Defense Skills until they are back in an upright position (either kneeling or standing).
- Alternatively, the Prone Character may act as if Stunned for 10s. The Duration of this is not affected by increases to Stun effects.

Raise Dead

Max Bonus: Total Duration cannot exceed 10 mins.
The Character who uses the Raise Dead effect is called the Raising Character and has control of the Characters affected by a Raise effect (called Raised Characters).

The Raised Character gains the following:

- Regains full Health.
- Gains the Undead Keyword for the duration and can be healed by Fester effects.
- Cannot use Social Skills but can use any other Skills.
- Only works if the target has been dead for less than 10 mins.
- Raised Characters cannot use Consumables or speak.
- If the Raised Character leaves the Raising Character's line of site, the Raise effect ends.

The Raising Character can direct the Raised Characters using the following Commands:

- o **Attack Order**: The Raising Character indicates a target, declares "My Undead, Attack" and the Raised Character must attack that target to the fullest of their ability. Once the target is put into Near-Death or killed, the Raised Character return to the Raising Character.
- o **Defend Order**: Declare "My Undead, Defend me". Raised Characters stay within 10ft of the Raising Character and defend them to the best of their abilities.
- o **Wait Order**: Declare "My Undead, Wait here". Raised Characters must then wait where indicated until given another command or the effect ends.
- o **Move Order**: Declare "My Undead, Go to [Location]" Reminder if the Undead leave your line of sight, the effect ends.

NPC Undead hit with a Raise effect act as a Raised Character and can be controlled, however they do not regain any Health.

- If a Character under the effects of a Raise effect is hit with another Raise effect by a different Character, the different Character takes control of the Raised Character and uses the duration of the new effect. If this would make the Character remain active for longer than 10 mins, once the Raised Character is active for 10 mins, they can no longer be affected by Raise effects.

Designer's Note
If a Player feels uncomfortable by a situation they are put in because of the use of this Status, they may excuse themselves from the scene and go to Logistics.

Seal [Effect] [Duration]

Max Bonus: Total duration cannot exceed 5 mins.
Seal effects prevent use of the indicated type of effects. Unless otherwise specified, a Character with a Seal effect can declare the following Common Seal effects:
Common Seal Effects:

- **Seal Warrior's Spirit**: Active Warrior's Spirit effects are Ignored and the target cannot activate Warrior's Spirit.
- **Seal Dash** – Cannot use Dash effects.
- **Seal Teleport** – Cannot use Teleport effects.
- **Seal Stealth** – Cannot use Stealth or Invisible effects and ends any currently active Stealth/Invisible effects (such as from being hit with an AoE Seal Stealth)
- **Seal [Negative Status]** – Cannot use effects which cause the named Negative Status.

Other Seal effects may exist, however, require other mechanics to use if you need clarification, please ask. For example:

- **Seal [Skill Tree]** – Cannot use Active Skills from that Skill Tree, except for Defense Skills.
- **Seal Movement** – Cannot use Dash or Teleport effects.
- **Seal Frenzy –** Active Frenzy effects are Ignored, and the target cannot activate Frenzy.

Silence [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.
Silenced Characters cannot speak, use Social, Faith or Spell Skills.

Slow [Duration]

Max Bonus: Scene
Slowed Characters must leave one foot on the ground and drag it. The Player cannot run and must move at a slow walking pace.

Alternatively, if the Player has mobility difficulties or the terrain would pose a safety issue to drag their foot, they may take one step and then pause for 1 second before they can take another step.

Steal Soul

If a Character is hit with a Steal Soul effect while in Near Death, they die regardless of other benefits unless an effect specifies Steal Soul does not kill the target.

Taunt [Duration]

Max Bonus: Total Duration cannot exceed 5 mins.
Taunted Character may only attack or declare Skills targeting another Character against the Taunting source.
- Area of effect attacks may be used, but only if they would also hit the Taunting Character.
- If affected by another Character's Taunt, the Character may only attack the new target of the Taunt.
- Taunt does not force the target of Taunt to attack, but it does restrict who they can target with attacks or Skills.
- Taunt does not interrupt Crafting RP unless it has the Delicate Keyword.
- Skills with persisting effects, like Grapple, are not interrupted if the Grappling Character is Taunted. If the Grapple was established before the Grappling Character was Taunted, they do not have to release the Grapple.
- If a Character is Taunted, but another effect would try to make the Source of the Taunt not a valid target, the Taunted Character may ignore the effect.
- Taunt ends early if any of the following occur:
  - Taunting Character declares Feign Death, dies, or declares Immune to a non-Skill attack.

Designer's Note
If Redirecting a Frenzied Character you have Taunted would make you their only applicable target not applicable, the Taunted Character may ignore the Redirect and continue to attack you until the Taunt ends.
The same concept applies to Kinship effects.

Unconscious [Duration]

Max Bonus: Total duration may not exceed 10 mins.
Unconscious Characters act as if they have Prone, Freeze and Blind.

Unconscious ends if the target takes damage or gains a Negative Status.

A Player may choose to use the alternate version for Prone but the timer for the Stun does not begin until the Unconscious effect ends.

Skills and Trait Descriptors

Any effect listed in the Combat, Magic, or Social Skill Group sections is considered a Skill. Any effect from one of the Species Creation sections is a Trait. Traits and Skills may have similar wording in their effects.

If an effect says it works on a Skill, it only affects Skills. If an effect says it works on Traits, it only affects Traits even if some Skills may do something similar. If the effect does not specify Skill or Trait, it works on both.

If an effect just says certain kind of effects, then it applies to both Skills and Traits.

General Skills

General Skills do not require a Character to go into any Skill Tree to purchase and have their own individual Experience Cost listed with the Skill.

General Skills do not count towards the number of Skills in any Skill Tree.

Skill Keywords

Skills have Keywords to help identify which ones may be affected by other effects.

Active - The effect is something which must be activated by spending Energy and making a declaration of some kind. If a Skill is Active, it cannot be activated in response to an effect unless it has the Defense keyword.

Combat Stance - A Skill with a Combat Stance Keyword may only be used if the Character qualifies for being in the listed Combat Stance. If the Character is not in the Combat Stance, they cannot use that Skill or benefit from a Passive Skill with the Combat Stance Keyword.

Caster Type - Magic Skill Groups have a Keyword indicating they are part of that Skill Group.

Dash - Indicates the effect is a Dash Effect.

Defense - Defense Skills are not affected by the Skill Cooldown and may be activated in response to another effect. If a Defense Skill also has a Combat Stance Keyword, then the Character must be in that Combat Stance to use the Defense Skill. Unless otherwise specified Defense Skills only work on the Skill User. Defense Skills must be declared within 5 seconds of taking the appropriate effect.

Delayed - Indicates the effect is a Delayed Activation Effect.

Distinct - This Skill can be used in any Combat Stance. This is generally only used in relation to Combat Skills.

LTT - This effect is a Long-Term Transformative effect.

Passive - Passive Skills are always active unless they specify, they have some activating condition. Passive effects only affect the Skill User unless they specify otherwise.

Rush - Indicates the Skill is a Rush effect.

Social - Indicates the effect is a Social Effect.

Spell - Indicates the effect counts as a Spell.

Stealth - Indicates the effect is a Stealth Effect.

Teleport - Indicates the effect is a Teleport Effect.

Requires
If a Skill as a Requires section requires the Character to have the named or number of Skills before that Skill can be learned.

Targets
The Target section lists who can be targeted by the effect.

Self
The Skill can only affect the Skill User.

Others
The Skill can only target characters other than the Skill User.

Others/Area
This Skill hits everyone in the Area of effect except the Skill User.

Any
The Skill can target the Skill User or Other Characters

Item [Type]
Skill can only target Items. If a type is listed, then only items of that type can be targeted.

Area
Skill affects everyone in the Area including the Skill User.

Basic Actions

Basic Actions can be used by any Character with no special training or requirements.

Apply Pressure
Targets: Others

The Skill User must be within Reach of another Character in their Near-Death Timer. Declare "Pause Near-Death 1 min" and the target's Near-Death Timer is paused for up to 1 minute. The Character using Apply Pressure must remain within Reach of the target to maintain this effect.

Apply Pressure is interrupted if the Character moves or is moved out of Reach, is affected by Stun, Knockback, Prone, or put into Near-Death. If the effect is interrupted, the targeted Character's Near-Death timer immediately resumes. A Character may only benefit from Apply Pressure once per instance of Near-Death. Further attempts to use Apply Pressure have no effect.

Break Free
Targets: Self

This Action breaks Grapple and Pin effects. The Character must declare "Break Free 1, Break Free 2, Break Free 3, Break Free 4, Break Free 5", and loses the Health listed below to negate the Grapple or Pin. If the Grapple is declared as a Mighty Grapple, the target must spend additional Health to break free.

Grapple - 10 Health.
Mighty Grapple or Pin - 20 Health.

Carry
Targets: Others/Items

Characters may use Carry to move Heavy in game objects or carry other Characters to safety. The Character must be within Reach of their target, have one empty hand, and declare "Carry". Players should ask for consent to physical roleplay before touching another player. This allows a Character who is Prone, Near-Death, or has Mangled Legs to move at a walking pace with the Skill User.

If a Character has Mighty, they declare Carry as "Might Carry" and may do the following:

Mighty: Declare "Mighty Carry" and the Skill User and one other Character may run.

A Character can Carry two other Characters at a walking pace, but the Skill User must have both hands empty to do so.

Carry lasts until the Carrying Character indicates they drop the other Character(s), or they are not within Reach from each other.

Deathblow Action
Targets: Others

When a Character is Near-Death, another Character may put an Unarmed or Melee Phys Rep on the target and declare "Deathblow [Damage]". Boffers should only be placed on legal strike areas unless consent is given otherwise. The target immediately dies. Some effects may allow Deathblows to be dealt in other ways.

Unless otherwise specified Deathblows must be declared within Engagement Range of the target.

Unless an effect specifies it declares Deathblow, Deathblow may only be declared when the target is already in Near Death.

Search
Targets: Others

Designer's Note: To help with Immersion, we encourage Characters to carry a bag with them to store their items. While it may be simpler to hold a bunch of item cards in your pocket, a bag helps make sense of why a Character has dozens of items rather than storing them in your pocket. Other games refer to this as the Magic Wallet. We want to discourage the Magic Wallet by having our players carry some form of bag, backpack etc. to at least make some sense.

A Character may be searched if they are willing, Near-Death, Unconscious or Dead. A Searching Character can decide to do a Full Search or a Grab.

Full Search
The Skill User must be within Reach of their target and roleplay searching the body for the 60 seconds. A Player should always ask for consent to Physical Roleplay before touching another player, otherwise they can just mime searching a body. If a Player Character wishes to search another Player Character, CvC rules must be followed unless consent is given.

When the Search time is completed, all Item Cards and Phys Repped items the target of Search has must be given to the Searching Character unless an effect specifies otherwise.

Grab
The Skill User must be within Reach of their target and rather than count to 60, may count to 10 and point at a held Phys Rep, or a pocket, and get any Item Cards or Phys Reps in that hand or pocket. Grab may not be used on bags carried by the Character. To take the items in a carried bag, a Full Search is required.

Teach
Targets: Others

Teaching a Character a new Skill takes 15 mins of Roleplay between the teacher and Character about how the Skill

works. The Character can use the new Skill at the start of the next Quarter. The Teacher must note the Skill was taught by writing the Skill on the other Character's Sheet and providing their Player Number.

If the Teach time begins shortly before the end of a Quarter, or the RP time of Teaching carries over to another Quarter, the Time the Teaching Started is what is used for whether the Character learns the Skill in the new Quarter or the following one.

Characters may learn multiple Skills which may be pre-requisites for other Skills and have them all become available at the next Quarter.

Use Item
Targets: Item

To use an Item, the Player must have a tagged weapon boffer, a Phys Rep for the item, or the actual Item card in hand to use it or be wearing a Phys Rep for things like Armor, Clothing, and Jewelry. A Character cannot use Items without a Phys Rep or item card in hand.

Weapons may only be used if the Character has the appropriately tagged Boffer Weapon in hand. A Character cannot use the effect of a Weapon unless it is held in their hand. Weapons hanging from on a belt, pouch, or other holder cannot use their effects.

Weapon Proficiencies
Characters can pick up any weapon and use it to deal Normal damage. Characters may even wield two weapons at the same time.

Combat Skill Group

Combat Skills are themed around fighting and disabling an enemy.

General Combat Skills

Critical Strike - 5 Energy
Keyword: Active
Experience Cost: 5
Targets: Others

Mechanics: If using Brawlers or a Melee weapon, the Skill User declares "[Critical Damage]" and makes a Strike attack.

If using a Thrown or Bow, the declaration is "Shot [Critical Damage]" and make a Shot attack.

If using a Gun, declare "Gun [Critical Damage]" and make a Gun attack.

Mobility - 5 Energy
Keywords: Active, Dash
Experience Cost: 5
Targets: Self

Mechanics: The Skill User declares "Dash 10". This effect follows all the normal rules for Dash Effects.

Guarded - 0 Energy
Keyword: Active, Defense
Experience Cost: 5
Targets: Others

Requirement: The Skill User must have at least one limb without the Mangle status to use Guarded and be within Reach of their target to declare the effect.

Mechanics: The Skill User may declare, "Guarded" to redirect the effect to the Skill User. The original target is not affected. Skill User takes the full effect which cannot be reduced, modified, negated, or redirected again by any means unless otherwise. Guarded bypasses Immunities or Resistances unless they specifically note they work with Guarded.

- Damage from using Guarded is applied directly to Health instead of Armor.
- A Character may not use Guarded on their own attacks.
- Guarded can be used on one other Character affected by AoEs. The Skill User takes the effect once from being hit themselves, and then again for using Guarded.
- If Guarded is used against a Strike delivered Mangle, the Guarding Character chooses a limb that is not affected by Mangle to be affected.
-

Designer's Note: Since Guarded is a Defense skill, it can be applied to someone so long as the hit was taken within the last 5 seconds per the rules of Defense Skills.

Mangle - 5 Energy
Keywords: Active
Requires: Critical Strike
Experience Cost: 5
Targets: Others

Mechanics: The Skill User declares "Mangle" and makes a Melee attack with a Standard, Bastard, or Two-Handed Weapon. If the attack successfully strikes an arm or leg, that limb gains the Mangled Status.

Parry - 5 Energy
Keywords: Active, Defense
Experience Cost: 5
Targets: Self

Requirements: Skill User must have a Melee Weapon Phys Rep in hand.

Mechanics: When the Skill User is hit on the front of their body with a Strike, the Skill User declares "Parry" to negate the attack.

If the attack hits a part of the body not exposed to someone you are facing, Parry cannot be used. See Combat Etiquette for clarification (pg. 34)

Take Cover - 3 Energy
Keywords: Active, Defense
Experience Cost: 5
Targets: Self

Requirements: The Skill User must be within reach of an Applicable Object. To be applicable, an object must meet the following criteria:
- An object or structure must either be immobile or too heavy to move by a single person.
- The object must be something a person could reasonably take cover behind. Trees less than 1 foot in diameter are not applicable. Most bushes or other loose/light obstructions are also not applicable.

Mechanics: When hit with an AoE, Shot, Gun, Faith, or Spell effect while within Reach of an Applicable Object, the Skill User may declare, "Take Cover" and must move to put the applicable object between them and the attacker to negate the effect.

Defender

Defender is a Combat Skill Tree built around defending yourself and others.

Brace - 3 Energy

Keywords: Defender, Active
Targets: Self

Mechanics: The Skill User spends the Energy and declares "Brace". While Brace is active, gain the following for 1 minute:
- Declare "Immune" against Knockback, or Prone effects.
- Skill User does not have to move away from source of Fear or Terror effects but cannot attack the source.
- Spend 1 Energy to declare "Brace" and negate an Aimed Shot effect. This effect is not affected by Skill Cooldown.
- Must move as if Slowed. If the Skill User moves faster than a Slow pace, Brace ends immediately.

Designer's Note
Brace cannot be declared in response to an effect unless you have Shield Expertise. You must activate Brace before you can gain the benefits of its protections.

Challenge - 3 Energy

Keywords: Defender, Active, Social, Distinct
Targets: Others

Mechanics: The Skill User Points to a target in line of sight, makes a verbal taunt, and declares "Social, Taunt 30s".

Designer's Note
Players are encouraged to use silly or outlandish insults and not target things their target is sensitive about. Remember Don't Be a Dick.

Shield Aggression - 5 Energy

Keywords: Defender, Active
Targets: Others

Mechanics: The Skill User points at a target in Engagement Range and declares one of the following:
- "Strike, Stun 10s".
- "Strike, Prone".
- "Strike, Knockback 5".

If a Character has Shield Aggression and Power Strike or Throw, reduce the Energy Cost of this Skill by 1.

Requires Mighty: Increase the Knockback effect by 5.

Armored Charge – 5 Energy

Keywords: Defender, Active, Dash
Requires: 3 other Defender Skills
Targets: Self

Mechanics: The Skill User gains the following effects:

Shield Charge: The Skill User declares "Dash 10" regardless of what type of Armor they are wearing. During the Dash the character gains the following benefits:
- Takes 0 damage from Strike or Shot effects while using Dash Shield Charge.
- After ending a Dash, the next Strike attack made within 5 seconds is declared as "[Critical Damage] Crush, Prone".

Armored Bulk (Distinct):
- Increase Knockback and Stuns delivered by Strikes by 5 for wearing Medium Armor or by 10 for wearing Heavy Armor.

Designer's Note: For clarity, a Character could declare this Dash, get within Reach of their target, declare Guarded or Honor Guard to take a hit for them within the last 5 seconds, and then deliver the Critical Damage Crush Prone hit. Thematically this is racing to take a hit and punishing a foe for hurting your ally.

Shield Expertise

Keywords: Defender, Passive
Requires: 3 Other Defenders Skills

Mechanics: After learning this Passive, the Skill User gains the following effects:
- May use Tower Shields
- After using Guarded, the Skill User may use Challenge against the source of the attack for 0 Energy.
- Brace may be activated in response to an effect the same way a Defense Skill can be but does not gain the Defense Keyword.
- May use Combat Caster while holding a non-Tower Shield and gain the benefits of one Spell Tool attached to their Shield or held in the same hand as their Shield.
- May use the following Skills while in Defender Stance:
  - Duelist Skills: Duel, Feinting Strike, Flourish, Disarm
  - Florentine Skills: Hamstring, Riposte, Pressure Rush

Armor Optimization

Keywords: Defender, Passive, Distinct
Requires: 3 Other Defender Skills
Targets: Self

Mechanics: The Skill User spends 1 minute roleplaying adjusting their armor and increases their Current and Maximum Armor by the listed amount based on what class of Armor they are wearing. The additional Armor for this Skill does not count towards the class of Armor the Character is wearing.

- **Light Armor** - +1 Armor Points per piece of Armor. (Up to a total of +6 Armor points for a Full Suit)
- **Medium Armor** - +3 Armor Points per piece of Armor. (Up to a total of +18 Armor points for a Full Suit)
- **Heavy Armor** - +5 Armor Points per piece of Armor. (Up to a total of +30 Armor points for a Full Suit)

This effect cannot be used during combat or on an adventure.

If the Skill User removes their Armor, they lose this benefit until they use Armor Optimization again.

Defensive Warrior's Spirit – 10 Energy

Keywords: Defender, Active, Warrior's Spirit
Requires: 5 Other Defender Skills
Targets: Self

Mechanics: The Skill User spends the Energy and does Warrior's Spirit RP. If successful, while Defensive Warrior's Spirit is active, the Skill User spends half the Energy Cost of Defense Skills (rounded down).

Deflect Spell - 4 Energy

Keywords: Defender, Active, Defense
Requires: 5 other Defender Skills
Targets: Self

Mechanics: When a Spell packet hits the Skill User's non-Buckler Shield, Weapon or is the target of a Point or Focused Spell, the Skill User may declare, "Deflect Spell" and negate the effect.

Spell Strikes that successfully hit the Skill User cannot be negated with Deflect Spell (i.e. do not hit their shield).

Heroic Stand - 5 Energy

Keywords: Defender, Active
Requires: 5 Other Defenders Skills
Targets: Self

Mechanics: The Skill User may declare "Heroic Stand" when one of the following criteria is met and does not have the Exhaustion Status or used Frenzy within the last hour:
- Has half or less of their full Health.
- Has been in Near-Death for less than 1 minute.

While Heroic Stand is active, the Skill User gains the following for 5 mins even if they are no longer in Defender Stance:
- May ignore the effects of Near-Death but acts as if Pinned. Cannot use Dash, Stealth or Teleport effects.
- Deals Expertise damage with Brawlers or Melee Weapons.
- Ignore Mangle and Death damage tag.
- Immune to Knockback, Deathblow, and Steal Soul.
- Cannot regain Health by any means.
- When the Heroic Stand's duration ends, the Skill User falls into a 30 second Near-Death Timer.

Heroic Stand may not be used again until the Character spends 10 mins At Rest and consumes 1 Food and 1 Drink.

Zenith – Defensive Mastery

Keywords: Defender, Passive
Requires: All other Defender Skills

Mechanics: After learning this Passive, the Skill User gains the following while in Defender Stance:
- Strike and Shot DR (Magic).
- When the Skill User uses Guarded or Honor Guard, the Skill User benefits from DR (Magic).
  - If the Skill User has a Species Trait which gives DR applicable to the effect taken when using Guarded or Honor Guard, they may use a Defense Skill to negate the effect being redirected to them.
- Spend 1 Energy to ignore the Magic Damage Tag for one hit and declare "Reduced, Mastery". Meaning the Skill User would retain their DR against that hit.

Duelist

Duelist Stance is about debilitating your enemies until you can develop your skill to deal devastating strikes.

Bleeding Rush - 3 Energy
Keywords: Duelist, Active, Rush
Targets: Others

Mechanics: The Skill User declares "Rush" and begins a Flurry. During the Flurry, up to 3 attacks are declared as "Bleed 1". Otherwise, this effect follows the rules for a Rush.

Disarm - 3 Energy
Keywords: Duelist, Active
Targets: Others

Mechanics: The Skill User declares "Disarm" and makes a Melee Attack. If the attack successfully hits the target's weapon or arm, the target gains the Disarm Status.

Piercing Strike - 3 Energy
Keywords: Duelist, Active
Targets: Others

Mechanics: The Skill User makes a melee attack and adds the Pierce Damage Tag to the damage call.

Feint Strike - 3 Energy
Keywords: Duelist, Active
Targets: Others

Mechanics: The Skill User makes a melee attack and adds the Feint Damage Tag to the damage call.

Footwork
Keywords: Duelist, Passive
Requires: 3 other Duelist Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits while in Duelist Stance:
- The Skill User may declare Feint Strike, Piercing Strike, and Disarm as a Rush. When used this way, those Skills have the Rush Keyword.
- After using Parry, the Skill User may declare a Dash Skill for 0 Energy. During this Dash, the Character takes no damage from Strikes. This effect may even be used if the Skill User is affected by Slow, or a Mangled Leg.
  - This effect cannot be combined with Riposte.
- The Skill User may use Skills with the Dash Keyword from other Combat Skill Trees while in Duelist Stance. If the Skill User also has Passives which benefits those Dash Skills, those may also apply.
- If using Fire and Fade, instead declare "Strike [Damage], Dash [Steps]" and make a Melee attack with a Standard Weapon instead of a Ranged Weapon.

Flourish
Keywords: Duelist, Passive
Requires: 3 Other Duelist Skills

Mechanics: After learning this Passive, when a Duelist Skill is negated by a Defense or Delayed Activation Effect, the Duelist is refunded 2 Energy unless an attack is made as part of a Rush, then they regain 1 Energy. This effect does not stack with similar effects.

If the Energy Cost of the Skill is 2, the Character is only refunded 1 Energy. If the Skill Costs 1 Energy, the Character is refunded 0 Energy.

While in Duelist Stance, Melee attacks made with a Standard Melee Weapon deal Specialist Damage.

The Skill User may use Coup de Grace, Whirlwind, Blind, Riposte, and Hamstring while in Duelist Stance.

Duel - 5 Energy
Keywords: Duelist, Active, Social
Requires: 3 Other Duelist Skills
Targets: Others

Mechanics: The Skill User points to a target within 10ft and declares, "Social, Taunt, Seal Dash 30s". Effects increasing the duration of either Taunt or Seal effects increase the duration of both effects for Duel.

Duelist Warrior's Spirit - 10 Energy
Keywords: Duelist, Active, Warrior's Spirit
Requires: 5 other Duelist Skills
Targets: Self

Mechanics: The Skill User spends the Energy and does Warrior's Spirit RP. If successful, while this effect is active, they gain the following while in Duelist Stance:
- Deals Expertise Damage while in Duelist Stance.

Exemplary Duelist
Keywords: Duelist, Passive
Requires: 5 other Duelist Skills

Mechanics: After learning this Passive, gains the following effects:
- May spend 2 Energy to add the Feint or Pierce Damage tag to Active Combat Skills used in Duelist Stance (including Skills that can be used from Flourish from other Combat Stances). This applies to all Attacks made during a Rush.

Zenith - Duelist Mastery
Keywords: Duelist, Passive
Requires: All other Duelist Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits while in Duelist Stance:
- Feint Strike deals Critical Damage when not used as part of a Rush.
- Strikes during Bleeding Rush are declared as Bleed 2.
- Melee attacks made with a Standard Melee Weapon deal Two-Handed Damage and increase the damage done when using Critical Strike by 5.
- Parry's Energy Cost is set to 2.

The Energy regained from Flourish may apply if a Defender, Florentine, or Opportunist Skill is negated.

Florentine

Florentine warriors are aggressive as they are mobile. Darting into enemy formations, cutting multiple enemies to ribbons and then darting out make Florentine fighters excellent skirmishers.

Hamstring - 3 Energy
Keywords: Florentine, Active
Targets: Others

Mechanics: The Skill User declares "Slow 1 min" and makes a Melee attack.

Pressure Rush - 5 Energy
Keywords: Florentine, Rush, Active
Targets: Others

Mechanics: The Skill User declares "Rush" and begins a Flurry. Each attack gains the Drain Damage Tag. When using Pressure Rush, the Character deals Normal damage and cannot deal Expertise damage unless otherwise specified. Otherwise, this follows the rule for a Rush.

Riposte
Keywords: Florentine, Passive
Requires: Parry
Targets: Others

Mechanics: After learning this Passive, when the Skill User gains the following benefits:
- If the Skill User uses Parry, declare "Strike React, [Damage]" for no additional Energy cost. This does trigger Skill Cooldown.
- The Damage can be Normal or Expertise damage if the Character has Warrior's Spirit Active. Riposte can never Critical damage unless an effect specifies otherwise.

Skirmish - 3 Energy
Keywords: Florentine, Active, Dash
Targets: Self

Requirements: The Skill User must not have a Mangled Leg, Slowed, Pinned, or Prone.

Mechanics: Skirmish may be used when one of the following conditions is met:
- When Skill User has a Strike made while in Florentine Stance negated by a Defense Skill or Delayed Activation effect.
- The Character is hit with a damaging attack.
  - If hit for 10 or more damage in a single hit (after Damage Resistance), Skirmish costs 0 Energy.

The Skill User may declare "Dash 10" within 5 seconds of meeting the above conditions to use Skirmish. This effect follows the same rules for any Dash Effect.

Crashing Rush - 5 Energy

Keywords: Florentine, Active
Requires: 3 other Florentine Skills
Targets: Others

Mechanics: The Skill User declares "Rush" and begins a Flurry. Each attack is declared as "[Damage] Crush". Otherwise, this follows the rule for a Rush.

Whirlwind - 5 Energy

Keywords: Florentine, Active
Requirements: 3 other Florentine Skills
Targets: Others/Area

Mechanics: The Skill User declares "5ft Strike, [Damage]".

If the Skill User has Florentine Warrior's Spirit Active, Whirlwind deals Expertise damage.

Coup de Grace

Keywords: Florentine, Passive
Requires: 5 other Florentine Skills

Mechanics: After learning this Passive, if the Skill User deals a Deathblow resulting in the target dying, the Skill User regains 2 Energy.

The Skill User may use Disarm, Feint Strike, Duel, Blind, Silence, and Red Smile while in Florentine Stance.

Florentine Warrior's Spirit - 10 Energy

Keywords: Florentine, Active, Warrior's Spirit
Requires: 5 other Florentine Skills

Mechanics: The Skill User spends the Energy and does Warrior's Spirit RP. If successful, effect is active they gain the following while in Florentine Stance:
- Deals Expertise Damage.

Wall of Steel

Keywords: Florentine, Passive
Requires: 5 other Florentine Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits while in Florentine Stance:
- When using Skirmish, the Skill User takes no damage from Strike effects.
- Treat Medium Armor as Light Armor for additional Steps on Dash effects.
- The Skill User can spend 3 Energy (this cost cannot be modified) and declare "Wall of Steel", the Energy Cost of Parry, Evasion, Pressure Rush and Hamstring is set to 2. Wall of Steel ends when any of the following conditions is met:
  - Skill User makes an attack except as part of Hamstring or Pressure Rush.
  - Uses any Skill except for Riposte, Hamstring, Pressure Rush, Dash or Defense Skills
  - Is no longer in Florentine Stance

- Goes into Near-Death or gains the Prone, Unconscious or Blind Statuses.

Zenith - Florentine Mastery

Keywords: Florentine, Passive
Requires: All other Florentine Skills

Mechanics: After learning this Passive, a Skill User gains the following benefits while in Florentine Stance:
- Whirlwind is declared as "5ft Strike [Expertise Damage]. When Florentine Warrior's Spirit is active, declare "5ft Strike [Critical Damage].
- May use any non-Two-Handed Rush Skill, while in Florentine Stance. Passive Skills affecting these Skills do apply while in Florentine Stance.
- When Florentine Warrior's Spirit is active, the Skill User may use Parry against Strikes from behind for double the Energy Cost.
  - Using Parry against attacks from behind does not benefit from Wall of Steel.

Gunslinger

Gunslingers have devoted themselves to learning to use guns to their fullest extent.

When using a Gunslinger Skill, if an Attack is made using the Gun, it still consumes 1 Ammunition unless otherwise specified.

Kill Shot - 3 Energy

Keywords: Gunslinger, Active
Targets: Others

Mechanics: The Skill User declares one of the following and makes a Ranged Gun attack:
- "Gun, [Damage] Pierce.
- "Gun, [Damage] Deathblow

These effects cannot be combined with other Skills and cannot be Aimed or used with Near and Far.

Snapshot - 3 Energy

Keywords: Gunslinger, Active
Targets: Others

Mechanics: The Skill User points at a target within 10ft and declares "Gun, [Damage]". The attack automatically hits.

Trick Shooting - 3 Energy

Keywords: Gunslinger, Active
Targets: Others

Mechanics: The Skill User declares one of the following and makes a ranged Gun attack:
- "Gun, Disarm [Left/right]".
- "Gun, Prone".

Warning Shot - 3 Energy

Keywords: Gunslinger, Active
Targets: Others

Mechanics: The Skill User points at a target within 10ft and declares "Gun, Fear 2 mins"

This effect can be negated with Stubborn.

Near and Far

Keywords: Gunslinger, Passive
Requires: 3 Gunslinger Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits:
- If the Character is wielding two Pistols, they may make 2 Skill declarations ignoring the normal Skill Cooldown. After using two Skills this way, the Skill User may not use another Skill (except Defense Skills) for 10 seconds.
- If the Character is wielding a Rifle, the Character may give a Marshal a Walkie Talkie and declare Aimed

shots from any distance if they can see their target. If the Skill User loses line of sight for any reason, the Aimed Count must be restarted. The Marshal will relay the attacks against the target. This effect cannot be combined with Critical Strike or Kill Shot.
- If a Character with Near and Far wants to return fire to characters using Aimed Shots, they may go to the Marshal and declare they are returning fire using Aimed Shots.

Design Note
Walkie Talkies must be provided by the Player unless otherwise specified.

Gunsmith

Keywords: Gunslinger, Passive, Crafter
Requires: 3 other Gunslinger Skills

Mechanics: After learning this Passive, the Skill User may make Basic Gunsmith Augments without needing a Schematic. A Character with this passive may also use Gunsmith Schematics.

A Character with this Passive may spend 5 mins roleplaying at a Forge or Tinker Bench Repairing their Gun to remove the Break Status.

Some Items may be shared between the Gunsmith Crafting Items and other Crafting Skills. Bonuses only apply if you use the applicable Skill when crafting these items.

Refurbish Gun: A Character with this Passive may spend 15 mins roleplaying cleaning and maintaining their gun and expend 1 Steel to increase the Gun's Expiration Date by 3 Months if the Gun only has 2 months left on its Expiration Date. The Gun's Item card then must have "Refurbished 1" added to the end of its effects. The Skill User may continue to Refurbish their Gun but must expend an amount of Steel equal to the Refurbished Rating +1 on the Gun. Each time the Gun is Refurbished, increase its Refurbished Rating by 1.

Smoke and Shot

Keywords: Gunslinger, Passive
Requires: 3 other Gunslinger Skills
Targets: Others/Area

Mechanics: After learning this Passive, the Skill User may use the following effects:
- **Powderflash**: If the Character is using a Black Powder Gun, they may declare "Gun Sweep, Blind 10s" when using Snapshot.
- **Fan the Hammer (Active, 5 Energy)**: If wielding a Cartridge Gun with full ammo, the Skill User declares "Gun Sweep, [Damage]". After using Fan the Hammer, the Cartridge gun is out of ammunition and must be reloaded.

Iron Sights Aim

Keywords: Gunslinger, Passive
Requires: 5 other Gunslinger Skills
Target: Others

Mechanics: After learning this Passive, the Skill User may use Aim with their Gun Attacks and Gunslinger Skills. See Aim and Focus on page 32. Using Critical Shot with Aim requires an 8 count.

If the Character does not have Agony, Bleed, Disorient or Fear, the Character reduces their Aim times by 2 making most shots require an Aim Count of 3. This does not affect the time to use Critical Shot or Shatter Shot.

Reloading Expertise

Keywords: Gunslinger, Passive
Requires: 5 Other Gunslinger Skills

Mechanics: After learning this Passive, the Skill User reduces the reload time for a Cartridge Gun by 4 seconds, and a Black Powder Gun by 3 seconds.

Additionally, the Skill User may move as if Slowed and reload a Gun.

Zenith - Gunslinger Mastery – 2/5 Energy

Keywords: Gunslinger, Active
Requires: All Other Gunslinger Skills
Targets: Others

Mechanics: Depending on what kind of Gun a Skill User is using they can declare the following:
- **Center Mass (2 Energy)**: If the Character is using a Cartridge Gun, they may add the Armorbane Damage Tag to a Gun Attack.
- Fan the Hammer now deals Critical Damage.
- **Shatter Shot (5 Energy)** - If wielding a Black Powder Gun, the Skill User declares "Gun 25, Mangle [Left or Right] [Arm or Leg]" and makes a Ranged Gun Attack. After taking this shot, the Black Powder Gun must be Reloaded. Shatter Shot requires an Aim Count of 8.

Opportunist

Using guile, trickery, and underhanded tactics, Opportunist fighters are the knife in the back, unseen until it's too late.

Backstab - 3 Energy

Keywords: Opportunist, Active
Targets: Others

Mechanics: The Skill User declares "[Expertise Damage] Pierce" and makes a Melee attack. This Skill may only be used with Small Weapons unless the Character has Enforcer, then a Character can use a Standard to deliver Backstab.

If the attack hits the back of the Target's Torso, Arm or Leg, the Skill User regains the Energy spent for Backstab. The Character may never regain more Energy than they spent on Backstab this way. This ignores the normal restrictions for Energy regain.

Blind - 5 Energy

Keywords: Opportunist, Active
Targets: Others

Mechanics: The Skill User declares "Blind, 10s" and makes a Melee attack. The attack is only considered successful if it strikes the target's torso.

Silence - 4 Energy

Keywords: Opportunist, Active
Targets: Others

Mechanics: The Skill User declares "Silence 2 min" and makes a Melee attack. The attack is only successful if it strikes the target's torso.

Sneak - 3 Energy

Keywords: Active, Stealth, Distinct,
Targets: Self

Mechanics: The Skill User declares, "Stealth" and puts up the Stealth symbol. This allows the Skill User to use Normal Stealth Lost in the Crowd, or Woodland Stride variants of Stealth. This effect lasts until the Skill User drops the Stealth symbol or another effect breaks Stealth.

Knockout - 5 Energy

Keywords: Opportunist, Active
Requires: 3 Other Opportunist Skills
Targets: Others

Mechanics: The Skill User declares "Unconscious 1 min" and makes a Melee attack with a Small Weapon. The attack is only successful if it strikes the target's back torso.

Red Smile - 5 Energy
Keywords: Opportunist, Active
Requires: 3 Other Opportunist Skills
Targets: Others

Mechanics: The Skill User declares "Bleed 3" and makes a Melee attack.

Poisoner
Keywords: Opportunist, Passive
Requires: 5 other Opportunist Skills
Targets: Others

Mechanics: When the Skill User must have a Poison applied to their Weapon to use this Skill. The Skill User declares "Rush" and makes a flurry and declares the Poison's effect for each Strike during the Flurry. Otherwise, this follows all the rules for a Rush.

If the Skill User is using two Melee Weapons, the Poison effect can be declared with all six attacks made during the Flurry from one applied Poison.

When the Flurry ends, the Weapon no longer poisoned.

Dirty Tricks
Keywords: Opportunist, Passive
Requires: 5 other Opportunist Skills
Targets: Others / Area

Mechanics: After learning this Passive, the Skill User gains the following benefits:
- May spend 2 additional Energy when using Blind or Silence to declare "Strike Sweep [Blind or Silence]."
- May spend 5 Energy and declare "Blind and Silence, 30 seconds" and make a Melee attack. This effect can have its Energy Cost reduced by any effect that reduces the Energy Cost of Opportunist Skills.

Vicious Assault
Keywords: Opportunist, Passive
Requires: 5 Other Opportunist Skills
Targets: Others

Mechanics: After learning this Passive, the Skill User gains the following benefits:
- May choose to declare, Agony instead of Bleed when using Red Smile
- Spend +2 Energy to have Backstab be declared as "[Critical] Pierce". The additional Energy spent this way is not refunded if Backstab hits the back of the target's Torso, Arm or Leg. The Character can still never regain more Energy for the base cost of Backstab.

For example, if the Character normally spends 1 Energy to use Backstab, and uses this effect, they spend a total of 3 Energy. If the attack hits the target's back Torso, they will only regain 1 Energy.

The Character can use Hamstring and any Rush Skill they know while in Opportunist Stance.

Zenith - Enforcer
Keywords: Opportunist, Passive
Requires: All other Opportunist Skills
Targets: Self

Mechanics: After learning this Passive, the Skill User gains the following effects.
- Small Weapons deal Standard Damage.
- The Character may use a single Standard Weapon and/or a Small and still count as being in Opportunist Stance. They also qualify for Florentine Stance at the same time.
- The Character may spend 10 Energy and declare "Enforcer". For the Scene, the Character deals Expertise damage while in Opportunist Stance. If the Character is no longer in Opportunist Stance or is put into Near Death, this effect ends immediately.
- The first Melee attack made within 5 seconds of ending a Stealth or Invisible effect is declared as "Strike, [Critical damage]". This attack does not cost Energy to use, but does trigger the Skill Cooldown.
- May make attacks with Small Melee Weapons even while Grappled.

Slinger (Thrown or Bows)

Slingers are regarded as outdated with the advent of guns; however, few would risk saying such things within earshot of an accomplished Slinger or find out why they rule the battlefield for so long.

Barbed Shot - 5 Energy
Keywords: Slinger, Active
Targets: Others

Mechanics: The Skill User declares "Shot, Bleed 2" and makes a Shot Attack.

Evasion - 5 Energy
Keywords: Active, Defense, Distinct

Mechanics: If the Skill User is hit by a Shot attack, they may declare "Evasion" to negate the attack. Evasion does not protect the Skill User from Spells or Guns.

Fire and Fade - 5 Energy
Keywords: Slinger, Active, Dash
Targets: Others

Mechanics: The Skill User may point to a target within 10ft and declare "Shot, [Damage], Dash 10". The target takes the damage, and the Skill User gains Dash 10. This effect follows all rules for Dash effects.

If the Character has Ranged Warrior's Spirit active, the damage done is Expertise damage.

Pinning Shot - 5 Energy
Keywords: Slinger, Active
Targets: Others

Mechanics: The Skill User declares "Shot, Pin 1 min" and makes a Shot attack.

Camouflage
Keywords: Slinger, Passive, Stealth
Requires: 3 Other Slinger Skills
Targets: Others (See below)

Mechanics: After learning this Passive, the Skill User gains the following benefits:
- After finishing the Fire and Fade Dash, the Skill User may choose to declare "Stealth" no additional Energy. Fire and Fade gains the Stealth Keyword and may benefit from effects modifying Stealth effects.
- After being in Stealth or Invisible for 10s, they may do one of the following for 0 Energy:
  - The first Shot attack made is declared as "Shot, Feint [Critical Damage]"
  - May add Feint to a Slinger Skill

Multi Shot - 5 Energy
Keywords: Slinger, Active
Requires: 3 Other Slinger Skills
Targets: Others/Area

Mechanics: The Skill User declares "Shot Sweep, [Damage]".

If the Skill User has Slinger Warrior's Spirit Active, Multi Shot deals Expertise damage.

Empower Shot
Keywords: Slinger, Passive
Requires: 5 other Slinger Skills
Targets: Others

Mechanics: After learning this Passive, the Skill User gains the following:
- May spend 1 Energy to add the "Magic" damage tag to one attack made with a Thrown or Bow weapon (including if the Shot is Aimed using Marksman).
- Thrown Weapons deal Specialist Damage.
- **Req: Fire and Fade –** May spend 7 Energy to replace the Shot attack of Fire and Fade with "Shot [Pin 30s or Bleed 2]".

Marksman
Keywords: Slinger, Passive
Requires: 5 other Slinger Skills

Mechanics: After learning this Passive, the Skill User may choose to fire an Aim Shot. See Aim and Focus on page 37. Using Critical Shot, Pinning Shot, and Barbed Shot with Aim requires an 8 count.

The Aim Shot deals the damage the character would otherwise (for instance, a Bow would deliver 5 normally, or 10 if Slinger's Warrior's Spirit is active).

Ranged Warrior's Spirit - 10 Energy
Keywords: Slinger, Active, Warrior's Spirit
Requires: 5 other Slinger Skills
Targets: Self

Mechanics: The Skill User spends the Energy and does Warrior's Spirit RP. If successful, effect is active they gain the following while in Slinger Stance:
- Deals Expertise Damage.

Zenith - Slinging Mastery
Keywords: Slinger, Passive
Requires: All other Slinger Skills.

Mechanics: After learning this Passive, the Skill User gains the following benefits:
- Spend 5 Energy, declare "Shot Sweep [Pin 30s or Bleed 3]". This effect can have its Energy Cost reduced by any effect that reduces the Energy Cost of Slinger Skills.

- When using Fire and Fade, the Skill User may spend +2 Energy to declare it as "Shot, Sweep [Damage], Dash 10".
- Barbed Shot is declared as "Shot Bleed 5" and costs -2 Energy.
- When Ranged Warrior's Spirit is active, the Skill User may spend 2 Energy to add the Crush Damage Tag to one Shot Attack. This effect is subject to Skill Cooldown.

Two-Handed

Crashing across a battlefield, the Two-Handed warrior crushes their foes with brutal hits and can shatter a formation with a few quick swings of their mighty weapons.

Crushing Strike - 3 Energy

Keywords: Two-Handed, Active
Targets: Others

Mechanics: The Skill User makes a melee attack and adds the Crush Damage Tag to the damage call.

Requires Mighty: Crushing Strike may be declared as a Rush. If used as a Rush, this Skill gains the Rush Keyword. Otherwise, it follows all the same rules for a Rush.

Polehook - 5 Energy

Keywords: Two-Handed, Active
Targets: Others

Mechanics: The Skill User declares "Grapple" and makes an attack with a Two-Handed Weapon. If the attack successfully hits the target's Torso, the target is Grappled.

Requires Mighty: Declared as "Mighty Grapple".

Break Free action (pg. 54) negates Grapple.

Power Strike - 5 Energy

Keywords: Two-Handed, Active
Targets: Others

Mechanics: The Skill User declares one of the following and makes a Melee attack:
- "Strike, Stun 10s".
- "Strike, Prone".
- "Strike, Knockback 10".

If the Skill User has Power Strike and Throw or Shield Aggression, reduce the Energy Cost of this Skill by 1.

Requires Mighty: Increase the Knockback effect by 5 Steps.

Sweeping Strikes - 4 Energy

Keywords: Two-Handed, Active
Targets: Others/Area

Mechanics: The Skill User declares "Strike Sweep [Damage]".

If a Skill User has Two-Handed Warrior's Spirit Active, Sweep deals Expertise damage.

Armor's Bane - 5 Energy

Keywords: Two-Handed, Active
Requires: 3 Other Two-Handed Skills
Targets: Others

Mechanics: The Skill User makes a melee attack and adds the Armorbane Damage Tag to the damage call.

Requires Mighty: May instead deal Critical Damage with this effect.

Breaker - 5 Energy

Keywords: Two-Handed, Active
Requires: 3 Other Two-Handed Skills
Targets: Item - Weapon or Shield

Mechanics: The Skill User declares, "Break" and makes a Melee Attack. If the attack hits a Weapon or Shield, the item gains the Break Status.

Heavy Combatant

Keywords: Two-Handed, Passive
Requires: 5 other Two-Handed Skills

Mechanics: After learning this Passive, if the Skill User is wearing Medium or Heavy Armor and still has Armor points, if the User is hit with a Strike, or Shot attack, they may spend 1 Energy, they gain DR (-) for that one attack and declare "Reduced".

The Skill User can use this effect while using a Bastard Weapon and Shield from Titanic Grip, but it costs 2 Energy per use.

Titanic Grip

Keywords: Two-Handed, Passive
Requires: 5 Other Two-Handed Skills
Target: Others

Mechanics: After learning this Passive, the Character gains the following benefits:
- Set the Energy Cost for the Mangle Skill to 2.
- When using Sweeping Strikes with a Two-Handed Weapon, declares "Strike Sweep [Expertise Damage]" normally, when Two-Handed Warrior's Spirit is active, declares "Strike Sweep [Critical Damage]".
  - Bastard Weapons do not gain this benefit even if wielded Two Handed unless the Character has Mighty.
- Bastard weapons deal Two-Handed Damage even when being wielded one-handed.
  - Skill User may use a Bastard Weapon and any kind of Shield but still deal Two-Handed Damage with the Bastard weapon. Two-Handed Skills cost +1 Energy when used this way, unless the Character has Behemoth's Might, Stampede, or Crashing Limbs.
  - When using a Bastard and Shield, the Skill User cannot benefit from any Warrior's Spirit effect except Defensive Warrior's Spirit.

- The Skill User cannot use a Bastard weapon with any other Unarmed or Melee Weapon at the same time.

Two-Handed Warrior's Spirit - 10 Energy

Keywords: Two-Handed, Active, Warrior's Spirit
Requires: 5 other Two-Handed Skills
Targets: Self

Mechanics: The Skill User spends the Energy and does Warrior's Spirit RP. If successful, effect is active they gain the following while in Two-Handed Stance:
- Deals Expertise Damage.

Zenith – Two-Handed Mastery

Keywords: Two-Handed, Passive
Requires: All other Two-Hander Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits:
- The Skill User may spend 2 Energy to add Crush to any non-Rush Strike Attack.
- May use any of the following for 7 Energy while in Two-Handed Stance or 10 Energy if using a Bastard and Shield may declare any of the following:
  - "Strike Sweep Break [Weapon/Shield]".
  - **Requires Mangle**: "Strike Sweep Mangle [Left/Right] [Arm/Leg]
  - "Strike Sweep [Any effect from Power Strike]".
  - This Energy Cost can be reduced by any effect that reduces the Energy Cost of Breaker, Mangle, or Power Strike. Set and Halved Energy costs do not apply.

Unarmed

Foregoing weapons for the sake of training their fists, Unarmed combatants are quick brutal fighters. Delivering hits which incapacitate an enemy allowing them to unleash a quick combination of attacks.

Honed Reflexes - 3 Energy

Keywords: Unarmed, Active, Defense,

Mechanics: The Skill User can declare Catch or Rundown after learning Reflex.

Catch: When the Skill User is hit with a Shot effect (including Aimed Shots if they can see the shooter) to the front of their body, and wielding two Brawlers, the Skill User may declare, "Catch" and negate Shot effect.

Catch may only be used on attacks which land on the front half of the Skill User's body. If the attack hits the back or the back of a Skill User's arm or leg, Catch cannot be used.

Rundown: When within 10ft of a Character using a Dash effect, the Skill User may declare, "Run Down" and negate the use of the Dash effect.

Alternatively, when within 10ft of a Character who uses a Teleport effect, the Skill User may declare "Run Down" and may pursue the Character using the Teleport [Amount] effect.

Rundown may not be used to follow a Character using a Teleport [Location] effect.

Grappler - 5 Energy

Keywords: Unarmed, Active
Targets: Others

Requirements: Requires Skill User to be holding two Unarmed Brawlers and not have a Mangled Arm(s).

Mechanics: The Skill User declares "Grapple" and makes an Unarmed attack with both Brawlers. If both Brawlers hit the target's Torso, the target is Grappled.

Requires Mighty: Declared as "Mighty Grapple".

Break Free action (pg. 54) negates Grapple.

Dazing Strike - 3 Energy

Keywords: Unarmed, Active
Targets: Others

Mechanics: The Skill User declares "Disorient 10s" and makes an Unarmed Strike.

Requires Mighty: Increase the Disorient Duration of this Skill by 5s.

Stone Fists

Keywords: Unarmed, Passive

Mechanics: After learning this Passive, the Skill User can manually block Strikes, use Parry, and deal the same Damage as Small Weapons.

A Skill User with Stone Fists may use Combat Caster with their Brawlers. When using Combat Caster and Stone Fists, the Character may hold a second Brawler Phys Rep in their offhand and still use Combat Caster.

Agony Rush - 3 Energy

Keywords: Unarmed, Active, Rush
Requires: Stone Fists
Targets: Others

Mechanics: The Skill User declares " Rush" and begins a Flurry. During the Flurry, attacks are declared as "Agony 1". Otherwise, this follows the normal rules for a Rush.

Throw - 5 Energy

Keywords: Unarmed, Active
Requires: Stone Fists
Targets: Others

Mechanics: The Skill User declares one of the following and makes an Unarmed Attack:
- "Strike, Stun 10s".
- "Strike, Prone".
- "Strike, Knockback 5".

If a Character has Throw and Power Strike or Shield Aggression, reduce the Energy Cost of this Skill by 1.

A Character sets the Energy cost of Throw to 0 Energy against a target they have Grappled.

Requires Mighty: Increase the Knockback effect by 5.

Flexible Fighting Style

Keywords: Unarmed, Passive
Requires: Stone Fists, and 4 other Unarmed Skills

Mechanics: After learning this passive, the Skill User gains the following benefits:
- Dazing Strike may be declared as a Rush and gains the Rush Keyword. The Disorient Duration does not stack.
- May use Catch and Grapple while holding only one Brawler. Grappler only requires one Brawler to hit the target's Torso. The Brawler not performing the Grapple may be used to manually defend. Skill User may not attack while using Grapple still.
- May use any Rush Skill they know while in Unarmed Stance. When holding one Brawler and holding a Small or Standard, they may apply all the effects of the Rush with both weapons.
- May use Blind, Duel, Knockout, Mangle, or Whirlwind when in Unarmed Stance. Passive Skills affecting these

Skills apply while in Unarmed Stance. The Skill User must have these Skills to use them.

Nerve Strike - 4 Energy
Keywords: Unarmed, Active
Requires: Stone Fists, and 4 other Unarmed Skills
Targets: Others

Mechanics: The Skill User declares one of the following and makes an Unarmed Attack
- "Strike, Freeze 30s"
- "Strike, Silence 2 mins"

The attack is only successful if it strikes the target's torso.

Unarmed Warrior's Spirit - 10 Energy
Keywords: Unarmed, Active, Warrior's Spirit
Requires: Stone Fists, and 4 other Unarmed Skills
Targets: Self

Mechanics: The Skill User spends the Energy and does Warrior's Spirit RP. If successful, effect is active they gain the following while in Unarmed Stance:
- Deals Expertise Damage.

Zenith - Spirit Strike
Keywords: Unarmed, Passive
Requires: All other Unarmed Skills
Targets: Others (see below)

Mechanics: After learning this Passive, they gain the following benefits while in Unarmed Stance:
- Their Brawlers attacks deal Standard Damage and all Brawler attacks gain the Magic damage tag.
- May spend 1 Energy, throw a White packet declaring "Spell, 5 Magic". This triggers Skill Cooldown.
- May spend 7 Energy, declare "Catch Spell" to negate a single target Spell that hits them from the front. This Energy cost can be reduced by any effect by reducing the cost of Catch or Defense Skills. This effect cannot be used while Frenzied.
- May use Catch against Shots that hit their back for the normal Energy Cost.
- May make attacks with Brawlers even while Grappled.

This Passive provides no benefit if the Skill User is wearing Heavy Armor.

Magic Skill Group

Commanding the essence of the soul to change the world around them, magi are truly terrifying if they survive long enough to develop their skills.

Learning Magic

To learn any Spell or purchase a Skill on any Magic Skill Group except Thaumaturgy, the Character must have the Apprentice Skill.

To learn Thaumaturgy Spells, the Character must learn Thaumaturgy Initiate.

Incantations

We do encourage players to create and use incantations for immersion, but they are not required to cast Spells.

General Magic Skills

Apprentice

Keywords: Caster, Passive
Experience Cost: 5
Targets: Others

Mechanics: The Skill User gains the following ability.

Apprentice Bolt: After learning this Passive, the Skill User may throw a White Packet attack and declare "Spell, 2 Magic". This effect does not trigger Skill Cooldown.

A Character wielding a Staff may Focus this attack. Focusing this attack requires a Focus 5 count.

Apprentice Bolt's damage cannot be modified unless an effect specifies it modifies Apprentice Bolt.

Channel - 3 Energy

Keywords: Attack, Distinct, Rush, Active
Requires: Apprentice
Experience Cost: 5
Targets: Others

Mechanics: The Skill User declares "Rush" and begins a Flurry of attacks. Each attack during this Rush gains the Magic Damage tag. Otherwise, this effect follows all the normal rules for a Rush.

Requires Touch of Magic: Channel's Energy Cost is set to 1. Attacks during this Rush deal Expertise Damage.

Counterspell - 5 Energy

Keywords: Defense, Caster, Active
Requires: Apprentice
Experience Cost: 5
Targets: Self

Mechanics: The Skill User may declare "Counterspell" to negate a Spell effect.

Counterspell cannot be used while the Character is Frenzied.

Combat Caster

Keywords: Caster, Passive
Requires: Apprentice, [Channel or Touch of Magic Species Trait]
Experience Cost: 5

Mechanics: After learning this Passive, a Caster may wield a single Small or Standard weapon and deliver their Spells normally delivered with a White Packet or Pointing at a target with a Strike.

The Skill User spends the Energy for the Spell, declares "Spell, [Spell Effect]" and makes a Melee attack. If the Melee Attack is successful, the target takes the effects of the Spell.

The Skill User's other hand can only hold White Spell Packets, a Buckler, or a Spell Tool. If these requirements are not met, the Skill User cannot deliver Spells with a Melee Strike.

Spells delivered with a Melee Strike can be blocked or negated like any normal Strike. Characters may use Counterspell to resist the effect even though it is a melee attack.

Any Spells cast this way cost -1 Energy.

Effects that modify Unarmed, Melee, or Ranged effects cannot benefit the Spell effect, however, effects that modify Spells can modify the effect including (but not limited to) Spell Tools, Species Traits, and Passive Skills.

Blood Magic

Long has it been suspected Blood Magus bargaining with demonic forces because the origin of Blood Magic cannot be found anywhere in the natural world.

Pyre: Pyre is a mechanic unique to Blood Magic. A Character can expend Pyre to improve the effects of their Blood Magic Spells. A Character may only spend 1 charge of Pyre unless an effect specifies otherwise.

When using Pyre with a Spell, the Pyre is spent when the Spell is cast. Pyre must be noted before the Spell Name on the Skill User's Character Sheet when recording its use.

The Skill User may only have 1 use of Pyre available at a time unless otherwise specified. Charges of Pyre last until used or the end of the event whichever comes first.

Without other effects, a Character must use Crimson Pyre effect in the spell Crimson Price to gain Pyre uses.

Excessive use of Pyre can increase the Entropy score. Every 10 uses of Pyre a Quarter will raise the Entropy score by 1 after game when sheets are updated.

Crimson Price – See Effect
Keywords: Spell, Blood Magic, Active
Targets: See Effect

Mechanics: The Skill User declares one of the following:

Crimson Price: (1 Pyre, Target: Self): The Skill User may expend 1 Pyre to cast a Blood Magic Spell for no Health or Energy cost (except for Crimson Pyre). Spells cast this way must be declared as "Spell Pyre [Effect]"

Crimson Pyre: (1 Energy, 1 Health, Targets: Others): The Skill User must be within Reach of a Corpse, declares "Spell, Consume Corpse". The Skill User gains 3 Energy and 1 use of Pyre. The Skill User may only have 1 use of Pyre available at a time.

Corpses consumed by Crimson Pyre turn to ash. If the target is a NPC, any Items they were carrying are also destroyed.
- A Corpse can be searched so items are not lost.
- Corpses destroyed this way cannot be taken to the Graveyard, be the target of Feeding Traits, or the target of Divine Intervention.
- If the Corpse target is a Body Rag, the Skill User must collect the rag and turn it into the Marshal noting it was used for Crimson Pyre. If it is a NPC, they should go to respawn as necessary.

Cursed Fury - 4 Energy, 1 Health
Keywords: Spell, Blood Magic, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Rage 1 min" and throws a White Packet.

Pyre: Expend 1 use of Pyre to cast Cursed Fury for 0 Energy and 1 Health.

Razor River – 5 Energy, 1 Health
Keywords: Spell, Blood Magic, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, 15 Magic, Bleed 2" and throws a White Packet.

Pyre: Expend 1 Pyre to increase the base damage of this Spell by 5 or declare it as Bleed 5.

Red Thirst - 5 Energy
Keywords: Spell, Blood Magic, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, 10 Magic Pierce " and throws a White Packet. If successful, the Skill User Heals 5. The Spell does not transfer Poisons or Diseases to the Skill User. Mortaean Characters do not take damage and regain Health if using this effect.

If the target is in Near Death, the Skill User regains no Health.

Pyre: Expend 1 Pyre to increase the Damage done and Healing by 5.

Sanguine Seal - 4 Energy, 1 Health
Keywords: Spell, Blood Magic, Active
Targets: Others

Mechanics: The Skill User declares, "Spell, Seal [Effect], 1 min" and throws a White Packet.

The Skill User may declare any of the common Seal effects with this Skill.

Pyre: Expend 1 Pyre to increase the duration to 2 mins.

Blood Magic Ritualist
Keywords: Ritual, Blood Magic, Passive
Requires: 3 other Blood Magic Skills

Mechanics: After learning this Passive, the Skill User may use Blood Magic Rituals if they meet all other Criteria. Additional Skill Users with Blood Magic Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Blood Magic Ritualists may use any Ritual on the Basic Blood Magic Ritual list or Blood Magic Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Bloody Demise
Keywords: Blood Magic, Passive, Leybond
Requires: 4 other Blood Magic Skills

Mechanics: After learning this Passive, they gain the following effects:

The Skill User may declare "Bloody Demise" while in Near Death and can cast Blood Magic Spells while in Near-Death but does not have to spend the Health Cost. Bloody Demise ends when the Skill User's Near-Death Status ends.

- Crimson Price when Cast in Near-Death reduces their Near-Death Timer by 1 minute.
- Blood Lance cast on the Skill User while using this Passive triggers immediately after being cast.
- After using this Passive, the Skill User must Rally before this passive can be used again.

The Skill User may use "Blood Magic Leybond". While Blood Magic Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:

- "Spell 8 Magic" if it hits the target, the Skill User regains 2 Health.
- "Spell Bleed 1".

Blood Lance - 3 Energy, 1 Health

Keywords: Spell, Blood Magic, Active, Delayed
Requires: Bloody Demise
Targets: Others
Mechanics: The Skill User must be within Reach of their target. The Skill User declares "Spell, Blood Lance, Delayed".

The next time the target gains the Near-Death Status, the target declares "5ft, Spell, 15 Magic."

Pyre: The Skill User may expend 1 Pyre to cast Blood Lance on themselves. When the Skill User triggers Blood Lance, they can expend 1 Pyre instead of expending the Blood Lance Delayed Activation.

For example, this would mean the Skill User could cast Blood Lance on themselves for 1 Pyre. When Blood Lance is triggered, they could spend 1 Pyre and retain the Blood Lance effect on themselves. However, once the 1-hour duration for the Delayed effect ends, they would still lose the effect.

Curse of Bloodletting – 5 Energy

Keywords: Blood Magic, Active
Requires: Bloody Demise

Mechanics: The Skill User declares "Spell, Wither, 1 Min" and throws a White Packet.

Pyre: Expend 1 Pyre to increase the duration to Scene.

Zenith – Blood Mastery

Keywords: Blood Magic, Passive
Requires: All other Blood Magic Skills

Mechanics: When the Skill User learns Blood Mastery, they gain the following Passive Effects and may cast Sanguine Road:

- +1 use of Blood Magic Leybond per Quarter.
- May have +2 uses of Pyre at any one time.
- May expend 1 Pyre to set the Energy Cost of a non-Blood Magic Spell to 2. They must still declare "Spell Pyre [Effect]."
- Increase the damage done by Razor River and Red Thirst by 10.
- Crimson Rage, Sanguine Seal and Curse of Blood Letting increase their duration by 1 minute.
- The Character may cast any Spells they know while in Near-Death per Bloody Demise.

Sanguine Road – 5 Energy

Keywords: Spell, Blood Magic, Active, Teleport
Targets: See Below

Mechanics: The Skill User must be within Engagement Range of another Character, declares "Teleport (Target)" and puts up the OOC gesture and must point at another Character in line of sight.

The Character moves towards their Target as quickly as possible and the shortest distance to them (within reason for safety). This effect cannot be used to circle around the target, they must appear at the point closest to their starting point and within Reach of the target.

When the Skill User is within Reach of the target Character, they drop the OOG Gesture, and Point at the target and declare "Spell 20 Pierce".

This effect functions like a Teleport, however the Skill User can ignore the Requirements to be able to use Dash/Teleport Skills with this effect. If the Skill User does not get within Engagement Range of their target within 10 seconds of putting up the OOG gesture, the effect ends, and they cannot make the damage declaration.

If the Target of Sanguine Road negates the Spell effect, only the Spell 20 Pierce effect is negated.

Enchanter

Rumored to have stolen this magic from the realms of the Fae, Enchanters manipulate perceptions, hearts, and minds with ease. While not quite a true illusionist, they can make other people see what they want.

Glamour - 5 Energy
Keywords: Spell, Enchanter, Active, Stealth
Targets: Self

Mechanics: The Skill User declares "Spell, Invisible" and puts up the Stealth gesture.

Mind Spike - 5 Energy
Keywords: Spell, Enchanter, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, 15 Drain" and throws a White Packet.

Phantom Pains - 5 Energy
Keywords: Spell, Enchanter, Active, Focusable,
Targets: Others

Mechanics: The Skill User declares one of the following and throws a white packet:
- "Spell, Agony 3"
- "Spell, Blind 10s"

Warp Shadows - 5 Energy
Keywords: Spell, Enchanter, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Terror 1 min" and throws a White Packet.

Enchanter Ritualist
Keywords: Ritual, Enchanter, Passive
Requires: 3 other Enchanter Skills

Mechanics: After learning this Passive, the Skill User may use Enchanter Rituals if they meet all other Criteria. Additional Skill Users with Enchanter Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Enchanter Ritualists may use any Ritual on the Basic Enchanter Ritual list or Enchanter Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Fae's Luck
Keywords: Enchanter, Passive
Requires: 4 other Enchanter Skills

Mechanics: After learning this Passive, the Skill User gets +1 Fortune Card Draw for any Gathering Skill.

The Skill User can spend 5 Energy to give another Character +1 draw from the Fortune Deck for one instance of Gathering. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

Fae's Luck cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects for additional draws.

The Skill User may use "Enchanter Leybond". While Enchanter Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:
- "Spell Agony 1"
- "Spell 3 Drain, Fear 30s"

Betrayal - 5 Energy
Keywords: Spell, Enchanter, Active
Requires: Fae's Luck
Targets: Others

Mechanics: The Skill User declares "Spell, Confuse, 1 min" and throws a White Packet.

Illusion of Health - 5 Energy
Keywords: Spell, Enchanter, Active
Requires: Fae's Luck
Targets: Others

Mechanics: The Skill User declares "Spell, Ignore Negative Status 1 min" and throws a White Packet.

Sleep Sand - 5 Energy
Keywords: Spell, Enchanter, Active
Requires: Fae's Luck
Targets: Others

Mechanics: The Skill User declares "Spell, Unconscious 1 min" and throws a White Packet.

Zenith – Enchantment Mastery
Keywords: Enchanter, Passive
Requires: All other Enchanter Skills

Mechanics: When the Skill User learns Enchantment Mastery, they gain the following Passive Effects and may cast Phantasm:

- +1 use of Enchanter Leybond per Quarter.
- Glamour can be cast on other Characters within Reach. The Skill User points to their target and declares "Spell, Invisible, 5 mins".
- Betrayal and Sleep Sand increase their duration by 1 minute.
- The Skill User may increase the cost of an Enchanter Spell by 2 Energy or by 3 for non-Enchanter Spells to add Feint to the declaration. Spells modified this way are declared as "Spell Feint [Effect]"

Phantasm – 5 Energy
Keywords: Spell, Enchanter, Active, Teleport, Delayed
Targets: Self

Mechanics: The Skill User declares "Spell, Phantasm, Delayed".

When the User is affected by a single target effect that is not a Boon or Faith effect, they may declare "Phantasm, Teleport 10". The triggering effect is negated and allows the Effect User to move in any direction and then declare "Invisible" and put up the Stealth Gesture.

Harmonious

Harmonious casters, also known as Naturalists or Harmonics, draw their power from a harmonious connection with nature, the land, animals, plants, and the song it creates within their souls.

Life's Gift - 5 Energy
Keywords: Spell, Harmonious, Active
Targets: Others

Mechanics: The Skill User must be within Reach, points to the target and declares "Spell, Heal 20".

Mother's Embrace - 5 Energy
Keywords: Spell, Harmonious, Active
Targets: Self

Mechanics: The Skill User declares "Mother's Embrace". The Skill User must put both their arms across their chest gripping their shoulders. While under the effects of Mother's Embrace, the Skill User cannot move, speak, use items, or take any other action.

The Skill User is Immune to all damage and effects as long as they maintain the gesture unless hit with a Smash effect. Smash effects end Mother's Embrace. This effect does not remove any prior effects, only makes the user Immune to new effects after declared. The Skill User may choose to end the Spell at any time by uncrossing their arms.

Tangle - 5 Energy
Keywords: Spell, Harmonious, Active
Targets: Others/Area

Mechanics: The Skill User declares "10ft, Spell, Pin 1 min".

Thorny Missile - 5 Energy
Keywords: Spell, Harmonious, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, 20 Magic, Pin 1 min" and throws a white packet.

Wild Surge - 5 Energy
Keywords: Spell, Harmonious, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, 15 Vigor" and throws a white packet.

Harmonious Ritualist
Keywords: Ritual, Harmonious, Passive
Requires: 3 other Harmonious Skills

Mechanics: After learning this Passive, the Skill User may use Harmonious Rituals if they meet all other Criteria. Additional Skill Users with Harmonious Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Harmonious Ritualists may use any Ritual on the Basic Harmonious Ritual list or Harmonious Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

One with Nature
Keywords: Harmonious, Passive
Requires: 4 other Harmonious Skills

Mechanics: After learning this Passive, the Skill User gets +1 Fortune Card Draw for Farming or Herbalism Roleplay.

The Skill User can spend 3 Energy to give another Character a +1 to Card Value for one instance of Farming or Herbalism. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

The Skill User may use "Harmonious Leybond". While Harmonious Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:
- "Spell 5 Magic, Pin 10s"
- "Spell 5 Vigor"

Envenom - 5 Energy
Keywords: Spell, Harmonious, Active
Requires: One with Nature
Targets: Others

Mechanics: The Skill User declares "Spell Poison Disorient" and throws a White Packet.

Stoneskin - 5 Energy
Keywords: Spell, Harmonious, Active
Requires: One with Nature
Targets: Self

Mechanics: The Skill User declares "Stone Skin" and gains Strike, Shot, and Gun DR (Magic) against effects for 1 minute.

Alternatively, the Skill User may declare "Stone Skin [Gun, Shot, Strike]" and gain DR (Magic) against only that type of attack for 5 mins.

Zenith – Harmony Mastery
Keywords: Harmonious, Passive
Requires: All other Harmonious Skills

Mechanics: When the Skill User learns Harmony Mastery, they gain the following Passive Effects and may cast Cycle's Reach:

- +1 use of Harmonious Leybond per Quarter.

- The Skill User may expend a Poison Item to declare "Spell [Poison Effect]" and throw a white packet when using Envenom.
- When using Mother's Embrace, the Skill User may take one step every 3 seconds and may speak. The Skill User cannot use any other Skills while using Mother's Embrace without ending the effect.
- Life's Gift gains the Focusable Keyword.
- Increase Pin Durations of any effects used by the Skill User by 1 minute except Rush Effects. Rush Effects increase the Pin duration by 30s.

Cycle's Reach – 5 Energy
Keywords: Spell, Harmonious, Active
Targets: Others

Mechanics: The Skill User declares one of the following effects, throws a White Packet, then declares the other and throws a second White Packet each time the Spell is cast. The second declaration and White Packet must be thrown within 3 seconds of the first White packet, or the second part of the effect is lost.

"Spell Heal 20"
"Spell 20 Magic"

This effect does not trigger the Skill Cooldown until either the second packet is thrown, or 3 seconds after the first declaration.

Necromancy

Necromancy allows its practitioners to control and even raise the dead to do their bidding. It can be said not all Necromancers are evil, their powers do leave a great deal of questions to their use.

Rot: Rot is a mechanic unique to Necromancy. A Character can expend Rot to improve the effects of their Necromancy Spells. A Character may only spend 1 charge of Rot unless an effect specifies otherwise.

When using Rot with a Spell, the Rot is spent when the Spell is cast. Rot must be noted before the Spell Name on the Skill User's Character Sheet when recording its use.

The Skill User may only have 1 use of Rot available at a time unless otherwise specified. Charges of Rot last until used or the end of the event whichever comes first.

Without other effects, a Character must use Empowering Rot to gain Rot uses.

Excessive use of Rot can increase the Entropy score. Every 10 uses of Rot a Quarter will raise the Entropy score by 1 after game when sheets are updated.

Curse of Ages - 5 Energy
Keywords: Spell, Necromancy, Active
Targets: Others

Mechanics: The Skill User can declare one of the following and throw a White Packet:
- "Spell, Agony 3"
- "Spell, Slow 5 mins"

Rot: Expend 1 Rot to cast Curse of Ages for 0 Energy.

Death Touch - 5 Energy
Keywords: Spell, Necromancy, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell 20 Fester" and throws a White Packet.

Rot: Expend 1 Rot to increase the damage of this Spell by 10 or add the Magic Damage tag.

Shroud - 4 Energy
Keywords: Spell, Necromancy, Active, Delayed
Targets: See Below

Mechanics: The Skill User can use the Shroud or Veilwalker effects.

Shroud (Target: Others): The Skill User must be within Reach, point at the target and declare "Spell, Shroud, Delayed".

At any time, a Character with this effect may declare "Feign Death" and gain the Feign Death Status.

Veilwalker (Target: Self): The Skill User declares "Veilwalker" and must put on a white headband. The Player gains the following benefits:
- Veilwalker lasts 1 minute.
- The Skill User gains Ethereal and takes 1 damage from all non-Magic damage. The Skill User cannot interact with objects other than their equipment (Clothing, weapons, their bag etc).
- Declares "No Effect" any Status delivered by a Strike, except for Spell Strikes.

The Character cannot do the following:
- Physically interact with Characters or the environment, (such as doors, levers, equipment on the ground)
- Make Strikes, Shots or Gun Attacks
- Cast non-Necromancy Spells.

Otherwise, the Character may still act normally including using Social Skills.

Rot: Expend 1 Rot to increase the duration of Veilwalker by 1 minute. This can be used to extend the duration even if Veilwalker is already active. The Skill User may expend 1 Rot instead of consuming a use of an already active Shroud effect.

Empowering Rot – 4/1 Energy
Keywords: Spell, Necromancy, Active, Focusable
Targets: Others

Mechanics: The Skill User may use the Steal Soul and Corpse Rot effects.

Steal Soul: **(4 Energy)** The Skill User declares "Spell, Steal Soul" and throws a White Packet. If the target is in Near-Death, the target dies immediately, and the Necromancer gains 5 Energy and 5 Health. Energy regained by this effect ignores the Energy refund limit.

Corpse Rot: (1 Energy, 1 Health, Targets: **Others)**: The Skill User must be within Reach of a Corpse, declares "Consume Corpse". The Skill User gains 3 Energy and 1 use of Rot.

Corpses consumed by Empowering Rot turn to ash. If the target is a NPC any Items they were carrying are also destroyed.
- A Corpse can be searched so items are not lost.
- Corpses destroyed this way cannot be taken to the Graveyard, eaten, or the target of Divine Intervention.
- If the Corpse target is a Body Rag, the Skill User must collect the rag and turn it into the Marshal noting it was used for Corpse Rot. If it is a NPC, they should go to respawn as necessary.

Bone Armor - 5 Energy
Keywords: Spell, Necromancy, Active
Targets: Any

Mechanics: The Skill User must point at their target or target themselves and declares "Spell 10 Screen".

Rot: Expend 1 Rot to change the declaration to Vigor.

Necromancy Ritualist
Keywords: Ritual, Necromancy, Passive
Requires: 3 other Necromancy Skills

Mechanics: After learning this Passive, the Skill User may use Necromancy Rituals if they meet all other Criteria. Additional Skill Users with Necromancy Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Necromancy Ritualists may use any Ritual on the Basic Necromancy Ritual list or Necromancy Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Grim Harvest
Keywords: Necromancy, Passive
Requires: 4 other Necromancy Skills

Mechanics: After learning this Passive, the Skill User gets +1 Fortune Card Draw for Grave Tending or Hunting Roleplay.

The Skill User can spend 3 Energy to give another Character a +1 to Card Value for one instance of Grave Tending or Hunting. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

A Character performing Grave Tending with the benefit of Grim Harvest can choose to instead of gaining any Items, count one instance of Grave Tending as two towards reducing Entropy in the area.

This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

The Skill User may use "Necromancy Leybond". While Necromancy Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:
- "Spell 10 Fester"
- "Spell Slow 1 Min"

Boneshatter - 5 Energy
Keywords: Spell, Necromancy, Active
Requires: Grim Harvest
Targets: Others

Mechanics: The Skill User declares "Spell, Mangle [Left/Right Arm/Leg]" and throws a White Packet. If successful, the indicated Limb gains the Mangle Status.

Rot: Expend 1 Rot to cast Boneshatter as if it had the Focusable Keyword.

Grave's Bounty – See Effect
Keywords: Spell, Necromancy, Active
Requires: Grim Harvest
Targets: Others

Mechanics: The Skill User may use the Death's Price and Command Dead effects.

Death's Price: (1 Rot, Target: Self): The Skill User may expend 1 Rot to cast a Necromancy Spell for no Health or Energy cost (except for Corpse Rot). Spells cast this way must be declared as "Spell Rot [Effect]"

Command Dead: (5 Energy): This Skill may only be used on NPC Undead or a Corpse which was killed in the last 10 mins. The Skill User must be within Reach and declares "Spell Raise Dead, 1 min"

Only one Character (PC or NPC) may be raised at a time with this Skill.

Designer's Note
If a Player feels uncomfortable by a situation they are put in because of the use of this spell, they may excuse themselves from the Scene and go to Logistics. The Skill User will then have the Energy for Command Dead refunded and the target's body simply crumbles to dust.

Rot: Expend 1 Rot to increase the duration of Command Dead to 5 mins.

Zenith – Death Mastery
Keywords: Necromancy, Passive
Requires: All other Necromancy Skills

Mechanics: When the Skill User learns Death Mastery, they gain the following Passive Effects and may cast Death's Champion:

- +1 use of Necromancy Leybond per Quarter.
- May have +2 uses of Rot at any one time.
- May expend 1 Rot to set the Energy Cost of a non-Necromancy Spell to 2. They must declare the effect as "Spell Rot [Effect]."
- When using Bone Armor, if the Skill User is within Reach of a Corpse, they may instead declare "Spell 30 Screen". The Corpse is consumed as if the Skill User used Corpse Rot on it.

- Curse of Ages gains the following options to declare:
  - "Spell Wither Scene"
  - "Spell Exhaustion Scene"
- Command Dead gains the Focusable Keyword
- While Veilwalker is active, the Skill User can cast any Spells they know.

Death's Champion – 10 Energy
Keywords: Spell, Necromancy, Active
Targets: Self

Mechanics: The Skill User gains the following benefits for 5 mins:
- Fester effects cause the Skill User to regain Health instead of take damage.
- The Skill User is Immune to Poison, Disease, Bleed and Agony and does not need to breathe.
- Gains DR (Magic) against Guns, and Shots.
- All Strike attacks which deal damage may add the "Death" Damage Tag.

Restoration
Restoration magic is often compared to other healing magics, however, from a technical standpoint Restorers revert the target to their 'natural state' rather than truly heal.

Detox - 5 Energy
Keywords: Spell, Restoration, Active
Targets: See Below

Mechanics: The Skill User may do one of the following when they use this Skill:

Suppress Toxin (Target: Any) The Skill User must be within Reach, points at their target and declares "Spell, Ignore Poison, 1 min". The target may ignore the effects of all Poisons (except those that just cause damage) currently affecting them. Any Statuses paired with a Poison are also Ignored for the duration.

Purge Poison (0 Energy, Target: Others): Skill User declares "Beginning Purge Poison" and begins 5 mins doing Spellcasting Roleplay. When the Roleplay is completed, the Skill User declares "Purge Poison" to remove one Poison effect of the target's choice.

Purge Poison may be used while both the Skill User and target move at a slow walk so long as they remain within Reach of each other. If the Skill User gains a Negative Status that prevents them from using Skills, Silence or is no longer within Reach of the target, the RP is interrupted and the Energy is lost.

Dispel Magic - 4 Energy
Keywords: Spell, Restoration, Active, Focusable
Targets: Any

Mechanics: The Skill User declares "Spell, Dispel" and throws a White Packet. If a target is hit, the target chooses one Spell effect with a duration they have (this includes Delayed, and Temp Transformative Spells), and it immediately ends. Any Screen, Vigor, or Zeal the target has is reduced by 25.

Energize - 4 Energy
Keywords: Spell, Restoration, Active, Delayed
Targets: Others

Mechanics: The Skill User must be within Reach, points to their target and declares "Spell, Energize, Delayed".

The target may declare "Free [Skill Declaration]". Energize may only be used on a Skill with an Energy cost of 5 or less after any Energy Cost Modifications.

Mend – 5 Energy
Keywords: Spell, Restoration, Active
Targets: See Below

Mechanics: The Skill User may do one of the following:

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Mend Armor (Targets: Others): The Skill User throws a White Packet and declares "Spell, Fix 20".

Mend Item (Targets: Item – Weapon or Shield): The Skill User must be within Reach, point at an item with the Break Status and declare "Spell, Ignore Break, 1 min". The targeted item ignores the Break Status for 1 minute.

Restore Wounds - 5 Energy
Keywords: Spell, Restoration, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, Heal 15" and throws a White Packet.

Restoration Ritualist
Keywords: Ritual, Restoration, Passive
Requires: 3 other Restoration Skills

Mechanics: After learning this Passive, the Skill User may use Restoration Rituals if they meet all other Criteria. Additional Skill Users with Restoration Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Restoration Ritualists may use any Ritual on the General Restoration Ritual list or Restoration Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Blended Restoration
Keywords: Restoration, Passive
Requires: 4 other Restoration Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits or may assist another Character using the Skills below. To assist, the Skill User must be within Reach of the Character using the listed Skills and remain present for the Roleplay to use the listed Skills. When assisting another, the Character using the Skill must spend the Energy to reduce the times below.
- Repair - May spend 1 Energy to reduce the RP time by 2 mins.
- Restore Limb, Purge Poison, Healer Skills - May spend 1 Energy to reduce the time of the listed Skills by 1 minute to a minimum of 1 minute.
  - If the Skill User or the assisted Character has Chirurgeon, may spend 1 Energy to reduce the RP time by 2 mins for applicable Skills.

The Skill User may use "Restoration Leybond". While Restoration Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:
- "Spell Heal 5"
- "Spell Dispel"

Brace Limb - 5 Energy
Keywords: Spell, Restoration, Active
Requires: Blended Restoration
Targets: See Below

Mechanics: The Skill User may do one of the following when they use this Skill:

Brace Limb (Target: Any): The Skill User must be within Reach, points at their target and declares "Spell, Ignore Mangle 1 min". The target may ignore the effects of Mangled Limbs for 1 minute.

Restore Limb (0 Energy, Target: Others): The Skill User declares "Beginning Restore Limb" and begins 5 mins doing Spellcasting Roleplay. When the Roleplay is completed, the Skill User declares "Restore Limb" to remove the Mangled Status from one Limb.

Designer's Note: Unlike Set Limb, the target does not have to scream when the Mangle effect is removed.

Restore Body - 5 Energy
Keywords: Spell, Restoration, Active
Requires: Blended Restoration
Targets: Others

Mechanics: The Skill User declares "Spell, Remove [Negative Status]." and throws a White Packet. If the target has the named Negative Status, it ends immediately. The following is the list of Negative Statuses which can be removed with this Spell: Agony, Bleed, Exhaustion, Raise Dead, Seal, Silence, or Wither.

If a Negative Status removed by Restore Body is paired with a Disease/Poison, the effect cannot be removed until the Disease/Poison is removed.

Zenith – Restoring Mastery
Keywords: Restoration, Passive
Requires: All other Restoration Skills

Mechanics: When the Skill User learns Restoring Mastery, they gain the following Passive Effects and may cast Peace's Embrace:

- +1 use of Restoration Leybond per Quarter.
- Increase the Duration of Mend, Detox, and Brace Limb by 1 minute.
- The Skill User may increase the Energy Cost of Dispel Magic by 3 to declare "Spell Dispel All".
- Increase the Heal and Fix effect of any Restoration Spell cast by 10. Increase the Heal or Fix effect of non-Restoration Spells cast by 5.

Peace's Embrace – 5 Energy

Keywords: Spell, Restoration, Active, Delayed
Targets: Area

Mechanics: The Skill User declares "Peace's Embrace, Delayed".

If the Skill User is hit with an Unarmed, Melee, or non-Aimed Ranged Attack, or hit with a Spell that causes damage or a Negative Status, they may point to the attacker and declare "Spell React, Pacify 1 minute".

After Peace's Embrace is triggered, for 1 minute, the Character may repeatedly use this React effect.

The Skill User must be successfully hit by an effect to trigger the React. If the effect is negated, redirected (by Guarded or Misdirect), or the target is Immune to an effect, they may not declare the React.

War Magic

War casters are dangerous mages who utilize the elements to destroy their enemies.

Arcane Blast - 3 Energy

Keywords: Spell, War Magic, Active, Focusable
Targets: Others

Mechanics: The Skill User points at their target, does a Focus 5 Count, and declares "Spell, 15 Magic". This does not require the Skill User to be wielding a Staff.

If the Skill User is wielding a Staff, they reduce the Focus Count to 3 for Arcane Blast.

Fire Bolt - 5 Energy

Keywords: Spell, War Magic, Active
Targets: Others

Mechanics: The Skill User declares "Spell, 15 Magic Pierce" and throws a White Packet.

Icy Spear - 5 Energy

Keywords: Spell, War Magic, Active
Targets: Others

Mechanics: The Skill User declares "Spell, 20 Magic, Slow 1 Min" and throws a White Packet.

Lightning – 5 Energy

Keywords: Spell, War Magic, Active
Targets: Others

Mechanics: The Skill User declares "Spell, 20 Magic, Stun 10s" and throws a White Packet.

Wind Blast – 5 Energy

Keywords: Spell, War Magic, Active
Targets: Others

Mechanics: The Skill User declares "Spell, 20 Magic, Knockback 15" and throws a White Packet.

Blasting Power

Keywords: War Magic, Passive
Requires: 4 other War Magic Skills

Mechanics: After learning this Passive, the Skill User gets +1 Fortune Card Draw for Mining or Logging.

The Skill User can spend 3 Energy to give another Character (this effect does not work on the Caster) a +1 to Fortune Card Value for one instance of Mining or Logging. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

The Skill User may use "War Magic Leybond". While War Magic Leybond is active, the Skill User may declare the following effect for 0 Energy and throw a White Packet:
- "Spell 10 Magic"

Earthen Fist - 5 Energy
Keywords: Spell, War Magic, Active
Requires: Blasting Power
Targets: Others

Mechanics: The Skill User declares "Spell, 20 Magic, Armorbane" and throws a White Packet.

Shadow Whip - 5 Energy
Keywords: Spell, War Magic, Active
Requires: Blasting Power
Targets: Others

Mechanics: The Skill User declares "Spell, 15 Magic, Blind 10s" and throws a White Packet.

Spellshaping
Keywords: War Magic, Passive
Requires: 5 other War Magic Skills

Mechanics: After learning this Passive, the Skill User may opt to do one of the following when they cast a War Magic Spell.
- **Focus** (+0 Energy Cost) - The Skill User makes a Focus 5 Count instead of throwing a White Packet. All War Magic Spells gain the Focusable Keyword.
- **Sweep** (+3 Energy Cost) - The Skill User may declare the spell as "Spell Sweep [effect]".
- **Burst** (+5 Energy) - The Skill User may declare the spell as "10ft Spell [Effect]".
- The above effects can be applied to the Leybond effects. Focusing the Leybond effect costs 0 Energy, Sweep is +1 Energy, and Burst is +2 Energy Cost.
- When Arcane Blast is used with Spellshaping, increase the damage by 5.

Zenith – Destructive Mastery
Keywords: War Magic, Passive
Requires: All other War Magic Skills

Mechanics: When the Skill User learns Destructive Mastery they gain the following Passive Effects and may cast War Storm:

- +1 use of War Magic Leybond per Quarter.
- The Character does not have to increase the Energy Cost of Spells to use Spellshaping's effects while using War Magic Leybond.
- Double the duration of Negative Statuses caused by War Magic Spells

- Increase the Damage of War Magic spells by 10, and all non-War Magic Spells with the Magic or Fester damage tag 5. This effect does not benefit Leybond effects. This effect does not increase damage done to Undead by Heal Effects or Spells that do not normally do damage.

War Storm – 10 Energy
Keywords: Spell, War Magic, Active
Targets: Others

Mechanics: The Skill User declares "By My Voice [Species Family, or NPC Type], Spell, 15 Magic". This effect already includes the bonus damage from Destructive Mastery.

Warding

Folks who practice Warding are known as Warders and many are happy to see a Warder on their side. Practicing magic focused on protecting people, many Warders are sought out for their services by villages, governors and those worried for their life.

Deathward - 5 Energy

Keywords: Spell, Warding, Active, Delayed
Targets: Any

Mechanics: The Skill User must be within Reach, point at their target and declare "Deathward, Delayed".

If the Character with Deathward is hit with an attack with the Death Damage tag, they may declare "Deathward" and may ignore the Death Damage tag for 5 mins. If the Character is put into Near-Death, the below effect becomes automatically active, but the 5-minute timer does not refresh when the Character goes into Near-Death.

If a Character with Deathward is hit with a Deathblow or an attack with the Death Damage tag while in Near-Death, they may point at the attacker and declare "Deathward, React 10 Magic". If activated in Near-Death, the effect lasts for 5 mins.

Steal Soul negates Deathward and the target dies immediately.

Protect - 5 Energy

Keywords: Spell, Warding, Active, Focusable
Targets: Others

Mechanics: The Skill User must be within Reach, point at their target and declare "Spell, 15 Screen".

Reliable Tool - 5 Energy

Keywords: Spell, Warding, Active, Delayed, Focusable
Targets: See Below

Mechanics: The Skill User declares one of the following:

Reliable Tool (Targets: Item – Weapon or Shields)
The Skill User must be within Reach, point to an Item and declare "Reliable Tool, Delayed". If the targeted Item is hit with a Break or Disarm effect, the Character wielding the item may declare "Reliable" to negate the effect.

Reliable Armor (Targets: Others)
The Skill User declares "Spell Fix 20" and throws a White Packet.

Soul Barrier - 5 Energy

Keywords: Spell, Warding, Active
Targets: Area

Mechanics: The Skill User must have both feet planted to cast this spell. The Skill User holds their arms out parallel to the ground and declares "Soul Barrier". The Skill User and anyone within Reach of the Skill User declare "Immune" against Attacks, or Skills from anyone outside the Soul Barrier.

If a Character in the Barrier other than the Skill User uses a Skill, or makes an attack, they immediately lose the protection of Soul Barrier and must move out of Reach of the Skill User. Characters affected by Soul Barrier may use Consumables while under the effects of Soul Barrier but may not use Items which require a packet throw.

Ambient effects can still affect Characters protected by Soul Barrier.

Soul Barrier ends if one of the following occurs:
- If the Skill User's arms fall
- If the Skill User chooses to make an attack, or use a Skill
- If the Skill User moves from where they declared the effect. (Adjusting footing is acceptable as needed)
- If hit with by an untyped or Boon AoE Dispel effects. Untyped effects are typically from Items.

Characters not affected by the Soul Barrier can move into the area of the Soul Barrier but cannot harm those affected by Soul Barrier until the effect ends.

Vengeance - 5 Energy

Keywords: Spell, Warding, Active, Delayed
Targets: Any

Mechanics: The Skill User must be within Reach, point to the target and declare "Spell Vengeance, Delayed". If the target of Vengeance is hit with a Strike attack, they may point at the attacker and declare "Spell React 10 Magic".

Unlike other Delayed effects, Vengeance may be used 3 times before the effect ends. A Character may only have one instance of the Vengeance Spell on them at any given time and may not have it reapplied until all uses of Vengeance are expended, or Vengeance is Dispelled.

Vengeance's damage cannot be increased unless the effect specifies it affects Vengeance.

Warding Ritualist

Keywords: Ritual, Warding, Passive
Requires: 3 other Warding Skills

Mechanics: After learning this Passive, the Skill User may use Warding Rituals if they meet all other Criteria. Additional Skill Users with Warding Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Warding Ritualists may use any Ritual on the Basic Warding Ritual list or Warding Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Arrest Decay
Keywords: Warding, Passive
Requires: 4 other Warding Skills

Mechanics: After learning this Passive, the Skill User may spend 1 minute meditating on an Item. After the Roleplay completes, the Skill User spends 5 Energy and may go to the Market with the Item. The Market Rep adds 2 months to the Expiration date and notes "Arrest Decay" on the Item Card.

Delicate Items and Items with Arrest Decay noted on the Card cannot be affected by Arrest Decay.

The Skill User may use "Warding Leybond". While Warding Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:
- "Spell 5 Screen"
- "Spell Fix 5"

Block Energy - 5 Energy
Keywords: Spell, Warding, Active
Requires: Arrest Decay
Targets: Any

Mechanics: The Skill User declares "Spell, Spell Immunity, 1 min" and throws a White Packet.

This Spell provides the Spell Immunity after it goes into effect. If the Character is hit with a non-Spell Dispel effect, this effect is lost.

Turning Guardian - 5 Energy
Keywords: Spell, Warding, Active, Delayed
Requires: Arrest Decay
Targets: Any

Mechanics: The Skill User must be within Reach, point at their target and declare "Turning Guardian, Delay". If the target is hit with Strike, Shot or Gun attack, they may declare "Turning Guardian" to negate the effect.

Zenith – Ward Mastery
Keywords: Warding, Passive
Requires: All other Warding Skills

Mechanics: When the Skill User learns Ward Mastery, they gain the following Passive Effects and may cast Blunt Offensive:
- +1 use of Warding Leybond per Quarter.
- When using Soul Barrier, the Skill User may take 1 step every 3 seconds without losing the benefit of Soul Barrier.
- When User activates Reliable Tool on a Weapon or Shield they are wielding, they may declare "Master Reliable Tool". The Item is then Immune to Break for 1 minute.
- **Master Vengeance (Target: Self)**: User may choose to declare "Master Vengeance - Delayed". When using Master Vengeance, it functions the same as Vengeance but has 6 charges instead of 3.
- When User activates Deathward, they may declare "Master Deathward". When Master Deathward is activated the Skill User is Immune to Deathblow and Soul Steal for the duration of Deathward.
- The Character may use Focus to deliver Warding Delayed Activation effects and may increase the cost of a Spell by 2 Energy to Focus any Skills with the Delayed and Spell Keywords.

Blunt Offensive – 5 Energy
Keywords: Spell, Warding, Active
Targets: Any
Mechanics: The Skill User must be within Reach, Points to their target and declares "Spell, Ignore Damage Tags 1 min".

- Affected Characters ignore any Damage Tags on effects that hit them for 1 minute.
- This effect ignores: Armorbane, any Bane, Crush, Death, Drain, Feint, Fester, Magic, and Pierce.
- When hit by an effect with a Damage Tag, the Character affected by this Spell must declare "Reduced".
- Alternatively, the Skill User may declare "Spell Ignore [Chosen Damage Tag] 5 mins" and ignore the chosen Damage Tag for 5 mins.

Wayfaring

Wayfaring is sometimes called Nomad Magic because it originated from nomadic peoples looking to make their way easier across the plains. Manipulating the space around them, a Wayfarer can move in ways others think is impossible and even turn space against others. Wayfaring is a poorly understood magic, but it does require an in-depth knowledge of the world around the user.

Displace Grip - 3 Energy
Keywords: Spell, Wayfaring, Active, Focusable
Targets: Others

Mechanics: The Skill User declares "Spell, Disarm [Left/Right]" and throws a White Packet. If successful, the target has the indicated hand Disarmed.

Open Road - 5 Energy
Keywords: Spell, Wayfaring, Active
Targets: Self

Mechanics: The Skill User declares, "Open Road". For the next 1 minute, the Skill User is Immune to Slow, Prone, Knockback, and Pin.

Alternatively, the Skill User may declare "Open Road [Slow, Prone, Knockback or Pin]" and gain Immunity to the chosen status for 5 mins.

Restrict - 5 Energy
Keywords: Spell, Wayfaring, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Freeze 30s" and throws a White Packet.

Teleport - 5 Energy
Keywords: Spell, Wayfaring, Active, Teleport
Targets: Self

Mechanics: The Skill User declares "Teleport 10", puts up the Out of Game symbol and may take 10 steps in any direction. Otherwise, this effect uses the Teleport Rules.

The Character can double the Energy cost of Teleport and instead declare "Teleport [Market]".

Vertigo - 5 Energy
Keywords: Spell, Wayfaring, Active, Focusable
Targets: Others

Mechanics: The Skill User declares one of the following and throws a white packet:
- "Spell, Disorient, 1 min".
- "Spell, Slow 5 mins".

Wayfaring Ritualist
Keywords: Ritual, Wayfaring, Passive
Requires: 3 other Wayfaring Skills

Mechanics: After learning this Passive, the Skill User may use Wayfaring Rituals if they meet all other Criteria. Additional Skill Users with Wayfaring Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Wayfaring Ritualists may use any Ritual on the Basic Wayfaring Ritual list or Wayfaring Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Pathfinder
Keywords: Wayfaring, Passive
Requires: 4 other Wayfaring Skills

Mechanics: After learning this Passive, the Skill User increases the steps taken with Dash or Teleport effects by 5.

After learning this Passive, the Skill User gets +1 Fortune Card Draw for Hunting or Forage roleplay.

The Skill User can spend 3 Energy to give another Character a +1 Fortune Card Value for one instance of Forage or Hunting. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

The Skill User may use "Wayfaring Leybond". While Wayfaring Leybond is active, the Skill User may declare one of the following effects for 0 Energy and throw a White Packet:
- "Spell Slow 30s"
- "Spell Disorient 30s"

Blink - 5 Energy
Keywords: Spell, Wayfaring, Active, Delayed, Teleport
Requires: Pathfinder
Targets: Self

Mechanics: The Skill User declares "Blink, Delayed". While Blink is active, the Skill User may declare Blink under one of the two following circumstances:
- When the Skill User is affected by a Strike, or Ranged Attack may declare "React, Teleport 10". The Character is still affected by the effect they call the React against.
- When the Skill User is affected by an Ambient or Trap effect, declare "React, Teleport 10" and move up to 10 steps away from the source of the effect, negating the effect.

If a Character uses Blink to move while under the Wayfaring Leybond effect, they do not lose the benefit of Wayfaring Leybond.

Using the Teleport effect of Blink triggers the Dash/Teleport Cooldown.

Reflect - 5 Energy
Keywords: Spell, Wayfaring, Active, Delayed
Requires: Pathfinder
Targets: Self

Mechanics: The Skill User declares "Reflect, Delayed".

If the User is hit with a Shot, Gun or Spell effect, they can choose to declare "Reflect!". The Character who made the reflected attack or cast the reflected spell instead takes the effects.

Reflect cannot be used to redirect a Reflected attack, or AoE effects. Reflect cannot be used on effects requiring the Skill User to be within Reach or Engagement Range.

Aim/Focus effects can be Reflected so long as they have the Shot, Gun, or Spell Qualifiers.

Zenith – Way Mastery
Keywords: Wayfaring, Passive
Requires: All other Wayfaring Skills

Mechanics: When the Skill User learns Way Mastery, they gain the following Passive Effects and may cast Baleful Jump:

- +1 use of Wayfaring Leybond per Quarter.
- The Skill User may change the Targets of Blink and Open Road to Any.
- The Skill User may take a Willing target within Reach with them when they use any Teleport effect from a Wayfaring Spell. The target may then move with the Skill User and gain the benefits of a Teleport. The target may choose to step out of Reach during the Teleport to end the effect on themselves. This does not end the Teleport effect for the Skill User. Otherwise, this effect follows the rules for Teleport Skills.
- Blink can be used while any Leybond effect is active without losing the Leybond effect.

Baleful Jump – 5 Energy
Keywords: Spell, Wayfaring, Active, Teleport
Targets: Others

Mechanics: The Skill User may point to a target within 10ft and declare "Spell, Forced Teleport 10, that way". The Skill User points a direction, and the target must put up the OOG gesture and move 10 steps towards where the Skill User pointed.

If the direction leads into a solid object, the target takes the steps they can and then reappears at the object.

This Spell cannot benefit from effects which increase the number of steps for a Teleport unless it specifies it affects Baleful Jump.

Thaumaturgy

Thaumaturgy is the working of miracles. Thaumaturges blend faith and magic in a way few truly grasp. Many speak of the miracles done by these powerful casters. However, some whisper of secrets stolen from the faithful to create this discipline.

Aspects of the Divine

The Aspects of the Divine are facets of individual Deities rather than the full width and breadth of what a Deity may have influence over. Each Aspect has a few Similar Aspects for other concepts covered by that Aspect but is not an exhaustive list. Players are free to flavor them differently, however, mechanically each of the Aspects will be referred to by the listed descriptor.

Learning Thaumaturgy

Unlike normal Spells which require Apprentice, Thaumaturges only need Thaumaturgy Initiate to learn Thaumaturgy Spells.

Characters with Thaumaturgy Initiate may spend 30 mins in prayer to learn new Thaumaturgy Skills without a teacher. Characters may still learn Thaumaturgy Skills as normal.

Boons

Boons are powerful effects granted to a Thaumaturgist by their Deity.
- Each Boon may only be used once per Quarter.
- After using a Boon, the Skill User must perform 10 mins of Faith Roleplay with others or prayer roleplay before the end of the Quarter or 3 hours whichever is longer. Failure to do this Roleplay means the Skill User loses 1 Soul Point. The Skill User must note the approximate time the Boon was used and then note the time when they begin their Faith Roleplay for using the Boon.
- Characters may only be affected by the same boon once every 10 mins.
- Boons cannot be negated. However, Characters may declare Immunities against the effect. This only negates the part they are Immune to for the Boon.
  - *For example, if a Boon is declared as "10ft Boon 20 Magic, Knockback 20" If the character is immune to Knockback, they still take the 20 Magic Damage.*

Constructing the Thaumaturgy Spell List

A Character's Thaumaturgy Skill List is constructed using the Base Thaumaturgy Skills, Deific Avatar, Thaumaturgy Ritualist, and the 8 Skills from the 2 Chosen Aspects.

In this example we will use Beasts and Cold. The Skills the Character can purchase are as follows: Deific Avatar, Thaumaturgy Ritualist, Hunter's Boon, Wild Surge, Dire Strength, Beast Kinship, Winter's Boon, Icy Spear, Icy Prison, and Core Chill. Those 10 Skills are the Thaumaturgy Spell list for the Character.

Thaumaturgy Passives may only be purchased if all the Spells required are purchased as Thaumaturgy Skills.

Thaumaturgy Spells from Other Lists

Some Thaumaturgy Spells will reference effects from other Magic Lists, but under a different name. This is to show that the Thaumaturgy Spell is derived from the powers of a Deity rather than the powers of mortals like normal spells. The Spells function identically, however, if the Character knows both versions of the Spell, they spend -1 Energy to cast the Spell.

When purchasing the Thaumaturgy version of the Spell, ignore any Skills required for the other version of the Spell.

Replace the Skill Tree Keyword with Thaumaturgy.

For example, if a Character wanted to get the Taste of Joy passive in the Art Aspect, they would have to purchase Thaumaturgy Initiate (4 SP for the two aspects, no XP), Numbing Comfort as their first Thaumaturgy Skill and then Purify Form (Which is also the same as a Restoration Spell) as a Thaumaturgy Skill. Meaning Numbing Comfort is the 1st Skill, Purify Form would be the 2nd Thaumaturgy Skill to then purchase Taste of Joy as the 3rd thaumaturgy Skill. If the Player purchases Restore Body from Restoration, it does not count towards meeting the requirements for Taste of Joy. If the player later purchased the Restore Body in Restoration, they would spend -1 Energy to use Restore Body or Purify Form since they have the spell from both lists.

General Thaumaturgy

Thaumaturgy Initiate
Keywords: Passive
Experience: 0, Costs 4 Soul Points to learn this.

Mechanics: When the Character learns Thaumaturgy Initiate, the Player chooses 2 Aspects of the Divine to create the Spell List for their Thaumaturgy. In addition to the two General Thaumaturgy Spells, each Aspect has a Boon, Avatar Traits, and Spells used to create the Character's Thaumaturgy List. A Character may only purchase the General Thaumaturgy and Skills on the Aspect lists.

After choosing the Aspects, the Skill User expends 2 Soul Points per Aspect to a total of 4 Soul Points instead of spending Experience to learn Thaumaturgy Initiate. After learning this, the Player may purchase General Thaumaturgy Skills and the Skills on the two Aspect Lists chosen.

Thaumaturgy Initiate does not count towards the number of Skills a Character has in Thaumaturgy when purchasing Thaumaturgy Skills.

Some Spells purchased from the Thaumaturgy list may have the same effects as a Spell in another List. When purchased with Thaumaturgy, exchange the normal Spell Type Keyword for Thaumaturgy.

For example, if a Spell is a Warding Spell normally, but purchased with Thaumaturgy, it would have the Thaumaturgy Keyword instead of Warding.

It is possible to change Aspects, however this requires a Thaumaturgy Ritual and further Soul Points to be spent. Any Experience spent on the Changed list is refunded when the Thaumaturgy List is lost. Afterward, the Player may choose Skills from the new Aspect to replace any lost from the changed Aspect.

Base Thaumaturgy Skills

Deific Avatar - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Self

Mechanics: The Skill User declares "Deific Avatar". The Skill User must put on a mask representing the Aspects of their god. The Skill User gets one Trait from each Divine Aspect they choose for the Scene.

See pg. 44 for more information on Transformative effects.

Thaumaturgy Ritualist
Keywords: Thaumaturgy, Ritual, Passive
Requires: 5 other Thaumaturgy Skills

Mechanics: After learning this Passive, the Skill User may use Thaumaturgy Rituals if they meet all other Criteria. Additional Skill Users with Thaumaturgy Rituals beyond the Ritual Leader provide a benefit to the success of the Ritual.

Thaumaturgy Ritualists may use any Ritual on the Basic Thaumaturgy Ritual list or Thaumaturgy Ritual Instructions. Ritual Instructions may require some research to understand how to perform the Ritual.

Beast Aspect
Similar Aspects: Hunting, Predators, Survival
Deities of Beasts or Hunting have a wide range of presentation from the gentle caring figure to the wrathful stalker seeking blood of their quarry.

Avatar Traits
- **Sharp Eyed**
  - **Bonus**: Regain 1 Energy after completing an Aimed Shot.
- **Claw and Fang**
  - **Bonus**: The Skill User deals damage with Claws one Weapon Damage type higher than normal. This cannot go higher than Specialist Damage.

Hunter's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares "10ft, Boon - Seal Movement - 5 mins". All affected Characters cannot use Dash or Teleport effects for 5 mins.

Bestial Vigor – 5 Energy
See Wild Surge in the Harmonious Skill Tree.

If the Skill User knows both Wild Surge and Bestial Vigor, they cast either version of the Spell for -1 Energy.

Dire Strength - 5 Energy
Keywords: Spell, Thaumaturgy, Active, Rush
Targets: Self

Mechanics: The Skill User declares " Rush" and begins an Unarmed Flurry. Up to 3 Unarmed attacks during the Flurry deal 10 Crush damage per strike.

Hunter's Guile
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this passive, the Skill User gains Beast Kinship.

When using Hunting Skill, the Skill User gains +1 Common Resource and may expend 5 Energy to gain +1 Rare Resource. This effect can only be applied once per instance of the Hunting Skill.

Therios with this Passive spend regain 2 Energy whenever they successfully Deathblow a target while under the effects of Rage or Frenzy.

If the Skill User has Coup de Grace and Hunter's Guile, they regain 3 Energy.

Champion Aspect

Similar Aspects: Combat, War, Warriors, Battle
Deities of the concepts of champions, combat, and war embody the many principles surrounding.

Avatar Traits

- **Champion**
  - **Bonus**: Warrior's Spirit does not end if the Skill User is put into Near-Death.
- **Fire in the Blood**
  - **Bonus**: Critical Strike costs -1 Energy.

Champion's Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Self

Mechanics: The Skill User declares "Champion's Boon" and gains the following for 5 mins:

- Spend -1 Energy on Combat Skills
- Acts as if Frenzied but does not act as if they have Rage and may speak normally. The Character does not have to Rally to use Champion's Boon again.

Champion's Boon may not be declared while in Near-Death.

Faith's Shield – 5 Energy

See Protect in the Warding Skill Tree.

If the Skill User knows both Protect and Faith's Shield, they cast either version of the Spell for -1 Energy.

Bloodlust - 5 Energy

Keywords: Spell, Thaumaturgy, Active, Rush
Targets: Self

Mechanics: The Skill User declares "Rush" and begins a Flurry. Up to three attacks during the Flurry deal 10 Magic for One Handed weapons, and 15 Magic with Two Handed weapons.

Armored Thaumaturge (Champion)

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User can cast Thaumaturgy spells while wearing Heavy or Medium Armor with no penalty. Additionally, the Skill User spends -1 Energy to use Counterspell and Deflect Magic.

If the Character has Armored Thaumaturge twice, they gain the following bonus

Bonus: Once per Quarter, the Skill User may point to a target (including themselves) and declare "Spell 20 Vigor".

Chaos Aspect

Similar Aspects: Discord, Confusion,
Deities of chaos are unpredictable beings prone to swift mood swings and actions few can fathom.

Avatar Traits

- **Talk to My Boss**
  - **Bonus**: When the Skill User uses Misdirect, they gain 5 Screen.
- **Frightening Visage**
  - **Bonus**: The Skill User is Immune to Fear and Terror.

Chaos Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares "10ft, Boon, Disorient, 5 min".

Incite Rage – 5 Energy

See Cursed Fury in the Blood Magic Skill Tree.

If the Skill User knows both Cursed Fury and Incite Rage, they cast either version of the Spell for -1 Energy.

Chaos Factor - 5 Energy

Keywords: Spell, Thaumaturgy, Active, Delayed
Targets: Self

Mechanics: The Skill User declares, "Chaos Factor, Delayed". If the Skill User is affected by a Negative Status effect, the Skill User may point at a target within 10ft and declare "React, Spell, [Negative Status and Duration]". The target becomes the new target of the effect. The Negative Status counts as being negated on the Character using Chaos Factor.

- If used to negate a Grapple effect, the Skill User instead declares it as "Spell, Freeze 30s".

Fear of the Gods

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, each time the Skill User casts a Thaumaturgy Spell, they gain 1 use of the following effect:

Skill User Points at a target within 10ft and declares "Spell Fear 1 min"

The Character may have 3 uses of this Spell effect stored at one time. Further uses are lost if 3 uses are currently stored up.

Gnomeran, Pyx and Agrinean Humans may store up to 5 uses of this effect.

Cold Aspect

Similar Aspects: Winter, Ice, Chill, Snow
Represented as uncaring and vicious, deities of cold encourage survival of the fittest among their followers.

Avatar Traits
- **Blessing of Endurance**
  - **Bonus**: Increase the Ignore All Mangle declaration duration to 5 mins.
- **Boulder**
  - **Bonus**: Every 5 seconds, the Skill User may take one step without losing the effect of Boulder.

Winter's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares "10ft, Boon, 25 Magic, Slow 5 mins".

Frostsnap – 5 Energy
See Icy Spear in the War Magic Skill Tree.

If the Skill User knows both Icy Spear and Frostsnap, they cast either version of the Spell for -1 Energy.

Icy Prison - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Any

Mechanics: The Skill User declares "Spell, Freeze, Immune to All – 30s" and throws a White Packet. If successful, the target gains the Freeze Status and is immune to Damage and Skills.

This effect ends if the target is hit with a Smash effect.

This effect can benefit from either the Guardian Staff or Cursed Staff.

Core Chill
Keywords: Thaumaturgy Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User increases their Near-Death Timer by 2 mins.

After learning this Passive, a Skill may spend 1 minute meditating on an Item. After the Roleplay completes, the Skill User spends 5 Energy and may go to the Market. The Market Rep adds 2 months to the Expiration date and notes "Core Chill."
Requires Summit Dwearn: Expiration is extended for 3 months and noted as Core Chill+.

Delicate Items and Items with Core Chill noted on the Card cannot be affected by Core Chill. This effect stacks with Make it Last and Arrest Decay.

Community Aspect

Similar Aspects: Family, Friendship, Love, Protection
Deities of family, friendship, and protection expect their followers to go the extra mile to protect their charges.

Avatar Traits
- **Parley**
  - **Bonus**: Increase the duration to 5 mins.
- **Gentle Nature**
  - **Bonus**: User may declare Redirect for 0 Energy.

Protector's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Area

Mechanics: The Skill User declares "10ft, Boon, 30 Screen".

Heart's Ward – 5 Energy
See Soul Barrier in the Warding Skill Tree.

If the Skill User knows both Soul Barrier and Heart's Ward, they cast either version of the Spell for -1 Energy.

Family Bond - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Others

Mechanics: The Skill User must be within Reach, points to their target and declares "Spell, Heal 15". This effect may target up to 3 different Characters within Reach. Each target of this spell may only be affected once when this spell is cast. The Skill User loses 5 Health for each target affected by this Spell.

For example, if only two targets are chosen, the Character spends 5 Energy and loses 10 Health.

Community's Shield
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User may do the following while under the listed Negative Status:
- Confuse – The Skill User spends 3 Energy and declares "Refuse" to take no action against their allies for 30 seconds.
- Rage – The Skill User spends 3 Energy and declares "Refuse" to ignore the target they are facing and go after the next closest target.
- Community's Shield has no effect on Frenzy unless the Character is a Human or a Carapace Therios.
- Humans and Carapace Therios spend 1 Energy to declare "Refuse" to ignore the current target of Confuse, Rage, or Frenzy and move onto the next closest target.

Crafters Aspect

Similar Aspects: Metal, Artisans, Forge, Tools
Few can deny the work of deities of Crafters or Metal. Patience and attention to detail are hallmarks of both the deity and their Thaumaturges.

Avatar Traits
- **Steady Hands:** This Trait's effect must be active when the crafting project is started, not when it finishes.
  - **Bonus**: Ignore Near-Death except Timer while Crafting.
- **Crucible Hands**
  - **Bonus**: The Energy cost for each item being refined is 1.

Crafter's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares one of the following:
"10ft, Boon – Disarm All"
"10ft, Boon Fix 20, remove Break on [Weapons/Shield]."

This Boon does not interrupt Crafting Roleplay when used.

Weldtouch – 5 Energy
See Mending in the Restoration Skill Tree.

If the Skill User knows both Mending and Weldtouch, they cast either version of the Spell for -1 Energy.

Master's Wrath - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Item – Weapon or Shield

Mechanics: The Skill User declares "Spell, Break [Left/, Right Weapon or Shield]" and throws a White Packet. If successful, the indicated Item gains Break Status.

Armored Thaumaturge (Crafter)
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User can cast Thaumaturgy spells while wearing Heavy or Medium Armor with no penalty. Additionally, the Skill User spends -1 Energy to use Counterspell and Deflect Magic.

If the Character has Armored Thaumaturge twice, they gain the following bonus

Bonus: Once per Quarter, the Skill User may point to a target (including themselves) and declare "Spell Fix 20".

Darkness Aspect

Similar Aspects: Night, Shadow, Blindness, Hidden
Deities of Darkness and Night are mysterious beings with unknowable goals to work behind the scenes.

Avatar Traits
- **Elusive**
  - **Bonus**: The Character is Immune to Blind.
- **Astute Observer**
  - **Bonus**: Study Creature requires no RP time.

Night's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares "10ft, Boon - Blind 30s".

The Skill User then declares "Invisible" and puts up the Stealth Gesture and may declare "Immune" when targeted with Notice for 5 mins.

Shadowstep - 5 Energy
Keywords: Spell, Thaumaturgy, Active, Teleport
Targets: Self

Mechanics: While the sun is out, the Skill User declares "Teleport (Target)", puts up the Out of Game symbol and points to another Character in line of sight. The Teleport effect lasts for 10 seconds or until the Skill User gets to their target whichever comes first.

After the sun has fully set, the Skill User may declare "Teleport (Dark Location)", puts up the OOG symbol and may move anywhere there is darkness. The Teleport effect lasts for 10 seconds.

Crushing Darkness – 5 Energy
See Shadow Whip in the War Magic Skill Tree.

If the Skill User knows both Shadow Whip and Crushing Darkness, they cast either version of the Spell for -1 Energy.

Night's Embrace
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User is refunded 1 Energy when they cast a Thaumaturge spell after the sun has fully set or if the sky is entirely cloudy.

If the Skill User spends 5 mins At Rest during after the sun has completely set and outdoors to regain 1 Energy.

Mycerim, Umbrekh, or Mountain Dwearn with this Passive may choose to gain 1 Zeal rather than 1 Energy.

Decay Aspect

Similar Aspects: Death, Plague, Rot, Undeath
Regarded with fear by the common folk, deities of these domains ensure the eternal cycle continues unabated by an overabundance of life.

Avatar Traits:
- **Rotten Stench**
  - **Bonus**: The Skill User may spend 5 Energy to declare "10ft Wither, 1 min".
- **Drawn Flesh**
  - **Bonus**: The Skill User ignores the Pierce damage tag.

Death's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area (See Effect)

Mechanics: **Mechanics**: The Skill User may declare either of the following:
"10ft, Boon, 30 Fester"
"10ft, Boon, Wither Scene"

Curse of Rot - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Hex, 1 min" and throws a White Packet. If successful, the target takes double damage from any successful attack.

Foul Grip – 5 Energy
See Death Touch in the Necromancy Skill Tree.

If the Skill User knows both Death Touch and Foul Grip, they cast either version of the Spell for -1 Energy.

Rotten Wisdom
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User gains Undead Kinship. While Undead Kinship is active, the Skill User regains Health instead of taking damage from a Fester Effect.

When using Grave Tending Skill, the Skill User gains +1 Common Resource and may expend 5 Energy to gain +1 Rare Resource. This effect can only be applied once per instance of the Grave Tending Skill.

Mortaeans and Graveborn Effigies with this Passive gain 5 Vigor when hit with a Fester effect in addition to their normal benefits.

The Skill User may expend 1 Rot to increase the Damage of Foul Grip by 10 or increase the duration of Curse of Rot by 1 minute.

Deception Aspect

Similar Aspects: Betrayal, Lies, Manipulation
Many consider Deities with this aspect dark or evil, but they still attract followers who find their methods necessary for survival in a world.

Avatar Traits
- **Stealth Expertise**
  - **Bonus**: The Skill User may treat Stealth as Invisibility.
- **Dominating Gaze**
  - **Bonus**: The Skill User may use Dominating Gaze for 3 Energy.

Liar's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares "10ft, Boon, Invisible, 5 Mins". All Characters within 10ft of the Skill User put up the Stealth gesture.

Manipulate Senses – 5 Energy
See Betrayal in the Enchanter Skill Tree.

If the Skill User knows both Betrayal and Manipulate Senses, they cast either version of the Spell for -1 Energy.

Twist Loyalty - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Protect me - 1 min" and throws a White Packet. If successful, the target must do everything in their power to protect the caster for one minute including using Consumables to protect the target. This effect is broken if the Skill User deals damage or inflicts a Negative Status on the target. This effect breaks if the Skill User uses an AoE effect which affects the target of Twist Loyalty for damage or a Negative Status.

Honeyed Words
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, if the Skill User's Social Skills are negated by a Defense Skill, half the Energy Cost spent (rounded down) of the resisted Skill is refunded to the Skill User. This may only be regained once per Skill use, even if the Skill is an AoE.

Flame Aspect

Similar Aspects: Heat, Desert, Fire, Burning
Fierce and passionate, deities of this domain scorch everything around them with their power

Avatar Traits:
- **Fire in the Blood**
  - **Bonus**: The Skill User is Immune to Disease and Poison.
- **Crucible Hands**
  - **Bonus**: Critical Strike costs -1 Energy.

Fire's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area (See Effect)

Mechanics: The Skill User may declare either of the following:
"10ft, Boon - 30 Magic, Pierce".
"10ft, Boon - 20 Magic, Bleed 5"

Burning Brand – 5 Energy
See Fire Bolt in the War Magic Skill Tree.

If the Skill User knows both Fire Bolt and Burning Brand, they cast either version of the Spell for -1 Energy.

Mana Burn - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Self

Mechanics: The Skill User declares "Spell Mana Burn 1 min". If Skill User is hit with a Spell attack while Mana Burn is active, they may point at the attacker and declare "React 10 Magic".

Living Furnace
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User halves the duration of Pin and Slow Effects.

If Grappled, the Skill User may declare "React, 2 Magic, Pierce" against the Character grappling them. The Skill User can declare this effect repeatedly until the Grapple ends. This does not trigger Skill Cooldown. See page 138 for how this stacks with similar effects.

Core Dwearn with this Passive gain 2 Zeal when they complete Crafting RP.

Fury Aspect

Similar Aspects: Hatred, Rage, Vengeance
Viewed with a mixture of admiration and disdain, these deities are dangerously volatile.

Avatar Traits
- **Frenzy**
  - **Bonus**: The Skill User gains the benefits of Spell Rage.
- **Fire in the Blood**
  - **Bonus**: Critical Strike costs -1 Energy.

Fury's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Area

Mechanics: The Skill User declares "10ft, Boon - Rage 3 min". This affects the Skill User.

Blooddrunk - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Any

Mechanics: The Skill User must be within Reach, points at the target and declares "Spell, Blooddrunk 1 min". The target ignores the effects of Bleed 3 or less. Bleed 4+ still ignores the Bleed effect, but the affected Character regains 1 Health each time they use an Active Skill. Always use the total Bleed amount on the Character. Characters Immune to Bleed gain no benefit from Blooddrunk.

The Effect User regains 1 Health for each attack made using a Rush Skill. Health regained from Blooddrunk cannot be increased.

Spiteful End – 5 Energy
See Blood Lance in the Blood Magic Skill Tree.

If the Skill User knows both Blood Lance and Spiteful End, they cast either version of the Spell for -1 Energy.

Hatred's Focus
Keywords: Thaumaturgy Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, when affected by Rage or Frenzy, the Skill User may change their target to anyone they can see after successfully dealing damage to their current target.

Ork'rus and Gethral Humans with this Passive regain 1 Energy whenever they successfully Deathblow a target while under the effects of Rage or Frenzy. This stacks with Coup de Grace.

Knowledge Aspect

Similar Aspects: Philosophy, Secrets, Wisdom, the Mind
These enigmatic deities are aloof and mysterious because they are said to see well into the future of the world.

Avatar Traits
- **Ritual Talent -** Must be active when a Ritual begins to gain the benefit. The Skill User must still have the Requirements to learn Rituals Skills.
  - **Bonus**: Provides a bonus to the Ritual.
- **Shrewd**
  - **Bonus**: Inspect costs 0 Energy to use.

Magus's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Self

Mechanics: The Skill User declares "Magus's Boon". The Skill User gains the following effects:
- The Skill User is immune to Silence, Agony, Disorient, Rage, and Confuse for 5 mins
- The Skill User may cast any Spells they know for half the Energy Cost for 5 mins.
- Focus Counts are reduced by 2 to a minimum of 3.

Foresight - 5 Energy
Keywords: Spell, Thaumaturgy, Active, Delayed
Targets: Self

Mechanics: The Skill User declares "Foresight, Delayed". If the Skill User is affected by any AoE (including Sweeps, By My Voice effects), or Ambient effect, the Skill User may declare "Foresight" and negate the effect.

Alternatively, the Character may expend Foresight during an adventure, the Character may expend their use of Foresight and ask the Marshall or Director one of the following:
- What kind of enemies should we expect?
- Is there an important detail I missed?

Elusive Wisdom – 5 Energy
See Blink in the Wayfaring Skill Tree.

If the Skill User knows both Blink and Elusive Wisdom, they cast either version of the Spell for -1 Energy.

Augury
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User may declare Augury during a Research discussion and be granted extra information not otherwise available to the Skill User.

The Skill User spends -1 Energy for Notice.

Light Aspect

Similar Aspects: Day, Sun, Candles, Illumination
Banishing the uncertainty of the darkness, deities of Day, Light, and Sun are pillars of truth and encourage their followers to always seek the truth and illuminate the darkness.

Avatar Traits
- **Touch of Magic**
  - **Bonus**: Gain 2 additional uses of Touch of Magic.
- **Vicious Rebuke**
  - **Bonus**: No additional cost to use Dispel All.

Sun's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User declares "By My Voice, Boon – Notice, Seal Stealth 5 mins". All Stealth effects in range end immediately and no Stealth Effects can be used for 5 mins.

Searing Light - 5 Energy
Keywords: Spell, Thaumaturgy, Active, Focusable
Targets: Others

Mechanics: The Skill User throws a white packet and declares "Spell 15 Magic Feint".

Alternatively, instead of throwing a White Packet, the Skill User points at their target, does a Focus 5 Count and declares "Spell, 15 Magic Feint". This does not require a Staff or other effects to be Focused.

Healing Light – 5 Energy
See Restore Wounds in the Restoration Skill Tree.

If the Character knows both Restore Wounds and Healing Light, they cast either version of the Spell for -1 Energy.

Light's Radiance
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User is refunded 1 Energy when they cast a Thaumaturge spell during the day. This benefit works until the sun has fully set. This benefit still works even if the sky is cloudy.

If the Skill User spends 5 mins At Rest during daylight hours and outdoors to regain 1 Energy.

Non-Mycerim Verdanti and Soli Humans with this Passive may choose to gain 1 Zeal rather than 1 Energy.

Life Aspect

Similar Aspects: Harvest, Medicine, Healing
Deities of Harvest, Life, and Medicine are compassionate and care for their followers.

Avatar Traits
- **Botanic Graft**
  - **Bonus**: The Skill User can grow a second Resource Item using Botanic Graft.
- **Recipric Healing**
  - **Bonus**: User regains health equal to half the amount Healed on the target.

Life's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others

Mechanics: The Skill User declares "10ft Boon, Regain All Health ".

Harvest Blessing - 5 Energy
Keywords: Spell, Thaumaturgy, Active, Delayed
Targets: Any

Mechanics: The Skill User must be within Reach, point at their target and declare "Spell, Harvest Blessing, Delayed". If the target is in or goes into Near-Death, they can declare "Harvest Blessing" and immediately Heal 5.

Designer's Note
If the Attack has the Death damage tag or is a Deathblow and the damage reduces the Character to zero Health, the Character with this effect Heals 5 and then the Death tag or Deathblow is ignored.

Spirit Balm – 5 Energy
See Life's Gift in the Harmonious Skill Tree.

If the Skill User knows both Life's Gift and Spirit Balm, they cast either version of the Spell for -1 Energy.

Gift of Medicine
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User gets +1 Fortune Card Draw for Farming or Herbalism RP.

The Skill User can spend 3 Energy to give another Character a +1 Fortune Card Value for one instance of Farming or Herbalism. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

Mountain Aspect

Similar Aspects: Earth, Caves, Underground, Beneath
Enduring, timeless, and indifferent, most Deities of Earth, expect their followers to resist at all costs in conflict.

Avatar Traits
- **Boulder**
  - **Bonus**: Every 5 seconds, the Skill User may take one step without losing the effect of Boulder.
- **Captain's Orders**
  - **Bonus**: The Skill User is Immune to Knockback.

Mountain's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Area

Mechanics: The Skill User declares, "10ft, Boon, DR (Magic) 1 min."

Crush Armor - 5 Energy
See Earthen Fist in the War Magic Skill Tree.

If the Skill User knows both Earthen Fist and Crush Armor, they cast either version of the Spell for -1 Energy.

Stone Bond - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Self

Mechanics: The Skill User declares "Stone Bond". The Skill User becomes immune to Knockback, Terror, Fear, Rage, Confuse, and Prone for 1 minute.

Alternatively, the Skill User may declare "Stone Bond [Knockback, Terror, Fear, Rage, Confuse, or Prone]" and gain Immunity to the chosen status for 5 mins.

Gift of the Mountain
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User gets +1 Fortune Card Draw for Mining or Forage RP.

The Skill User can spend 3 Energy to give another Character a +1 Fortune Card Value for one instance of Mining or Forage. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.

This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

Mountain Dwearn or Subterranean Therios with this Passive gain the +1 to Fortune Card value.

Nature Aspect

Similar Aspects: Forest, Wood, Growth

Worshiped long before even the written word, deities of forests are ancient beings brimming with wisdom.

Avatar Traits

- **Regrowth**
  - **Bonus**: Remove Mangle from all Limbs instead of one.
- **Sturdy Roots**
  - **Bonus**: The target gains 1 Energy if they took 5+ damage after Damage Resistance from using Guarded to take damage for another Character. This does not stack with similar effects.

Nature's Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Area

Mechanics: The Skill User declares "10ft, Boon 30 Vigor".

Wildling Ward – 5 Energy

See Mother's Embrace in the Harmonious Skill Tree.

If the Skill User knows both Mother's Embrace and Wildling Ward, they cast either version of the Spell for -1 Energy.

Vine Whip - 4 Energy

Keywords: Spell, Thaumaturgy, Active, Rush
Targets: Others

Mechanics: The Skill User declares "Rush" and begins a Flurry. Up to 3 attacks during the Flurry may be declared as "Strike, Pin 30s". This Skill follows the rules for a Rush. Multiple hits with this effect do not stack the duration of the Pin effect.

Naturekin

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User gains Plant Kinship.

When using Herbalism Skill, the Skill User gains +1 Common Resource and may expend 5 Energy to gain +1 Rare Resource. This effect can only be applied once per instance of the Herbalism Skill.

Verdanti and Ercen Humans with this Passive gain +1 to the Fortune Card Value.

Nightmare Aspect

Similar Aspects: Madness, Fear, Terror, the Unknown

Embodying all the terrors of the world, deities of fear, madness and nightmares are harsh masters.

Avatar Traits

- **Frightening Visage**
  - **Bonus**: Fear and Terror effects gain Feint.
- **Fearless**
  - **Bonus**: When the Skill User uses Intimidate, they may point at a second target and declare Intimidate for no additional Energy and ignoring the Skill Cooldown.

Nightmare Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User may declare either of the following:
"10ft, Boon, Terror 2 min"
"By My Voice, Boon, Fear 5 Mins"

Flicker Fright - 5 Energy

Keywords: Spell, Thaumaturgy, Active, Teleport
Targets: Self

Mechanics: The Skill User declares "Teleport 10". When the Teleport effect ends, the Skill User may point to a target within 10ft and declare "Spell, Terror 10s"

If the Target of Flicker Fright negates the Spell effect, only the Spell Terror 10s effect is negated.

Induce Nightmare – 5 Energy

See Warp Shadows in the Enchanter Skill Tree.

If the Skill User knows both Warp Shadows and Induce Nightmare, they cast either version of the Spell for -1 Energy.

Feast on Fear

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User heals when using a Skill or Species Effect causing the following:

- Fear, Freeze or Terror - 5 Health
- Nightmare Boon - 25 Health

The Skill User may expend 1 Pyre to increase the steps for Flicker Fright by 10 or increase the duration of Induce Nightmare by 30s.

Nobility Aspect

Similar Aspects: Monarchs, Rulership, Leadership
The Deities of Nobility and Rulership have the final say in any matters pertaining to ruling their domains.

Avatar Traits
- **Inspiring Bellow**
  - **Bonus**: After using a Leadership Skill, the next Leadership Skill used within 5 mins costs half Energy.
- **Disregard Life**
  - **Bonus**: Gain 5 Screen after using Misdirect.

Nobel's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Self

Mechanics: The Skill User declares "Nobel's Boon". This Boon only affects the Skill User. For 5 mins, if the Skill User is affected by any Skill, they may point at the Character using the Skill on them and declare "Boon React - 10 Magic". This does trigger Skill Cooldown.

Deflect Harm – 5 Energy
See Reflect in the Wayfaring Skill Tree.

If the Skill User knows both Reflect and Deflect Harm, they cast either version of the Spell for -1 Energy.

Bestow Honor - 5 Energy
Keywords: Spell, Thaumaturgy, Active, Delayed
Targets: Others

Mechanics: The Skill User must be within Reach, points to the target and declares "Spell, Bestow Honor, Delayed".

The target may declare "Honored", for 1 minute all Energy Costs of Skills is set to 2.

Bestow Honor may be used once for every 15 Maximum Energy the Character has to a maximum of 3 uses. The Character must Rally to regain all uses of Bestow Honor.

Armored Thaumaturge (Nobility)
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User can cast Thaumaturgy spells while wearing Heavy or Medium Armor with no penalty. Additionally, the Skill User spends -1 Energy to use Counterspell and Deflect Magic.

If the Character has Armored Thaumaturge twice, they gain the following bonus

Bonus: Once per Quarter, the Skill User may point to a target (including themselves) and declare "Spell 20 Zeal".

Pleasure Aspect

Similar Aspects: Art, Music, Joy Happiness, Gluttony
A favorite of many people, deities of art, joy, music and pleasure share an appreciation for life and making it better for others around them when it pleases their whims.

Avatar Traits
- **Hypnotic Gaze**
  - **Bonus**: Hypnotic Gaze only costs 2 Energy to use.
- **Tagalong**
  - **Bonus**: Using Tagalong with this Spell does not trigger the cooldown for Tagalong.

Hedon's Boon - 10 Energy
Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Area

Mechanics: The Skill User declares "10ft, Boon, gain 30 Zeal."

Numbing Comfort - 5 Energy
Keywords: Spell, Thaumaturgy, Active
Targets: Any

Mechanics: The Skill User must be within Reach, points at the target and declares "Spell, Numbing Comfort - 1 min". The target ignores the effects of Agony 3 or less. At Agony 4+ still ignores the Agony effect, but the affected Character is refunded 1 Energy each time they use an Active Skill. Always use the total Agony amount on the Character. Characters Immune to Agony gain no benefit from Numbing Comfort.

Purify Form – 5 Energy
See Restore Body in the Restoration Skill Tree.

If the Skill User knows both Restore Body and Purify Form, they cast either version of the Spell for -1 Energy.

Taste of Joy
Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User gains the following:
- Double the Health and Energy regained when consuming a Food or Drink item. Scavores may apply this benefit to Expired items they consume.
- Regain 2 Health when affected by Entertainer Skills or Social effects. This counts for each declaration made during an Entertainer Skill.

Faun, Holminn and Yaran with this Passive gain 3 Zeal each time they consume a Food or Drink Item.

Order Aspect

Similar Aspects: Justice, Law, Judgement
Deities of Justice, Law and Order can be uncaring ensuring their domain is upheld to the letter of the law.

Avatar Traits

- **Spell Resistance**
  - **Bonus**: The Skill User heals 2 Health when hit with a Spell if they already have Spell Resistance active. This Healing cannot be increased by any means.
- **Tagalong**
  - **Bonus**: Using Tagalong with this Spell does not trigger the cooldown for Tagalong.

Law's Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Area

Mechanics: The Skill User may declare either of the following:
"10ft, Boon, Dispel All".
"10ft Boon, Remove all Negative Status."

Judgement – 4 Energy

See Dispel Magic in the Restoration Skill Tree.

If the Skill User knows both Dispel Magic and Judgement, they cast either version of the Spell for -1 Energy.

Honor Bound - 5 Energy

Keywords: Spell, Thaumaturgy, Active
Targets: Others

Mechanics: The Skill User Points to a target within Line of Sight and declares "Spell, Seal Movement, Taunt 1 min". The target gains the Taunt Status; however, the Skill User also gains the effects as if the target had used a Taunt effect.

Armored Thaumaturge (Order)

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User can cast Thaumaturgy spells while wearing Heavy or Medium Armor with no penalty. Additionally, the Skill User spends -1 Energy to use Counterspell and Deflect Magic.

If the Character has Armored Thaumaturge twice, they gain the following bonus

Bonus: Once per Quarter, the Skill User may point to a target (including themselves) and declare "Spell 20 Screen".

Sea Aspect

Similar Aspects: Storms, Water, Rain, Flood, Lakes
Sharing their domain's penchant for at one moment being calm and peaceful, only to suddenly become vicious and unforgiving.

Avatar Traits

- **Captain's Orders**
  - **Bonus**: The Skill User is Immune to Knockback.
- **Acrobatic**
  - **Bonus**: The Skill User loses 0 Health when using Break Free from Grapple.

Storm's Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User may declare either of the following:
"10ft, Boon, 30 Magic, Disorient, 1 min".
"10ft, Boon, 20 Magic, Knockback 30"

Geyser - 5 Energy

Keywords: Spell, Thaumaturgy, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Knockback 30" and throws a White Packet.

Aquablast – 5 Energy

See Lightning in the War Magic Skill Tree.

If the Skill User knows both Lightning and Aquablast, they cast either version of the Spell for -1 Energy.

Flow of the Seas

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User may spend 3 Energy and declare "Flow" to do one of the following:

- Convert the Pin to Slow for 1 minute.
- Negate Disorient, Prone and Slow.
- This effect can be used twice to convert Pin to Slow, then Negate Slow, the Skill User declares "Flow, Flow" to indicate this.

Cormah and Therios with the Aquatic Trait with this Passive spend 1 Energy to use this effect.

Sky Aspect

Similar Aspects: Wind, Breath, Tornados
Embodying freedom and travel, the deities of the Sky and Wind are whimsical creatures often distracted by the smallest things and flitting back and forth across the world at any given time.

Avatar Traits

- **Aerial**
  - **Bonus**: This effect becomes a Teleport effect and increases the Steps for the Teleport by 5.
- **Heave**
  - **Bonus**: Increase the steps for Heave by 5.

Sky's Boon - 10 Energy

Keywords: Boon, Thaumaturgy, Active
Requires: Both Spells from this Aspect.
Targets: Others/Area

Mechanics: The Skill User may declare either of the following:
"10ft Boon, 30 Magic, Knockback 15"
"10ft Boon, 30 Magic, Silence 5 mins"

Cyclone – 5 Energy

See Wind Blast in the War Magic Skill Tree.

If the Skill User knows both Wind Blast and Cyclone, they cast either version of the Spell for -1 Energy.

Steal Voice - 5 Energy

Keywords: Spell, Thaumaturgy, Active
Targets: Others

Mechanics: The Skill User declares "Spell, Silence 2 mins" and throws a White Packet.

Slipstream

Keywords: Thaumaturgy, Passive
Requires: Both Spells from this Aspect.

Mechanics: After learning this Passive, the Skill User may increase the steps for a Dash, or Knockback effect they use by 5 steps.

The Skill User may declare "Slipstream" to immediately end the Movement Cooldown.
Slipstream may be used once for every 15 Maximum Energy the Character has to a maximum of 3 uses. The Character must Rally to regain all uses of Slipstream.

Social Skill Group

Socialites, merchants, bards, academics, and all manner of folk draw their abilities from Social Skills.

General Social Skills

Bore - 3 Energy
Keywords: Social, Active
Experience Cost: 3
Targets: Others

Mechanics: The Skill User spends 30 seconds talking about an academic topic or something they find fascinating and then declares "Social - Stay Away 5 mins". The target must then remain at least 10ft away from the Skill User for the duration. This effect breaks if the Skill User talks to, attacks, or uses an Item, Skill, or Species Trait effect on the target.

Designer's Note
Bore cannot be used on a Character actively engaged in fighting.

Charm - 3 Energy
Keywords: Social, Active
Experience Cost: 5
Targets: Others

Mechanics: The Skill User points at a Character the Skill User has been interacting with for at least 30 seconds and declares "Social - Be Friendly - 5 mins". If the target is actively engaged in combat, Charm has no effect.

If the Skill is successful, the target will treat the Skill User as a friend for 5 mins unless the Skill User takes an aggressive action against the Charmed target.

This effect does not force any action other than treating the target nicer. A Charmed Character is not forced to take any action due to being Charmed.

If Charm may be used on multiple targets, all targets must be Characters the User is actively interacting with or 10ft.

First Aid - 0 Energy
Keywords: Active
Experience Cost: 5
Targets: Others

Mechanics: The Skill User must be within Arm's Reach of a target in Near-Death to use First Aid. The Skill User declares "Beginning First Aid" and begins roleplaying First Aid to save the target. After 30 seconds of First Aid RP, the Skill User declares "First Aid" and the target becomes Stable.

If the Skill User doing First Aid is put into Near-Death, Stunned, knocked Prone, or moved away from their target, the First Aid roleplay is interrupted and must be restarted.

Forage
Keywords: Passive, Gathering
Experience Cost: 5

Mechanics: The Skill User uses this Skill by doing the Roleplay described for Gathering Skills (pg. 110) for 20 mins.

The Skill User does not choose a Common Resource, and instead only generates Fortune Draws. The Fortune Draws can be Common or Rare Resources.

Roleplay for Forage includes searching in natural areas, through bushes, near trees, and among rocks.

Rare Resources found when using Forage include:
Rare Minerals: Demon Ash, Honorite, Mana Crystal, Mirrorstone, Oil Shale, Rainstone, Spirit Shard, Star Shard, Voyager Quartz, Warding Wreath
Rare Herb: Bleeder Berries, Forsaken Briar, Soul Blossom, Viperthorn,

Intimidate - 3 Energy
Keywords: Social, Active
Experience Cost: 5
Targets: Others

Mechanics: The Skill User points at a target within 10ft and declares "Social - Fear 1 min".

Retreat - 3 Energy
Keywords: Active, Dash
Experience Cost: 5
Targets: Self

Mechanics: The Skill User declares "Dash 10" and may take up to 10 steps directly away from combat. Otherwise, this Skill uses the same rules as any Dash Skill.

Stubborn - 5 Energy
Keywords: Active, Defense
Experience Cost: 5
Targets: Self

Mechanics: When the Skill User is targeted with a Social, or non-Boon Fear effect, the Skill User may declare "Stubborn" to negate the effect.

A Character may use Stubborn to change a non-Boon Terror effect into a Fear effect with the same duration.

Academia

Academia is used for solving puzzles, gaining clues, and discovering new information.

Instructor

Keywords: Social, Academia, Passive

Mechanics: After learning this Passive, when the Skill User teaches another Character a Skill, the Skill may be used immediately after the Roleplay is completed and the Character learning the Skill gains 5 Zeal. When the Skill User notes the new Skill on the target's Sheet, they must note Instructor next to the new Skill. The Character learning the Skill only gains the Zeal and Skill if they spend the Experience Points to learn the Skill.

Notice - 5 Energy

Keywords: Academia, Active
Targets: Others

Mechanics: The Skill User may use this Skill in three different ways.

Notice Stealth: The Skill User may point at a Character holding up the Stealth Symbol and declare "Notice!" to negate the effect. Notice can only be used on targets the Skill User can see clearly (this cannot be used from long distances like trying to use Near and Far).

Notice Details: The Skill User may use Notice to ask a Marshal or Director details about a scene and get hints towards what may have happened or may use Notice to read clues left behind. Information will be supplied where it can be, however, this Skill cannot be used to track CvC incidents after the fact.

Notice Depletion: The Skill User may go to the Market to use Notice to learn the current Gathering Tallies for a Gathering Skill they know. The Market Rep will give them current tallies and the Total Player Count as a frame of reference.

Scribe

Keywords: Academia, Passive

Mechanics: The Skill User must have a copy of the Schematic being copied and spends 20 mins roleplaying copying a Schematic or Ritual and then goes to the Market to get a new copy of the Schematic or Ritual Instruction. Scribe requires a Scribe's Desk to use this Skill.

Study Creature - 3 Energy

Keywords: Academia, Active
Targets: Others

Mechanics: The Skill User must spend 30 seconds observing a creature they can see (this cannot be used from long distances like trying to use Near and Far) and declares "Study Creature". The Player representing the creature or Marshal will provide the following:

Species Characters
- Species Family and Subgroup
- If the target is currently Disguised
- What Damage Tag ignores their Damage Resistance

NPC Monster
- Creature Name and Type
- Threat Level
- What Damage Tag ignores their Damage Resistance

The Skill User spends -1 Energy to use Combat Skills against an NPC Creature targeted by Study Creature until it breaks line of sight. This benefit may only apply to one Creature at a time. Study Creature provides no benefit against Player Characters aside from providing information.

Threat Levels
0 – Easily defeated by an average person.
1 – Challenging for a lone PC.
2 – Dangerous to a lone PC.
3 – Deadly threat will most likely result in PC's death. Challenging for a group of 2-3
4 – Challenging for a group of 5-10 PCs,
5 – Deadly to a group of 5-10 PCs.

Most NPCs will likely fall somewhere in the 0-2 Range. 3+ likely have minions with them and may be dangerous to face alone.

Research - 5 Energy

Keywords: Academia, Active
Requires: 3 Academia Skills
Targets: Self

Mechanics: The Skill User spends 20 Mins to perform the Research Roleplay and then goes to Logistics to have a discussion with the Directors or a representative about the topic of their research. A Director may request the topic be narrowed to help provide more specific information.

The Director will provide information about the topic based on what Skills the Skill User possesses. If a Skill is pertinent to the question at hand, the Director will provide additional information. The information provided may not always be the exact answer to a question but should at least point the Skill User in the direction for further research or possibly even an adventure.

The Skill User may ask other Characters to 'lend' skills by spending 1 Energy per additional Character involved. The Skill User may spend 3 Energy during the conversation to ask a clarifying question.

Research is often useful for gathering information about the current event, how to perform Rituals, also discovering new ways to do things in game and pursuing interests of all kinds.

After the conversation, those who participated in the

Research must wait one hour from the time their conversation with the Director ends before they can participate in Research again.

Interrupting and Pausing Research Roleplay
Research RP can only be interrupted if the Researching Character dies before they have a chance to ask their questions of the Director.

Research RP can be paused so folks may participate in other events.

Design Note
We ask for patience with the Directors while they run the game and try to answer questions.

Willpower - 5 Energy
Keywords: Defense, Academia, Active
Requires: 3 Academia Skills
Targets: Self

Mechanics: When the Skill User is affected by Disorient, Freeze, Rage, Confuse, or Terror, they can declare "Willpower" to negate the effect.

Academic Contacts
Keywords: Social, Academia, Passive
Requires: 5 other Academia Skills

Mechanics: After learning this Passive, the Skill User may go to the Market and access the Academics Contact information. This can provide information on past, current, and future events, and a small list of hard-to-find materials which academics have more access to compared to most.

Explore Theory - 5/10 Energy
Keywords: Academia, Active
Requires: Research and 4 other Academia Skills
Targets: Self

Mechanics: The Skill User spends 30 mins doing Research Roleplay and then declares "Explore Theory". The Skill User then goes to the Market and gets one random Schematic or Ritual. If the Skill User has the appropriate Crafter, Ritualist, or Spellweaver Passives, they may choose to get one Schematic or Ritual Instruction from that type of Schematics or Rituals Instruction. Tier 2 Schematics cannot be gained this way.

Alternatively, once per Quarter, the Skill User can collect the Resources to create something for a Schematic or the Resources required to perform a Ritual and spend 10 Energy and 1 hour researching to get a specific Schematic or Ritual. This process can be interrupted if the Character doing the Research is put into Near-Death. If interrupted, all Resources and progress are lost and must be restarted. The items gathered are expended during the roleplay to create a prototype. Local Schematics or Rituals cannot be acquired with Explore Theory.

Tier 2 Schematics require the User to expend a Schematic of the Item listed in the Resources section in addition to the Item itself.

Local Schematics or Rituals are unique to a Chapter of the game. These Schematics/Rituals may work at their home game but require Director approval at other Chapters.

Unless an effect specifies it works on Explore Theory, a Character cannot use any bonuses to reduce the time or Resources needed to use this Skill.

Surveyor - 3 Energy
Keywords: Academia, Active
Requires: 5 other Academia Skills
Targets: Others

Mechanics: The Skill User can accompany another Character to do Gathering Roleplay and when the Character goes to the Market, the Skill User may declare "Surveyor" and one Fortune Draw will be taken from 1 Table higher than the current Gathering Table (i.e. if the current table is the Normal Table, the Draw would work on the High Table for a chance for better resources). This can be done multiple times, but only once per instance of Gathering.

This effect only benefits one use of Gathering at a time. Two Characters with Surveyor could target each other if they go to the Market together.

When the Skill User uses Notice Depletion, they may learn the Gathering Tallies of any Gathering Skill even if they do not know the requisite Gathering Skill.

Zenith - Brilliance
Keywords: Academia, Passive
Requires: All other Academia Skills
Targets: Self

Mechanics: Brilliance may be used once for every 5 Maximum Energy the Character has to a maximum of 10 uses. The Character must Recover to regain all uses of Brilliance.
Brilliance may be declared to do one of the following:
- User may declare Brilliance during a Research Conversation. The Director then will provide additional information as if the Skill User had 3 additional relevant Skills not on their Sheet,
- The Skill User chooses one Active non-Zenith Combat or Social Skill with an unmodified Energy Cost of 6 or less. The Skill User may use that Skill for 1 hour.
- Immediately use one Crafter or Gathering Passive Skill except for the Zenith Skills in those lists.
- The next Skill Use cost zero Energy.
For Combat Stances, the Skill User must still wield the appropriate weapons to use the Skill chosen. Additionally, the Skill User must be within range or perform roleplay required for Skills granted by Brilliance.

If a Skill has a Roleplay time, if the Roleplay time is started before the end of the Brilliance effect, the Skill User can complete the RP and still gain the benefits.

Crafter

Crafters build everything others need to improve the world around them.

Crafter Roleplay

Minimum Crafting Time: 10 Mins

Crafter Skills are Passive Skills allowing a Skill User to craft in game items from the General Item List or from Schematics. These rules are the same for all Passive Skills with the Crafter Keyword. The Skill User must get the Items listed to create the Item and begin doing Roleplay of creating an item. Each Item has a Crafting Time. Most Crafting does not require Energy, just time.

Crafting Roleplay requires a Workstation. This is an area set up with tools and props to represent it as a space for crafting. Workstations must have a Sign which clearly indicates it is a Workstation and include any Workstation Cards or Workstation Augments.

Pausing a Project
A Skill User may choose to pause their roleplay time while Crafting to fight, participate in an adventure, or use the restroom. To pause a Crafting project, the Skill User must put all the items and Schematic in a folder, envelope, or bag noting the time they paused the project and how much time is left. The bundle is then placed on the Workstation by the Item Card for the Workstation. Projects cannot be stolen; however, another Character may finish the roleplay if they have the required Skills and claim the item for their own.

Finishing Another Character's Project
When the project is paused, the initial Skill User must note how much time has been spent so far on the Crafting Project. A Character who wants to finish that project must use the base time of the Project for how long is left to finish it but may apply any alterations to crafting time they have with exception of Master Crafter.

For example, if a Character happened on a paused Crafting project and read it was normally a 30-minute project, the initial Crafter notes "10 mins of work". The second Crafter would have to spend 20 Mins to finish the project regardless of what benefits the Initial Skill User had. If the second Skill user had an effect which allowed them to reduce the crafting time by 5 mins, they would then only take 15 mins to finish the project. If the project is noted as being affected by Master Crafter, unless the second Character also has Master Crafter, they cannot complete the Project.

Interrupting Crafting RP
Crafting projects are interrupted if the Crafting Character dies, the Workstation is Broken or Destroyed, or the Schematic lists it as Delicate.

Delicate Crafting
Crafting Delicate Items cannot pause their RP time and if the Skill User takes damage or suffers a Negative Status, the Crafting RP is interrupted. If a Delicate project is interrupted, all Resources required are destroyed but does not destroy the Schematic.

Crafting Projects using Refined Resources, Parts, or other Crafted Items
If a Character is planning to craft an Item which requires Refined Resources, Parts, or other Crafted Items, they may do the RP time to craft all Items required and go up to the Market at one time to help reduce card waste and time at the Market.

For example if an Item required a Pitchfork (Crafted Item), a Tool Handle (Part), and Bronze (Refined Item), the Character can do the requisite RP for the Pitchfork, Tool Handle and Bronze (assuming they have all materials with them at the time) and go up to the Market once to get the Item requiring all of these crafted items. They do not have to go up once for the Pitchfork, then for the Handle, then for the Bronze.

Alchemy

Keywords: Crafter, Passive

Mechanics: The Skill User may perform Alchemy Roleplay to make items requiring Alchemy. The Skill User may make any items on the Alchemy Basic Item list or may use Schematics to make more specialized items.

Alchemy requires an Alchemist Table.

Carpentry

Keywords: Crafter, Passive

Mechanics: The Skill User may perform Crafting Roleplay to make any items on the Carpentry Basic Item list or may use Schematics requiring Carpentry.
- Carpentry requires a Woodshop.

Cooking and Brewing

Keywords: Crafter, Passive

Mechanics: The Skill User may perform Crafting Roleplay to make any items on the Cooking and Brewing Basic Item list or may use Schematics requiring Cooking and Brewing.
- Cooking and Brewing requires a Kitchen.

Infusing

Keywords: Crafter, Passive
Requires: Apprentice

Mechanics: The Skill User may perform Crafting Roleplay to enchant items with additional effects. The Skill User may use any of the Infusing Basic Item list or may use Schematics requiring Infusion.

- Infusing requires an Infusion Circle.

Repair - 5 Energy

Keywords: Crafter, Passive
Targets: Item, Other

Mechanics: A Skill User with this passive may use Quick Patch or Repair.

Quick Patch: The Skill User must be within Reach of an Item with the Break Status or an Effigy with a Mangled Limb and spend 30 seconds doing Repair Roleplay. When the Roleplay is completed, the Skill User expends 1 Iron or Hardwood, and declares "Ignore [Broken or Mangle], 1 minute".

The Item ignores the Break Status for one minute and may be used as normal.
If the target is an Effigy with a Mangled Limb, they may ignore the effects of Mangle for a single limb for the duration.

Repair: The Skill User spends 10 mins doing Repair Roleplay at a Forge to do one of the following:
- Remove Break Status from one Item
- Restore all lost Armor points of an Armor Item.
- Restore all Health to an Effigy
- Remove the Mangle Status from one limb for an Effigy.

When the Roleplay is completed, they may declare "Repair Complete". At any time during the Roleplay, the Skill User may spend 1 Energy to reduce the Roleplay time of Repair by 1 minute. The minimum time for Repair is 1 minute.

Repair RP cannot be paused, if the Skill User moves out of Reach of the Workstation, or takes any action other than roleplaying the Repair, the RP is interrupted and must be restarted.

Smithing

Keywords: Crafter, Passive

Mechanics: The Skill User may perform Crafting Roleplay to make any items on the Smithing Basic Item list or may use Schematics requiring Smithing.

- Smithing Requires a Forge.

Tailoring

Keywords: Crafter, Passive

Mechanics: The Skill User may perform Crafting Roleplay to make any items on the Tailoring Basic Item list or may use Schematics requiring Tailoring.

- Tailoring requires a Tailoring Table.

Tinkering

Keywords: Crafter, Passive

Mechanics: The Skill User may perform Crafting Roleplay to make any items on the Tinkering Basic Item list or may use Schematics requiring Tinkering.

- Tinkering requires a Tinker Shop.

Refining - 2 Energy

Keywords: Crafter, Active
Requires: Repair
Targets: Item - Resources

Mechanics: User gains the following effects:

Refine Resource (2 Energy, Delicate): The Skill User spends 2 Energy and 10 mins doing Crafting Roleplay to create a Refined Resource. Only one use of Refining is interrupted even if the Skill User has done multiple instances of Refining Roleplay.
Each Refined Resource may only be crafted at the Workstation listed below.

A Character may do up to 5 instances at one time but must spend the Energy for each Item, but still only needs 10 minutes of RP. One instance of Refining may create more than 1 Refined Resource, but still counts as one instance of Refining. After the Roleplay is complete, Skill User goes to the Market, turns in the required Resources, and collects the Refined Items.

When a Skill User learns Refining, they gain access to the Basic Refining Item List below. Schematics exist for other Refined Resources.

Basic Refining List
Requires a Forge:
Bronze (Refined): Copper x2, Tin x1 => Bronze x2
Brass (Refined): Copper x2, Zinc x1 => Brass x2
Fine Glass (Refined): Sand x3 => Fine Glass x2
Mercury (Refined): Cinnabar x2 => Mercury x2
Steel (Refined): Iron x2, Coal x1 => Steel
Tin (Common Metal) – 20x Anum => Tin
Silver (Rare Metal) – 15x Gentum => Silver
Aluminum (Rare Metal) – 8x Lunum => Aluminum

Requires a Kitchen
Heating Oil (Refined): Oil Shale x2 => Heating Oil x2, Sulfur x1
Cooking Oil (Refined): Any Produce x2 => Cooking Oil x3
Glue (Refined): Bones or Horns x2 = Glue x3
Cheese (Refined): Milk x3 = Cheese x1
Butter (Refined): Milk x2 = Butter x1

Requires a Tailor Table

Cloth (Refined): Wool x2 => Cloth x1
Fine Cloth (Refined): Cloth x1, Spider Silk x1 => Fine Cloth x1
Fine Leather (Refined): Hides x2=> Fine Leather x1

Recover Materials (2 Energy): The Skill User can take non-Consumable crafted Items and break them down to get one third of the Common Resources used to create the item. This requires spending the Energy and RP time to use Refining to be done, but you can break down multiple items as if you were using Refining normally. Any Refined or Rare Resources are lost. The Character gets back any Parts from the original Item. Infusions on Items broken down this way provide no additional Resources.

When breaking down other Items, if the Character receives a bonus to any of the Resources gained from breaking it down, they may not exceed the number of Resources that went into the item.

For example, if an Item took 10 Iron, 2 Steel, and 1 Warding Wreath, the Character could never get more than the base Resource cost. The most they could ever get back was 2 Steel or 1 Warding Wreath if the effect says they get back more.

Zenith - Master Crafter

Keywords: Crafter, Passive
Requires: 6 other Crafter Skills

Mechanics: After learning this Passive, the Skill User gains the following benefits:

Refurbish Equipment: The Character refurbish expired non-Consumables. The Skill User needs the following:

- An Expired non-Consumable Item with a normal Expiration date of 6 months or more.
- The Schematic for the Item (ignore this for Basic Items)
- Half the Resources required to craft the Item rounded down (including any extra materials for effects like Dwearnian Made and Infusions).
  - If no Rare or Refined Resources remain after halving the Resource, the Skill User must choose 1 Rare Resource and 1 Refined Resource that would have gone into the Item to use Refurbish. Other Crafted Items (such as higher Tier equipment) do not need to be included.
- The Skill(s) necessary to create the item and an appropriate workstation.
- If the Item is a Gun and has a Refurbish Rating from Gunsmith, it cannot be used with this effect.

The Skill User does the RP to craft the Item applying any time reductions but cannot apply any Resource reductions. When completed, a new card with all the same effects on it is created with half normal Expiration Timer and any Infusions or Augments the previous Item had on them. Since this is a new Item, Expiration extending effects may be applied to it again.

No additional effects may be applied to the Item while Refurbishing it (Like Dwearnian Made or Aelfen Artistry).

Starter Weapons and Shields may also be refurbished for the same cost as a Basic Weapon of the same type.

Efficient Production: When the Skill User creates a Consumable Item, they can spend 10 Energy and produce +1 Consumable they are crafting for no additional Resources.

Masterwork: Increase all Resource costs of the Item by 1 to give it the Masterwork prefix. The wielder may declare "Durable" to negate a Break Status on the item up to 3 times. The Masterwork effect is refreshed when the Item has the Repair Skill used on it (even if it does not have the Break Status).

Efficient Recovery: The Skill User may also get back a third of Refined Resources when using Recover Materials, however this requires them to spend 10 mins per Item they break down. This benefit may only apply to Items the Skill User is capable of crafting.

Alternatively, the Skill User can forgo regaining any other Resources when breaking down an item and instead gain 1 Rare Resource that went into the targeted Item's creation.

Entertainer

Bringing song, dance, and many other forms of entertainment to the masses, Entertainers are helpful to towns and even adventuring parties giving them the chance to boost morale to let folks keep pushing on when things get tough.

Performance Roleplay

Performance Roleplay can be anything from singing, dancing, performing stage magic, to gambling, massages (with consent of course), or telling stories and jokes. Skill Users are allowed to use Bluetooth speakers hidden on their person to play music or sing if the performances are genre appropriate. They must still mime along with the speaker to qualify for Performance Roleplay. Characters doing Performance Roleplay may take short breaks during their performance to take a sip of water, catch their breath, etc. within reason. Most of the Roleplay time must be the Character putting on a performance.

The Entertainer must choose up to 5 targets within 30ft and line of sight to be the Audience and then begins the Performance RP. The Skill Use can choose themselves as one of the targets of Entertainer Skills if it has the Targets: Any/Area.

Audience Characters must remain within line of sight and 30ft of the Entertainer to benefit from the effect. If they leave line of sight, or get too far away, they do not gain the benefit of the Entertainer Skill.

A Character can be in an Audience to multiple Entertainers at once but cannot gain the same benefit from two Entertainers at the same time.

For example, two Entertainers could not target the same person and use Entertain at the same time. The target would gain the benefits of one use of Entertain, and the other would not affect them.

After the Performance RP is completed, the Skill User declares "My Audience, [Effect]". Individual Entertainer effects will list any durations or other mechanics.

Characters engaged in combat or on an Adventure cannot benefit from Entertainer effects with an RP time.

If a Character gains an Entertainer effect with a Duration they already have, the Duration is refreshed to the declared Duration.

Designer's Note
Characters targeted by Entertain may still do other things while being entertained such as consume a Food or Drink, or use Healer, Crafter, or Gathering passives. A Character in combat cannot gain the benefit of Entertain.

Interrupting a Performance
The Performance is interrupted if the Entertainer does any of the following:

- Gains the Freeze, Prone, Near-Death, Silenced, Stunned, or Unconscious Status.
- Moves faster than a normal walking pace
- Uses any other Skills.
- Uses an Item not affecting the Entertainer Skill they are using.
- Makes an attack.
- Energy for Entertainer Skills is spent when the Roleplay begins. If the Roleplay is interrupted, the Energy is lost.

Distract - 5 Energy
Keywords: Social, Entertainer, Active
Targets: Others/Area

Mechanics: This Skill does not require normal Entertainer RP. The Skill User declares, "10ft Social, [Group] Taunt 10s".

Entertain - 1 Energy
Keywords: Entertainer, Active
Targets: Others

Mechanics: The Skill User chooses their Audience, declares, "Beginning Entertain" and does Performance Roleplay for 5 mins. Once completed, the Skill User declares "My Audience, regain 10 Energy".

Inspire Hope - 5 Energy
Keywords: Social, Entertainer, Active
Targets: Any

Mechanics: The Skill User chooses their Audience and then declares "Beginning Inspire Hope" and does Performance RP for 2 mins. Once completed, the Skill User declares "My Audience, Inspire Hope, Scene". Affected Characters increase their normal Near-Death timer by 2 mins for the Scene. If a Skill or effect would reduce the Near-Death timer, like the Near Death from Heroic Stand, they do not gain this benefit.

This effect does not stack with Feign Death effects but does stack with Species effects increasing Near-Death Timers.

Play Dead - 3 Energy
Keywords: Entertainer, Active
Targets: Self

Mechanics: When the Skill User takes damage, gains a Negative Status or is in Near-Death, they may declare "Feign Death" and gain the Feign Death Status.

Rousing Anthem - 5 Energy
Keywords: Social, Entertainer, Active
Requires: 3 other Entertainer Skills
Targets: Others/Area

Mechanics: The Skill User chooses their Audience and then declares "Beginning Rousing Anthem" and does Performance RP for 2 mins. Once completed, the Skill User

declares "My Audience, Rousing Anthem, Scene". Affected Characters spend -1 Energy to use Active Combat Skills for the Scene.

Gaining Rousing Anthem again only refreshes the duration, it does not increase the Energy reduction.

Worker's Song - 5 Energy
Keywords: Social, Entertainer, Active
Requires: 3 other Entertainer Skills
Targets: Any

Mechanics: The Skill User chooses their Audience and then declares "Beginning Worker's Song" and does Performance RP for 5 mins. Once completed, the Skill User declares "My Audience, Worker's Song".

Affected Characters may reduce 5 mins off the time of their Gathering or Crafter Skill role play begun within the next 15 mins.

A Character with Assist may use the Skill and not count towards the Audience limit if chosen as the target of Worker's Song. They must declare the use when the Worker's Song Skill User chooses them to be part of their Audience.

If a Character affected by Worker's Song uses a Gathering Skill, they get a +1 to Card Value when they draw from the Fortune Deck.

Worker's Song benefits one use of a Gathering Passive per Character. To have another use of the Gatherer benefit, the Entertainer would have to use Worker's Song again.

Designer's Note
This effect stacks with Oversee; however, the same Skill User cannot give both the Oversee and Worker's Song benefits at the same time. It requires two Characters to provide both benefits.

Embolden - 5 Energy
Keywords: Social, Entertainer, Active
Requires: 5 Other Entertainer Skills
Targets: Others/Area

Mechanics: The Skill User chooses their Audience and then declares "Beginning Embolden" and does Performance RP for 2 mins. Once completed, the Skill User declares "My Audience, Embolden [Screen, Vigor, Zeal], Scene". Affected Characters increase the Maximum Temporary Stat named by 20 for the Scene.

Spellweaver
Keywords: Entertainer Passive
Requires: 5 other Entertainer Skills

Mechanics: After learning this Passive, the Skill User may use Spellweaver Performances if they meet all other criteria. Additional Skill Users with Spellweaver provide a benefit toward the success of Spellweaver Performances.

After learning this Skill, the Character may use the Basic Spellweaver Performances. See Basic Spell Weaver Performances for more information.

All Spellweaver Performances follow the same rules as Performance RP with the following additions.
- Spellweaver Rituals will explain how each one works and any requirements they may have.
- Any effect which reduces the Energy Cost of Entertainer Skills, also reduces the Energy Costs of any Spellweaver Performances.
- Increases to Healing/Damage/Temp Stats etc cannot benefit the declaration made by the Skill User (unless it specifies it improves Spellweaver effects), however, if a Character receives increased Healing/Damage/Temp Stats, they may gain that benefit.

Versatile Performer
Keywords: Entertainer, Passive
Requires: 5 Other Entertainer Skills

Mechanics: After learning this Passive, the Skill User may use Entertain, Inspire Hope, Rousing Anthem, and Worker's Song at the same time as any Passive Crafter or Gathering Skill.

Designer's Note
- *Even though Crafter and Gathering Skills can be paused, the Performance Roleplay may still be interrupted even if the other Skills are not.*
- *The Skill User is still limited to moving at a walk while using an Entertainer Skill with a Crafter or Gathering Skill.*
- *If the Skill User can use multiple Entertain effects and has Versatile Performer, they can still only do 2 Skills at one time.*

Zenith - Company of Players
Keywords: Passive, Entertainer
Requires: All other Entertainer Skills

Mechanics: After learning this Passive, if the Skill User begins a Performance RP at the same time as another Character using an Entertainer Skill with an RP time or Preach, the Skill User increases the effects of their Entertainer Skill as follows:

- **Entertain** - Declare "My Audience, Accompanied Entertain, Scene". Affected Characters regain 10 Energy and may declare "Inspired Energy" to use a 5 Energy or less Skill one time before the end of the Scene.
- **Rousing Anthem** - Declare "My Audience, Accompanied Rousing Anthem, Scene". Affected Characters choose one non-Combat Skill Tree and spend -1 Energy on Active Combat Skills and Skills from the chosen Skill Tree for the Scene.
- **Inspire Hope** - Declare "My Audience, Accompanied Inspire Hope. Scene" Affected Characters gain the benefits of Inspire Hope and may declare "Inspired

Hope" while in Near Death to become Stabilized one time until Accompanied Inspire Hope ends.
- o If the Character's Near-Death Timer has ended while Frenzied or similar effects, the Skill User still dies even if they could use Inspired.
- **Embolden** - Declare "My Audience Accompanied Embolden, Scene" Affected Characters increase their Maximum Temporary Stats by 20 for the Scene.
- **Spellweaver Rituals** – Each Spellweaver Ritual will list what changes when working in a Company of Players.

Gaining the effects of an Accompanied Entertainer Skill overwrites the normal version.

Faith

Playing a key role in shaping the current situation in the world, Faith is a powerful tool for many reasons, but those who are truly devoted can benefit their allies greatly.

Faith effects can be negated by Take Cover and Pious.

Faith Roleplay

Faith Skills do not directly draw on magic like a typical caster. Instead of drawing on the user's Soul, a Faith user draws on the raw power of their Deity to levy blessings and curses.

Faith Roleplay should include speaking about the virtues of one's faith and providing discussion about what faith entails.

Faith does not require worship of one of the settings established Deities as the Grey Watches are full of individuals who wish to bring back lost faiths or build new ones. **As a reminder, do not use real world faith symbols or deities for Faith RP.**

Castigate - 5 Energy
Keywords: Faith, Active
Targets: Others

Mechanics: The Skill User declares "Faith, Disorient, 30s" and throws a White Packet.

Faith Ritualist
Keywords: Faith, Passive

Mechanics: After learning this Passive, the Skill User may perform Faith Rituals and know how to do the Basic Faith Rituals. If additional Faith Ritualists are present when a Faith Ritual is performed, they provide a bonus to the Ritual's success.

Faith Ritualists may use the Basic Faith Rituals without requiring Ritual Instructions.

Grant Blessing - 5 Energy
Keywords: Faith, Active
Targets: Any

Mechanics: The Skill User may use one of the following effects:
- When within Reach, the Skill User points to the target and declares "Faith, 15 Screen ".
- Declare "Faith Remove Raise Dead" and throws a White Packet.

Lay on Hands – 3/5 Energy
Keywords: Faith, Active
Targets: Others

Mechanics: The Skill User may use one of the following effects:

Faith Healing (3 Energy) - The Skill User must be within Reach and spends 15 seconds praying over the target. When the prayer Roleplay is completed, the Skill User declares "Faith, Heal 15". Faith Healing is interrupted if the Skill User takes damage or is no longer within Reach of their target.

Blessed Health (5 Energy) - The Skill User must be within Reach and spend 15 seconds praying over the target. When the Prayer Roleplay is completed, the Skill User declares "Faith, Ignore Poison/Disease Scene".

Rebuke Magic - 5 Energy
Keywords: Faith, Active
Requires: 3 other Faith Skills
Targets: Any

Mechanics: The Skill User declares "Faith, Dispel" and throws a White Packet.

Smite – 3 Energy
Keywords: Faith, Active
Requires: 3 other Faith Skills
Targets: Others

Mechanics: The Skill User may use one of the following effects:

Ranged Smite (Targets: Others): The Skill User declares "Faith, 10 Magic" and throws a White packet. Smite used this way may only be negated using Take Cover.

Smiting Rush (Rush, Targets: Others): The Skill User declares "Rush" and begins a Flurry. Each attack during this Rush gains the Magic Damage modifier. Otherwise, this effect follows all the normal rules for a Rush.

Condemnation - 5 Energy
Keywords: Faith, Active
Requires: 5 Other Faith Skills
Targets: Others

Mechanics: The Skill User may use one of the following effects:

Condemn Motive: The Skill User declares "Faith, Seal [Effect] 1 min" and throws a White Packet.

The Skill User may declare any of the common Seal effects with this Skill.

Condemn Action: When the Skill User is hit with an effect with an Effect Qualifier (except for Ambient and React), the Skill User points to the Effect User and declares "React - Seal Last Effect, 1 min". The target then cannot use the last Active Skill or Species Trait with an Effect Qualifier they used on the Skill User. The Skill User must take the full effect of the attack or spell to use Condemnation on the attacker. If the attack is negated or reduced in any way, they may not use Condemn Action.

Designer's Note
- *Condemn Action cannot be used against AoE effects or normal Attacks fired using Aim or Focus.*
- *If a Skill User uses Guarded to redirect the attack to themselves, they may then declare Condemnation against the attacker if the effect was not reduced in any way.*

Martyrdom - 5 Energy
Keywords: Faith, Active
Requires: 5 Other Faith Skills
Targets: Others

Mechanics: The Skill User must be within Reach, points to the target and declares "Faith - Remove [Status]". The target loses the indicated Negative Status and the Skill User gains it. The duration of Statuses taken by this effect is refreshed to its standard duration listed below.

Any Negative Statues taken by Martyrdom affect the Skill User for the full duration regardless of Immunity, Ignores, or any other form of reduction.

Statuses that can be declared:
- **10 Seconds**: Stun, Blind
- **1 minute**: Pin, Confuse, Rage, Silence
- **Until Fixed**: Mangled Arm, Mangled Leg, Poison Effects.

If a Negative Status removed by Martyrdom is paired with a Disease/Poison, the effect cannot be removed until the Disease/Poison is removed.

This Skill cannot take effects the Skill User already has. If the Skill User has two Mangled Arms, they may not take another Mangled Arm.

If the Skill User declares a Status the target does not have, the target should declare "No Effect". The Character still spends the Energy if No Effect is declared.

Preach - 5 Energy
Keywords: Faith, Active
Requires: 5 other Faith Skills
Targets: Others/Area

Mechanics: Preach uses the same rules for Performance Roleplay listed in the Entertainer Skill Tree (pg. 105). Preach counts as an Entertainer Skill for the purposes of being able to do more than one Entertain Skill at a time or for the purposes of Versatile Performer.

The Skill User spends 2 mins preaching about their faith then declares "My Audience, Faith [Effect]". The [Effect] can be any of the effects listed below.

- Benediction – "15 Screen"
- Holy Resistance – "Spell Resistance, Scene"

Alternatively, the Skill User may spend 2 mins preaching about their faith and gain 1 use of Scour. A Character may only have 1 use of Scour available at a time.

Scour: The Skill User declares "10ft Remove Raise Dead"

Using Preach does not count towards the Faith RP necessary after using a Boon.

Zenith - Intervention - 1/30 Energy
Keywords: Faith, Active
Requires: All other Faith Skills
Targets: Others

Mechanics: The Skill User may declare one of the following effects:

Intervene (1 Energy): The Skill User must be within Reach, points at the target and declares "Faith - Restart Near-Death Timer". The target's Near-Death timer is reset to the duration when it started.

Divine Intervention (30 Energy): The Skill User must be within Reach of the target and declares, "Divine Intervention". The Skill User spends 2 Soul Points to bring a Character who has died in the last 10 mins back to life. The target Character is Stable and has zero Energy.

A Character may only benefit from Divine Intervention once per game. Divine Intervention may only be used once per Quarter.

Gathering

A hard day's work may be looked down on by others, but no one would have anything if it was not for the blood sweat and tears of gatherers bringing in food, materials to build towns, or make medicine.

Gathering Roleplay

Normal Gathering RP: 20 mins
Minimum Gathering RP: 5 mins
Gathering Skills are passive skills allowing the Skill User to go out and collect Resources.

Each Gathering Skill lists some examples of applicable RP. Gathering RP must be done outdoors at least 15 feet away from physical buildings, exceptions may be given by the Directors during bad weather or specified by a particular adventure (such as using a physical building as a cave).

- When using the Skill, the Player must note the Skill used, and times when the RP is starts ends. *(i.e. Mining 10:01 AM – 10:21AM)*
- May Gather up to 10 times before returning to the Market to get Resource Cards. If multiple uses of Gathering are done at one time, only one entry is necessary on their Character sheet with the Skill Name, starting and ending time of the RP.
- Each use of a Gathering Skill is considered one instance of the Skill. If an effect modifies a Gathering Skill unless specified otherwise, it only affects one use.
- Gathering projects are only interrupted if the target is put into Near-Death or dies.

Types of Resources
In each Skill, the Resources are divided into categories such as Mineral, Metal, Animal Product etc.
- Rare Resources are things which only come from a Fortune Draw.

Pausing Gathering RP
A Skill User may choose to pause their RP time while Gathering to fight, participate in an adventure, or use the restroom. The Pause must be noted on their Character sheet.

Using Gathering Skills
The Player must choose a Common Resource from the Common Resource List of the Skill. When doing multiple Gathers at one time, the Common must be the same for each instance.

Collecting Resources
After completing Gathering RP, the Player goes to the Market. They will receive 1 Common Resource for each Gathering instance. Then they may make a Fortune Draw to gain additional Resources.

When making a Fortune Draw, the Player must choose to use Motherload or Smattering of Resources. Any Gathering modifiers can be applied to drawing Fortune Cards and Resources received.

Motherload
Player draws 1 Card and all instances of Gathering generate the Resource chosen.

Smattering
The Player draws 1 card from the Fortune Deck for each instance of Gathering done. They then gain whatever Resources are chosen.

Fortune Deck Modifiers
Follow the listed order of operations for bonus effects to Fortune Card draws.
- Declare any Skills or effects used to modify Gathering.
- Draw 1 Fortune Card
- Draw additional cards from Fortune Draw modifiers.
- Apply any Fortune Card Value modifiers
- Market Rep reveals the results.
- The Player chooses a result and gains Resources based on Motherload or Smattering.

Fortune Draw Modifiers
- Number of Cards drawn initially is a maximum of 3.
- Card Value is a maximum of +2 to the drawn card.

Bonuses to Resources Gained
A Character may have effects which give +1 Common or Rare Resource. The Maximum bonus to a Common or Rare Resource is +3 regardless of the source of the effect.

Designer's Note: Do not tear up or damage the sites to prevent fines or penalties for the local game. All actions should be RPed and not actually affect the environment.

Adrenaline - 5 Energy
Keywords: Gathering, Active
Targets: Self

Mechanics: The Skill User declares "Adrenaline" and for the Scene, the Character gains Mighty and gets +5 steps to any Dash Effect.

If a Character has Mighty from Character creation or a Long-Term Transformative effect, if Adrenaline is active, they may immediately use Break Free when Grappled without the 5 second count. They still lose Health to do so.

When Adrenaline's duration ends, the Character cannot use it again for 1 hour.

Assist - 3 Energy
Keywords: Gathering, Active
Targets: Others

Mechanics: The Skill User can help reduce the Roleplay time for various effects. The Skill User must be present when the Roleplay begins, declares "Assist" and remain within 10ft of the Character they are Assisting for the duration of the Roleplay.

Up to two Characters may use Assist on eligible RP. When using Assist, the Assisting Characters must record their

Names and Player Numbers on the person performing the RP's Character sheet when the RP begins starts.

Crafting Roleplay: Reduce the time of the Crafting project by 10 mins.

If the Crafter pauses the project, any Skill User Assisting them are free to act normally. If the Skill User(s) using Assist do not return when the Crafting project begins again, the benefit of Assist is lost and the Energy spent is not refunded.
- **Chirurgery Roleplay**: Reduce the RP time by 10 mins.
- **Non-Spellweaver Minor Rituals**: Reduce the RP time by 5 mins.
- **Treat Wounds, Set Limb, Treat Affliction and Repair**: Reduce the Roleplay time by 2 mins per Assist.

Assist does not count as a Crafting Skill and does not gain any benefits from effects modifying Crafting Skills.

Farming
Keywords: Gathering, Passive

Mechanics: The Skill User performs Gathering RP. RP must be done near open dirt or open grassy areas. Roleplay for farming includes planting seeds, watering plants, tossing hay, or tending to animals.

Common Produce: Apple, Carrot, Corn, Grain, Grapes, Lemon, Orange, Peas, Potatoes, Tomatoes
Common Animal Product: Animal Bones, Beef, Honey, Poultry, Eggs, Fats, Fertilizer, Lamb, Milk, Pork, Wax, Wool

Below is a list of Rare Resources a Character can get from the Fortune Draw:
Rare Produce: Azure Corn, Fern Clover, Gazer Potato, Ishal Grain, Milk Aloe, Zorentuber
Rare Animal Product: Aurochs Meat, Blood Honey, Earthblood, Glitter Egg, Shield Wax, Spider Silk, Striped Worm

Grave Tending
Keywords: Gathering, Passive

Mechanics: The Skill User performs Gathering RP. RP must be done near the Graveyard. Roleplay for Grave Tending includes preparing bodies for burial, cremation, or dissection.

For each instance of using Grave Tending, the Skill User chooses to either contribute to reducing Entropy or gets 1 Common Resource from the following list to pull up:
Common Mineral: Grave Ash
Common Animal Product: [Species] Flesh, [Species] Bone
Common Produce: Verdanti Fiber, Sorrow Flower

When choosing [Species] Flesh or [Species] Bone, it must be one of the following: Aelf'enai, Dwearn, Fae, Human, Mortaean, or Ork'rus

For every 20 uses of Grave Tending dedicated to reducing Entropy, reduce the Entropy Score by 1. The Skill User may still make a Fortune Draw even if their Grave Tending goes towards reducing Entropy.

Below is a list of Rare Resources a Character can get from the Fortune Draw:
Rare Animal Product: Flensed Flesh, Death's Eye, Crooked Finger, Corpse Face, Split Toe, Liar's Tongue, Shriveled Heart
Rare Mineral: Ring of Lament, Bone Dust, Effigy Fragments

Herbalism
Keywords: Gathering, Passive

Mechanics: The Skill User performs Gathering RP. RP must be done near overgrown, forested, streams, or marshy areas. Roleplay for Herbalism includes searching for Herbs, drying and carefully wrapping found herbs, and gently collecting natural occurring materials.

Common Herbs: Altasho Nuts, Bleeding Heart Root, Blister Holly, Bumbleberry, Butterweed Flower, Crown Mushroom, Echin Flower, Eldberry, Erushew Nuts, Frogcap, Lareni Leaves, Moonshadow Leaves, Nach Leaves, Oak Nuts, Silvemar Flower, Sunseal Root, Weeping Russala, Wild Garlic Root.

Below is a list of Rare Resources a Character can get from the Fortune Draw:
Rare Herbs: Blizzard Mint, Crimson Lotus, Crystal Blossom, Gustgrass, Poppibloom, Red Peppermint, River Weed, Sandmoss, Shadow Cap, Somnespore Mushroom, Strangler Ivy, Thorny Snapdragon, Waking Dream Russala.

Hunting
Keywords: Gathering, Passive

Mechanics: The Skill User performs Gathering RP. RP must be done near forested, grassy, streams or marshy areas. Roleplay for Hunting includes setting traps, tracking, skinning, and butchering caught prey.

Hunting can also be used to skin Beasts and certain other types of NPCs to get resources. The Skill User spends 1 minute doing skinning roleplay and has it verified by the Marshal handling the encounter by noting "Skinned Beast". The Character then goes to the Market to get their items as if they had used the Hunting Skill.

All Animal Products expire after 6 months.
Common Animal Product: Animal Bones, Deer Meat, Feathers, Fish, Furs, Hide, Horns, Leather, Pheasant, Rabbit, Wild Pork

Below is a list of Rare Resources a Character can get from the Fortune Draw:

Rare Animal Product: Beast Heart, Blade Feather, Dire Blood, Dire Bone, Dire Claw, Dire Eye, Dire Meat, Dire Hide, Etched Antler, Fine Fur, Hollow Fang, Razor Claw, Saberfang

Logging
Keywords: Gathering, Passive

Mechanics: The Skill User performs Gathering RP. RP must be done near forested or small grouping of trees in areas. Roleplay for Logging includes chopping trees, shaving bark off felled trees, and sawing trees into a manageable size.
Common Bark: Tree Bark, Medicinal Bark, Sap Bark, Thatch
Common Wood: Softwood, Hardwood, Vines

Below is a list of Rare Resources a Character can get from the Fortune Draw:
Rare Wood: Core Wood, Fulgurite Wood, Infused Wood, Iron Wood, Ghost Wood, Living Wood, Petrified Wood.
Rare Bark: Cinderbark, Fungal Bark, Infused Bark. Marshbark, Petrified Bark, Whistlebark.

Mining
Keywords: Gathering, Passive

Mechanics: The Skill User performs Gathering RP. RP must be done near steep hills, rocky areas, streams, or marshy areas. Roleplay for mining includes panning for metals, acting like they are digging and sifting dirt or stone or picking through collected stones to identify valuable materials.
Common Metal: Copper, Iron, Lead, Tin, Zinc
Common Mineral: Clay, Coal, Granite, Sand, Stone, Sulfur.

Below is a list of Rare Resources a Character can get from the Fortune Draw:
Rare Metal: Aluminum, Fool's Gold, Gold, Lodestone, Silver, Star Metal.
Rare Mineral: Cinnabar, Diamond, Emerald, Heartstone, Marble, Obsidian, Ruby, Sapphire, Topaz.

Rescue - 5 Energy
Keywords: Gathering, Active, Dash
Requires: 5 other Gathering Skills
Targets: Others

Mechanics: The Skill User must be within Reach of their target and declare "Dash 10". The target may then move with the Skill User and gains the benefits of a Dash. The target may choose to step out of Reach during the Dash to end the effect on themselves. This does not end the Dash effect for the Skill User. Otherwise, this effect follows the rules for Dash Skills.

Effects which treat Dash as a Teleport do not work when using Rescue. If a Character knows Evacuate and Rescue, they may increase the number of Steps for Rescue by 10.

Zenith – Gathering Mastery
Keywords: Gathering, Passive
Requires: All other Gathering Skills

Mechanics: After learning this Passive, the Skill User gains the following:
Endurance: The Skill User declares "Reduced" when hit with a Negative Status. Negative Statuses have the duration halved and the Skill User may ignore 2 levels of Bleed or Agony. This stacks with similar effects

If a Skill User has a Species Trait which already halves the duration of a Negative Status, the Skill User may spend 3 Energy, declare "Endurance" and negate the Status. **This cannot be used to prevent Bleed, Agony, or reduce the time for being Disarmed or Prone.**

Conservation: Every 2 Gathering Skill uses increase the Tallies for that Gathering Skill at the Market. This effect stacks with similar effects

For example, a Dwearn with this Skill would only increase the Mining Tallies every 3 instances of Mining they did.

Making the Most of It: Make the Most of It may be used once for every 5 Maximum Energy the Character has to a maximum of 10 uses. The Character must Rally to regain all uses of Make the Most of It.
The Skill User may declare "Make the Most of It" to apply Skill or Species effect that provides a bonus to a specific Gathering Skill to a different Gathering Skill. This effect lasts until the Skill User goes to the Market to collect items for Gathering RP or uses a different Gathering Skill.

Make the Most of it can only be applied to the person with the Skill and cannot apply these benefits to other Characters.

For example, if the Character gained the benefits of Blasting Power for Mining and had the Heavy Worker Species Trait (+1 Card Value to Mining or Logging), they may declare "Make the Most of It" to apply those bonuses to Farming. The effect ends if the Skill User then decides to use Hunting before returning to the Market.

Healer

Healers of all types keep the populace from succumbing to a variety of threats from wounds, poisons, diseases, or even more bizarre maladies.

Healer Roleplay

Unless otherwise specified, all Skills with the Healer Keyword have the following requirement. Healer Roleplay examples include inspecting injuries, discussing symptoms, cleaning, and dressing injuries.

Requirements: The Skill User must be within Reach of the target and the target must be sitting, kneeling, or lying down to begin the Roleplay for Healer Skills. The Target must remain At Rest until the Roleplay is completed or the Roleplay is interrupted.

The Character must be able to use both their hands to begin Healer RP.

Unless otherwise specified, a Character cannot use Healer Skills on themselves.

The Skill User performing the Healer Roleplay can be interrupted if any of the following happens to the Skill User:
- The Skill User declares a Skill, Item, or Species trait effect (unless otherwise specified). If an Item says it is used during Healer RP, it will not interrupt the Healer RP from being used this way.
- Taking damage
- Gains the following Negative Statuses: Blind, Freeze, Stunned, or Unconscious
- Put into Near-Death
- Moving or is forcefully moved out of Reach of the target.
- One or both Skill User's Arms gain the Mangle Status.
- **Min RP time for non-Chirurgery Procedures: 1 Min.**
- **Min RP Time for Chirurgery Procedures: 10 mins.**

Diagnose - 0 Energy
Keywords: Healer, Active
Targets: Others

Mechanics: The Skill User declares, "Beginning Diagnose" and spends 30 seconds examining the target. When the Roleplay is completed, the Skill User declares "Diagnose" and may ask the following questions. The Target must answer the questions truthfully.
- Are you at half or less of your full Health?
- What Poisons or Diseases are affecting you?
- Are you Disguised?
- Do you have any Long-Term Transformative Effects?

Set Limb - 0 Energy
Keywords: Healer, Active
Targets: Others

Mechanics: The Skill User declares "Beginning Set Limb" and begins 5 mins of Healer Roleplay. After the roleplay is completed, the Skill User declares "Set Limb" and the **target must cry out loudly**. This removes the Mangled Status from the limb.

Treat Wounds - 0 Energy
Keywords: Healer, Active
Targets: Others

Mechanics: The Skill User declares "Treating Wounds" and begins 5 mins of Healer Roleplay. After the roleplay is completed, the Skill User declares "Regain Full Health". The target's health is fully restored.

Treat Affliction
Keywords: Healer, Passive
Requires: Diagnose
Targets: Others

Mechanics: After learning Treat Affliction, the Skill User may perform the following effects after using Diagnose on the target.

Treating Poison: The Skill User declares "Beginning Treat Poison" and spends 5 mins of Healer Roleplay. After the roleplay is completed, the Skill User declares "Treat Poison". All Poison effects the target is affected by are removed.

Treating Disease: The Skill User declares "Beginning Treat Disease" and follows the roleplay and Resource requirements for treating the Disease. Unless otherwise specified, the RP time for Treat Affliction is 10 minutes. These effects vary between the different kinds of Diseases. See the Appendix for more information on Disease Rules.

Evacuate
Keywords: Healer, Passive
Requires: 3 other Healer Skills

Mechanics: After learning this Passive, the Skill User may declare Dash effects while performing Healer RP and Carry their target with them without interrupting the Healer RP. This effect is declared as "Dash [Steps], Carry". The target may then move with the Skill User and gains the benefits of a Dash. The target may choose to step out of Reach during the Dash to end the Dash and interrupt the Healer Skill on themselves. This does not end the Dash effect for the Skill User. Otherwise, this effect follows the rules for Dash Skills.

Effects which treat Dash as a Teleport do not work when Dash Skills are used with Evacuate.

The Skill User may use Guarded or Honor Guard on the target of their Healer RP without interrupting the Healer RP. The only way using Guarded or Honor Guard this way interrupts the Healer RP is if the Skill User is put into Near-Death or gains a Negative Status that interrupts Healer RP.

Relieve - 5 Energy
Keywords: Healer, Active
Requires: 3 other Healer Skills
Targets: Others

Mechanics: Relieve does not follow the normal Healer Keyword mechanics. The target does not have to be At Rest, and the effect is only interrupted if the target moves out of Reach of the Skill User, the Skill User is put into Near-Death, or gains a Negative Status preventing them from using Skills.

The Skill User must be within Reach and roleplays wrapping a cloth around the target's arm for 5 seconds and declare "Remove [Status]". The Skill User must choose one of the following statuses to be removed: Agony, Bleed, Disorient, Exhaustion, Freeze, Silence, Unconscious, Wither.

If a Negative Status removed by Relieve is paired with a Disease/Poison, the effect cannot be removed unless the Disease/Poison is removed.

Chirurgeon
Keywords: Healer, Passive
Requires: 5 other Healer Skills

Mechanics: After learning this Passive, the Skill User gains the following effects:
- The Skill User may spend 1 Energy to reduce the RP time of all Healer Skills by 1 minute to a minimum of 1 minute.
- The Skill User may use Chirurgery Procedures. The Skill User may not target themselves with a Chirurgery Procedure unless an effect specifies otherwise, even if it says they may use Healer Skills on themselves.
  - The Skill User may use the Basic Chirurgery Procedures.
  - The Minimum RP time for a Chirurgery Procedure is 10 mins.
  - If multiple Skill Users with Chirurgeon work together, each additional Skill User with Chirurgeon can reduce the time by 10 mins, to a minimum of half the Roleplay time of the Procedure.
  - If a Chirurgery Procedure is interrupted, unless specified otherwise, the target of the Procedure has their Health reduced to 0 and is put into Near-Death.

Healthy Living
Keywords: Healer, Passive
Requires: 5 other Healer Skills

Mechanics: A Character with this Passive may increase the Health gained by Food, Drink, Potions, and Medicines they make by 10. Some Items may provide additional bonuses for having Healthy Living.

Items modified by Healthy Living gain the Enhanced prefix to the Item name to note they have been improved.

The Character may use Assist to provide the benefit of Healthy Living to another Character crafting the above items by spending 5 Energy for each Crafting Project and roleplaying they are helping and guiding the Crafter on how to make the items more effective. The Skill User must remain within 10ft of the Crafter for the entire duration of the Roleplay to use this Effect. When the Crafting Roleplay begins, the assisting Skill User must note their Name, Player Number, and Healthy Living on the Crafter's Character Sheet.

Precaution – 3/5 Energy
Keywords: Defense / Delayed Activation, Active
Requires: 5 other Healer Skills
Targets: See effect

Mechanics: The Skill User may use one of the following effects:

Personal Precaution (Defense, 3 Energy Targets: Self): The Skill User may declare "Precaution" to negate the Poison or Disease effect when it hits them and may declare "Immune" against Poison or Disease effects for the next 1 minute.

If an effect does damage and then applies a Poison or Disease, only the Poison or Disease portion of the effect is negated. The damage is still taken as normal.

Extended Precaution (Delayed, 5 Energy, Targets: Others): The Skill User must be within Reach, spend 10 seconds roleplaying cleaning up the target or providing a mask and declares "Precaution, Delayed". The Target may then declare "Precaution" to negate one Poison or Disease effect.

Extended Precaution may only be used to prevent the Character from gaining the Poisoned or Disease Status initially, it cannot be used later to remove a Poison or Disease effect.

Zenith - Dedication
Keywords: Healer, Passive
Requires: All other Healer Skills
Targets: Others

Mechanics: The Skill User gains the following benefits:
Dedication
Dedication remains in effect unless the Skill User chooses to declare Selfless Healer, then Selfless Healer replaces the effects of Dedication.
- When Healer RP would be interrupted, the Skill User declares "Dedication" prevent the RP from being Interrupted and Ignore the effects until the Healer RP is completed.
- The Skill User still gains the effect, but they may continue the Healer RP. The only time a Skill User with this Passive's Healer RP can be interrupted is:
  - The target of the Healer RP dies from a Deathblow, Steal Soul, or an attack with the Death Damage tag.

- o The Skill User is no longer within Reach of the target.
- The Skill User may continue the Healer Roleplay even if put into Near-Death. If the Skill User's Near-Death timer runs out, the Skill User may still complete the Healer Roleplay but immediately dies when the roleplay completes.
  - o The timer for Divine Intervention begins when the Character finishes the roleplay and if they die.
- These effects do not apply if the Healer RP is paused using Selfless Healer.

Selfless Healer: While a Skill User is performing Healer Roleplay, they may declare "Selfless Healer" and pause the roleplay for 1 minute to act normally. The Skill User must remain within 10ft of the Healer RP target or else the Healer RP is interrupted.
While using Selfless Healer, the Healer Roleplay is only interrupted if one of the following conditions is met:
- The Skill User is put into Near-Death.
- Skill User moves more than 10ft from the target.
- Does not resume the Healer RP within 1 minute declaring Selfless Healer
- The target of the Healer RP dies.

After using Selfless Healer, the Skill User may not declare again for 1 minute. This does mean Selfless Healer could be declared multiple times during the same Healer Roleplay.

Leadership

Leaders can inspire others to fight like champions bringing out the best in collections of people. Working together makes communities thrive under the care of a benevolent leader.

Leadership Keyword

The Leader declares "[Group], [Leadership Skill and Effect]". However, to help coordinate who gets the effect of the Skill, the Leader should provide a token or other marking to help identify if a person is part of their group.

A Character cannot stack uses of Leadership Skills except for Inspiration.

Leadership Characters should explain what their effects do before a fight begins to ensure others know what benefits they gain. Players may choose to declare the Skill either way listed below.

Prepare to Attack - 10 Energy
Keywords: Social, Leadership, Active
Targets: Others/Area

Mechanics: The Skill User declares "[Group], Prepare to Attack" or "[Group] 1 Free Critical Strike, 1 min. All affected Characters get 1 use of Critical Strike for no Energy even if they do not have Critical Strike. This lasts for 1 minute or until the free Critical Strike is used, whichever comes first.

Retreat Order – 10 Energy
Keywords: Social, Leadership, Active
Targets: Others/Area

Mechanics: The Skill User declares "[Group] Retreat Order" or "[Group] 1 Free Retreat, 1 min". All affected Characters get 1 use of Retreat for no Energy even if they do not have Retreat. This effect lasts 1 minute or until the free Retreat is used, whichever comes first.

Set to Defend – 10 Energy
Keywords: Social, Leadership, Defense, Active
Targets: Others/Area

Mechanics: The Skill User declares "[Group] Set to Defend" or "[Group] 1 Free Defense Skill, 1 min". All affected Characters get 1 use of any Defense Skill they know for no Energy. This effect lasts for 1 minute or until the Free Defense Skill is used, whichever comes first.

Stand Your Ground – 10 Energy
Keywords: Social, Leadership, Active
Targets: Others/Area

Mechanics: The Skill User declares "[Group] Stand Your Ground, 1 min". Affected Characters immediately end active Fear or Terror effects and may declare "Immune" to Fear, Terror, Knockback, or Prone for 1 minute.

Oversee - 10 Energy
Keywords: Social, Leadership, Active
Requires: 3 Other Leadership Skills
Targets: Area

Mechanics: The Skill User declares "[Group] Oversee". The Skill user and all affected Characters may reduce 5 mins off the time of their next Minor Ritual, Gathering or Crafter Skill role play begun within the next 15 mins.

The Skill User and targets must remain within 30ft and line of sight of each other for at least 5 minutes after the Skill is declared otherwise the Skill's benefit is lost.

If the Skill User targets their [Group] created with Tactical Planning, affected Characters get +1 Fortune Card draw.

Oversee benefits one use of a Gathering Passive per Character. To have another use of the Gatherer benefit, the Skill User would have to use Oversee again.

Designer's Note
- *This effect does stack with Worker's Performance; however, the same Character cannot give both the Oversee and Worker's Song benefits.*
- *A Character may only benefit from Oversee if they are present when the Skill is declared.*

Tactical Planning
Keywords: Social, Leadership, Passive
Requires: 3 Other Leadership Skills

Mechanics: The Leader may organize a group of up to 9 other people and discuss a plan and organize a Tactical Squad. It takes 2 mins to form the squad, and the benefits of Tactical Planning last until the beginning of the next Quarter. A Squad cannot be formed if the participants are engaged in combat.

The Tactical Squad will need a name for the effect of this Passive. The Squad Leader treats their Base Energy Cost for Leadership Skills as 5 Energy if the declaration names the Squad as the [Group]. This new cost can be modified by other Energy Costs further reducing the Energy Cost of Leadership Skills targeting the Tactical Squad.

Honor Guard
Keywords: Social, Leadership, Passive
Requires: 5 Other Leadership skills
Targets: Others

Mechanics: The Skill User may spend 1 minute discussing marking another Character as their Honor Guard (this includes explaining how this effect works). Once that is completed if the targeted Character consents, the Skill User must note Honor Guard on the Target's Sheet and give them a token (a badge, a sash etc.) to signify the status. This effect lasts for the rest of the event, or until the Skill User revokes it.

An Honor Guard may use the Guard Skill on the Leader even if they do not possess the Skill. Any time an Honor Guard uses Guarded on the Leader, they regain 2 Energy. This ignores the normal restriction on Energy gained for using Skills. They must take 5+ damage from an Attack to regain this energy.

To revoke Honor Guard Status, the Skill User must be within Reach of the target and declare "Remove Honor Guard".

A Leader may have up to 5 Honor Guards at a time.

Designer's Note: Since Guarded is a Defense skill, it can be applied to someone so long as the hit was taken within the last 5 seconds per the rules of Defense Skills.

Shield Wall – 10 Energy
Keywords: Social, Leadership, Active
Requires: 5 other Leadership Skills
Targets: Any/Area

Mechanics: The Skill User declares "[Group] Shield Wall! 5 mins". All Characters affected may form a Shield Wall for 5 mins. A Shield Wall requires the following conditions to be met:
- A minimum of 3+ Characters wielding non-Buckler Shields who are not in Near Death or Dead.
- All members of the Shield Wall must be within Reach of each other.
- The members of a Shield Wall may not move at more than a Slow pace.

If the above criteria are met, if the affected Characters are hit by any non-Boon AoE, Fear or Terror effect, they may declare "Shield Wall" and negate it.

The Skill User does not need to be present or even a part of the Shield Wall for a Shield Wall to form. The Skill User only is needed to announce the effect.

Shield Walls can be broken and reformed if the Shield Wall duration has not ended.

Multiple Shield Walls could form in response to the Leader calling the Skill.

Terrify – 4 Energy
Keywords: Social, Leadership, Terror, Active
Requires: 5 Other Leadership Skills
Targets: Others

Mechanics: The Skill User may point at a target in Engagement Range and declare "Social, Terror, 1 min".

Zenith – Inspiration – 10 Energy
Keywords: Social, Leadership, Active
Requires: All other Leadership Skills
Targets: Others/Area

Mechanics: The Skill User declares "[Group] 15 Vigor". Inspiration may be used once for every 15 Maximum Energy the Character has to a maximum of 3 uses. The Character must Rally to regain all uses of Inspiration.

For 1 minute after using Inspiration, the Skill User gains the following benefits:
- Deal Specialist Damage with Brawlers, Thrown Weapons, Small Melee Weapons, Standard Melee Weapons, and Bastard Weapons held one handed.
- Spend -1 Energy on all Active Combat or Spell Skills.

Mercantile

Traveling far and wide, Merchants earn their living by trading with others for desired resources or information they can use to benefit themselves or others depending on how greedy they are feeling.

Influence System

The Mercantile Skill Tree can be used to influence NPC factions by aiding or hindering their efforts. Mercantile Skills with an Influence Rating determine how profound an effect they have on the Faction. The larger the number the more influence it provides. This is an abstraction of using these effects over time influence the factions.

Aiding increases the Faction's Influence rating; Hindering decreases the Faction's Influence rating. At the end of the Quarter the total bonus or penalty is calculated and will have an impact on the Faction as time goes on.

Each Quarter, the Skill User may go to the Market, spend double the Energy Cost to use a Mercantile Skill with an Influence Rating to Aid or Hinder a NPC faction. Each Skill that has an Influence Rating may target an NPC faction once per Quarter. A Player must know the name of the Faction to target it.

Using Influence Skill effects in the first half a Quarter will give the full benefit, using them in the later half will only give half the benefit.

For example, someone could use Negotiate on 3 different factions, but it will only affect them once each.

If a Faction is significantly hindered by Player actions, they will not have access to resources or be forced to take other actions to get the resources. Hindering a group may make them hostile to the town. However, their representatives will not be eligible to get additional stats or may not be able to progress their goals.

If a Faction is significantly aided by Player actions, their goals will be reached sooner or have a larger impact. Aiding a faction this way is likely to make a Faction friendlier to the town and could help shift a Faction to reduce hostile actions or even become an ally.

See the Appendix for further Mechanics for the Influence System.

Inspect - 3 Energy
Keywords: Mercantile, Active
Targets: Item

Mechanics: The Skill User may look at a Food, Drink or other item and check to see if an item is Poisoned, Trapped, Cursed, or if an Item is a Forgery.

When using Inspect to determine if an Item is Trapped, the Skill User may look at what kind of Traps and how many are on an Item or Area.

Inspect may also reveal details of certain Plot mechanics. If Inspect reveals useful information about the Plot, there will be a Card indicating the Skill User may use Inspect. The Skill User declares Inspect and may read the card's contents.

The Skill may go to the Market and ask what the At Cost price is of a Resource is from the Market if they have one of the Resource in their possession.

Negotiate - 5 Energy
Keywords: Social, Mercantile, Active, Influence (1)
Targets: See Below

Mechanics: The Skill User may use one of the following effects:

Negotiate Price (Target: Market): When at the Market, the Skill User may declare "Negotiate" and purchase 1 Resource item at one Price Level less than the Market's current Price Level for that Resource.

Negotiate may also reduce the price of non-Resource Items at the Market by 10%.

When selling items to the Market for Credit, the Skill User can use Negotiate to get 10% more Credit for one item.

Negotiate Terms (Target: Others/Area): When interacting with others, if no attacks have been made for 1 minute, the Skill User declares "10ft Social Pacify, 5 mins". Negotiate generally does not work on NPC Monsters.

Characters successfully affected by Negotiate cannot be affected again by Negotiate for 30 mins.

Designer's Note
- *Negotiate has no effect on Characters actively fighting with each other. If there is a pause in the fighting for at least 1 minute, Negotiate can be declared.*

Plead - 3 Energy
Keywords: Social, Mercantile, Active
Targets: See Effect

Mechanics: The Skill User may declare "Social, Plead, 1 min". The Skill User then acts as if Prone. Unless Plead is negated, Characters cannot harm the Skill User or use Deathblow or Steal Soul on the Skill User. This does not

prevent anyone affected by Plead from robbing or dragging the Skill User to a new location. While using Plead, the Skill User cannot attack, willingly move, or use Skills or Spells without the Plead effect breaking.

Each time a Character uses Plead; the Energy Cost increases by 1 until the Character spends time to Rally. After performing a Rally, the Energy Cost of Plead is reset to its base cost after Energy Modifications.

Kiosk
Keywords: Mercantile, Passive
Requires: Negotiate

Mechanics: The Skill User must mark out a 10x10 area and post a sign indicating it is their Kiosk. The Skill User with a Kiosk set up gains the following benefits:
- While the Skill User is in their Kiosk, they may declare "10ft Social, Feint, Pacify, 5 mins".
- When the Skill User sells items to the Market for Credit or trade, they get +10% value. Without other modifiers they would get 60% the At Cost Value of the Item instead of the normal 50%. This stacks with the benefit of Negotiate Price.
- The Skill User spends -1 Energy on Mercantile Skills even while not in the Area of their Kiosk. This bonus does not apply to Influence effects.
- **A Marshal is required to Steal any Items from a Kiosk.**
- The Skill User may spend 1 Energy to use Notice while within their Kiosk.
- Increase the Influence Rating of Mercantile Skills used by 2 if the Character has a Kiosk Phys Rep set up.

Kiosk Phys Reps
- Kiosk cannot block doorways or obvious pathways.
- Kiosk require some props to denote it as the Character's Kiosk. This could include thematic elements, signs, or images associated with the Character. Marshals or Directors may deny use of Kiosk if there is no effort put into decorating the space.

Designer's Note: Kiosks can be used to peddle wares, exchange information, or other services. The focus is having an established place to conduct business regardless of its nature.

Make It Last - 5 Energy
Keywords: Mercantile, Passive
Requires: 3 Other Mercantile Skills
Targets: Item

Mechanics: After learning this Passive, the Skill User goes to the Market, and declares "Make it Last". The Skill User turns in one Item and the Market Rep extends the Expiration of the Item by 2 months.

The Item must have Make It Last noted on the Card to indicate it has been extended using this Passive.

Delicate Items and Items with Make it Last noted on the Card cannot be affected by Make it Last.

Manipulate Market - 5 Energy
Keywords: Social, Mercantile, Active, Influence (3)
Requires: 3 Other Mercantile Skills
Targets: Market

Mechanics: The Skill User may go to the Market and choose one Resource at the Market. For the remainder of the Quarter, the price for that item shifts up one Price Level. Market Prices can only be shifted up by one category per Skill User. Multiple Skill Users could shift prices up higher, however the Opening Price can only be shifted up to a maximum of 3 times.

The Skill User can also use Manipulate Market to negate uses of Manipulate Market. This may not shift the Price Level below the Opening Price Level.

Aggressive Marketing: When using Manipulate Market for a Hindering Influence effect, the Influence value is 5. This only applies to the base Influence value and cannot be modified by other effects except Kiosk.

Illicit Connections
Keywords: Social, Mercantile, Passive
Requires: 5 Other Mercantile Skills

Mechanics: The Skill User goes to the Market and may access the Illicit Connections purchase list. This list includes things which may not be normally available at the Market or are rare and exotic if not potentially illegal.

This list may be periodically updated throughout the event including times of meetings and other events or rumors which might help with plot.

Some services available in the Illicit Connections list may provide a chance to additional Aid or Hinder a Faction.

Misdirect - 5 Energy
Keywords: Defense, Active
Requires: 5 other Mercantile Skills
Targets: Others

Mechanics: When the Skill User is hit with a normal attack, Combat or Magic Skill, the Skill User may point at another Character within Reach and declare "Misdirect, [Repeat the effect]". The attack or effect instead targets the indicated target.

The new target cannot be the Attacker and must be a 3rd Character within Reach of the Skill User. If there is no one within Reach, Misdirect cannot be used.

A Skill User must wait 30 seconds after using Misdirect before calling another Misdirect. The new target may not use Defense Skills to stop this effect, but may apply DR, Delayed Activation effects, Ethereal, Immunities, Spell Resistance, or Threshold.

Misdirect can be used against AoE effects.

Whisper Network
Keywords: Social, Mercantile, Passive
Requires: 5 other Mercantile Skills

Mechanics: After learning this Passive, the Skill User may go to the Market and access the Whisper Network list. This list provides information regarding things happening around the game. This list may be periodically updated throughout the event including times of meetings and other events or rumors which might help with plot.

Players may also bring information and provide it to the Whisper Network, however, those who consistently bring in misleading or blatantly false information to the Whisper Network may find they have a few extra enemies looking for them.

Whisper Network can provide information on a Faction's Traits, the current net Aid/Hinder effects on them, and may provide a chance to additional Aid or Hinder a Faction.

Zenith – Market Mastery
Keywords: Social, Mercantile, Passive, Influence (10)
Requires: All other Mercantile Skills

Mechanics: After learning this Passive, the Character gains the following benefits:

Clout: The Skill User can spend 10 Energy to Aid or Hinder a targeted faction by 10.

Master of Negotiation: When the Skill User uses Negotiate, they can get 15% (total) more or less when buying and selling goods at the Market.

Well-Connected: All prices for goods and information from Illicit Connections and Whisper Network are decreased by 25%. Prices for goods and information from Academic Contacts are decreased by 15%

Preserve Goods: Make It Last may be used on Delicate Items and extends the Expiration date by 1 additional month (3 months without other modifications). Make It Last+ should be noted on the item when used this way.

Bandit Baron: Once per Quarter, the Skill User may go to the Market and choose one Item or Resource on the Market and immediately move its availability to Unavailable. For the remainder of the Quarter, the Item or Resource is not available at the Market.

Other Characters with Bandit Baron may choose to use their use of this Skill to negate other uses of Bandit Baron.

Continuous use of this Skill can draw the attention of people wanting to know why their products are not being sold or are in desperate need of the affected Items.

Even less principled Merchants know the Market can and will bite back if it is pushed too hard. Adventurers or even groups wanting to find whoever closed the sale of that item may come looking for a Bandit Baron.

Species Creation

Species are created in MoG by choosing a Species Family, a subgroup, and then purchasing Species Traits by spending Creation Points.

Family

Families of Species all have a common trait every member of their Species has. This includes relevant keywords, abilities, and which subgroup are available as well as limits the Species Traits a Character can take. Families can cover numerous Species.

Subgroup

A subgroup of a Species is a particular type of creature within the associated Species. Some Species can have more than one choice to be made after choosing a subgroup.

Creation Points

After choosing a subgroup, each Subgroup has an associated number of Creation Points they can then use to purchase any Species Trait in the listing for their Subgroup. A Player must spend all their available Creation Points at Character Creation.

Players may purchase as many Species Traits as they can afford with their Creation Points. Characters may not purchase the same Trait twice.

Favored Thaumaturgy

Some Species have certain Thaumaturgy Paths they excel at. If a Character takes one of the Aspects listed under Favored Thaumaturgy, they only spend 1 Soul Point for that Aspect.

Species Effects

Any Species effect which uses an Effect Qualifier is subject to the Skill Cooldown.

If a Species effect negates an Effect or has the React Effect Qualifier, it ignores the Skill Cooldown.

Species Families and Crossbreeding

In this setting there is no cross breeding between Species Families. There are no half-Aelfs, half-Dwearn, etc. Only members of the same Species Family can produce offspring. Therios have a few more difficulties reproducing with other members of their Species Family unless they have a similar animal they mirror. While it can happen when crossbreeding different animal types, it is exceedingly rare to come to term. There is a common underlying factor that allows a little more leeway; however, it is still unlikely.

Within Species groups with more variety of types, such as Fae, Therios, and Verdanti, the offspring will usually have the same Family Subgroup as the person who carries the child with a trait from the other person involved in the case

of the Descendent Trait. Mortaeans and Effigies are not capable of producing offspring and the Descendent Trait represents the exact nature of these Species is more versatile than most living creatures.

Universal Species Traits

Any Character may choose one of these traits regardless of which Family or Subgroup they choose.

Background Traits (Limit 1)

Background Traits are another Trait a Player may purchase for their Character representing the life they grew up in being particularly focused. A Character may only have one Background Trait.

Influential (2 CP)

The Trait User can request 1 favor per game from local NPC Faction using their family connections. This may come at a cost or exchange of favors depending on the scope of the favor. Favors can include getting information, possibly procuring items for plot, or assistance with town needs. Further favors will involve owing favors to Factions. A Faction is not obligated to accept a favor, but many do understand the value of having favor with nobles. Characters who abuse their family's name may have their family or the Faction come after them.

A Favor may also be used to provide an Influence 5 Aid or Hinder towards a certain faction each game.

Militant (1 CP)

The Trait User only requires 10 seconds of RP to activate a Warrior's Spirit Effect. If a Character has Militant and Combat Expertise, they gain the benefits of Champion.

Nomadic (1 CP)

The Trait User chooses 2 numbers between 1 and 10 at Check-In. They will be provided with some information about the world and potentially plot information.

Nomadic Information changes every 3 months allowing Characters to gather information from different sources over those months.

Rural (1 CP)

At Character Creation, the Player chooses 1 Gathering Skill. When the Trait User goes to the Market to turn in the chosen Skill's Gathering RP, they may draw +1 Card from the Fortune deck.

Wealthy (2 CP)

The Trait User gains money and Resources when they check into the game.
- The amount given is based on the number of Players from the previous game, the number of Characters with a Kiosk set up. This can be negatively affected if the local Market is heavily manipulated by Manipulate Market or Bandit Baron.

Working Class (1 CP)

At Character Creation, the Player chooses one Gathering Skill requiring a Fortune Draw. Reduce the RP time for that Skill by 5 mins.

Descendant (Limit 1)

The Trait User may choose one Trait with a listed CP cost from a Subgroup in the same Family as their Subgroup choice. Increase the CP cost of this Trait by 1 and the Character cannot purchase a Trait with an unmodified 5 CP cost except from their chosen Subgroup.

Feeding Traits (Limit 1)

Feeding Traits represent a Character having the ability to eat things other than Food and Drink. Some of these abilities horrify others while Species like the Therios and Mortaeans, they seem perfectly reasonable.

The Species listed with each Trait are Species who can take the listed Feeding Trait. Feeding Traits will specify if there are any restrictions on targets for Feeding.

Unless otherwise specified, Feeding Traits cannot be used while in Near-Death. Successfully using a Feeding Trait does not count as using a Food or Drink Item.

To use Feeding Traits, the Trait User must be within Reach of their target and the target must be Willing, affected by Grapple, Unconscious, Near Death or Dead. An Unconscious Character wakes up after one use of a Feeding Trait on them.

Each type of Feeding Trait that works on a Corpse may be used on a single corpse. *For example, a Carnivore and an Osteovore can both feed on the same corpse and gain the benefits.*

Feeding Traits and Deathblows

Feeding Traits often deal Deathblows (or Steal Soul). If the target of a Feeding Trait declares Immune or No Effect to the declaration because of the Deathblow, the Feeding Character gains no benefit from the Trait.

Additionally, if a Character feed off another Character and the effect would kill the target, if there is not a Marshal present, the effect fails, the target is not killed, and the Feeding Character gains no benefit. Otherwise, Characters may feed off each other even though the CVC rules say a Marshal must be present for Deathblows.

Feeding Traits also negate Feign Death effects.

Feeding Traits in the Setting

Feeding Traits, while common on several types of Species, are still looked at by the average local as something terrifying. The population of Anthuli is primarily Human followed by Dwearn followed by Aelf'enai. This makes Feeding something the average folks would be terrified of at any given time. While some people may not be phased by someone eating another person, it is not uncommon for folks to be frightened if they witness someone being eaten. Reactions may vary from place to place, but it is generally polite to not devour another sentient being in front of a crowd.

A Character with a non-Mandatory Feeding trait may RP hunting or doing other RP to sustain themselves but gain no mechanical benefit from using Feeding Traits this way.

Additionally, being the target of a Feeding Trait is a painful experience. When targeted, Players should cry out and make pained noises while they are being fed on.

Active Target

Active Target effects may only be used on Characters who are not dead.

Corpse Target

Corpse Target effects may only be used on a Corpse and may only be used once per Corpse.

Feeding Count

Some Traits have a Feeding Count. The Player declares "[Type] Eater 1, [Type] Eater 2, [Type] Eater 3 etc." to a full 10 count. The Player then declares the listed effect based on the Feeding Type. If target Breaks Free or moves out of Range of the Trait User, the Feeding is interrupted.

Feeding is also Interrupted if the Character or the Feeding Character gains a Negative Status or effect preventing them from using Skills.

Mandatory Feeding Option

A Player may choose to make their Feeding Trait Mandatory. If they do, they reduce the Creation Point cost of the Trait by 1 but must use the Active or Corpse Feeding Trait effect successfully at least once each Quarter or gain the Starved Status. The Character must spend a full 10 seconds using their Feeding Trait to satisfy this requirement.

Starved Status

For each Quarter the Character has not used their Feeding Trait on an Active or Corpse target effect, they reduce their Maximum Health and Energy by 5. This effect is cumulative for multiple missed Quarters. Their Maximum Health and Maximum Energy cannot be restored until they have used their Feeding Trait successfully. Each time the Character uses their Feeding Trait, they will regain 5 Maximum Health and Energy lost because of the Starved Status.

Animavore (1 CP)
Mortaean or Graveborn Effigy

Animavore Characters cannot feed off Constructs, Undead, or Sylvagore.
- **Active Target**: The Trait User may declare "Soul Eater" and begins the Feeding Count. When the Feeding Count is completed, the Trait User declares "10 Drain Steal Soul" and the Animavore gains 5 Energy.

- If the Target dies from this effect, the Animavore Character regains 10 Energy.

Carnivore (2 CP)
Mortaeans, Graveborn Effigies, Therios, Mycerim, Ork'rus

Carnivore may not be used on Constructs, Ghost Mortaeans, non-Graveborn Effigies, Sylvagore, Spirits, or Verdanti.
- **Active Target**: The Trait User may declare "Meat Eater" and begins a Feeding Count. When the Feeding Count is completed, the Trait User declares "10, Death" and regains 10 Health.
- **Corpse Target**: The Trait User may declare "Meat Eater" and begins a Feeding Count. When the Feeding Count is completed, the Trait User regains 10 Health. If the Trait User is already at full Health when they use this effect, they gain 10 Vigor instead.
- The Trait User may spend 1 minute At Rest roleplaying chewing on raw meat, expend a [Species] Flesh, Beef, Deer Meat, Fish, Lamb, Pheasant, Pork, Poultry, or Wild Boar Resource Card, and regain 5 Energy. If Aurochs Meat or Dire Meat is consumed, they regain 10 Energy.

Herbivore (1 CP)
Therios, Botanic Effigies, Mycerim

Herbivore may only be used on Botanic Effigies, Sylvagore NPCs and Verdanti.
- **Active Target**: The Trait User may declare "Plant Eater" and begins a Feeding Count. When the Feeding Count is completed, the Trait User declares "10, Death" and regains 10 Health.
- **Corpse Target**: The Trait User may declare "Plant Eater" and begins a Feeding Count. When the Feeding Count is completed, the Trait User regains 10 Health.
- The Trait User may spend 1 minute At Rest, roleplaying eating raw plants, expend an Herb, Bark, or Produce Resource and regain 5 Energy. If a Rare Herb, Bark, or Produce is consumed, they regain 10 Energy.

Lithovore (1 CP)
Carapace Therios, Mycerim, Effigies

Lithovore may only be used on Effigies and Constructs.
- **Active Target**: The Trait User may declare "Mineral Eater" and begins a Feeding Count. When the Feeding Count is completed, the Trait User declares "10, Steal Soul" and regains 10 Health.
- **Corpse Target**: The Trait User may declare "Mineral Eater" and begins a Feeding Count. When the Feeding Count is completed, the Trait User regains 10 Health. If the Trait User is already at full Health when they use this effect, they gain 10 Screen instead.
- The Trait User may spend 1 minute At Rest, roleplaying chewing on rocks or metal, expend a Common Mineral or Metal, to regain 5 Energy or 5 Screen. If they consume a Rare Mineral or Metal are consumed and regain 10 Energy or 10 Screen.
- The Trait User may spend 1 minute At Rest, roleplaying eating 3 Coins of in game currency to regain 1 Energy.

The Coins must be turned into either the Market or Directors when used. The Market Rep or Directors must sign off on the receipt of the Coins, or else the Player will be given a violation for cheating.

Osteovore (1 CP)
Mortaeans, Graveborn Effigies, Therios, Ettins, Trolsk

Osteovore may not be used Constructs, Ghost Mortaeans, non-Graveborn Effigies, Sylvagore, Spirits, or Verdanti.
- **Corpse Target**: The Trait User can declare "Bone Eater" on a corpse. After the Feeding Count is completed, the Trait User may choose to regain 10 Health or gain 10 Screen.
- The Trait User may spend 1 Minute At Rest roleplaying gnawing on bones, expend an Animal Bone, [Species] Bone or Horn Resource to regain 5 Health or gain 5 Screen. If a Direbone, Bone Dust, Etched Antler is consumed, they gain 10 Health or 10 Screen.

Sanguivore (2 CP)
Mortaeans, Graveborn Effigy, or Carapace Therios

Sanguivore cannot be used on Constructs, Effigies, Mortaeans, Sylvagore, Spirits, Undead, or Verdanti.
- **Active Target**: The Trait User may declare "Blood Drinker" and begins a Feeding Count. When the Feeding Count is completed, the Trait User declares "10 Death". The Trait User regains 10 Health. This effect can be used while the Sanguivore is in Near-Death.
- The Trait User may declare "Blood Drinker" on a target in Near Death and begins a Feeding Count. When the Feeding Count is completed, the Trait User declares "Reduce Near Death by 3 mins". If this variant successfully kills the target, the Trait User regains 15 Health.

Scavore (2 CP)
Therios, Mycerim, Ghoul, Goblin

Corpse Target: The Trait User can declare "Scavenger" on a target and begins a Feeding Count. When the Feeding Count is completed, the Trait User regains 10 Health.
- The Trait User may spend 1 minute At Rest roleplaying devouring rotten food, expend an Expired Food, or Drink, and they regain 5 Health and 3 Energy.
- Alternatively, if an expired Animal Product, Herb, or Produce is consumed this way, they regain 1 Health and 1 Energy.
- Only items which expired within 3 months of their use may be used this way.

Jemelu (See Below)

A Jemelu is a special type of Character which can be from any Subgroup. Jemelu Characters are partially possessed by a spirit resulting in a near constant battle of wills.

A Character with the Jemelu Trait gains the CPs of their base Species Subgroup and may purchase the Traits from their Species Subgroup and Universal Traits as normal.

Additionally, the Player may purchase Traits outside the Character's Species Family with the following restrictions. A Player may choose multiple Traits when choosing Jemelu.

- Gain the Jemelu Keyword
- Any Trait purchased outside the Character's Species Family with a CP cost of 1-2 costs 1 Soul Point. The Character may purchase a 3-4 CP Trait for 2 Soul Points. The Player still spends the appropriate amount of Creation Points for the chosen Trait and the Soul Point cost.
- For every Subgroup beyond the first a Player buys Traits from, costs 1 Soul Point.
  - *For example, if a Character starts as a Human Ercen, uses Jemelu to purchase traits from Alabaster Mortaean, they will only have to spend the SP for the traits they buy as described above. If the Player decided to then dip into Metallic Effigy and purchase two 1 CP effects, it would cost them 3 SP (1 for dipping into a new Subgroup, and 1 for each 1-2 CP Trait).*
- Players must purchase a Species Trait from a Subgroup before they can access the General Traits of that Species Family.
- Universal Traits may still be taken as normal. If a Character cannot normally take a Feeding Trait due to Species Restrictions, they may purchase one like any other Trait outside their Subgroup, however this does not count as a different Species Subgroup as described in the 2nd bullet. Players may not take Mandatory Feeding Traits this way.
- Jemelu cannot purchase True Believer, or 5 CP Traits outside their Character's Species Subgroup.
- Traits with the same name do not stack.
- Jemelu do not gain additional Starting Health or Energy from Traits purchased outside their Subgroup.
- Jemelu Characters must have costuming of their chosen Subgroup but must have some otherworldly feature about them not associated with their normal Subgroup and should represent something related to the Trait they chose.
  - *For example, if a Character chose a Therios Trait, they would need some kind of animal part costuming such as fur, teeth, animal ears or a tail. If the Spirit happens to be a demonic spirit, they could include demonic features.*
  - *If a Character does not Costume for their Jemelu Traits, they lose access to those Traits until they adjust their costuming.*

True Believer Trait (2 CP)
The Character gains the following benefits:
- Must choose and follow an approved Faith and starts the game the chosen Faith's Keyword and cannot willingly renounce their Faith.
- Increase the Healing, Screen or Vigor given or received by the Faith effects by 5.
- Double the duration of Negative Statuses delivered by the Trait User's Faith effects.
- Provides a bonus to Faith Rituals.

- Treat the Faith Skill Tree as Tree 1 for purchasing Faith Skills
- Cannot have True Believer and Jemelu Traits.

Talent Traits (3 CP) (Limit 1 per Skill Group)
When a Player chooses a Talent Trait, they must choose a Skill Group and then one Skill Tree within the Skill Group. The Trait User spends -1 Energy for any Skills in the chosen Skill Tree. The effect is listed as [Combat/Magic/Social] Talent [Skill Tree] on their Character Sheet.

This bonus does not apply to General Skills in those Skill Groups.

Aelf'enai Family

Considered the vainest of the Species, the Aelf'enai view themselves as the eldest of the Species and often look down on their 'siblings' for not being Aelf'enai. Commonly called Elf or Elves, some Aelf'enai find this term derogatory, but few bother to say their Species entire name.

History tells of times when the Aelf'enai were one of the most powerful Species in the known world. This comes from legends stating the Aelf'enai murdered their deities and took their power for themselves. With it they crafted miraculous wonders, but the power they stole came with a curse which manifested itself in the Sky King Resh'enor. At the height of their power, the Sky King doomed them all.

The Dwearn opposed the Aelf'enai for murdering deities, calling them monsters and lunatics. The most common versions of the tale say the Sky King demanded the fealty of the Dwearn as a race but was rebuffed by every Dwearn. In his rage, the Sky King crashed the floating capital of the Elven Kingdom into Mount Himspyd, the sacred home of all Dwearn, causing a catastrophe which left the Dwearn Kingdoms cut off from one another and cost the Aelf'enai their immortality.

As the story goes, the Aelf'enai lost the power they had stolen with the loss of their capital. Since then, the Aelf'enai split into four groups each following their own path to avoid such catastrophe again.

Average Lifespan: 200 Years (Maximum of 250)

Required Costuming: All Aelf'enai must have elf ear prosthetics.

Mechanics: All Aelf'enai have the Aelf and Living Keyword.

General Aelf'enai Trait Choices

Graceful (1 CP)
When The Trait User uses a Dash Effect, gain Spell Resistance for the duration of the Dash effect. This Spell Resistance may be suppressed at will.
- The Trait User spends -1 Energy for Evasion.

Steady Hands (1 CP)
The Trait User gains the following:
- May ignore the Delicate Keyword when Crafting.
- Half the RP to picks locks and disarms traps.

Spell Finesse (1 CP)
The Trait User may use a Small Weapon and a Standard when using Combat Casting. Either weapon can be used to deliver Spell effects.
- **Requires Feint Strike**: Trait User may increase the Energy cost of a Spell attack using Combat Caster by 2 to add Feint to the Spell effect declaration.

Spellguard (2 CP)
The Trait User spends -1 Energy for Counterspell and Deflect Magic.

Sharp Eyed (2 CP)
The Trait User reduces Aim Counts with Bows or Thrown Weapons by 2 to a minimum of 3 if the Trait User does not have Bleed, Agony, or Disorient.
- When using Thrown or Bows, the Trait User may move as if Slowed while Aiming.

Memory of Ishalinoria (3 CP)
The Trait User may choose to have 2 Leybond Effects active at the same time. After the Trait User performs the 30s of roleplay to activate the effect, they declare both types of Leybond. This still counts as a use for both types of Leybond.

Aelfen Artistry (3 CP)
When an Aelf'enai Character crafts Armor or Weapons, they may expend the Resources listed in parenthesis to add the Aelfen prefix to the Item. Adding the Aelfen Prefix is a Delicate Project. Aelfen Weapons require a band of Yellow Tape near the grip to signify they are Aelfen made.
- **Aelfen Armor**:
  - Individual Pieces: (1 Star Metal per 5pts of Armor)
  - Full Suit (3 Star Metal per 30pts of Armor)
  - If a Character is only wearing armor with the Aelfen prefix, it is treated as Light Armor.
- **Aelfen Melee Weapons (1 Mana Crystal)**: Aelfen Melee Weapons allow the Character to use Combat Caster regardless of what type of Weapon it is as long as they are using a single weapon.
- **Aelfen Bows and Thrown (1 Whistle Bark)**: When using Aelfen Bows or Thrown weapons, spend -1 Energy for Slinger Skills and reduces Aim times by 1.
- **Aelfen Staves (1 Living Wood)**: When using Aelfen Staves, reduce Focus times by 1. Aelfen Staves deal damage like a Standard Weapon when using Channel and may be used to deliver spells using Combat Caster.

- The Trait User may add the Aelfen prefix to one Starter Armor and 1 Weapon at their first game.

Weapons and Armor with the Aelfen Prefix require twice the time to be Repaired or have the Break Status removed unless RP is done by an Aelf'enai Character with Repair. This only applies to the Repair Skill, any other effects such as Fix effects or remove the Break Status can still be used on Aelfen Items.

This Trait may only be taken by Aelf'enai Characters.

Aushenai - 14 CP

While many Aelf'enai left Abriketh and crossed the Rimmorak Sea to Anthuli, a large faction of them stayed behind. However, roughly a century ago, a new wave of Aelf'enai refugees arrived in Anthuli. These Aelf'enai wept tears of blood through cracked grey skin and spoke of horrors their ancestors faced from a great evil which befell them. This new group of Aelf'enai became known as the Aushenai. Many Aushenai bear a violent grudge against Demons of all types, blaming them for their suffering and the twisted appearance of their people.

Many Aushenai value efficiency because they could not take their time when working while being hunted across the face of Abriketh.

Required Costuming: Elf ear prosthetics, red bloodlike weeping make up under the eyes.

Additional Costuming Recommendations: Eye color ranges from normal to red, orange, or yellow. Red or grayish tints to ears, dark red, black or gray cracks in skin, tattooed designs on ears. Aushenai prefer dramatic styles of clothing particularly focused around gothic themes.

Mechanics: All Aushenai have the Aushenai Keyword and Shadow of Aushenai Trait.

Favored Thaumaturgy: Fury Aspect, Deception Aspect, Nightmare Aspect, Chaos Aspect

Shadow of Aushenai
The Trait User treats Confuse as Rage.
The Trait User treats Agony as if it is 2 lower than the current value.

Aushenai Trait Choices
Tormented (1 CP)
The Trait User gains the following benefits:
- When a Skill the Trait User used is negated, refund 1 Energy. This can stack with similar effects to the Energy refund maximum.
- May use 1 additional Potion of each type per Scene.

Frigid Blood (1 CP)
The Trait User increases their Near-Death timer by 2 mins. Their normal Near-Death is now 7 mins. This Trait does not affect set Near-Death Timers of a Skill or effect (such as Heroic Stand).

Demon Kinship (1 CP)
The Trait User gains Demon Kinship.

Cousin's Caretaker (2 CP)
When The Trait User uses Farming or Logging, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Self-Preservation (2 CP)
The Trait User may target themselves with Healer Skills.
- The Trait User may spend 1 Energy to reduce the RP time of Healer Skills by 1 minute. If the Trait User has Chirurgeon, they reduce the RP time by 2 mins.

Majestic Performances (3 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.

Feast Brewer (3 CP)
The Trait User gains the following benefits:
- When using Cooking and Brewing to make a Food or Drink, they produce 2 extra servings.
- May spend 10 Energy to produce +1 Potion or Poison when using Alchemy for no additional Resources.
- May do 2 Cooking and Brewing, 2 Alchemy, or 1 Cooking/Brewing and 1 Alchemy projects at the same time. The Crafting Workstations must be within 10ft of each other to use different crafting Skills this way.
- Double the number of Alcohol Drinks they can consume before gaining Disorient.

Spell Rage (4 CP)
The Trait User may use Frenzy (pg. 45) and gains the following:
- May cast Spells while under the effects of Rage or Frenzy. They may only use Spells which do damage, Consume Corpse or cause Negative Status effects. The Trait User still cannot use Counterspell.
- If the Trait User has a Leybond effect already active, and activates Spell Rage, they may choose to stand still but must still throw their Spells at the nearest target. If there are no targets present, they must break their Leybond effect and move towards the closest target.

Legacy of Ashes (5 CP)
The Trait User spends 10 Energy and declares "All will bleed with me" and gains the following benefits for the Scene and persists even in Near-Death:
- When hit with a Strike, point at the Attacker and declare "React, Bleed 1".
- Increases Bleed effects by 1. This does not benefit the above bullet.
- May spend 3 Energy, declare "Spell Hex 30s" and make a Strike attack.
- Immune to Bleed, Agony, Hex, Mangle and Unconsciousness
- Treat all Dash effects as Teleport.

Lahn'esh - 15 CP

Praised as the original Aelf'enai, claiming all Aelf'enai descended from their proud line, the Lahn'esh produce powerful wizards unlike any other, and the species take pride in this fact. The Lahn'esh are said to be the remnants of elves responsible for the catastrophe which befell both the Dwearn and the Aelf'enai. Few can deny their abilities, and yet many believe the Lahn'esh bear the curse of the Sky King to this day because of their pride. In recent times, the Lahn'esh have sequestered themselves to their enclaves only venturing out when they feel the need to take stock of the world.

Required Costuming: Preferably longer elf ears with gold or silver designs on the ears. Can be a simple as a prominent stripe.

Additional Costuming Recommendations: Lahn'esh tend towards fancy clothing and armor, being rather vain and often overdressed. Jewelry is also a prominent accessory for Lahn'esh especially on their ears.

Mechanics: All Lahn'esh gain the Lahn'esh Keyword.

Favored Thaumaturgy: Nobility Aspect, Knowledge Aspect, Pleasure Aspect, Order Aspect

Lahn'esh Trait Choices

Commander (1 CP)
The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Ritual Talent (1 CP)
If this Trait is taken at Creation, the Trait User treats all Ritualist Skills as only having the Pre-Req: Apprentice.
- If The Trait User is the Ritual Leader or a part of the Assembly, they provide a small bonus to any Ritual they participate in.

Captivating Charm (1 CP)
The Trait User gains the following benefits:
- Charm's duration becomes Scene.
- Double the duration of Taunt effects.
- The Trait User may spend the Energy to use Charm while using an Entertainer Skill and affect All audience members.

Aelfen Essence Shaping (2 CP)
The Trait User may spend 5 Energy to gain any bonuses from Thaumaturgy Passives or non-Consumable Items which normally can only be gained by other Species except effects specifically for Dwearn, Effigies or Mortaeans for the **Scene**.

Spell Resistance (2 CP)
- Gain Spell Resistance. See page 47 for additional rules.

Champion (3 CP)
The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

In the Know (3 CP)
The Trait User gains the following:
- May declare Bore or Charm instantly without doing RP.
- May declare "In the Know" to gain entry to invite only meetings or parties.
- Increase all Influence effects by 1.
- Illicit Connections and Whisper Network have the Requirement: Negotiation to learn the Skill.
- Gains the benefits of the Nomad Background Trait.

Instinctive Defense (4 CP)
The Trait User gains the following benefits:
- May double the Energy Cost of Parry to negate Strikes from behind. **Requires Florentine Mastery**: No additional Energy cost to Parry Strikes from behind.
- After declaring Parry, may can declare "Dash 10" for no Energy. **Requires Footwork**: May use this Dash effect after using any Defense Skill.

Mastery of Magic (5 CP)
The Trait User gains the following benefits:
- +1 Leybond use for all Leybonds they know. Additionally, the Trait User may take one step every 3 seconds and maintain their Leybond effect.
- All Spells cast while the Trait User has an active Leybond cost -2 Energy.
- The Trait User may cast Focusable Spells without needing a Staff. If the Trait User uses a Staff, they reduce the Focus Count by 2 to a minimum of 3 if they do not have the Bleed, Agony or Disorient Status.
- The Trait User may choose to activate each of the following effects once per Quarter, each effect lasts for the Scene. These effects can both be activated at the same time:
  - **Memory of the Sky King**: Declare "Remember the Sky King" and all Damage or Healing effects increase their values by 10.
  - **Memory of the Fall**: Declare "Remember the Fall" and doubles the duration of any Negative Statuses given by the Trait User's Spells.

Rinshoa - 15 CP

After turning their back on all the Sky King had modeled himself after, the Rinshoa have lived peaceful lives in touch with the natural world preferring to focus on finding balance within themselves and in the world around them. Many Rinshoa are kind and not above helping a stranger, however, only a fool would try to take advantage of the Rinshoa. While they consider giving up the extravagance of the Lahn'esh a penance, they refuse to be taken advantage of by other species. Keeping an eye on not only their own kind but other species, the Rinshoa have chosen to focus on others rather than themselves.

Required Costuming: Short elf ears.

Additional Costuming Recommendations: Most of them are drawn to earthy colors and don't commonly wear much metal jewelry. More often likely to use leather, bone, or plants to augment their garb. Green tints to ears or around eyes

Mechanics: All Rinshoa gain the Rinshoa Keyword.

Favored Thaumaturgy: Nature Aspect, Life Aspect, Beast Aspect, Community Aspect

Rinshoa Trait Choices

Nature's Kinship (1 CP)
At Character Creation, the Player chooses Plant Kinship or Beast Kinship. The Trait User gains the chosen Kinship. This Trait may only be chosen once.

Stealth Expertise (1 CP)
Gain Stealth Expertise (pg. 42).

Rinshoa's Cloak (1 CP)
When The Trait User uses a Dash effect, they gain Spell Resistance for the duration of the Dash effect.
- Spend -1 Energy when using Dash effects.
- **Requires Graceful**: Gains Spell Immunity for the duration of the Dash effect. This effect may be suppressed at will.

Hunting and Gathering (2 CP)
When The Trait User uses Hunting or Herbalism, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Combat Expertise (2 CP)
When the Trait User uses Warrior's Spirit Skill, they may choose to either declare the effect immediately without doing the RP required or set the Energy Cost to 5.

Oath of Rinshoa (3 CP)
The Trait User chooses the Slinger, Healer, Harmonious or Faith Skill Tree at Character Creation. The Character spends -1 Energy for the Chosen Skill Tree.

- This effect can stack with the Talent Trait.

Acrobatic (3 CP)
The Trait User gains the following:
- Spend 5 Health to use Break Free from Grapple, Mighty Grapple or Pin.
- Spend 3 Energy and declare "Acrobatic" to negate Stun or Knockback effects.

Spell Slinger (4 CP)
The Trait User gains the following:
- May use Combat Caster with a Bow or Thrown Weapon. This allows the Trait User to use Marksman's Aim effect to deliver Spells without throwing a Packet.
- Reduce Aim Counts for Shot effects by 2 to a minimum of 3 if the Trait User does not have Bleed, Agony, or Disorient.
- May move at a walk while doing Aim counts for Shot effects.
- **Requires Aelfen Bow or Thrown weapon**: Spells used with Combat Casting cost -2 Energy (this includes the bonus from Combat Caster).

Treestrider (5 CP)
The Trait User may spend 5 Energy, touch a standing tree, and declare "Teleport (Treestrider)". The Trait User must move directly towards another standing tree in line of sight. The Teleport effect must end at the targeted tree.
- The Trait User may ignore the Restrictions for Teleport when using this effect, including the Movement Cooldown.
- If Teleport effects are Sealed, the Trait User cannot use this effect.

Umbrehk - 15 CP

Seeing the folly of their ancestors' actions, the Umbrehk have taken to the shadows to ensure threats are dealt with quietly or warns others of the dangers at their door. The Umbrehk take their name from the Regent of Resh'enor who attempted to stop the Sky King but was imprisoned in the darkest cell within the capital. It is said Umbrehk survived and has quietly been overseeing the safety of his people to this day.

Required Costuming: Umbrehk must have short or long ear prosthetics. Dark makeup close to the eyes/eyeliner or lavender/purple tint around their eyes.

Additional Costuming Recommendations: Lavender or purple tint to elf ears and both eyeliner, dark makeup with lavender or purple highlights around the eyes. They typically shun fancy or extravagant clothing. Umbrehk will generally wear hats to block the sunlight from their eyes.

Mechanics: All Umbrehk gain the Umbrehk Keyword and Children of Umbrehk Trait.

Favored Thaumaturgy: Order Aspect, Darkness Aspect, Knowledge Aspect, Community Aspect

Children of Umbrehk

- When the Trait User uses a Dash effect at night (when the sun has completely set), treat it as a Teleport effect instead.

Umbrehk Trait Choices

Wary (1 CP)
Notice's Energy cost is set to 2.

Stoicism (1 CP)
The Trait User may ignore the requirements to purchase Willpower if this Trait is taken at Character Creation.
- Willpower's Energy Cost is set to 2.

Astute Observer (1 CP)
The Trait User gains the following benefits:
- Reduce RP time for Study Creature to 10s
- Spells used against the target of Study Creature cost -1 Energy for 1 min.
- Inspect's Energy cost is set to 0.

Parley (2 CP)
The Trait user spends 5 Energy and declares "10ft, Social, Pacify 1 min".
- Parley cannot be used if the Trait User is Silenced.
- Pacify has no effect on Characters affected by Confuse, Rage or Frenzy.

Tagalong (2 CP)
User may spend 3 Energy and gain one Kinship Trait (pg. 43) until the end of the Quarter. After the beginning of a Quarter, the User may declare a different Kinship Trait.

Aelf Guardian (3 CP)
The Trait User gains the following:
- Gain Strike and Shot DR (Magic) and Spell Resistance when using Guard or Honor Guard.
- Defense Skills cost -1 Energy.

In the Know (3 CP)
The Trait User gains the following:
- May declare Bore or Charm instantly without doing RP.
- May declare "In the Know" to gain entry to invite only meetings or parties.
- Increase all Influence effects by 1.
- Illicit Connections and Whisper Network have the Requirement: Negotiation to learn the Skill.
- Gains the benefits of the Nomad Background Trait.

Strike When They are Weak (4 CP)
The Trait User gains the following benefits:
- Backstab may be declared as a Rush and gains the Rush keyword. The Skill User does not regain Energy for using Backstab as a Rush.
- **Requires Vicious Assault**: Spend +5 Energy to deal Critical damage during a Backstab Rush for up to 3 strikes.
- When the Trait User declares a Warrior's Spirit Skill, they may immediately declare Warrior's Spirit without doing the RP normally required for Warrior's Spirit
- Warrior's Spirit Energy cost is set to 5.

This Trait may not be taken by Jemelu Characters unless they are a Scaled Hide, Feathered Hide, Umbrehk, or Ghoul.

Marquis of Umbrehk (5 CP)
The Character gains the following benefits:
- Gain Stealth Expertise (pg. 42).
- Using Study Creature or Inspect does not break Stealth/Invisible effects.
- The first non-Skill attack within one minute of a Stealth/Invisible effect ending deals Critical Damage for no Energy.
- Reduce Aim Counts for Shot effects by 2 to a minimum of 3 if the Trait User does not have Bleed, Agony, or Disorient.
- May declare "Vanish, [Stealth/Invisible]" to ignoring the Stealth Cooldown when:
  - At night (after the sun has set completely)
  - During the day, may declare "Vanish, [Stealth/Invisible]" once for every 15 Maximum Energy the Character has to a maximum of 3 uses. The Character must Rally to regain all uses of Vanish.

Dwearn Family

Hailing from the mountainous regions of the world, the Dwearn are stocky folk with a long proud history. Dwearn are known for being reliable and grumbling about it. The Dwearn's kingdoms stretched far and wide within the mountains of the world. In ancient times, each city had a series of Magma Gates which allowed Dwearn to move between their cities in a fraction of the time traveling overland. However, when the Sky King Resh'enor crashed the Aelf'enai capital into Himspyd, the Magma Gate network erupted destroying the paths between the Dwearnian kingdoms.

In present times, the Dwearn kingdoms have either become independent or fallen silent. Many Dwearn have taken to rigorously recording their history for fear it could be lost if their nations fall. This has become an almost dogmatic reverence for history, ancestry, and preservation.

There are a few smaller Dwearnian cities scattered across the area of the Graewynn region, but many are on the decline as fewer and fewer Dwearn are born each year. The largest collection of Dwearn neighboring the Graewynn area is the kingdom of Altyr. During the 5th Expansion War, the Soli attempted to collapse the Altyran Mountains on the Dwearnian Kingdom below. Using a powerful new weapon, which may or may not have malfunctioned, half of the mountain collapsed, killing many Altyran Dwearn and leaving the once subterranean city, exposed to the outside world.

Average Lifespan: 125 Years (Maximum of 150)

Required Costuming: Dwearn must have runic tattoos along their hairline. Different types of Dwearn will have different color tattoos. Runes cannot be taken from real world runes, please make up nonsense symbols.

Recommended Costuming: Dwearn of any gender can have a beard. Beards and braids are highly recommended, or additional ornate tattoos for bald Dwearn.

Mechanics: All Dwearn have the Born of the Mountain Trait and have the Dwearn and Living Keywords.

Born of the Mountain

All Dwearn start with 30 Maximum Health, and their Maximum Health Cap is 60.
- Dwearn ignore the penalties of Heavy Armor except they cannot Stealth while wearing Heavy Armor.
- Gain Spell Resistance. See page 47 for additional rules.
- Dwearn Characters increase Tallies for the Gathering Tables by 1 for every 2 uses of Mining.

General Dwearn Trait Choices

Captain's Orders (1 CP)

The Trait User gains the following benefits:

- Half the steps when affected by a Knockback. If the Trait User runs into something, they may treat the effect as Pin instead of Stun.
- User may use the benefits of Prepare to Attack, Set to Defend, and Retreat Order 1 additional time before the Duration of the effect ends. The Dash Cooldown for Retreat Order lasts 15 seconds for the Trait User.

Robust Workers (1 CP)

At Character Creation, the Player chooses Crafting or Gathering Skills. When using the chosen Type of Skill, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. The Trait User only gains this Energy for the RP time performed.

Steady Hands (1 CP)

The Trait User gains the following:
- May ignore the Delicate Keyword when Crafting.
- Half the RP to picks locks and disarms traps.

Contempt (2 CP)

Stubborn's Energy Cost is set to 2.

Stout Construction (2 CP)

When using Make it Last or Arrest Decay, increase the Expiration date of the item by 2 additional months increase the Energy cost of the Skill to 10 when used this way. (Without other modifications, they increase the Expiration by 4 months). This effect does not stack with similar Species Traits.

Dwearnian Made (3 CP)

When a Dwearn Character crafts Armor Shields, or Weapons, they may expend the Resources listed in parenthesis to add the Dwearnian prefix to the Item.
Dwearnian Armor:
- Non-Chest Piece (1 Steel): +3 Armor Points
- Chest Piece (2 Steel): +10 Armor Points
- Full Suit (5 Steel): +25 Armor Points.
- Additional Armor Points from this effect do not count towards the Armor Classification.
- Full Suit (1 Gold, 1 Silver): Wearer gains Spell Resistance while worn.

Dwearnian Weapons or Shields:
Weapon or Shield (3 Steel): The wielder may declare "Durable" to negate a Break Status on the item up to 3 times. This effect can stack with Masterwork for up to 6 uses of Durable.

The Trait User may add the Dwearnian Prefix to their Starter Armor, Shield and one Weapon.

Non-Dwearn Characters using Dwearnian Weapons, Shields or Armor cannot increase the number of steps their Dash Effects gain.

This Trait may only be taken by Dwearn Characters.

Core Dwearn - 12 CP

Living deeper in their mountain homes near the magma chambers their kind once used to travel between their Kingdoms, Core Dwearn are the most passionate and rowdy of all Dwearn kind. A fiery temperament and quick tongue are almost universal among Core Dwearn, but they are just as passionate about their craft and people as they are aggressive. Core Dwearn are among some of the finest crafters among even the Dwearn taking joy in the art of creating new forms after applying the heat and pressure only found beneath a mountain.

Required Costuming: See Dwearn Required Costuming. Core Dwearn must have Red/Orange runes.

Additional Costuming Recommendations: Wild hairstyles and beards normally considered low brow in most of Dwearnian society. Core Dwearn without hair often adorn themselves with brightly colored tattoos.

Mechanics: All Core Dwearn have the Core Keyword.

Favored Thaumaturgy: Crafter Aspect, Fury Aspect, Flame Aspect, Champions Aspect

Core Dwearn Trait Choices

Fire in the Blood (1 CP)
The Trait User gains the following:
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Diseases take twice as long to advance to their next stage for the Trait User.

Repair Specialist (1 CP)
The Trait User may reduce the Roleplay time to Repair an item by 2 mins for every 1 Energy spent.

Resourceful Worker (1 CP)
When the Trait User goes to turn in Mining, Logging, or Forage RP, their Fortune Draw gets a +1 to the Fortune Card Value.

Combat Expertise (2 CP)
When the Trait User uses Warrior's Spirit Skill, they may choose to either declare the effect immediately without doing the RP required or set the Energy Cost to 5.

Forgehammer (2 CP)
The Trait User may ignore the requirements to purchase Breaker if this Trait is taken at Character Creation.
- Breaker's Energy Cost is set to 3 and may be used with Standard Weapons or Bastard Weapons.

Crucible Hands (3 CP)
The Trait User may make Improvised Inventions. See Improvised Invention in the Item Catalogue. This does not benefit from bonuses to Crafting Skills.

- The Trait User halves the RP time for using the Refining Skill (to a minimum of 5 mins) and may refine 5 additional items.
- The Trait User can do Crafting RP for 2 Smithing, 2 Carpentry projects, or 1 Carpentry and 1 Smithing project at the same time. The Crafting Workstations must be within 10ft of each other to use different crafting Skills this way.

Frenzy (3 CP)
The Trait User may use Frenzy (pg. 45).

Rocker Performance (4 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills by 5. This stacks with similar effects.
- **Requires Rousing Anthem**: The Trait User may double the Energy cost of Rousing Anthem and declare "Rebellious Anthem" instead of Rousing Anthem. Affected Characters spend -1 Energy for Defense Skills in addition to the other effects of Rousing Anthem and Accompanied Rousing Anthem.
- If Performance RP would be interrupted by a Negative Status (except Near-Death), the Trait User may spend 5 Energy and declare "Encore" to ignore the effect for 1 minute and continue their RP.
- Going into Near-Death does not interrupt Performance RP. Performance RP may be continued even while in Near-Death.

Tempering Hands (5 CP)
The Trait User gains the following benefits:
- Tempering Hands may be used once for every 10 Maximum Energy. The Character must Rally to regain all uses of Tempering Hands. User may touch a Weapon or Shield with the Break Status expend 1 use of Tempering Hands, and 1 Iron for Melee Weapons or 1 Hardwood for Bows or Shields, spend 30s RPing repairing the Item and then declare "Remove Break".
  - The Trait User may move as if Slowed while performing this RP. If the Character is hit with Blind, Confuse, Freeze, Grapple, Knockback, Prone, Rage, Stun or Unconscious while performing the RP, it is interrupted. The Tempering Hands use and the Resource are still expended.
- Armor's Bane's Energy Cost is set to 1 when not used as a Rush and may be used with Unarmed Brawlers.
- Must be within Reach, spends 5 Energy, spends 10 seconds RPing rubbing both hands together, points to their target and declares "Fix 30".

Mountain Dwearn - 12 CP

The most populous of all Dwearn, the Dwearn of the Mountain, are stoic and robust people with a love for lasting things. Whether relationships, architecture, tools, good times or memories, the Mountain Dwearn look for dedication and loyalty not only in themselves but also in companions. Earning the respect and loyalty of a Dwearn is ensuring a lifetime ally and friend and likely a handful. Mountain Dwearn can be rowdy and at times careless, but only the worst kinds of Dwearn will not own up to their own mistakes and seek to set things right.

Required Costuming: See Dwearn Required Costuming. Mountain Dwearn runes are gray, black, or brown.

Additional Costuming Recommendations: Mountain Dwearn tend to be very utilitarian, wearing whatever is available to them.

Mechanics: All Mountain Dwearn have the Mountain Keyword.

Favored Thaumaturgy: Mountain Aspect, Community Aspect, Crafter Aspect, Pleasure Aspect

Mountain Dwearn Trait Choices

Stoicism (1 CP)
The Trait User may ignore the requirements to purchase Willpower if this Trait is taken at Character Creation.
- Willpower's Energy Cost is set to 2.

Danger Sense (1 CP)
The Trait User may declare Notice to negate the effect of one or more Traps. This resets the Trap(s), but the Trait User knows the Trap(s) is there and can inform others of it. If multiple Traps would go off at the same time, all of them are reset and the Character is aware there are multiple traps.

Stout Constitution (1 CP)
The Trait User treats all Poisons as if they had a Duration of Scene.

Shrewd (2 CP)
The Trait User can purchase up to 5 items at the reduced cost when using Negotiate and increase the Influence of Negotiate and Manipulate Market by 1.

Rowdy Perseverance (2 CP)
When doing Gathering RP, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. The Trait User only gains this Energy for the RP time performed.
- When the Trait User is part of an Audience for an Entertainer Skill or Preach, gain 3 Zeal if the RP is completed.

Defensive Formation (3 CP)
When The Trait User is part of a Shield Wall or uses Guarded/Honor Guard, they gain Strike DR (Magic).
- If the Trait User uses the Shield Wall Skill, they declare "[Group] Shield Wall, Strike DR(Magic), Scene". All Characters affected gain Strike DR (Magic) while they qualify as being part of a Shield Wall.
- While Brace is active, gain Immune against Pin effects.

Feast Brewer (3 CP)
The Trait User gains the following benefits:
- When using Cooking and Brewing to make a Food or Drink, they produce 2 extra servings.
- May spend 10 Energy to produce +1 Potion or Poison when using Alchemy for no additional Resources.
- May do 2 Cooking and Brewing, 2 Alchemy, or 1 Cooking/Brewing and 1 Alchemy projects at the same time. The Crafting Workstations must be within 10ft of each other to use different crafting Skills this way.
- Double the number of Alcohol Drinks they can consume before gaining Disorient.

Thunder of the Guns (4 CP)
The Trait User gains the following benefits:
- Reduce Reload time for Black Powder Guns by 2 to a minimum of 5. This does not stack with other similar Traits.
- Reloading a Black Powder Gun is only interrupted if they are put into Near-Death, has one of their arms Mangled or gains the Confuse, Freeze, Grapple, Rage, or Unconscious Status.
- Crafting Black Powder produces 5 additional Black Powder.
- The Trait User may ignore the requirements to purchase Iron Sights Aim if this Trait is taken at Character Creation.

Dedication to Prosperity (5 CP)
The Trait User may affect others with both Oversee and Worker's Song at the same time.
- The Trait User may ignore the requirements to purchase Oversee and Worker's Song if this Trait is taken at Character Creation.
- The Trait User Starts with 30 Maximum Energy, and their Maximum Energy Cap is 60.
- Dedication to Prosperity may be used once for every 10 Maximum Energy the Character has to a maximum of 6 uses. The Character must Recover to regain all uses of Dedication to Prosperity. When turning in Gathering Skill use at the Market, they may declare "Dedication to Prosperity" to count as drawing from the Resource Table higher than the one used during that Quarter. This stacks with Surveyor. This expenditure affects up to 10 uses of Gather done during a single trip.

Spellbreaker - 11 CP

Once heralded as the honor guard for the royal families of the Dwearnian kingdoms, Spellbreaker Dwearn are chosen from among all other Dwearn to undergo a dangerous ritual to see if they are part of a lineage of the First Dwearn. Many teenage Dwearn who undergo this procedure perish, however, those with some link to the First develop an immunity to magic and become recognized as an honored member of the Spellbreaker Household.

In recent history, the Spellbreaker Household has become the shock troops of the Altyr to face off against the magic of the Soli Empire and any others willing to bring sorcery to bear against the Altyran Dwearn. Due to their immunity to magic, many Spellbreakers must learn how to heal with technique or faith rather than rely on magic to tend to them during and after a battle.

Required Costuming: See Dwearn Required Costuming. Spellbreaker Runes must be Silver or Gold.

Additional Costuming Recommendations: Spellbreakers usually have silver or gold runes running along exposed skin, including along their faces. These runes manifest during a ceremony where a teen's genealogy is determined if they are fit to be a member of the Spellbreaker line. If so, the runes are scarred into their skin in an intensely painful ritual. If the teen is not a true heir of the lineage, then the runes will kill them during the ritual.

Mechanics: All Spellbreaker Dwearn gain the Spellbreaker Keyword and the Lineage of the First Trait.

Favored Thaumaturgy: Mountain Aspect, Life Aspect, Crafter Aspect, Order Aspect

Lineage of the First
- Gain Spell Immunity. See page 47 for additional rules. Spellbreakers also count as having Spell Resistance (for the sake of Bonus effects) and may choose to suppress Spell Immunity but keep Spell Resistance. The Character can also Suppress or meditate to get either Spell immunity or Spell Resistance or both back at the same time.
- The Character Starts with 30 Maximum Energy, and their Maximum Energy Cap is 60.

Spellbreaker Dwearn Trait Choices

Resourceful Worker (1 CP)
When the Trait User goes to turn in Mining, Logging, or Forage RP, their Fortune Draw gets a +1 to the Fortune Card Value.

Astute Observer (1 CP)
The Trait User gains the following benefits:
- Reduce RP time for Study Creature to 10s
- Spells used against the target of Study Creature cost -1 Energy for 1 min.
- Inspect's Energy cost is set to 0.

Stoicism (1 CP)
The Trait User may ignore the requirements to purchase Willpower if this Trait is taken at Character Creation.
- Willpower's Energy Cost is set to 2.

Vicious Rebuke (2 CP)
The Trait User gains the following:
- Spend -1 Energy when using Skills declaring a Dispel effect.
- May increase the Energy cost of a Dispel effect by 2 to declare "Dispel All".

Self-Preservation (2 CP)
The Trait User may target themselves with Healer Skills.
- The Trait User may spend 1 Energy to reduces the RP time of Healer Skills by 1 minute. **Requires Chirurgeon**: Reduce the RP time by 2 mins for 1 Energy.

Champion (3 CP)
The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Mountain's Preservation (3 CP)
The Trait User may spend 10 Energy and declare "Mountain, preserve me!" and the Scene they become Immune to Mangles and their Weapons and Shield are Immune to Break effects.
- Cannot be used if the Trait User is Silenced.

Dwearnian Guardian (4 CP)
The Trait User gains the following:
- When using Guard or Honor Guard, the Trait User gains Strike and Shot DR (Magic).
- When The Trait User is hit with a Spell, if their Spell Immunity is active, point to the Spellcaster and declare "Immune React, 10 Magic". This does not count as a Skill effect and is not subject to the Skill Cooldown.
- May spend 3 Energy if their Spell Immunity is active, when using Guarded or Honor Guard and declare the above React Effect.

Seal Ability (5 CP)
The Trait User gains the following benefits:
- May spend 10 Energy, point at a target within 10ft and declare "Faith, Seal [Skill Tree], 5 mins". This effect cannot be used while Silenced.
- Double the duration of any Seal or Silence effects they use on other Characters. This does not apply to the above Seal effect.

Summit Dwearn - 11 CP

Summit Dwearn reside amongst the highest peaks of their mountain homes secluded away in their fortress-like monasteries where they ponder the mysteries of the world, life, faith, and magic. Many feel the Summit Dwearn are cut from a different cloth from other Dwearn, but few can deny their talent for deep thought and fanciful ideas. While not all their inventions and experiments produce usable results, much of Dwearnian society owes their advances to the Summit Dwearn. Unlike other Dwearn, the Summit are calm, rational for the most part, and levelheaded. Nearly every Dwearnian court has a Summit Dwearn serving as an important advisor to temper more hot-headed leaders.

Required Costuming: See Dwearn Required Costuming. Summit Dwearn runes must be White, Blue or Purple. Runes must stand out against the person's skin tone.

Additional Costuming Recommendations: Summit dwarves typically manifest tints of greys, blues, and whites in their skin tones, eye color and hair. Even something as simple as a strip of blue in the hair means a Character is a Summit Dwarf.

Mechanics: All Summit Dwearn gain the Summit Keyword and the Scholars of the Crown Trait.

Favored Thaumaturgy: Cold Aspect, Mountain Aspect, Knowledge Aspect, Order Aspect, Sky Aspect

Scholars of the Crown

When using Research, a Summit Dwearn may choose one Skill they do not have and gain info as if they had it.
- The Character Starts with 30 Maximum Energy, and their Maximum Energy Cap is 60.

Summit Dwearn Trait Choices

Wary (1 CP)
Notice's Energy cost is set to 2.

Frigid Blood (1 CP)
The Trait User increases their Near-Death timer by 2 mins. This Trait does not affect set Near-Death Timers of a Skill or effect (such as Heroic Stand).

Blessing of Endurance (1 CP)
The Trait User gains the following benefits:
- May use Lay On Hands to declare "Faith, Ignore All Mangle, 1 min" instead of the normal declaration.
- May use 1 additional Potion of each type per Scene.

Dwearn Essence Shaping (2 CP)
The Trait User may spend 5 Energy to gain any bonuses from Thaumaturgy Passives or non-Consumable Items which normally can only be gained by other Species except effects specifically for Aelf'enai, Effigies or Mortaeans for the **Scene**.

Efficient Crafter (2 CP)
The Trait User reduces the RP time for Alchemy, Tinkering, or Infusion projects by 10 mins. Cannot be used on Delicate Crafting Projects.

Diplomat (3 CP)
The Trait User gains the following Benefits:
- The Trait user spends 5 Energy and declares "10ft, Social, Pacify 1 min".
  - This effect cannot be used if the Trait User is Silenced.
  - Pacify has no effect on Characters affected by Confuse, Rage or Frenzy.
- Increase all Influence effects by 1 (does not stack with other Species effects).
- Academic Connections and Whisper Network have the Requirement: Negotiation to learn instead of their normal requirements.

Conduit of Faith (3 CP)
When a Character gains this Trait, choose a Magic Skill or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Flash of Insight (4 CP)
The Trait User may make Improvised Inventions. See Improvised Invention in the Item Catalogue. This does not benefit from bonuses to Crafting Skills.
- **Requires Brilliance**: Gains 2 uses of Brilliance and may use the chosen Skill the rest of the Quarter or 3 hours whichever is longer.
- May ignore the requirements to purchase Explore Theory if this Trait is taken at Character Creation.
- **Requires Explore Theory**: Get two random Schematics pulled from the same Crafting category.
  - May also expend the Resources to get a specific Schematic or Instruction twice per Quarter.
- May declare Study Creature immediately with no RP time.

Mountain's Crown (5 CP)
Once per Game, The Trait User may spend 30 mins gazing at the sky to gain insight into the motives of a Faction in the region. The Player goes to Logistics and chooses one Faction they are aware of and will learn what the faction's short-term goals are for the region. This does not provide specific information about the individuals in the group, but the group.
- Gains Immunity to Rage, Confuse, and Slow.
- Stubborn's Energy Cost is set 2.
- User may use a Leadership Skill for no Energy twice per Scene.
- User gains +1 Leybond use for all Leybonds they know. Additionally, the Trait User may take one step every 3 seconds and maintain their Leybond effect.

Effigy Family

The Effigy family includes all forms of sentient constructs which have begun to appear across Graewynn. Many postulates these Effigies herald there is greater turmoil in the spirit world. Effigies are humanoid shaped beings made of inanimate materials. While they share some similarities to Undead, they did not live, grow, and die like the undead have. There has been some limited success in creating Effigies by powerful magus. In general people are uneasy around Effigies simply because they function so much differently than other creatures.

There are a few instances where Effigies are a once living being transplanted into a constructed body, yet these are seemingly random and reserved only for those who possess a soul strong enough to withstand the process. The process is said to rip out a great deal of the soul's memories to allow it to be transplanted. It is theorized this has something to do with the alien form being used and the soul is scarred by the process to accept the new body.

Average Lifespan: Unknown

Required Costuming: Effigies minimally require articulation lines across joints and around the mouth unless using other approved makeup / masks / prosthetics to display their obvious artificial appearance.
Remember to not use solid reds, blacks, yellows, or browns.

Additional Costuming Recommended: Players are strongly encouraged to extend their costuming beyond their face/head, given the inherently odd and inhuman appearance of Effigies. This can be done with makeup, prosthetics, masks etc.

Mechanics: All Effigies have the Effigy Keyword and Constructed Body Trait.

Constructed Body

Effigy Characters cannot benefit from any Healer Skills (unless otherwise specified) except First Aid and only gain half the amount from Heal Spells. An Effigy can have their Health restored using the Repair and Lay on Hands Skill or Fix effects.

- Effigies are Immune to Poisons, Diseases, Bleed, Agony, and Unconscious. An Effigy does not need to breathe.
- Effigies can consume Food and Drink, but only gain half the Health or Energy from them. Effigies can benefit from special items to specifically restore their Health and Energy.
- The Character Starts with 40 Maximum Health, and their Maximum Health Cap is 70.

General Effigy Trait Choices

Bound Armaments (1 CP)
The Trait User can have both their Health and Armor Points restored by a single use of Repair. Normally an Effigy would require their Armor and Health repaired by two separate uses of Repair. This trait cannot be taken by a Jemelu Character.

Construct Kinship (1 CP)
The Trait User gains Construct Kinship.

Driven (1 CP)
The Trait User gains the following benefits:
- Break Free from cost 5 Health to escape Grapple (regardless of Mighty effects) and 10 Health to escape Pin effects.
- May spend 3 Health and declare "Lockgrip" to negate Disarm effects.

Mighty (2 CP)
The Character has Mighty permanently.

Spell Resistance (2 CP)
Gain Spell Resistance. See page 47 for additional rules.

Conduit of Faith (3 CP)
When a Character gains this Trait, choose a Magic Skill or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Botanic - 11 CP

Botanic Effigies are made from sticks, hay, and other botanic matter to make a humanoid form. Many cultures use humanoid figures made of similar materials as a warning or an offering to the gods. Botanic Effigies have a difficult time reconciling if they are truly alive or not. Some view Botanic Effigies as dark omens, while others have come to rely on them to scare off their enemies.

Costuming Requirement: Mask/face makeup composed of once-living plant matter _or_ can have articulation line for the jaw and plant matter poking out from costuming

Additional Costuming Recommendations: Botanic Effigies should look like they are made of materials which were once plants such as wood, grain etc. Masks and prosthetics encouraged. Botanics usually have bindings or tool marks on them to help show they are different from a Treant. Make up could include screws holding the organic matter in place, or ropes binding bundles of straw, branches, etc.

Mechanics: All Botanic Effigies have the Botanic Keyword, and the Between Life and Death Trait.

Favored Thaumaturgy: Nightmares Aspect, Darkness Aspect, Light Aspect, Life Aspect, Decay Aspect

Between Life and Death
Botanic Effigies gain the full effect from Heal Spells.

Botanic Effigy Trait Choices

Plant Kinship (1 CP)
The Trait User gains Plant Kinship.

Transgressor's Bane (1 CP)
The Trait User doubles the duration when they use a Silence or Seal effect.

Field Vigil (1 CP)
The Trait User regains 1 energy every 5 mins while doing Gathering Roleplay. Trait Users only gain this Energy for the RP time performed.

Frightening Visage (2 CP)
The Trait User increases the duration on Fear effects by 2 mins and Terror effects by 10s.

Relentless (2 CP)
The Trait User gains the following benefits:
- Immune to Pin.
- Intimidate's Energy Cost is set to 1 Energy and Terrify's Energy Cost is set to 3.

Harvest Omen (3 CP)
When The Trait User uses Farming, Grave Tending or Herbalism, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Harbinger (3 CP)
When a Character gains this Trait, choose the Harmonious or Necromancy Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This can stack with the Talent Trait for Harmonious or Necromancy.

Splinter (4 CP)
After the Trait User is hit with a Strike attack, they may spend 5 Energy, point at the attacker, and declare "React, Blind 10s".
- Gain Shot and Gun DR (Fester).

Burning Effigy (5 CP)
The Trait User may spend 10 seconds striking tinder or some other method to get their hands to ignite. This roleplay may only be interrupted if the Trait User is put into Near Death or gains a Status which prevents them from using Skills. If the RP is not interrupted, declare "Burning Effigy". This effect lasts for 5 mins.
While this is active, the Trait User gains the following benefits:
- As if Frenzied, this effect cannot be Sealed or removed.
- While Frenzied, the Trait User can freely choose their target and does not have to go after the closest one.
- Strike attacks gain the Pierce damage tag.
- If Grappled, the Trait User may declare "React, 3 Magic, Pierce" against the Character grappling them. The Trait User can declare this effect repeatedly until the Grapple ends. This does not trigger Skill Cooldown. See below how similar effects stack.
- Intimidate and Terrify's Energy Costs are set to 1.

Designer's Note
Stacking the effects of Thorns, Living Furnace and Burning Effigy. When Grappled, the Character calls their damage based adding together the following effects:
- *Living Furnace: +2 damage and gains Magic Damage Tag*
- *Burning Effigy: +3 damage and gains the Magic and Pierce Damage Tags*
- *Thorns: +2 damage and gains the Pierce Damage tag.*
- *Without other modifiers, if you have all 3 effects, the declaration is "React 7 Magic Pierce"*

Graveborn - 11 CP

Across Graewynn, few are pitied more than Graveborn Effigies. Stitched together from the remains of; often, several creatures, Graveborn are most created through dark arts to bring the dead back to life after their body has been destroyed. Graveborn are regarded as unnatural and terrifying examples of the depths people may go to bring back loved ones. While not truly undead, Graveborn are often mistaken for undead.

Costuming Requirements: Articulation Lines may be replaced with stitching marks across the Characters exposed skin.

Additional Costuming Recommendations: Graveborn Effigies usually look as if their flesh has been stitched together from several different bodies (so patches of different skin tons between stitching lines), or other parts of corpses. Moss and fungus are also common on many Graveborn.

Mechanics: Graveborn Effigy had the Graveborn Keyword and the Undeath's Doorstep Trait.

Favored Thaumaturgy: Nightmares Aspect, Darkness Aspect, Light Aspect, Life Aspect, Decay Aspect

Undeath's Doorstep

- Graveborn Effigies are healed by Fester effects instead of taking damage but take damage from Heal Spells.
- May be targeted with Healer Skills by other Characters

Graveborn Effigy Trait Choices

Undead Kinship (1 CP)
The Trait User gains Undead Kinship.

Toxic Transfusion (1CP)
Trait User may expend a non-damaging Poison to become Stabilized when in Near-Death. The Trait User must Rally to use this effect again.

- May use 1 additional Potion of each type per Scene.

Flesh Shaper (1 CP)
When performing Healer or Alchemy RP, a Character regains 1 energy every 5 mins while doing that Roleplay. The Trait User only gains this Energy for the RP time performed.

Frightening Visage (2 CP)
The Trait User increases the duration on Fear effects by 2 mins and Terror effects by 10s.

Spare Parts (2 CP)
When The Trait User uses Grave Tending or Herbalism, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Rotten Stench (3 CP)
The Trait User may spend 5 Energy and declares "10ft, All Living, Disorient, 30s".

- May spend 3 Energy, declare "Wither 1 min" and make a Strike attack.

Canvas of Flesh (3 CP)
The Trait User gains the following benefits:

- May use their Current Soul Point rating, rather than half when determining the number of Long-Term Transformative effects they can have.
- May expend 1 [Species] Flesh, 1 [Species] Bone, or one Verdanti Fiber, declare "Infuse Flesh" to gain the [Species] Keyword based on what kind of Resource was expended for the **Scene**. This allows them to benefit from Species specific effects on Items or Bonus effects for the Scene.

Alchemical Sludge (4 CP)
The Trait User gains the following benefits:

- May consume 1 Poison item and until the end of the Quarter or 3 hours whichever is longer, they may spend 3 Energy to apply the consumed Poison's effect to any non-Gun weapon within Reach.
  - After coating a Weapon, the next Strike, Thrown, or Bow attack made with that weapon is declared as "[Strike, Shot] Poison [Consumed Poison effect].
  - This effect can be modified by the Poisoner Skill.
  - If another Poison is consumed, the previous Poison effect is lost.
- May ignore the requirements to purchase Poisoner if this Trait is taken at Character Creation.
- May use Poisoner with any Brawler or Melee Weapon

Surgical Construction (5 CP)
The Trait User gains the following benefits:

- May target themselves with Healer Skills.
- May affect other Effigies and Ghost Mortaeans with Healer Skills. Each time the Trait User targets an Effigy with a Healer Skill they must expend one of the following Resources:
  - Iron for Metallic Effigies
  - Stone for Stone Effigies
  - Hardwood for Botanic Effigies
  - [Species] Flesh for Graveborn
- May perform Chirurgery Procedures on themselves without requiring the Chirurgery Skill. The Trait User can expend 1 of each Resource required for a Chirurgery Procedure to gain the benefit until the end of the Quarter or 3 hours whichever is longer. Chirurgery Instructions are required for any non-Basic Chirurgery Procedures. These effects do not count towards the LTT Trait limit.
- If another Character performs the Chirurgery Procedure on the Trait User, half the RP time and reduce all Resources required by 1 to a minimum of 1.

Metallic - 11 CP

Metallic Effigies are created from metallic materials from solid metal or even hollow suits of armor given sentience through whatever manner animated them. Most Metallic Effigies are direct and to the point, many revel in a sense of indestructibility. Employed mostly as soldiers, Metallic Effigies are feared on the field of battle regardless of what role they play.

Costuming Requirements: Mask/face/neck makeup composed of metal or good imitation material. Articulation lines required for makeup.

Additional Costuming Recommendations: Metallic Effigies usually have metallic looking skin. Metallic looking masks are encouraged but not required. Additional articulation lines at exposed joints.

Mechanics: All Metallic Effigies have the Metallic Keyword and the Metal Body Trait.

Metal Body

Metallic Effigies ignore the Pierce damage modifier.

Favored Thaumaturgy: Leadership Aspect, Crafters Aspect, Champion Aspect, Order Aspect

Metallic Effigy Trait Choices

Precious (1 CP)
The Trait User gains the following:
- Increases the duration of Plead to 5 mins.
- Spend -1 Energy to use Negotiate or any Taunt effect.

Internal Compartment (1 CP)
The Trait User counts their torso as a Chest with a Storage Capacity of 10. Any weapons stored in this compartment must have a black band around their grip to represent they are not visible. This container cannot have a Trap attached to it.

This Compartment is not found during a Full Search, unless the Character Searching the Trait User uses Inspect or Notice. The Internal Compartment has a Lock which only the Trait User can open without using Lockpicks.

Field Vigil (1 CP)
The Trait User regains 1 energy every 5 mins while doing Gathering Roleplay. Trait Users only gain this Energy for the RP time performed.

Steel Soldier (2 CP)
The Trait User may spend 2 Energy to have DR (Magic) against one attack.
- If the Trait User has Heavy Combatant, this effect only costs 1 Energy, but the Trait User can continue to use the Heavy Combatant effect even when they have no Armor Points left.

Claw and Fang (2 CP)
The Trait User has Claw Brawlers instead of Fist Brawlers.
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Increase the Bleed or Agony given by Strikes by 1.
- **Requires Mangle**: May use Mangle with Claws.

Sorcerer's Construct (3 CP)
The Trait User increases the amount of Health or Armor received by a Fix effect by +10. *(This is an exception to the normal max bonus rules)*
- When The Trait User receives Screen, or Vigor, increase the amount received by 5.
- When The Trait User uses Guard or Honor Guard to protect another Character, they may act as if they have Strike, Shot, and Gun DR (Magic).

Ricochet (3 CP)
Ricochet may be used once for every 10 Maximum Energy the Character has to a maximum of 5 uses. When hit with a Shot or Gun effect, User may expend 1 Ricochet, point to another Character within 10ft and declare "Ricochet [Repeat Gun or Shot effect]" The target takes the effect instead.

Powerful Leader (4 CP)
The Trait User gains the following benefits:
- May declare Leadership Skills while doing any RP time without interrupting other Skills.
- When The Trait User uses Inspiration, they may give Vigor or Screen.
- When User declares a Leadership Skill, gain 10 Vigor.
- User increases the Duration on Fear effects by 2 mins and Terror effects by 10s.
- The Trait User may organize up to 30 Characters (including the Character) using Tactical Planning.

Launcher (5 CP)
The Trait User has a Ranged Weapon built into their arms. The Trait User cannot be holding anything in the hand they wish to use with the Launcher. The Trait User holds their arm out straight, makes a fist and declares "Shot, 5" and throws a Yellow Packet. Each Arm may be fired once before spending 5s reloading the Launcher.
- A Character with the Tinker Skill may take a Thrown, Bow, or Pistol and build it into the Character's Arm. Requires 20 mins of Tinker RP. The Item must be taken to the Market and have Launcher added to its name. A different weapon can be added to each arm.
- The Launcher does the same damage as the modified Weapon. Bow and Thrown weapons modified for the Launcher may fire 5 times before spending 5s to reload. Pistols modified this way use the number of shots and Reload rules for the type of weapon.
- Any special effects of a Weapon modified this way may still be used on these Weapons may also use Slinger or Gunslinger Skills even though the Character is not holding a Phys Rep. Gunslinger Skills may still only be used with Guns, and Slinger with Bow or Thrown.

Stone - 11 CP

Stone Effigies come from a variety of stone and stone-like materials. Some simply rise up out of the ground one day, unsure of how or why while others have gained sentience through powerful ritual or by otherworldly forces. Stone Effigies are commonly patient, slow to anger and prone to consider their situations before acting. However, once a Stone Effigy's mind is made up, it is nearly impossible to change it.

Costuming Requirements: Mask/face/neck makeup composed of a good imitation of stone/gemstone. Articulation lines or cracking/veining (think marble) required for makeup.

Additional Costuming Recommendations: Exposed skin on Stone Effigies usually have the coloration of various types of stone, including gemstones. Masks or prosthetics are encouraged. Remember to not use solid reds, blacks, yellows, or browns.

Mechanics: All Stone Effigies have the Stone Effigy Keyword and the Stone Body Trait.

Favored Thaumaturgy: Knowledge Aspect, Crafters Aspect, Mountain Aspect, Order Aspect

Stone Body

Stone Effigies are immune to the Mangle Status.

Stone Effigy Trait Choices

Precious (1 CP)
The Trait User gains the following:
- Increases the duration of Plead to 5 mins.
- Spend -1 Energy to use Negotiate or any Taunt effect.

Ironbound (1 CP)
The Trait User treats Armor as one category lighter. This effect stacks with Wall of Steel and Shielded Charge. This benefit does not affect Dwearnian Armor.

Spectral Wards (1 CP)
When The Trait User gains the effects of Screen, or Vigor, increase the amount received by 5.

Effigy Essence Shaping (2 CP)
The Trait User may spend 5 Energy to gain any bonuses from Thaumaturgy Passives or non-Consumable Items which normally can only be gained by other Species except effects specifically for Aelf'enai, Fae or Mortaeans for the **Scene**.

Relentless (2 CP)
The Trait User is immune to Pin.
- Intimidate's Energy Cost is set to 1 Energy and Terrify's Energy Cost is set to 3.

Boulder (3 CP)
The Trait User may spend 3 Energy, cross their arms touching their shoulders and declare "Boulder". While using this effect, they cannot move, use Skills, Items, or speak in character, but become immune to all damage and all effects. When the Trait User uncrosses their arms, moves, or speaks, the effects of Boulder end.
- Other Characters may count the Trait User using Boulder as an obstacle to use Take Cover.
- While in Boulder, the Trait User cannot be moved by Carry or any other means unless otherwise specified.
- This effect ends if the Trait User is hit with a Smash effect.

Majestic Performance (3 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.

Shatter (4 CP)
When The Trait User is successfully hit with a Melee Attack, they may spend 3 Energy declares "React, Weapon Break". The Attacker's weapon gains the Break Status.
- This effect cannot be used against an attack redirected to the Trait User via effects like Guarded or Misdirect.

Earthquake (5 CP)
The Trait User may spend 5 Energy and declare "10ft, Prone, Disorient, 30s."
- The Trait User gains immune to Prone and Knockback.

Fae Family

Fae are known as a race of light hearted social folk who little is known about their history aside from they often keep to themselves. The few seen out in the world are usually young and curious about the world. Fae have a love for celebration, dance, fun, and good food and drink. Many places consider Fae to be a sign of good luck, however, the Yemanist clergy have spread rumors Fae are subversive and dangerous.

Older Fae tend to keep to their own kind having grown disillusioned with the world. To an elder Fae, so few people can find the joy in life most Fae know exists. When other species are too serious or dour, many Fae rapidly lose interest and seek joy elsewhere. In time, this search becomes so exhausting, many Fae simply decide to retire amongst their own people to live out their days celebrating for any number of reasons.

For some Fae however, their search darkens their heart, and they lose all interest in fun and joy soaking in the sadness of the world. These Fae often seek any way to fill the void left behind with the loss of that joy. Some turn to violence while others simply take comfort in greed. When that world weariness strikes a Fae, many find it hard to be among their own kind any longer. Struggling to find the joy their siblings have; they begin to prefer the company of those with similar outlooks on life.

Average Lifespan: 90 Years (Maximum of 150)

Required Costuming Requirements: See the Subgroups

Mechanics: All Fae Characters have the Fae and Living Keywords. All Fae have the Fae Wilds Trait.

Fae Wilds

The Character starts with 30 Maximum Energy and their Maximum Energy Cap is 60. They also gain the Fae and Living Keywords.

General Fae Trait Choices

Ritual Talent (1 CP)

If this Trait is taken at Creation, the Trait User treats all Ritualist Skills as only having the Pre-Req: Apprentice.
- If The Trait User is the Ritual Leader or a part of the Assembly, they provide a small bonus to any Ritual they participate in.

Faerie Kinship (1 CP)

The Trait User gains Faerie Kinship

Fae Trickery (1 CP)

The Trait User may treat Stealth as Invisibility.

Parley (2 CP)

The Trait user spends 5 Energy and declares "10ft, Social, Pacify 1 min".
- Parley cannot be used if the Trait User is Silenced.
- Pacify has no effect on Characters affected by Confuse, Rage or Frenzy.

Touch of Magic (2 CP)

Touch of Magic may be used once for every 10 Maximum Energy the Character has to a maximum of 6 uses. The Character must Recover to regain all uses of Touch of Magic. The Trait User expends 1 use of Touch of Magic and declare "Touch of Magic". For the Scene, any attack made by the Trait User gains the Magic Damage Tag.

Mutability (3 CP)

The Trait User can have up to their full Soul Point total for determining how many Long-Term Transformative Effects they can have.
- The Trait User gains benefits and can use non-Consumable Items normally restricted to other Species.

Faun - 13 CP

Faun find joy in music and celebration more so than any other Fae. Urging others to work and celebrate together, Faun are notorious for their charm and persuasive methods. Known to be poets, bards, and couriers, Faun are usually welcomed anywhere they go outside of Yemanist areas. Among the most charismatic Fae, Faun are capable as leaders and diplomats. It is not uncommon for groups to hire Faun to speak on their behalf in hopes of finding a resolution when conflict arises between two groups.

Faun who have lost their joy tend towards tragedy, misery, and loss. Though their outlook changes, they still seek out others to share in their pain, their stories, and their experiences. Despite losing joy, they continue to have a strong desire for community and other people.

Required Costuming: Horns on top of their head minimally. Small horns are acceptable, but larger horns are preferred.

Additional Costuming Recommendations: Many Faun wear minimal clothing on their lower body, encouraging fuzzy pants and shoe coverings to look like hooves. Faun differs from Therios because they look human otherwise from waist up aside from the horns.

Mechanics: All Faun have the Faun Keyword and Roguish Charm Trait.

Favored Thaumaturgy: Chaos Aspect, Deception Aspect, Community Aspect, Pleasure Aspect.

Roguish Charm

The Trait User increases steps for Dash or Teleport effects by +5 Steps.
- Charm and Negotiate's Energy Cost is set to 1.

Faun Trait Choices

Mockery (1 CP)

The Trait User must verbally mock their enemies and may declare one of the following:
- **(3 Energy)**: Point to a target in Engagement Range and declare "Social - Rage 1 minute". Negated with Stubborn or Willpower
- Cannot be used if the Character is Silenced.
- Only Faun Characters may take this trait.

Designer's note - Remember Don't Be a Dick.

Captivating Charm (1 CP)

The Trait User gains the following benefits:
- Charm's duration becomes Scene.
- Double the duration of Taunt effects.
- The Trait User may spend the Energy to use Charm while using an Entertainer Skill and affect All audience members.

Community (1 CP)

For every 5 mins spent conversing and roleplaying with at least 2 other Characters, the Character regains 1 Energy. The Character must be At Rest or not actively using any other Skills to use this effect.

Combat Expertise (2 CP)

When the Trait User uses Warrior's Spirit Skill, they may choose to either declare the effect immediately without doing the RP required or set the Energy Cost to 5.

Tagalong (2 CP)

User may spend 3 Energy and gain one Kinship Trait (pg. 43) until the end of the Quarter. After the beginning of a Quarter, the User may declare a different Kinship Trait.

Frenzy (3 CP)

The Trait User may use Frenzy (pg. 45).

In the Know (3 CP)

The Trait User gains the following:
- May declare Bore or Charm instantly without doing RP.
- May declare "In the Know" to gain entry to invite only meetings or parties.
- Increase all Influence effects by 1.
- Illicit Connections and Whisper Network have the Requirement: Negotiation to learn the Skill.
- Gains the benefits of the Nomad Background Trait.

Dazzling Performances (4 CP)

The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 10. This stacks with similar effects.
- May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.
- May affect other Characters with both Oversee and Worker's Song at the same time.

Beguiling Voice (5 CP)

The Trait User gains the following benefits:
- Ignores the Pre-reqs to learn Spellweaver.
- Spend 2 Energy to use a Spellweaver effect a second time without doing Spellweave RP but must target a different Character. If the 2nd use is not declared immediately after the 1st, or there are no applicable targets in range, the 2nd use is lost
- Spend 5 Energy to declare Spellweave effects as a "Social Sweep [Effect]".
- Spend 1 Energy to add Feint to a Spellweaver effect.
- Spellweave effects gain the following:
  - +5 damage
  - Double Durations

Gnomeran - 13 CP

Gnomerans are known for their brilliant minds, and recklessness. While not all Gnomerans are necessarily book smart, many Gnomerans are clever no matter what they do. Gnomerans are relentlessly curious and are easily convinced to do something reckless making them excellent innovators and crafters. Gnomerans enjoy challenging convention and making inspiring mirth in others even at their own expense.

When a Gnomeran loses their sense of joy for the world, it leads to even more reckless behavior and less regard for who they hurt in the process. Some Gnomerans have even developed a bit of a sadistic streak taking joy in the pain of others.

Required Costuming: Gnomerans are required to have rosy cheeks and noses minimally.

Additional Costuming Recommendations: Gnomerans tend towards simple clothing and enjoy large, often floppy hats. Many Gnomerans have bulbous or upturned noses, so nose prosthetics are suggested.

Mechanics: All Gnomeran have the Gnomeran Keyword and gain the Improvised Invention Trait.

Favored Thaumaturgy: Chaos Aspect, Crafter Aspect, Knowledge Aspect, Pleasure Aspect

Improvised Invention
The Trait User may make Improvised Inventions. See Improvised Invention in the Item Catalogue. This does not benefit from bonuses to Crafting Skills.

Gnomeran Trait Choices

Recycling (1 CP)
The Trait User gets +1 Common and Refined Resource when breaking down items using the Refining. This still follows the normal limitations for Refining otherwise.
- May use 1 additional Potion of each type per Scene.

Steady Hands (1 CP)
The Trait User gains the following:
- May ignore the Delicate Keyword when Crafting.
- Half the RP to picks locks and disarms traps.

Excited Inventor (1 CP)
The Trait User regains 1 Energy every 5 mins while doing Roleplay for Crafting Skills and Research. Trait Users only gain this Energy for the RP time performed.

Speed Loader (2 CP)
The Trait User gains the following benefits:
- Reduces their Reload time with Guns by 2. This cannot exceed the minimum reload times and does not stack with other Species Traits.

- May spend +2 Energy when using Snapshot to declare "Dash 10".

Shrewd (2 CP)
The Trait User can purchase up to 5 items at the reduced cost when using Negotiate and increase the Influence of Negotiate and Manipulate Market by 1.

Guerrilla Tactics (3 CP)
The Trait User gains the following benefits:
- Dash effects cost half the Energy.
- When a Dash ends, the next Combat Skill used within 5 seconds costs 1 Energy.
- The Trait User can ignore the Requirements to use Dash effects except if both of their Legs have the Mangle Status or are Pinned.

Schematagik (3 CP)
When this Trait is gained, choose one Magic Skill Tree (except for Thaumaturgy). The Trait User spends -1 Energy to use Spells of the Magic Skill Tree. This effect can stack with the Talent Trait.

Field Mechanics (4 CP)
The Trait User does not require a Workstation to do Repair RP. To use Repair this way, the Trait User must expend 5 Energy and expend 2 Resources from the list below.
- Iron for Melee Weapons, and Heavy Armor, or Metallic Effigies
- Leather for Light or Medium Armor, or Ghosts
- Stone for Workstations or Stone Effigies.
- Hardwood for Ranged Weapons, Shields, and Botanic Effigies.
- [Species] Flesh or [Species] Bone for Graveborn Effigies.
- Fix effects increase their value by 5.

Eureka! (5 CP)
The Trait User gains the following benefits:
- **Requires: Brilliance** Gains 2 uses of Brilliance and may use the chosen Skill the rest of the Quarter or 3 hours whichever is longer. User may choose a Spell Skill using Brilliance.
- User may ignore the requirements to purchase Explore if this Trait is taken at Character Creation.
- When the Trait User uses Explore Theory, they get two random Schematics pulled from the same Crafting category. The Trait User may also expend the Resources to get a specific Schematic or Instruction twice per Quarter.
- Once per Quarter, the Trait User may spend 5 Energy to immediately finish any RP time except for Major Rituals.
- May declare Study Creature immediately with no RP time.

Holminn - 13 CP

Holminn are a bit of a curiosity for the Fae, many Holminn prefer a quiet simple life. While not as gregarious as Faun, Holminn do have a strong sense of community. When driven to protect their homes, Holminn fight with a ferocity few can match. Holminn see family as one the most important things a person can have. Whether by blood or chosen family, Holminn take care of their families with every fiber of their being.

Holminn do not handle loss well and is often one of the key factors to Holminn losing their joy. Joyless Holminn become loners and hermits preferring to protect themselves from loss again by rarely forming connections unless it meant they had something to gain from it.

Required Costuming: Holminn must have a tuft of thick hair or fur poking out from their costuming somewhere.

Additional Costuming Recommendations: Holminn prefer comfortable simple clothing, hairstyles and often opt for keeping a simple set of eating utensils in their belt or strapped to their arms.

Mechanics: All Holminn have the Holminn Keyword and the Mouthful Trait.

Favored Thaumaturgy: Community Aspect, Pleasure Aspect, Order Aspect, Life Aspect

Mouthful

Holminn may choose to declare "Delay Meal" after completing the RP to consume 1 Food and 1 Drink item. The Food and Drink effects then function like a Delayed Activation. They can declare "Mouthful" and gain the effects of the Delayed Meal. If the effect is not declared used within 1 hour, the Items are wasted. Only one Meal may be delayed at a time.

Holminn Trait Choices

Wary (1 CP)
Notice's Energy cost is set to 2.

Community (1 CP)
For every 5 mins spent conversing and roleplaying with at least 2 other Characters, the Character regains 1 Energy. The Character must be At Rest or not actively using any other Skills to use this effect.

Stealth Expertise (1 CP)
Gain Stealth Expertise (pg. 42).

Gentle Nature (2 CP)
The Trait User is Immune to Rage and Confuse.

Shrewd (2 CP)
The Trait User can purchase up to 5 items at the reduced cost when using Negotiate and increase the Influence of Negotiate and Manipulate Market by 1.

In the Know (3 CP)
The Trait User gains the following benefits:
- May declare Bore or Charm instantly without doing RP.
- May declare "In the Know" to gain entry to invite only meetings or parties.
- Increase all Influence effects by 1.
- Illicit Connections and Whisper Network have the Requirement: Negotiation to learn the Skill.
- Gains the benefits of the Nomad Background Trait.

Survivalist (3 CP)
The Trait User gains the following benefits:
- During a Dash effect, they take 1 damage from Strike, Shot, and Gun Attacks. Must declare "Minimal".
- Spends 5 Health to use Break Free from Grapple, Mighty Grapple or Pin.
- May target themselves with Healer Skills.

Lucky (4 CP)
Lucky may be used once for every 15 Maximum Energy the Character has to a maximum of 3 uses. The Character must Rally to regain all uses of Lucky.
Lucky may be used to do the following:
- Declare "Lucky" and negate any one effect (except Rituals or Boons).
- Trait User may choose to expend 1 use of Lucky to reflip any Fortune Card Draw. This may be one, two or all Fortune Cards drawn for one instance of Gathering.

Kitchen Wizardry (5 CP)
Kitchen Wizardry may be used once for every 5 Maximum Energy the Character has normally to a maximum of 10 uses. The Character must Rally to regain all uses of Kitchen Wizardry.
When crafting a Food or Drink Item, may expend 1 use of Kitchen Wizardry at the Market to have the "Infused" prefix to the Food/Drink Item's name and add **Requires: Inspect - Infused: [Spell name]** to the effect. The Trait User may only Infuse a Spell they know.
When Infused Food/Drink is consumed, the consuming Character takes the Spell's effect with no other modifiers. This allows Target: Self spells to be given to others for consuming the Food/Drink.
- Infused Food/Drink cannot have its duration extended.

The Trait User also gains the following:
- Doubles the duration of any Food or Drink effects.
- May spend 10 Energy to produce double the Servings for Food and Drinks they craft or get +1 Potion when using Alchemy for no additional Resources.
- May do 2 Cooking and Brewing, 2 Alchemy, or 1 Cooking/Brewing and 1 Alchemy projects at the same time. The Crafting Workstations must be within 10ft of each other to use different crafting Skills this way.

Pyx - 13 CP

Embodiments of mischief and laughter, the Pyx are viewed with a mix of anticipation and dread. Pranks are the bread and butter of any Pyx making those targeted by their pranks often are not happy with the results. However, the average Pyx is not malicious about their pranks, seeking to make others laugh or help people who are too serious to see the light of any situation.

The laughter of a Pyx who lost their joy often turns cruel and vicious. The pranks become mean spirited and often at the expense of others for the Pyx's amusement more than anything else. Some Pyx insist this is to teach other lessons about the world, but few find this idea humorous.

Required Costuming: Pyx requires faerie wings and a bit of glitter or swirling colorful designs on their cheeks to mark them as chosen child of the Fae.

Additional Costuming Recommendations: Pyx tend towards flamboyant clothing of all colors and even have tints of pastel color to their skin. Wild or fancy hair are common ways for Pix to wear their hair. Almost everything about the Pyx should be flamboyant and colorful.

Mechanics: All Pyx have the Pyx Keyword, and the Aerial Trait.

Favored Thaumaturgy: Chaos Aspect, Deception Aspect, Pleasure Aspect, Nightmare Aspect

Aerial
The Trait User may spend 5 Energy and declare "Leap, Dash 10". While using Aerial, the Character is Immune to Strike attacks and has Shot and Gun DR(Magic). Otherwise, this Trait follows the rules for Dash Effects.

Pyx Trait Choices

Me Too? (1 CP)
The Trait User may spend 3 Energy to declare "Me Too?" to gain the benefits or not take the effects of any [Group] targeting effect that would affect them.

Naturally Curious (1 CP)
The Trait User regains 1 Energy every 5 mins while doing Performance or Research Roleplay. Trait Users only gain this Energy for the RP time performed.

Captivating Charm (1 CP)
The Trait User gains the following benefits:
- Charm's duration becomes Scene.
- Double the duration of Taunt effects.
- The Trait User may spend the Energy to use Charm while using an Entertainer Skill and affect All audience members.

Gentle Nature (2 CP)
The Trait User is Immune to Rage and Confuse.

Enchanting Melody (2 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May spend +5 Energy and add "5 Zeal" to declaration for Entertain. Zeal given this way cannot be increased.
- Spend 3 Energy, point to a target within Reach and declare "Remove Agony".

Elusive (3 CP)
The Trait User gains the following benefits:
- Stealth Skills cost half Energy.
- Gain Stealth Expertise (pg. 42).
- May treat Stealth as Invisibility.

Majestic Performance (3 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.

Lucky (4 CP)
Lucky may be used once for every 15 Maximum Energy the Character has (including temporary increases to Max Energy) to a maximum of 3 uses. The Character must Rally to regain all uses of Lucky.
Lucky may be used to do the following:
- Declare "Lucky" and negate any one effect (except Rituals or Boons).
- Trait User may choose to expend 1 use of Lucky to reflip any Fortune Card Draw. This may be one, two or all Fortune Cards drawn for one instance of Gathering.

Dance of Mists (5 CP)
The Trait User may spend 3 Energy to declare "Rush" and begin a Flurry. Each attack gains the Feint damage tag. Otherwise, this follows all the normal rules for a Rush.
- The Trait User can spend +3 Energy to add the Feint Damage tag to any Combat Skill or Spell. If used with a Rush, the Skill User spends the 3 Energy, and the damage tag applies to all attacks during a Flurry.
  - **Requires Exemplary Duelist**: Dance of Mists costs +2 Energy for any Combat Skill or Spell.
  - **Requires Enchanter Mastery**: Spend +1 Energy to add Feint to Enchanter Spells, and +2 Energy to add Feint to non-Enchanter Spells.

Human Family

The Human family are the most populous of all the Species on Anthuli. Long past is the prejudice of working with other Species. While wars in the past may have been fought between the species, in the present, humans were the ones to broker many of the peace agreements between the many Species of Anthuli.

The Expansion Wars have driven Humans on either side of the war to work with folk they may have had ancient grudges with, but many have been willing to put aside their disagreements to fight back against being forced to convert to Yemanism. Even those who have converted are taught to put aside their differences as all are one in the light of El'Yemana.

Average Lifespan: 40 Years (Maximum of 80)

Required Costuming: No physical requirements. See the subgroups for clothing suggestions.

Mechanics: All Humans gain the Human and Living Keywords.

General Human Trait Choices

Community (1 CP)
For every 5 mins spent conversing and roleplaying with at least 2 other Characters, the Trait User regains 1 Energy. The Trait User must be At Rest or not actively using any other Skills to use this effect.

Life's Calling (1 CP)
At Character Creation, the Player chooses one Social Skill Tree. The Trait User regains 1 Energy for every 5 mins of RP when using Skills in the chosen Skill Tree. Trait Users only gain this Energy for the RP time performed.

Commander (1 CP)
The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Will to Survive (2 CP)
Reduce Soul Point lost for Death and bargains struck in the Great Game by one (to a minimum of 1).

Shrewd (2 CP)
The Trait User can purchase up to 5 items at the reduced cost when using Negotiate and increase the Influence of Negotiate and Manipulate Market by 1.

Human Ingenuity 3 CP
When a Character gains this Trait, choose one Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree.
- This effect can stack with the Talent Trait.

Grey Watcher - 15 CP

People known as Grey Watchers, were born in the Graewynn region, which has become a melting pot of many different peoples. As such they have households usually composed of two different cultures or they were descendants of humans who lived in the nations converted by the Soli and never gave up all of their traditions.

Required Costuming: No physical requirements.

Additional Costuming Recommendations: Grey Watchers tend to blend the many different aesthetic choices of the people they interact regularly with.

Mechanics: All Grey Watchers gain the Grey Watcher Keyword.

The Character also gains the Favored Thaumaturgy Traits of both Human Subgroups they choose.

Grey Watcher Traits

All Grey Watcher Characters may choose two Human Trait Lists and purchase Species Traits from either list. However, Traits with a Creation Point cost of 4 cost +1 Creation Point. A Grey Watcher Character may only take one 5CP Trait from either of the Human Lists they choose (A 4pt Trait with the +1 CP cost does not count as a 5CP Trait in this instance).

Agrinean - 15 CP

Formerly of the Kingdom of Angrineas, after the vicious treatment by a group of Soli nearly enslaving their kingdom to build a capital for Yemanism outside the homeland, many of the Angrineans rebelled. During their rebellion, a powerful Yemanist Ritual was interrupted causing a powerful backlash across the entire kingdom. The Mortaeans rose from this Ritual. Human survivors of Angrineas rebranded themselves as the Agrinean, seeing their kingdom killed thanks to Yemanism.

Agrinean are survivors forced to live in one of the harsher environments of Anthuli, struggling to eke out a meager life. Many Agrineans have been forced to adapt in their desperation to live. Some have tried to leave their uncaring homeland in favor of finding greener pastures.

Required Costuming: No physical requirements.

Additional Costuming Recommendations: Agrineas is a dark dismal land after its corruption. Agrinean tend towards practical clothing for living in swampy areas. Dark colors are preferred.

Mechanics: All Agrinean Humans have the Agrinean Keyword and Deadened Nerves Trait.

Favored Thaumaturgy: Deception Aspect, Darkness Aspect, Decay Aspect, Nightmares Aspect, Chaos Aspect

Deadened Nerves
The Trait User treats Agony as if it is 2 lower than their current value.

Agrinean Trait Choices
Frigid Blood (1 CP)
The Trait User increases their Near-Death timer by 2 mins. Their normal Near-Death is now 7 mins. This Trait does not affect set Near-Death Timers of a Skill or effect (such as Heroic Stand).

Disregard Life (1 CP)
The Trait User may use Misdirect every 10 seconds.

Astute Observer (1 CP)
The Trait User gains the following benefits:
- Reduce RP time for Study Creature to 10s
- Spells used against the target of Study Creature cost -1 Energy for 1 min.
- Inspect's Energy cost is set to 0.

Fearless (2 CP)
The Trait User is Immune to Fear and Terror.
- When Trait User uses a Fear or Terror effect, if the effect is negated, or the target declares No Effect, or Immune, the Trait User is refunded 1 Energy.

Scavenger (2 CP)
When The Trait User uses Forage or Grave Tending, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Survivalist (3 CP)
The Trait User gains the following benefits:
- During a Dash effect, they take 1 damage from Strike, Shot, and Gun Attacks. Must still declare "Reduced".
- Spends 5 Health to use Break Free from Grapple or Pin.
- May target themselves with Healer Skills.

Champion (3 CP)
The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Vengeance of the Living (4 CP)
The Trait User spends -2 Energy to use Mangle.
- The Trait User may point at a Character within Engagement Range and declare "Redirect".
- Increase the steps for Knockback effects by 10 and increase the duration of Stun effects by 10s.

Forsaken (5 CP)
The Trait User gains Immunity to Poison, Disease, and Agony.
- The Trait User gains a Feeding Trait a Mortaean can take. This cannot be made Mandatory to reduce CP cost of this Trait.
- The Trait User is healed by Fester effects instead of taking damage.
- The Trait User gains Undead Kinship.

Cormah - 15 CP

Seemingly born of the sea, the Cormah are among the best sailors in the world. Hailing from the Cormahn Archipelago, most Cormah spend most of their lives on ships sailing across the world. Those who do spend time on land act as merchants, fishers, and mercenaries. Cormah do value trade and money above almost all else, however, the reason being is their Archipelago does not have enough space to support all their people. Many landbound Cormah trade for goods to send back home to ensure their home is well provisioned.

As such, the Cormah Trade Guild is one of the most respected guilds across Anthuli. Even the Soli are at times forced to work with the Guild to fund their more far-flung expeditions. Few risk the ire of the Cormah Trade Guild since most ships at sea are Cormahn.

Required Costuming: No physical requirements.

Additional Costuming Recommendations: Cormah prefer to adorn their clothing in shells, fish bones, starfish and other aquatic symbols showing their love of the sea.

Mechanics: All Cormah gain the Cormah Keyword and gain the Strong Swimmer Trait.

Favored Thaumaturgy: Storm Aspect, Sky Aspect, Pleasure Aspect, Deception Aspect, Ice Aspect

Strong Swimmer

The Trait User may declare "Strong Swimmer" to negate Ambient effects during adventures in water or on a boat.

Cormah Trait Choices

Captain's Orders (1 CP)

The Trait User gains the following benefits:
- Half the steps when affected by a Knockback. If the Trait User runs into something, they may treat the effect as Pin instead of Stun.
- The Trait User may use the benefits of Prepare to Attack, Set to Defend, and Retreat Order twice before the Duration of the effect ends. The Dash Cooldown for Retreat Order lasts 15 seconds for the Trait User.

Taskmaster (1 CP)

The Trait User may affect other Characters with both Oversee and Worker's Song at the same time.
Worker's Song Audience is increased by 5 or may target the User's Squad (regardless of size).

Reputable Courier (1 CP)

The Trait User gets a 20% discount on the price of items when using Academic Contacts, Whisper Network, and Illicit Connections.

Combat Expertise (2 CP)

When the Trait User uses Warrior's Spirit Skill, they may choose to either declare the effect immediately without doing the RP required or set the Energy Cost to 5.

Territorial (2 CP)

The Trait User spends half the Energy costs for Combat Skills while within 20ft of their Kiosk.
- Increase all Influence values by 2.

Pirate's Life (3 CP)

When a Character gains this Trait, choose the Gunslinger or Leadership Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This stacks with the Talent Trait for Gunslinger or Leadership.
- Doubles the number of Alcohol Drinks they can consume before gaining Disorient.

Sea Legs (3 CP)

Trait User gains the following benefits:
- May spend 3 Energy and declare "Sea Legs" to negate Prone, Knockback, or Disorient effects. Other effects still apply.
- Half time the duration of Blind effects.
- Only spends 5 Health to use Break Free from Grapple or Pin.

Thunder of the Guns (4 CP)

The Trait User gains the following benefits:
- Reduce Reload time for Black Powder Guns by 2 to a minimum of 5. This does not stack with other similar Traits.
- Reloading a Black Powder Gun is only interrupted if they are put into Near-Death, has one of their arms Mangled or gains the Confuse, Freeze, Grapple, Rage, or Unconscious Status.
- Crafting Black Powder produces 5 additional Black Powder.
- The Trait User may ignore the requirements to purchase Iron Sights Aim if this Trait is taken at Character Creation.

Mercantile Mastery (5 CP)

The Trait User gains the following benefits:
- When using Negotiate, they can purchase up to 6 items at a reduced cost.
- Increase all Influence values by 2. This does not stack with other Influence value increases from Species Traits.
- Inspect's Energy cost is set to 0.
- Can learn Illicit Connections or Whisper Network with no Requirements.
- Gains the benefits of the Nomad Background Trait.
- May double the Energy cost of Make it Last to increase the Expiration date of the item by 2 additional months. This effect does not stack with similar Species Traits.

Ercen - 15 CP

Outsiders consider Ercen a nation like any other, however, that is not entirely correct. The Ercen as a people are a collection of septs of various species who live together in naturalist communities. Ercen Septs believe living in harmony with the natural world and do not need the excess of other nations. Despite the differences, the Ercen collectively agree to fight back against those who would tear up their homes and disrespect nature.

Humans among the Ercen Septs work in tandem with many Therios, Verdanti, and even Effigies. They are known for their compassion and empathy, especially for other species. Often serving as the broker between other nations and Septs, Ercen are almost inhumanly patient with others, however, once an Ercen is angered or insulted, it is difficult to earn back their trust.

Required Costuming: No physical requirements.

Additional Costuming Recommendations: Ercen prefer simple clothing made of natural materials and lean more towards wearing lighter armor. Ercen commonly adorn themselves with symbols of life, nature, and the wild. Please refer to the code of conduct about cultural appropriation when considering costuming for Ercen.

Mechanics: All Ercen Humans have the Ercen Keyword.

Favored Thaumaturgy: Life Aspect, Community Aspect, Nature Aspect, Beast Aspect, Pleasure Aspect

Ercen Trait Choices

Nature's Kinship (1 CP)
At Character Creation, the Player chooses Plant Kinship or Beast Kinship. The Trait User gains the chosen Kinship. This Trait may only be chosen once.

Fire in the Blood (1 CP)
The Trait User gains the following:
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Diseases take twice as long to advance to their next stage for the Trait User.

Stealth Expertise (1 CP)
Gain Stealth Expertise (pg. 42).

Song of the Forest (2 CP)
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May spend +2 Energy and add "5 Vigor" to declaration for Entertain. Vigor given this way cannot be increased.

Hunting and Gathering (2 CP)
When The Trait User uses Hunting or Herbalism, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Recipric Healing (3 CP)
When The Trait User uses Lay on Hands or Heal Spells on another Character, the Trait User Heals 3. The Healing from Recipric Healing cannot be modified unless an effect specifies it modifies Recipric Healing.
- Increase the amount of Vigor received by 5.

Champion (3 CP)
The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Vengeance of the Living (4 CP)
The Trait User spends -2 Energy to use Mangle.
- The Trait User may point at a Character within Engagement Range and declare "Redirect".
- Increase the steps for Knockback effects by 10 and increase the duration of Stun effects by 10s.

Harmony's Bond (5 CP)
If the area's Entropy is Level 1 or less, the Trait User has +10 Maximum Energy and increases Healing effects used on other Characters by +5.
- If the local Entropy Level is 2-3 the Trait User has +5 Maximum Energy and spends -1 Energy to use Critical Strike.
- If the local Entropy Level is 4-5 the Trait User spends -1 Energy to use Combat Skills and Defense Skills.
- If the local Entropy Level is 6, the Trait User spends -1 Energy on Combat Skills, Defense Skills, and Spells.
- If The Trait User participates in a Ritual or other effect which reduces Entropy, the Entropy Score is reduced by an additional 10 points. This effect is cumulative if there are multiple characters with this Trait.

Gethral - 15 CP

Former slaves to demons, the Gethral threw off the chains of their oppressors several generations ago. Since then, they have vowed to never be anyone's slaves again. Fiercely independent and loyal, the Gethral are known to be excellent warriors because they must fight and raid for resources.

When they were slaves, the demons would move people from holding pen to holding pen, the Gethral would never know if they would see their loved ones again. To cope, many Gethral exist in polyamorous collectives and with children raised by the community.

Required Costuming: No physical requirements.

Additional Costuming Suggestions: Gethral prefer leather and furs over most forms of clothing. Tattoos and scars are common adornments.

Mechanics: All Gethral Humans have the Gethral Keyword.

Favored Thaumaturgy: Flame Aspect, Community Aspect, Champion Aspect, Fury Aspect, Pleasure Aspect

Gethral Trait Choices

Heavy Worker (1 CP)
When The Trait User goes to turn in Mining or Logging RP, their Fortune Draw gets a +1 to the Card Value.
- Mining and Logging RP time is reduced by 5 mins.

Robust Workers (1 CP)
At Character Creation, the Player chooses Crafting or Gathering Skills. When using the chosen Type of Skill, the Character regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.

Fire in the Blood (1 CP)
The Trait User gains the following:
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Diseases take twice as long to advance to their next stage for the Trait User.

Refuse to Die (2 CP)
The Trait User gains the following benefits:
- May ignore the Death damage tag.
- While in Near-Death, when hit with a Deathblow, they may declare "Refuse to Die" to negate the Deathblow. User is then immune to Deathblows for 5 mins. The Character must Rally before they can use this effect again.

Fearless (2 CP)
The Trait User is Immune to Fear and Terror.

- When a Trait User uses a Fear or Terror effect, if the effect is negated, has No Effect, or the target is Immune, Trait User is refunded 1 Energy.

Champion (3 CP)
The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Majestic Performances (3 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.

Spell Rage (4 CP)
The Trait User may use Frenzy (pg. 45) and gains the following:
- May cast Spells while under the effects of Rage or Frenzy. They may only use Spells which do damage, Consume Corpse or cause Negative Status effects. The Trait User still cannot use Counterspell.
- If the Trait User has a Leybond effect already active, and activates Spell Rage, they may choose to stand still but must still throw their Spells at the nearest target. If there are no targets present, they must break their Leybond effect and move towards the closest target.

Oath of Merrax (5 CP)
Oath of Merrax may be used once for every 10 Maximum Energy the Character has to a maximum of 5 uses. The Character must Recover to regain all uses of Oath of Merrax. The Trait User may point at another Character, expend 1 use of Oath of Merrax and declare "By Merrax's Axes" and gains the following benefits for 5 mins or until the target is killed:
- Strike and Shot attacks deal Expertise damage and Spells that do at least 1 point of damage get +5 damage.
- Spend -2 Energy to use Defense Skills against effects from the chosen target.
- The Trait User acts as if they had been Taunted by their chosen target.
- If the Trait User is killed by the target of this Oath, they lose 1 less Soul Point during the Great Game (to a minimum of one).
- This effect cannot be used if the Trait User is Silenced.

Soli - 15 CP

From an idyllic homeland known as Sol, many Soli have never known what it is to want. Considering themselves the chosen people of El'Yemana, they have made it their mission in life to convert the rest of Anthuli to Yemanism. Soli born in Sol are considered the trueborn, while Soli born outside of Sol may be considered Soli but are looked at as only marginally better than those converted. Trueborn are arrogant and fanatic to Yemanism.

Many Soli born outside Sol, have seen what other people live like and are far more reasonable than trueborn. Soli are taught their goddess is the light and truth in the world and any other faith is a lie. While those born outside Sol are more tolerant of other faiths, it does cause a division between the trueborn and any other Soli. Some Soli even go as far as finding some compassion for heathens and converts alike yet they are in the minority compared to most other Soli.

Required Costuming: No physical requirements.

Additional Costuming Recommendations: Soli prefer to dress in fancy clothing and prefer large almost comically so hats. They flaunt their wealth and station as the Chosen. large gaudy jewelry is common.

Mechanics: All Soli Humans have the Soli Keyword.

Favored Thaumaturgy: Light Aspect, Knowledge Aspect, Champion Aspect, Nobility Aspect, Order Aspect

Soli Trait Choices

Guided Revelation (1 CP)
The Trait User only requires half the Common Resources (to a minimum of 1) and one less of each Rare Resource (to a minimum of 1) to get a specific Schematic or Ritual when using Explore Theory.
- If The Trait User is the Ritual Leader or a part of the Assembly, they provide a bonus to Thaumaturgy or Faith Ritual success.

Precious (1 CP)
The Trait User gains the following:
- Increases the duration of Plead to 5 mins.
- Spend -1 Energy to use Negotiate or any Taunt effect.

Excited Inventor (1 CP)
The Trait User regains 1 Energy every 5 mins while doing Roleplay for Crafting Skills and Research. Trait Users only gain this Energy for the RP time performed.

Parley (2 CP)
The Trait user spends 5 Energy and declares "10ft, Social, Pacify 1 min".
- Parley cannot be used if the Trait User is Silenced.
- Pacify has no effect on Characters affected by Confuse, Rage or Frenzy.

Empowered Avatar (2 CP)
When the Trait User uses Deific Avatar, they gain all the Traits listed on their Aspect lists and may choose one of those Traits to gain the Bonus effect.

Celestia's Boon (3 CP)
When The Trait User uses an effect that gives Vigor they can declare "Screen" instead of Vigor. When the Trait User uses an effect that gives Screen, they can declare "Vigor" instead of Screen.
- The Trait User only loses 1 Soul Point when using Intervene and may use Intervene on a target who has been dead for 15 mins.
- Increase the Healing done by Lay on Hands and Healing Words by 5.

Chosen of El'Yemana (3 CP)
When a Character gains this Trait, choose one of the following Skill Trees: Academia, Gunslinger, Faith, Healer, Restoration, or Thaumaturgy. The Trait User spends -1 Energy for the Chosen Skill Tree.
- This effect can stack with the Talent Trait.

Gunnery Training (4 CP)
The Trait User reduces their Reload time with Cartridge Guns by 3 to a minimum of 8. This does not stack with other Species Traits which reduce Reload Times.
- The Trait User is only Interrupted while Reloading a Cartridge Gun if they are put into Near-Death, has one of their arms Mangled or gains the Confuse, Freeze, Grapple, Rage, or Unconscious Status.
- The Trait User produces 5 additional Cartridges when crafting Cartridges. This only affects the basic Cartridge and does not benefit any kind of special Cartridge.
- The Trait User may ignore the requirements to purchase Iron Sights Aim if this Trait is taken at Character Creation.

Knight of the Orders (5 CP)
The Trait User can spend 1 Energy to add the Magic Damage tag to non-Skill Strike, Shot or Gun Attacks. The Trait User can spend +2 Energy to add the Magic Damage tag to a Combat Skill.
- When The Trait User uses either version of Smite, the attack(s) gain the Pierce damage modifier.
- Castigate, Condemnation, Smite, Deflect Magic and Counterspell cost -1 Energy.
- The Trait User doubles the Duration when they use a Silence or Seal effect.

Yara - 15 CP

Nomadic by choice, the Yara are well liked people nearly everywhere they go. Choosing to travel in wagon trains going from place to place, folk tales say the Yarans are meant to convey messages to all other nations and countries. Rather than leave their families behind, they bring them along with them while traveling.

Yarans share a love of celebration, life, and joy. One common practice among the Yaran is Dortini. Dortini is a form of acrobatics practiced and performed before courts and commoners alike. The Dortini appreciate what coin they earn from their performances, but never require it. If it can be used to bring a smile to another's face, a Yaran Dortini will happily do so.

Required Costuming: No physical requirements.

Additional Costuming Recommendations: Yara prefer loose flowing clothing suited for traveling and the region they are passing through. Many Yara have several pouches or a pack they always keep on them.
Designer's Note: While Yara may sound like the Roma people, we do request players do not appropriate the Roma culture when portraying Yara.

Mechanics: All Yaran Humans have the Yaran Keyword.

Favored Thaumaturgy: Pleasure Aspect, Knowledge Aspect, Sky Aspect, Nobility Aspect, Community Aspect

Yara Trait Choices

Reputable Courier (1 CP)
The Trait User gets a 20% discount on the price of items when using Academic Contacts, Whisper Network, and Illicit Connections.

Wary (1 CP)
Notice's Energy cost is set to 2.

Hospitality's Shield (1 CP)
When The Trait User uses Guarded and one of the following conditions is met, they gain 1 Energy:
- Take 5+ damage after Damage Resistance
- Gains a Negative Status effect.
- This does not stack with similar effects.

Dortini Tumbler (2 CP)
When The Trait User uses a Dash effect, the Trait User takes 1 damage from Unarmed, Melee, and Ranged Attacks for the duration of the Dash effect. The Trait User must still declare "Minimal" if hit while Dash Effect is active.
- The Trait User only spends 5 Health to use Break Free from Grapple, Mighty Grapple or Pin.

Nomadic Bond (2 CP)
The Trait User spends 1 minute giving an oath of protection to the target. Both the Trait User and target must note this on their Character Sheet. This effect lasts until the Trait User swears a new Nomadic Bond. The Trait User can do the following:
- May target the Bonded Character with Guarded or Honor Guard if the Bonded Character is within 10ft and declare "Bonded Guard".
- May do a Focus 3 Count to target the Bonded Character with any Spells which require the target to be within Reach or Throw a White Packet.

Stories from Far and Wide (3 CP)
The Trait User gains the following benefits:
- Increases the Energy given when using Entertain by 5.
- Does not need to have the Requirements to learn Academic Connections, Illicit Connections or Whisper Network.
- The benefits of the Nomad Background Trait.
- May spend the Energy to use Charm while using Entertain and affect all targets of the Entertain effect.
- Provides a bonus to Wayfaring Rituals.

Guerrilla Tactics (3 CP)
The Trait User gains the following benefits:
- Dash effects cost half the Energy.
- When a Dash ends, the next Combat Skill used within 5 seconds costs 1 Energy.
- Can ignore the Restrictions to use Dash effects except if both of their Legs are Mangled or are Pinned.

Lucky (4 CP)
Lucky may be used once for every 15 Maximum Energy the Character has (including temporary increases to Max Energy) to a maximum of 3 uses. The Character must Rally to regain all uses of Lucky.
Lucky may be used to do the following:
- Declare "Lucky" and negate any one effect (except Rituals or Boons).
- Trait User may choose to expend 1 use of Lucky to reflip any Fortune Card Draw. This may be one, two or all Fortune Cards drawn for one instance of Gathering.

Pathwarden (5 CP)
The Trait User gains the following benefits:
- Gains Immunity to Slow.
- Spends 5 Health to use Break Free from Grapple, Mighty Grapple or Pin. May immediately declare Break Free.
- Spend -1 Energy on Wayfaring Spells.
- Once per event may spend 10 Energy and declare "Teleport, Market".
- If the Character uses a Teleport effect, they may instead declare "Teleport Pathwarden". The Trait User must designate a location on the site as their Pathwarden location. The location must be chosen prior to the Character going in game and registered with the Directors. If the location is approved, the Directors must sign off on it.
  - Shadow Step may only be used this way at Night.

Mortaean Family

One of the more recently identified Families of Species, the term Mortaean is generally used for sentient undead. While mindless undead have existed for as long as anyone can remember, most settlements could deal with them with some effort put into proper defenses. However, after the Agrineanan Incident, sentient undead have begun to appear making many anxious to what this may mean for the world.

Mortaeans demonstrate a myriad of qualities of other undead and have been known to hide amongst the shambling creatures to infiltrate areas or simply because they do not know any better. Many Mortaeans retain memories of their previous life and must come to terms with their new existence. To date, no organized group of Mortaeans is known, but many suspects there may be one forming in the foreboding lands of Agrinean.

Many have appeared across Graewynn and have met with mixed reactions. Some people fear Mortaeans as monsters like the creatures gnashing at their gates, while some have come to see Mortaeans as a second chance to be with their loved ones who passed on too early. Both the Soli and the Free Peoples alliance have less pleasant views on the Mortaeans but are more focused on preparing for the next war.

Average Lifespan: Unknown. Note: Mortaeans have only been present in the world for about 50ish years.

Mechanics: All Mortaeans gain the Mortaean Keyword and the Gravewalker Trait.

Favored Thaumaturgy: Beast Aspect, Deception Aspect, Darkness Aspect, Decay Aspect, Nightmares Aspect

Gravewalker

Gravewalker Characters gain the following effects:
- Fester effects cause Gravewalkers to regain Health instead of take damage. Fester effects do not count as Attacks unless paired with a Negative Status for Mortaeans.
- Spells with Heal effects cause damage to a Gravewalker Character.
- Gravewalker Characters are Immune to Poison, Disease, Bleed and Agony and do not need to breathe.
- Gravewalker may also choose one Feeding Trait for no CP cost. This is optional.
- Mortaean Characters increase Tallies for the Gathering Tables by 1 for every 2 uses of Grave Tending.

Required Costuming: Minimally a Character must have a pallid or ashen look to their exposed skin. Some Subgroups may have more requirements.

General Mortaean Trait Choices

Undead Kinship (1 CP)
The Trait User gains Undead Kinship.

Vengeful Shell (1 CP)
If the Trait User's Near-Death timer ends, the Trait User dies, but the Trait User acts as if affected by Raise Dead for 1 minute.

Frigid Blood (1 CP)
The Trait User increases their Near-Death timer by 2 mins. Their normal Near Death is now 7 mins. This Trait does not apply if a Skill or effect causes a modified Near Death Timer (such as Heroic Stand).

Spell Resistance (2 CP)
Gain Spell Resistance. See page 47 for additional rules.

Fearless (2 CP)
The Trait User is Immune to Fear and Terror.
- When the Trait User uses a Fear or Terror effect, if the effect is negated, or the target declares No Effect, or Immune, the Trait User is refunded 1 Energy.

Mortaean Essence Shaping (2 CP)
May expend 1 [Species] Flesh, 1 [Species] Bone, or 1 Verdanti Fiber, declare "Infuse Flesh" to gain the [Species] Keyword based on what kind of Resource was expended for the **Scene**. This allows them to benefit from Species specific effects on Items for the Scene. They cannot gain the Effigy keyword this way.

Frenzy (3 CP)
The Trait User may use Frenzy (pg. 45).

Life Before (3 CP)
The Trait User may select one other Species Subgroup except Mortaeans, Effigies, or Verdanti and choose up to 3 CP in Traits from that Subgroup as if they were Mortaean Traits. The Trait User does not gain any of the other benefits of that Species such as keywords, Favored Thaumaturgy, or Traits for choosing that Subgroup.

Alabaster - 11 CP

Alabaster Mortaeans are viewed as a sort of royalty among the Mortaeans. Unlike most of the other Mortaeans, Alabaster can pass as living albeit looking ill. The first Mortaeans to leave the Agrinean swampland were Alabaster. Their mission was to see how the other species would deal with the newly undead. Most feared the strange new condition of the Angrineans, until after the Fifth Expansion War. After the horrors of that War, the Mortaeans found a purpose as guardians of villages against the other horrors unleashed.

Required Costuming: Either milky white veins along the eyes and/or face _or_ pale/ashen skin compared to player's normal skin tone

Additional Costuming Recommendations: Combination of white veins and pale/ashen skin tint encouraged. Alabaster Mortaeans tend to wear funerary garb or bear symbols of death commonly.

Mechanics: All Alabaster Characters have the Alabaster Keyword, and Hypnotic Gaze Trait.

Hypnotic Gaze

The Trait User may spend 5 Energy, point at a target facing them and declare "Faith, Freeze 30s". Trait User requires no RP time to use Charm on the target of Hypnotic Gaze.
- The Trait User may use Charm, Bore or Negotiate on the target of their Gaze.
- Willpower can negate Hypnotic Gaze.
- Charm's Energy Cost is set to 1 and Negotiate's Energy Cost is set to 3.

Alabaster Trait Choices

Captivating Charm (1 CP)

The Trait User gains the following benefits:
- Charm's duration becomes Scene.
- Double the duration of Taunt effects.
- The Trait User may spend the Energy to use Charm while using an Entertainer Skill and affect All audience members.

Disregard Life (1 CP)

- The Trait User may use Misdirect every 10 seconds.

Commander (1 CP)

- The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Dominating Gaze (2 CP)

The Trait User may point at a Character within Engagement Range, spend 5 Energy, and declare "Faith, Confuse, 1 min".
- This effect may be negated by Willpower.
- This effect may not be used again for 1 minute.
- This Trait may only be taken by Alabaster Characters.

Sadistic (2 CP)

When The Trait User uses an Agony effect, increase the amount of Agony given by 1.
- Increase the duration of Stun effects given by the Trait User by 10 seconds.

In the Know (3 CP)

The Trait User gains the following:
- May declare Bore or Charm instantly without doing RP.
- May declare "In the Know" to gain entry to invite only meetings or parties.
- Increase all Influence effects by 1.
- Illicit Connections and Whisper Network have the Requirement: Negotiation to learn the Skill.
- Gains the benefits of the Nomad Background Trait.

Champion (3 CP)

The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Rotten Presence (4 CP)

The Trait User may declare spend 5 Energy to declare "10ft Faith, Agony 2". The Agony amount can be increased if the Trait User also has the Sadistic Trait.
- The Trait User may spend 5 Energy, declare "Strike, Exhaust 1 min" and make a Strike Attack.

Hypnotism (5 CP)

The Trait User may spend 3 Energy and declare one Kinship Trait (Beast, Construct, Demon, Fae, Plant, Spirit, or Undead). The Trait User may only declare the chosen Kinship until the start of the next Quarter. After the new Quarter starts, they may choose a different Kinship.
- The Trait User gains the effects of the Influential Background Trait.

The Trait user spends 5 Energy and declares "10ft, Social, Pacify 1 min".
- Parley cannot be used if the Trait User is Silenced.
- Pacify has no effect on Characters affected by Confuse, Rage or Frenzy.

Decayed - 11 CP

One of the more unsettling types of Mortaeans, the Decayed are zombie like undead with little worry for the damage to their bodies. Shrugging off terrible blows, many Decayed are feared for their penchant to rise even after they have fallen as if to extract revenge on their killer.

Many Decayed find their sense of touch particularly numbed due to their rotting flesh. Lamenting their former appearance, Decayed struggle to be accepted easily, but necessity has required many people to put aside their superficial concerns and accept help where they can get it.

Required Costuming: Decayed are required to look like they are rotting or have open wounds on exposed flesh. Any exposed skin should show signs of damaged flesh or be bloody.

Additional Costuming Recommendations Make up and prosthetics for exposed muscle and bone are encouraged. Any make up to look more like a zombie is suggested.

Mechanics: All Decayed have the Decayed Keyword and the Rotten Flesh Trait.

Rotten Flesh

The Trait User only spends 5 Health to use Break Free from Grapple, Mighty Grapple or Pin.
- The Player may spend 3 Energy and declare "Rotten Flesh" to negate Pin or Slow effects.

Decayed Trait Choices

Lie in Wait (1 CP)
The Trait User gains the following benefits:
- May spend 5 Energy and declare "Feign Death". If the Skill User has a Skill or effect that causes Feign Death, this effect costs 1 Energy. During Feign Death, they take 1 damage from any attack that hits them.
- The first Strike attack with 5 seconds of ending a Stealth, Invisibility, or Feign Death effect gains the Feint Damage Tag.

Brain Rot (1 CP)
The Trait User is Immune to Stun effects.

Grinding Bones (1 CP)
The Trait User may spend 3 Energy and declare "Grinding Bones" to Ignore Mangle effects for 1 minute.

Frightening Visage (2 CP)
The Trait User increases the Duration on Fear effects by 2 mins and Terror effects by 10s.

Salvaged Flesh (2 CP)
The Trait User gains the following benefits:

- May use their Current Soul Point rating, rather than half when determining the number of Long Term Transformative effects they can have.
- May use 1 additional Potion of each type per Scene.

Rotten Stench (3 CP)
The Trait User may spend 5 Energy and declares "10ft, All Living, Disorient, 30s".
- May spend 3 Energy, declare "Wither 1 min" and make a Strike attack.

Vile Sorcery (3 CP)
The Trait User may cast Necromancy or Blood Magic Focusable Spells without needing a Staff. If the Trait User uses a Staff, they reduce the Focus Count by 2 to a minimum of 3 if they do not have the Bleed, Agony or Disorient Status.
- The Trait User may choose to have Blood Magic or Necromancy Leybond Effects active at the same time as another Leybond. After the Trait User performs the 30s of roleplay to activate the effect, they declare both types of Leybond. This still counts as a use for both types of Leybond.

Tireless Workers (4 CP)
The Trait User regains 1 energy every 5 mins while doing Gathering Roleplay. Trait Users only gain this Energy for the RP time performed.
- The Trait User gains +1 Common Resource when using Gathering Passives. If the Character uses Forage, if they draw a Common Resource, they get +1 Common Resource. If they draw a Rare Resource, they do not get this bonus.
- The Trait User can spend 5 Energy to draw +1 additional Fortune Card at the Market when turning in roleplay for a Gathering Passive. This applies for one instance of Gathering Skill use. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.
  - This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

Unnatural Bulk (5 CP)
The Character starts with 40 Maximum Health, and their Maximum Health Cap is 70 and has Mighty.
- The Trait User gains Shot and Gun DR(Magic).
- When the Trait User makes a Strike Attack causing a Knockback effect, increase the number of Knockback Steps by 10.

Desiccated - 11 CP

Appearing more withered than other Mortaeans, the Desiccated are commonly mistaken for Decayed, yet the difference is while Decayed are sometimes described as juicy with their rotten flesh, the Desiccated are more like a dried piece of leather. Bony protrusions are another defining feature which help Desiccated stand out from others.

Among Mortaeans, many Desiccated serve as advisors, faith leaders, and commanders. Despite the risk of being assassinated, Desiccated can be difficult to get rid of permanently. Desiccated commonly retain some item from when they were alive which their soul can retreat into if their body is too heavily damaged. From there, in time they can re-emerge as if no harm had ever been done. Many fear this ability and call it unnatural.

Required Costuming: Desiccated require dark make up around their eyes and either skeleton teeth around their lips or makeup to simulate sunken cheeks.

Additional Costuming Recommendations: Prosthetics or masks to make the Character look skeletal or mummified. Make up to show exposed bone is also encouraged.

Mechanics: All Desiccated have the Desiccated Keyword and the Skeletal Corpse Trait

Skeletal Corpse
- The Trait User gains Shot and Gun DR(-).

Desiccated Trait Choices
Drawn Flesh (1 CP)
The Trait User may spend 2 Energy to ignore the Pierce Damage Modifier.
- This Trait may only be taken by Desiccated Characters.
- May use 1 additional Potion of each type per Scene.

Grinding Bones (1 CP)
The Trait User may spend 3 Energy and declare "Grinding Bones" to Ignore Mangle effects for 1 minute.

Commander (1 CP)
The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Gravestone (2 CP)
When The Trait User uses Grave Tending or Mining, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Honored Dead (2 CP)
If The Trait User is the Ritual Leader or a part of the Assembly, they provide a small bonus to a Ritual's success, and a bonus to Necromancy and Faith Rituals.

- Increase the Healing from Lay on Hands by 5 and Fester effects deal +5 damage.
- Double the duration when they use a Silence or Seal effect.

Beyond the Grave (3 CP)
The Trait User gains the following benefits:
- Spends -1 Energy for Necromancy, and Faith Skills.
- The Trait User may choose to have Necromancy Leybond Effects active at the same time as another Leybond. After the RP is finished to activate the effect, they declare both types of Leybond. This still counts as a use for both types of Leybond.

Withering (3 CP)
The Trait User gains the following benefits:
- May spend 5 Energy, declare "Spell, Wither, 5 mins" and throw a White Packet. If successful, the target gains the Wither Status for 5 mins.
- May spend 3 Energy to add the Drain damage tag to Strike attacks. If applied to a Rush, it affects all attacks during the Rush.

Skeletal Prodigy (4 CP)
The Trait user gains the following benefits:
- When a Character gains this Trait, choose the Necromancy, Slinger, Thaumaturgy or Faith Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree.
- This effect can stack with the Talent Trait.
- Gain +1 use of Necromancy Leybond per Quarter and may use one Boon one additional time per Quarter.

Phylactery (5 CP)
The Trait User must have a Phylactery Phys Rep tagged when they enter the game. A Phylactery Phys Rep can be any object with at least 6 inches in two dimensions. (Meaning a Character could use a 6" by 6" picture for their Phylactery).
A Phylactery must be in In Character spaces if the Character is In Game. If the Phylactery has not been discovered during the game, if the Trait User dies, they may immediately declare "Phylactery", leave no body behind, and go out of game to Logistics.
- If Phys Rep has not been discovered, the Trait User reduces Soul Point loss by 3 for the first death each game. Any subsequent death reduces this benefit by 1.
  - The Phylactery may be remade at the beginning of the next game the Character attends.
- Hiding a Phylactery in an Out of Game Space while the Character is In Game, will result in Disciplinary Action. The Trait User will lose the Phylactery Trait and have their Creation Points refunded to purchase new Desiccated Traits.
- If the Trait User's Phylactery is destroyed when they die, they lose 2 additional Soul Points when they go to the Great Game.
- The Trait User Starts with 40 Maximum Energy, and their Maximum Energy Cap is 70.

Ghost - 11 CP

One of the more unique among the Mortaeans are the Ghosts. When a Ghost rises, they are subjected to an intense psychic scream many call the Scream of the Void. To combat this, Ghosts inhabit a set of clothing or armor in a humanoid shape to help them minimize the screams they hear. No other Mortaeans have heard this scream and some postulate it may be whatever comes after living trying to pull at the soul of the Ghost.

As the clothing or armor inhabited by a Ghost becomes damaged, the Scream of the Void gets louder and louder making it more difficult for the Ghost to maintain their hold on this world. However, not having a physical body does allow Ghosts to be uniquely mobile when it becomes necessary. Allowing their inhabited form to lose its humanoid shape, they can slip around enemies with ease as their form floats through the air with ease.

Required Costuming: Ghosts must cover as much skin as possible with clothing or armor. Any exposed skin should have a pastel tinge of green, blue, or purple to represent their otherworldly nature.

Additional Costuming Recommendation: The exposed skin of Ghosts should look otherworldly using swirls of blues, greens, and purples as the primary colors.

Mechanics: All Ghost have the Ghost Keyword and the Anchored Spirit Trait.

Anchored Spirit

Ghosts cannot benefit from Treat Wounds A Ghost can have their Health restored using the Repair Skill or Spells with the Fix effect. Lay on Hands may Heal Mortaeans like any other Character. Fester effects heal Ghosts like other Mortaeans.
- Ghosts treat Stealth as Invisibility effects and treat Dash as Teleport effects.
- Increase the duration of Veilwalker by 1 minute.

Ghost Trait Choices

Spectral Wards (1 CP)
When The Trait User gains the effects of Screen, or Vigor, increase the amount received by 5.

Steady Hands (1 CP)
The Trait User gains the following:
- May ignore the Delicate Keyword when Crafting.
- Half the RP to picks locks and disarms traps.

Reform (1 CP)
The Trait User may spend 10 mins continuously At Rest, and then remove the Mangle Status from all their limbs. If the Trait User is Interrupted, they must restart the At Rest timer.

Enchanting Melody (2 CP)
The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May spend +5 Energy and add "5 Zeal" to declaration for Entertain. Zeal given this way cannot be increased.
- Spend 3 Energy, point to a target within Reach and declare "Remove Agony".

Hollow (2 CP)
The Trait User gains Shot and Gun DR(-).
- This Trait may only be taken by Ghost Characters.

Banshee Scream (3 CP)
The Trait User may spend 5 Energy declare "10ft Fear 1 Min".
- The Trait User may spend 10 Energy and declare "10ft Terror 30s".

Mutability (3 CP)
The Trait User can have up to their full Soul Point total for determining how many Long-Term Transformative Effects they can have.
- The Trait User gains benefits and can use non-Consumable Items normally restricted to other Species.

Tireless Workers (4 CP)
The Trait User regains 1 Energy every 5 mins while doing Gathering Roleplay. Characters only gain this Energy for the RP time performed.
- The Trait User gains +1 Common Resource when using Gathering Passives. If the Trait User uses Forage, if they draw a Common Resource, they get +1 Common Resource. If they draw a Rare Resource, they do not get this bonus.
- The Trait User can spend 5 Energy to draw +1 additional Fortune Card at the Market when turning in roleplay for a Gathering Passive. This applies for one instance of Gathering Skill use. This must be done while the Gathering Roleplay is being done and be noted on the other Character's sheet.
  - This effect cannot be stacked multiple times for any single instance of Gathering roleplay, but this effect can stack with similar effects.

Spectral Phase (5 CP)
When The Trait User is hit with a Strike, Shot or Gun attack may spend 5 Energy and declare "Phase" to negate the attack.
- The Trait User may spend 5 Energy, to add the Feint and Pierce Damage Tags to a Strike attack. This effect can be used with other Skills.
- **Requires Exemplary Duelist**: This effect only costs 3 Energy.

Ghoul - 11 CP

Ghouls are viewed as one of the less fortunate of the Mortaeans. While they have sentience, many of them are driven by an insatiable desire to devour the living. Their hunting instincts are commonly one of their more defining features, preferring to pounce on their quarry and rip them to shreds devouring them at the first opportunity. Some Ghouls have turned their hunger towards those who would threaten their homes while leaving the locals unharmed. More than one creative town has offered bounties to Ghouls to hunt down bandits and do as they please with them just to remove the threat of bandits from an area.

Required Costuming: Prosthetic fangs _or_ bloodied chin/mouth + claw prosthetics _or_ several scar markings on exposed skin

Additional Costuming Recommendations: A combination of as many of the required costuming as possible. Oddly colored contacts are also recommended.

Mechanics: All Ghouls have the Ghoul Keyword, Death's Hound and Claw and Fang Traits.

Death's Hound

Ghouls treat Confuse as Rage.
* Ghouls must choose a Mandatory Feeding Trait from Gravewalker, but it costs no additional CP.

Claw and Fang

The Trait User has Claw Brawlers instead of Fist Brawlers.
* Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
* Increase the Bleed or Agony given by Strikes by 1.
* **Requires Mangle**: May use Mangle with Claws.

Ghoul Trait Choices

Brain Rot (1 CP)
The Trait User is Immune to Stun effects.

Dead Reckoning (1 CP)
Honed Reflexes' Energy Cost is set to 2.

Stealth Expertise (1 CP)
Gain Stealth Expertise (pg. 42).

Scavenger (2 CP)
When The Trait User uses Forage or Grave Tending, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Frightening Visage (2 CP)
The Trait User increases the Duration on Fear effects by 2 mins and Terror effects by 10s.

Diseased Claws (3 CP)
The Trait User may spend 5 Energy, and do one of the following:
* Declare "Disease Exhaustion" and make an Unarmed Strike.
* Declare "Disease Bleed 2" and make a Strike attack. **Requires Red Smile**: When using Claws to deliver Red Smile, they may declare "Disease Bleed 3".

Rotten Stench (3 CP)
The Trait User may spend 5 Energy and declares "10ft, All Living, Disorient, 30s".
* May spend 3 Energy, declare "Wither 1 min" and make a Strike attack.

Strike When They are Weak (4 CP)
The Trait User gains the following benefits:
* Backstab may be declared as a Rush and gains the Rush keyword. The Skill User does not regain Energy for using Backstab as a Rush.
* **Requires Vicious Assault**: Spend +5 Energy to deal Critical damage during a Backstab Rush for up to 3 strikes.
* When the Trait User declares a Warrior's Spirit Skill, they may immediately declare Warrior's Spirit without doing the RP normally required for Warrior's Spirit
* Warrior's Spirit Energy cost is set to 5.

This Trait may not be taken by Jemelu Characters unless they are a Scaled Hide, Feathered Hide, Umbrehk, or Ghoul.

Gorge (5 CP)
The Trait User gains the benefits of Animavore, Carnivore, and Osteovore in addition to their Feeding Trait from Death's Hound. Feeding Trait from Death's Hound is not Mandatory.

The Trait User may use each of their Feeding Traits on a target.

If the Trait User uses Animavore and kills their target, they gain Spell Resistance for the Scene.

The Trait User may choose to spend 1 minute consuming a Corpse. If they are not interrupted, the Corpse is destroyed. The Trait User gains DR(Crush) and spends -1 Energy to cast Necromancy Spells for the Scene. Heal effects still do full damage to a Ghoul with this effect active.

Ork'rus Family

Descending directly from demons which once walked the lands, the Ork'rus disappeared into the harshest environments to avoid being hunted and punished for the havoc wreaked by their kind for centuries. Only in the last two hundred years have the Ork'rus begun to reemerge. Hiring themselves out as muscle, many Ork'rus have found a place fighting the enemies of other kingdoms.

Among the Ork'rus the strong rule, however, those who survive in an Ork'rus came find they have either the brute force or the cunning to keep themselves alive even in the barbaric ways of the Ork'rus. Each subgroup of Ork'rus are said to have descended from a different type of demon and some still can draw on the powers of those beings.

Average Lifespan: 25 Years (Maximum of 75)

Required Costuming: See subspecies.

Mechanics: All Ork'rus have the Ork'rus and Living Keywords and gain the Focused Fury Trait.

Focused Fury

If the Trait User successfully hits their target while under the effects of Confuse, Rage or Frenzy, they can then choose a new target to go after.

- If Redirected, the Trait User must hit the next closest target, but may then choose to change their target again.
- **Requires Hatred's Focus**: they can freely choose their target while in Confuse, Rage or Frenzy. If there are no more enemies present, the Character must then target their allies.
- When Confused, the Character must choose their target among any allies present. If all enemies or allies are dead, the Trait User must then attack any other Characters present.

General Ork'rus Trait Choices

Demon Kinship (1 CP)

The Trait User gains Demon Kinship.

Fearsome (1 CP)

The Trait User sets the Energy Cost of Intimidate to 1 Energy and Terrify to 3 Energy.

Deathgrip (1 CP)

The Trait User may spend 3 Health and declare "Deathgrip" to negate the effect of a Disarm.

- If The Trait User has a target Grappled, they may declare "React, 2 Pierce". This does not stack with Thorns or similar effects.

Contempt (2 CP)

Stubborn's Energy Cost is set to 2.

Combat Expertise (2 CP)

When the Trait User uses Warrior's Spirit Skill, they may choose to either declare the effect immediately without doing the RP required or set the Energy Cost to 5.

Frenzy (3 CP)

The Trait User may use Frenzy (pg. 45).

Bond of the Pit (3 CP)

When a Character gains this Trait, choose the Blood Magic, War Magic, Warding, or Thaumaturgy Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait but does not stack with other similar Species Traits.

Ettin - 12 CP

Descended from a demon called a Behemoth known to be a living battering ram, the Ettin are a powerful species. While some joke Ettin are not as intelligent as other Ork'rus, many may be surprised by the cunning Ettin display. While physically imposing, Ettin seem to have considerable control over their prodigious strength. Ettin tend to prefer the most direct approach possible to a problem and have little desire for long drawn-out schemes. This impatience is attributed to their heritage of crashing through obstacles to get to their goal.

Required Costuming: Pale/muted green or green mottled with gray tint to the face and neck + gray vertical lines running from hairline to brow _or_ a row of bonelike bumps above the brow line

Additional Costuming Recommendations: Combination of lines and brow bumps described above is welcome. Ettin favor bone jewelry and piercings. Players are encouraged to tint exposed skin to match their face and neck.

Mechanics: All Ettin have the Ettin Keyword and have the Behemoth Descent Trait.

Favored Thaumaturgy: Champions Aspect, Fury Aspect, Mountain Aspect, Nightmare Aspect

Behemoth Descent

The Character starts the game with 40 Maximum Health and their Maximum Health Cap is 70 and has Mighty.

The Trait User treats Bleed and Agony as if 2 lower than their current value.

Ettin Trait Choices

Heavy Worker (1 CP)
When The Trait User goes to turn in Mining or Logging RP, their Fortune Draw gets a +1 to the Card Value.
- Mining and Logging RP time is reduced by 5 mins.

Laboring Brute (1 CP)
When using a Gathering Skill with a RP time, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Characters only gain this Energy for the RP time performed.

Fire in the Blood (1 CP)
The Trait User gains the following:
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Diseases take twice as long to advance to their next stage for the Trait User.

Tough (2 CP)
The Trait User's Maximum Vigor cap is 50.
- Increase Vigor received by 5.
- May use 1 additional Potion of each type per Scene.

Fearless (2 CP)
The Trait User is Immune to Fear and Terror.
- When Trait User uses a Fear or Terror effect, if the effect is negated, or the target declares No Effect, or Immune, the Trait User is refunded 1 Energy.

Survivalist (3 CP)
The Trait User gains the following benefits:
- During a Dash effect, they take 1 damage from Strike, Shot, and Gun Attacks. Must still declare "Minimal".
- Spends 5 Health to use Break Free from Grapple or Pin.
- May target themselves with Healer Skills.

Heave (3 CP)
The Trait User gains the following benefits:
- May spend 5 Energy, declare "Knockback 10" make a Strike attack with any weapon.
- Increase this Knockback effects from Combat Skills by 10 and reduce their Energy cost by -1.
- May spend 5 Energy and point at a willing target within Reach and declare "Heave 10', the targeted Character gains a Dash 10 effect. The target must meet all the requirements to use a Dash effect to gain this benefit. If the Trait User has Adrenaline active, increase this to Heave 20.

Behemoth's Hide (4 CP)
The Trait User gains the following benefits:
- Immune to the Mangle and Stun Statuses.
- May spend 2 Energy to have DR(Magic) against one attack.
  - If the Character has Heavy Combatant, this effect only costs 1 Energy, but the Character can continue to use the Heavy Combatant effect even when they have no Armor Points left.
- Only Ettin Characters may take this trait.

Behemoth's Might (5 CP)
The Trait User may use Two-Handed Skills while using any Brawler or Melee Weapon.
The Trait user gains the following benefits:
- The Trait User may spend 3 Energy to add the Crush Modifier to any Strike attack (except Mangle Strikes or Combat Caster attacks).
  - Each strike of a Rush is counted individually for this effect.
  - **Requires Crushing Strikes or Crashing Rush**: This effect costs 2 Energy.
  - **Requires Two-Handed Mastery**: This effect costs 1 Energy.
- Spends 5 Health to use Break Free from Grapple or Pin.

When the Trait User is under the effects of Adrenaline, they gain the following effects:
- Increase Critical damage by 10 if delivered with a Strike attack.

Goblin - 15 CP

Whenever a Goblin is about, expect mischief. Goblins descend from Imps, dangerous creatures known to attack in packs and for their explosive demises. Some say Goblins do not have a sense of self preservation, but many Goblins would disagree. You either must listen to the Trolsk giving you orders and charge the enemy, or you risk the wrath of the Trolsk.

Goblins tend to let others think they are in control, but a few scrappy Goblins are all it takes to make serious changes even within Ork'rus camps. Not all Goblins are sneaky, and some are just foolish, but the foolish ones do not usually last long.

Required Costuming: Green or gray tint to the face and neck + matching pointed ear prosthetics

Additional Costuming Recommendations: Some Goblins also have pointy teeth, or tails with fur tufts. Players are encouraged to tint exposed skin to match their face and neck.

Mechanics: All Goblin Ork'rus have the Goblin Keyword.

Favored Thaumaturgy: Deception Aspect, Fury Aspect, Chaos Aspect, Nightmares Aspect

Goblin Trait Choices

Me Too? (1 CP)

The Trait User may spend 3 Energy to declare "Me Too?" to gain the benefits or not take the effects of any [Group] targeting effect that would affect them.

Stealth Expertise (1 CP)

Gain Stealth Expertise (pg. 42).

Lie in Wait (1 CP)

The Trait User gains the following benefits:
- May spend 5 Energy and declare "Feign Death". If the Skill User has a Skill or effect that causes Feign Death, this effect costs 1 Energy. During Feign Death, they take 1 damage from any attack that hits them.
- The first Strike attack with 5 seconds of ending a Stealth, Invisibility, or Feign Death effect gains the Feint Damage Tag.

"Dutiful" Minion (2 CP)

The Trait User gains the following benefits:
- Increase the Bleed or Agony effects caused by the Trait User by 1.
- May use the benefits of Prepare to Attack, Set to Defend, and Retreat Order twice before the Duration of the effect ends. The Dash Cooldown for Retreat Order lasts 15 seconds for the Trait User.
- May target themselves with Healer Skills.

Talk to my Boss (2 CP)

The Trait User may use Misdirect every 10 seconds.

- May use Misdirect against Social effects.
- May declare a Dash Skill after using Misdirect for no additional Energy.
- If the Character has this Trait from Character Creation, they may ignore the Requirements to learn Misdirect.

Devious (3 CP)

The Trait User may make Improvised Inventions. See Improvised Invention in the Item Catalogue. This does not benefit from bonuses to Crafting Skills.
- Gains Strike DR(Magic) for 1 minute after using a Taunt effect or being targeted with an effect redirected from another Character such as Reflect, Misdirect or Ricochet.
- When Crafting a Bomb or Poison, may spend 10E to get +1 for no additional Resources.

Hectic Schedule (3 CP)

At the beginning of each Quarter, the Skill User must choose 1 Skill Tree and must note it on their Character Sheet. Depending on the Skill Tree they gain the following benefits until the end of the Quarter:
- Reduce the Energy Cost of the chosen Skill Trees by -1.
- **Crafter**: May do any two Crafting projects at the same time or two of the different types.
- **Gathering**: Reduce the RP time by 5 mins for any Gathering passive Skill.
- **Mercantile**: Increase all Influence effects by 1.
- Only Goblin Characters may take this trait

Lucky (4 CP)

Lucky may be used once for every 15 Maximum Energy the Character has (including temporary increases to Max Energy) to a maximum of 3 uses. The Character must Rally to regain all uses of Lucky.
Lucky may be used to do the following:
- Declare "Lucky" and negate any one effect (except Rituals or Boons).
- Trait User may choose to expend 1 use of Lucky to reflip any Fortune Card Draw. This may be one, two or all Fortune Cards drawn for one instance of Gathering.

Impish Heritage (5 CP)

The Trait User gains the following benefits:
- Reduce Soul Point lost for Death and bargains struck in the Great Game by one (to a minimum of 1).
- Ignore the Pre-reqs for Blood Lance and treat it as a **Target**: Any spell.
- Blood Lance may be triggered at any time. When the Blood Lance effect is triggered, they declare "10ft, Spell 20 Magic Pierce". This counts as the base damage for Blood Lance for the purposes of bonus damage.
- Increase Max Spell Damage to 20 and +10 damage for Burst Spells (except Spells with the Fester damage tag or Boons). Each Spell cast with 11+ bonus damage causes the Character to lose 10 Health or if in Near-Death, reduce their Near Death Timer by 1 min.

Hobgoblin - 15 CP

Unlike other Ork'rus, Hobgoblins did not descend from demons. Instead, they are the twisted result of Aelf'enai who gave into demonic power and were twisted into Hobgoblins. In Ork'rus society Hobgoblins are often looked down on, but the Hobgoblins have made themselves indispensable to the Ork'rus during their long isolation.

Hobgoblins became the crafters for the Ork'rus and helped the survive through many harsh years. The Ork'rus had no need for tools or weapons before they became mortal. This earned Hobgoblins a begrudging respect.

Required Costuming: Splotchy green and yellow (NOT simply yellow) tint to the face and neck + matching pointed ear prosthetics. No solid yellow face makeup.

Additional Costuming Recommendations: Hobgoblins tend to have red eyes and sharp pointed teeth. Players are encouraged to tint exposed skin to match their face and neck.

Mechanics: All Hobgoblin Ork'rus have the Hobgoblin Keyword and Forsaken Ancestry Trait

Favored Thaumaturgy: Crafter Aspect, Flame Aspect, Chaos Aspect, Fury Aspect

Forsake Ancestry
- The Character Starts with 25 Maximum Health, and their Maximum Health Cap is 55.
- May use 1 additional Potion of each type per Scene.

Hobgoblin Trait Choices

Crafting Curmudgeon (1 CP)
When using a Crafting Skill with a Roleplay time, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.

Lie in Wait (1 CP)
The Trait User gains the following benefits:
- May spend 5 Energy and declare "Feign Death". If the Skill User has a Skill or effect that causes Feign Death, this effect costs 1 Energy. During Feign Death, they take 1 damage from any attack that hits them.
- The first Strike attack with 5 seconds of ending a Stealth, Invisibility, or Feign Death effect gains the Feint Damage Tag.

Green Thumb (1 CP)
When The Trait User goes to turn in Farming or Herbalism RP, their Fortune Draw gets a +1 to the Card Value.
- Farming and Herbalism RP time is reduced by 5 mins.

Fearless (2 CP)
The Trait User is Immune to Fear and Terror.

- When Trait User uses a Fear or Terror effect, if the effect is negated, or the target declares No Effect, or Immune, the Trait User is refunded 1 Energy.

Shrewd (2 CP)
The Trait User can purchase up to 5 items at the reduced cost when using Negotiate and increase the Influence of Negotiate and Manipulate Market by 1.

Survival Solutions (3 CP)
The Trait User may make Improvised Inventions. See Improvised Invention in the Item Catalogue. This does not benefit from bonuses to Crafting Skills. The Trait User may also use Resources in the Inventive section of a Schematic when Crafting.
- The Trait User may target themselves with Healer Skills and Chirurgery Procedures.
- The Trait User can have up to their full Soul Point total for determining how many Long-Term Transformative Effects they can have.

Conduit of Faith (3 CP)
When a Character gains this Trait, choose a Magic Skill or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Spell Rage (4 CP)
The Trait User may use Frenzy (pg. 45) and gains the following:
- May cast Spells while under the effects of Rage or Frenzy. They may only use Spells which do damage, Consume Corpse or cause Negative Status effects. The Trait User still cannot use Counterspell.
- If the Trait User has a Leybond effect already active, and activates Spell Rage, they may choose to stand still but must still throw their Spells at the nearest target. If there are no targets present, they must break their Leybond effect and move towards the closest target.

Twisted Ancestry (5 CP)
At Character Creation, the character may choose traits from any Ork'rus or Aelf'enai Subgroup. The Player can choose a total of 5 CPs of Traits from the other Subgroups or Families but cannot choose any of the 5 CP Traits from the other Subgroup or Families. The Chosen Traits cost no further CP.
- If the Hobgoblin has any Aelf'enai Traits they also have the Aelf'enai Keyword, and they must have Elf Ears. The Player may choose from the Aelf'enai General Traits including counting as an Aelf'enai for Aelfen Artistry.

Ork - 13 CP

Orks make up a large portion of the Ork'rus population. Born from a type of warrior demon called a Fury, Orks are among the most aggressive of Ork'rus. Like Ettin, they prefer the direct course of action, most Orks see violence as the most direct course rather than simply leveraging strength. As the generations went on, some Orks applied this to other aspects of life such as business or even music. Orks even developed their own type of music many other species feel is just noise, but Ork'rus adore it. Rocker music is often criticized for the screaming and aggressive way to play a lute. Many Orks have been searching for the right instruments to express what they feel inside when it comes to music.

Required Costuming: Orks should have scars and tattoos on their skin in addition to a greenish tint.

Additional Costuming Recommendations: Orks can have small tusks and often wear furs and leathers and other forms of battle regalia. Players are encouraged to tint exposed skin to match their face and neck.

Mechanics: All Ork Ork'rus have the Ork Keyword and have the Fury Descent Trait

Favored Thaumaturgy: Champions Aspect, Flame Aspect, Chaos Aspect, Fury Aspect

Fury Descent

The Character starts the game with 30 Maximum Health and their Maximum Health Cap is 60.

The Trait User treats Bleed as if it is 2 lower than the current value.

Orks Trait Choices

Thrill of Battle (1 CP)

When The Trait User has one of their attacks or Combat Skills is negated by a Defense Skill or Delayed Activation, the Trait User is refunded 1 Energy.

Fire in the Blood (1 CP)

The Trait User gains the following:
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Diseases take twice as long to advance to their next stage for the Trait User.

Taskmaster (1 CP)

The Trait User may affect other Characters with both Oversee and Worker's Song at the same time.
Worker's Song Audience is increased by 5 or may target the User's Squad (regardless of size).

Refuse to Die (2 CP)

The Trait User gains the following benefits:
- May ignore the Death damage tag.

- While in Near-Death, when hit with a Deathblow, they may declare "Refuse to Die" to negate the Deathblow. User is then immune to Deathblows for 5 mins. The Character must Rally before they can use this effect again.

Inspiring Bellow (2 CP)

The Trait User may declare Leadership Skills while doing any roleplay time without interrupting the of other Skills.
- When The Trait User uses Inspiration, they may give Vigor or Screen.
- When The Trait User uses a Leadership Skill, they gain 5 Vigor.
- The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Champion (3 CP)

The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Warrior Born (3 CP)

When a Character gains this Trait, choose a Combat Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Rocker Performance (4 CP)

The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills by 5. This stacks with similar effects.
- **Requires Rousing Anthem**: The Trait User may double the Energy cost of Rousing Anthem and declare "Rebellious Anthem" instead of Rousing Anthem. Affected Characters spend -1 Energy Defense Skills in addition to the other effects of Rousing Anthem and Accompanied Rousing Anthem.
- If Performance RP would be interrupted by a Negative Status (except Near-Death), the Trait User may spend 5 Energy and declare "Encore" to ignore the effect for 1 minute and continue their RP.
- Going into Near-Death does not interrupt Performance RP. Performance RP may be continued even while in Near-Death.

War Cry (5 CP)

The Trait User gains the following benefits:
- Spend 5 Energy, give a war cry, and gain 10 Vigor. This effect can be used while in Near-Death but costs 10 Energy.
- Once per Quarter, the Trait User may give a war cry, and declare "By My Voice, [Group], 10 Vigor".
- If the Trait User's Near-Death timer ends while they are Frenzied, when the Frenzy ends, they may choose to fall into a 10s Near-Death Timer. If the Character does this, they cannot use Frenzy again until they Recover.
- May spend +3 Energy to declare Intimidate as "10ft Fear 1 min".

Trolsk - 12 CP

Among the Ork'rus, the Trolsk often hold positions of authority. Whether by design or because of descending from vain and powerful generals of the demonic hordes. Since then, may Ork'rus encampments have been led through difficult times by the harsh handed ways of the Trolsk. Many of their kind demand obedience, however, their methods are often effective, if blunt.

Trolsk have taken the field against every type of species and are regarded as worthy adversaries. Many settlements and even nations have found they are blessed to have a Trolsk commander helping protect their settlements.

Required Costuming: Exposed skin should have a greenish blue, blue and/or purple tint to it and either tusks *or* matching pointed ear prosthetics

Additional Costuming Recommendations: Trolsk favor piercings made of bone or can have long pointed noses in the same color as their flesh. Players are encouraged to tint exposed skin to match their face and neck.

Mechanics: All Trolsks have the Trolsk Keyword and Infernal Might

Favored Thaumaturgy: Nobility Aspect, Champion Aspect, Fury Aspect, Beast Aspect

Infernal Might

The Character starts with 35 Maximum Health, their Maximum Health Cap is 65 and has Mighty.

The Trait User treats Bleed as if it is 2 lower than the current value.

Trolsk Trait Choices

Disregard Life (1 CP)

- The Trait User may use Misdirect every 10 seconds.

Ritual Hunt (1 CP)

The Trait User reduces the time to use Herbalism, Hunting or perform Minor Rituals by 5 mins.

- Provides a small bonus to Rituals.

Blistering Smite (1 CP)

When The Trait User uses Smite, the attack(s) gain the Pierce damage tag.

Tough (2 CP)

The Trait User's Maximum Vigor cap is 50.

- Increase Vigor received by 5.
- May use 1 additional Potion of each type per Scene.

Fearless (2 CP)

The Trait User is Immune to Fear and Terror.

- When Trait User uses a Fear or Terror effect, if the effect is negated, or the target declares No Effect, or Immune, the Trait User is refunded 1 Energy.

Rotten Stench (3 CP)

The Trait User may spend 5 Energy and declares "10ft, All Living, Disorient, 30s".

- May spend 3 Energy, declare "Wither 1 min" and make a Strike attack.

Conduit of Faith (3 CP)

When a Character gains this Trait, choose a Magic or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Powerful Leader (4 CP)

The Trait User gains the following benefits:

- May declare Leadership Skills while doing any RP time without interrupting other Skills.
- When The Trait User uses Inspiration, they may give Vigor or Screen.
- When User declares a Leadership Skill, gain 10 Vigor.
- User increases the Duration on Fear effects by 2 mins and Terror effects by 10s.
- The Trait User may organize up to 30 Characters (including the Character) using Tactical Planning.

Regeneration (5 CP)

The Trait User may spend 10 mins continuously At Rest to remove the Mangle Status from all their limbs.

- Regeneration may be declared once for every 10 Maximum Energy the Character has (including temporary increases to Max Energy) to a maximum of 5 uses. The Character must Rally to regain all uses of Regeneration. User may declare "Regeneration" to do one of the following:
  - While in Near Death to Heal 10. This Heal cannot be increased by any means.
  - Remove Mangle from one Limb, Bleed or Agony.
- After 5 mins continuously At Rest, every minute the Trait User remains At Rest, they regain 1 Health. This effect cannot be increased unless it specifically says it affects Regeneration.
- Increase the Health received by 5 from Heal effects, Food, Drink, or Potion Items. Increase the Health regained from Feeding effects by 2. An effect must regain at least 1 Health to gain this bonus.
- Diseases take twice as long to advance to their next stage for Character with this Trait.

Therios Family

Therios are a species of humanoid shaped animal people. For every type of animal in existence, it is said there is a Therios group with similar characteristics. Whether birds, lizards, snakes, amphibians, mammals, crustaceans or even insects, all types of creatures are represented. The Therios regard their animal cousins as an important part of their culture. While not revered in a religious sense, it is taboo for a Therios to harm one of their beastkin unless it is in self-defense. The Therios originated on another continent called Kuh'nal.

As the Therios developed culture and new ways to live, many traditionalist Therios began hunting these freethinkers. With the help of a Cormah, the Therios who wanted a different life escaped to Anthuli and quickly established themselves as excellent hunters, scouts, and even warriors. During the Expansion Wars many Therios became divided on what side they stood on.

Required Costuming: Costuming for Therios requires costuming to represent the animal their Therios is based on. The Player must have at least something to show their animal heritage such as animal ears, a tail, or make up.

Average Lifespan: Shorter lived Therios live roughly 30 years maximum, while some Therios mirroring particularly long-lived animals can live for up to 200 years.

Mechanics: All Therios have the Therios and Living Keyword, Claw and Fang Trait and choose 1 Habitat Trait for no additional CPs.

Claw and Fang
The Trait User has Claw Brawlers instead of Fist Brawlers.
- Adrenaline's Energy Cost is set to 3 and does not require waiting to use it again.
- Increase the Bleed or Agony given by Strikes by 1.
- **Requires Mangle**: May use Mangle with Claws.

Habitat Traits (Limit 1)

Strider
The Trait User only spends 5 Health to use Break Free from Grapple or Pin.

Aquatic
The Trait User spends -1 Energy to use Parry and Honed Reflexes.
- The Trait User may declare "Strong Swimmer" to negate Ambient effects during adventures in water or on a boat.

Subterranean
The Trait User may spend 2 Energy, declares "Burrow" and puts up the Stealth gesture to become Invisible. This effect breaks if the Trait User moves.

- The first Strike Attack with 5 seconds of ending a Stealth, Invisibility, or Feign Death gains the Feint Damage Tag.

Aerial
The Trait User may spend 5 Energy and declare "Leap, Dash 10". While using Aerial, the Character is Immune to Strike attacks and has Shot and Gun DR(Magic). Otherwise, this Trait follows the rules for Dash Effects.

General Therios Traits

Wary (1 CP)
Notice's Energy cost is set to 2.

Stealth Expertise (1 CP)
Gain Stealth Expertise (pg. 42).

Beast Kinship (1 CP)
The Trait User gains Beast Kinship.

Community (1 CP)
For every 5 mins spent conversing and roleplaying with at least 2 other Characters, the Trait User regains 1 Energy. The Trait User must be At Rest or not actively using any other Skills to use this effect.

Thorns (1 CP)
If the Trait User is Grappled or is Grappling a target, they may declare "React, 2 Pierce" against the Character Grappling them, or they have Grappled. The Trait User can declare this effect repeatedly until the Grapple ends. This does not trigger Skill Cooldown.
See page 135 for how this stack with similar effects.

Survival Instincts (1 CP)
When The Trait User uses Plead, they may use Charm after 10s of RP time and without interrupting Plead.
- The Trait User may choose to remove a Confuse, Rage or Frenzy effect at any time if they have 10 or less Health or are in Near Death.

Champion (3 CP)
The Trait User may immediately declare a Warrior's Spirit effect without doing the RP normally required.
- Warrior's Spirit effects Energy cost is set to 5.

Frenzy (3 CP)
The Trait User may use Frenzy (pg. 45).

Carapace - 12 CP

Carapace Therios are one of the stranger kinds of Therios due to having a hard outer shell and a somewhat different mindset than many others. Some Carapace Therios live solitary lives, while others prefer colonies of their own kind. Depending on the habitat, Carapace have a wide deal of variety in their shape and forms. It is common for Carapace Therios to have a mindset which comes across as alien to others even among the Therios. For many Carapace Therios their motives are different such as a Carapace Therios may feel no need to engage in a battle which does not directly threaten them or their group, but if told they can feed on the enemy, they may suddenly be highly motivated to be involved.

Required Costuming: Costuming for Therios requires costuming to represent the animal their Therios is based on to show their animal heritage such as animal ears, a tail, etc.

Additional Costuming Recommendations: Carapace Therios represent any animal or insect with an exoskeleton. Insects, Crustaceans, and similar creatures all fall under the Carapace category. Antenna, bug eyes, or other makeup to make them look like they have a carapace.

Mechanics: All Carapace Characters have the Carapace Keyword and the Natural Armor Trait.
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Favored Thaumaturgy: Beast Aspect, Community Aspect, Knowledge Aspect, Mountain Aspect, Water Aspect

Natural Armor
The Character Starts with 30 Maximum Health, and their Maximum Health Cap is 60.

Carapace Trait Choices
Snare (1 CP)
The Trait User may spend 3 Energy, declares "Shot, Pin, 1 minute" and throws a yellow packet.

Captain's Orders (1 CP)
The Trait User gains the following benefits:
- Half the steps when affected by a Knockback. If the Trait User runs into something, they may treat the effect as Pin instead of Stun.
- The Trait User may use the benefits of Prepare to Attack, Set to Defend, and Retreat Order twice before the Duration of the effect ends. The Dash Cooldown for Retreat Order lasts 15 seconds for the Trait User.

Commander (1 CP)
The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Spell Resistance (2 CP)
Gain Spell Resistance. See page 47 for additional rules.

Stinging Venom (2 CP)
The Trait User may spend 5 Energy, declare "Strike, Poison Agony 3" and make a Claw Attack. If the Trait User has a target Grappled, they may declare "React, Poison Agony 3" for no additional Energy.
Requires Poisoner: This effect can be used as a Rush.

Warrior Born (3 CP)
When a Character gains this Trait, choose a Combat Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Greater Good (3 CP)
When using Alchemy or Gathering Skills with a RP time, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.
- May do 2 Cooking and Brewing, 2 Alchemy, or 1 Cooking/Brewing and 1 Alchemy projects at the same time. The Crafting Workstations must be within 10ft of each other to use different crafting Skills this way.
- When the Trait User goes to turn in Forage or Herbalism RP, their Fortune Draw gets a +1 to the Card Value.
- Forage and Herbalism RP time is reduced by 5 mins.

Instinctive Defense (4 CP)
The Trait User gains the following benefits:
- May double the Energy Cost of Parry to negate Strikes from behind.
- **Requires Florentine Mastery**: No additional Energy cost to Parry Strikes from behind.
- After declaring Parry, may can declare "Dash 10" for no Energy. **Requires Footwork**: May use this Dash effect after using any Defense Skill.

Sage of the Shell (5 CP)
The Trait User can spend 5 mins teaching another Character about a Skill the Trait User knows (except Thaumaturgy and Zenith Skills). The target may use the chosen Skill until the end of the Quarter or 3 hours whichever is longer. The receiving Character may only gain two Skills given by Sage of the Shell.
- **Requires: Brilliance** Gains 2 uses of Brilliance and may use the chosen Skill the rest of the Quarter or 3 hours whichever is longer. User may use Brilliance to temporarily use a Spell.
- If the Trait User has Instructor, the target gains 10 Zeal when learning a Skill from the Trait user.
- The Trait User may cast Focusable Spells without needing a Staff. If the Trait User uses a Staff, they reduce the Focus Count by 2 to a minimum of 3 if they do not have the Bleed, Agony or Disorient Status.
- May declare Study Creature immediately with no RP time.

Feathered Hide - 13 CP

Feathered Therios are often charismatic, athletic, and being the center of attention. Much like the birds they are cousins to, Feathered Therios hold a variety of shapes, sizes, and colorations. Many Feathered Therios are high energy and at times anxious because of their high energy. Many Feathered Therios are also talkers and can talk endlessly about anything and everything. While these are common, not all Feathered Therios are talkers and energetic. Some are patient and quiet like owls while others may be swift hunters like an eagle or hawk.

Required Costuming: Feathered Characters must have feathers jutting out from under clothing and a beak or mask.

Additional Costuming Suggestions: Additional feathers or even wings help improve the Character's costume. Any form of make-up, mask, or prosthetic to look more like a bird or other feathered animal.

Mechanics: All Feathered Hide Therios have the Feathered Keyword and the Swiftness Trait.

Favored Thaumaturgy: Beast Aspect, Sky Aspect, Storms Aspect, Ice Aspect

Swiftness

The Trait User gains Spell Resistance while using Dash effects.
* When The Trait User finishes a Dash effect, the next Combat Skill used within 5 seconds costs 1 Energy.

Feathered Hide Trait Choices

Commander (1 CP)

The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Danger Sense (1 CP)

The Trait User may declare Notice to negate the effect of one or more Traps. This resets the Trap(s), but the Trait User knows the Trap(s) is there and can inform others of it. If multiple Traps would go off at the same time, all of them are reset and the Character is aware there are multiple traps.

Nature's Performers (1 CP)

When using Hunting, Forage or Entertainer Skills with a Roleplay time, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.

Shrewd (2 CP)

The Trait User can purchase up to 5 items at the reduced cost when using Negotiate and increase the Influence of Negotiate and Manipulate Market by 1.

Sharp Eyed (2 CP)

The Trait User reduces Aim Counts with Bows or Thrown Weapons by 2 to a minimum of 3 if the Character does not have Bleed, Agony, or Disorient.
* When using Thrown or Bows, the Trait User may move at a walk while Aiming.

Shed (3 CP)

The Trait User may spend 5 Energy to declare "Shed" and negate or remove one of the following: Blind, Disorient, Grapple, Pin, Slow, Stun, or Wither.
* The Trait User gains Unarmed DR(-).

Majestic Performances (3 CP)

The Trait User gains the following benefits:
* Audience size for Entertainer Skills and Preach +5. This stacks with similar effects.
* May combine two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. User may not use the same Skill twice. Energy must be spent on both Skills, but when the RP is finished, declare the effects of both Skills. Any Item effects still modify either Skill when using them this way.

Strike When They are Weak (4 CP)

The Trait User gains the following benefits:
* Backstab may be declared as a Rush and gains the Rush keyword. The Skill User does not regain Energy for using Backstab as a Rush.
* **Requires Vicious Assault**: Spend +5 Energy to deal Critical damage during a Backstab Rush for up to 3 strikes.
* When the Trait User declares a Warrior's Spirit Skill, they may immediately declare Warrior's Spirit without doing the RP normally required for Warrior's Spirit
* Warrior's Spirit Energy cost is set to 5.

This Trait may not be taken by Jemelu Characters unless they are a Scaled Hide, Feathered Hide, Umbrehk, or Ghoul.

Burst of Speed (5 CP)

Burst of Speed may be used once for every 15 Maximum Energy the Character has to a maximum of 4 uses. The Character must Rally to regain all uses of Burst of Speed. The Trait User declares "Dash, Burst of Speed" then moves in a straight line towards a point within line of sight. This Dash effect does not have a time limit or number of steps; however, the Trait User must move as fast as they are able to their targeted location. During Burst of Speed the User gains the following:
* Immune to Strike and Shot attacks, Gun Damage Resistance (-), and Spell Immunity.
* User can take one other Character within Reach that is willing, unconscious, or in Near Death. If the Trait User can take one other Target with them with Dash effects, they can take a max of 2 Characters with them.
* The starting point or chosen point cannot be indoors, underground, or in an enclosed space.

Fur Hide - 13 CP

Furred Therios are one of the most common forms of Therios found anywhere. Furred hide Therios have a wide variety of personalities, physical abilities, and ideas about the world. One thing common even across such a diverse group they all share is a love of community. Even if they normally want to keep to themselves, rarely will they be far from populated areas.

Required Costuming: Characters with a Fur Hide must have fur exposed whenever possible from underneath their clothing.

Additional Costuming Recommendations: Characters with a Fur Hide are encouraged to do makeup to make their faces look fur covered or wear a mask. The ends of the Character's nose should be dark or pinkish.

Mechanics: All Fur Hide Characters have the Fur Keyword and the Lick Wounds Trait

Favored Thaumaturgy: Beast Aspect, Nature Aspect, Cold Aspect, Community Aspect, Darkness Aspect.

Lick Wounds

The Trait User may spend 10 seconds roleplaying licking their wounds. After the RP time is completed, the Trait User declares "Lick Wounds" and reduces their Bleed Status by 2. If this reduces the Bleed Status to zero, Bleed is removed. Lick Wounds cannot be used to reduce Bleed effects caused by a Poison or Disease.

- The Character starts with 25 Maximum Health and their Maximum Health Cap is 55.

Furred Hide Trait Choices

Hibernation's Balm (1 CP)

The Trait User regains 1 Health for every 1 minute spent At Rest.

- The Trait User may spend 3 Energy, declare "No sleep!" and negate an Unconscious effect.
- If the Trait User is affected by an Unconscious effect, they regain 1 Health every 5 seconds while Unconscious lasts. This effect does not work if the Trait User is also in Near-Death.

Danger Sense (1 CP)

The Trait User may declare Notice to negate the effect of one or more Traps. This resets the Trap(s), but the Trait User knows the Trap(s) is there and can inform others of it. If multiple Traps would go off at the same time, all of them are reset and the Character is aware there are multiple traps.

Nature's Performers (1 CP)

When using Hunting, Forage or Entertainer Skills with a Roleplay time, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.

Territorial (2 CP)

The Trait User spends half the Energy costs for Combat Skills while within 20ft of their Kiosk.

- Increase all Influence values by 2.

Refuse to Die (2 CP)

The Trait User gains the following benefits:

- May ignore the Death damage tag.
- While in Near-Death, when hit with a Deathblow, they may declare "Refuse to Die" to negate the Deathblow. User is then immune to Deathblows for 5 mins. The Character must Rally before they can use this effect again.

Warrior Born (3 CP)

When a Character gains this Trait, choose a Combat Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Survivalist (3 CP)

The Trait User gains the following benefits:

- During a Dash effect, they take 1 damage from Strike, Shot, and Gun Attacks. Must still declare "Minimal".
- Spends 5 Health to use Break Free from Grapple, Mighty Grapple or Pin.
- May target themselves with Healer Skills.

Powerful Hunter (4 CP)

The Character starts with 35 Maximum Health, their Maximum Health Cap is 65 and has Mighty. This replaces the Maximum Health from Lick Wounds.

- Increase the number of steps for Dash effects by 5 and spend -1 Energy for Dash Skills.
- When The Trait User finishes a Dash effect, the next Combat Skill used within 5 seconds costs 1 Energy.
- Hunting and Logging RP time is reduced by 5 mins.

Dire Essence (5 CP)

Once per Scene or 15 mins whichever is longer, the Trait User spends 10s roleplaying getting psyched up and going feral. When the roleplay is completed, the Trait User gains the following effects for 5 mins:

- Gain Vigor up to their current Maximum Vigor. (this does not expire after 5 mins).
- Acts as if using Frenzy (pg. 45) but may choose to change their target at any time.
- All Claw attacks deal Expertise damage.
- Critical Strike's Energy cost is set to 2 if used with Claws.
- User must Rally to use this effect again.

Leathery Hide - 10 CP

Leathery Hide Therios are among the largest of the Therios breeds. Many Leathery Therios prefer to move slowly and take life in as they go, however, when called to action Leathery Therios are a fearsome foe. At first others thought the Leathery Therios were believed to be slow and docile like cows, however, after interacting with Leathery Therios many found them to be wise, patient, and kind.

It is rare for a Leathery Therios to ever be in a hurry believing everything will come in time. While this has frustrated other more impatient folk, few can deny Leathery Therios are excellent companions.

Required Costuming: Leathery hide Characters typically are bulkier than others and should have skin tones with a grayish tint to them.

Additional Costuming Recommendations: Having horns, tusks, or other prosthetics to make a Character look like the animal their Character is kin to.

Mechanics: All Leathery Hide Therios gain the Leathery Keyword and Leathery Hide Trait.

Favored Thaumaturgy: Beast Aspect, Nature Aspect, Champions Aspect, Mountain Aspect, Fury Aspect.

Leathery Hide

The Character begins the game with 40 Maximum Health and their Maximum Health Cap is 70 and has Mighty.
- The Trait User gains Unarmed DR (-).

Leathery Hide Trait Choices

Heavy Worker (1 CP)

When The Trait User goes to turn in Mining or Logging RP, their Fortune Draw gets a +1 to the Card Value.
- Mining and Logging RP time is reduced by 5 mins.

Inspired Strength (1 CP)

When using a Gathering Passive Skill or Preach, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.

Gentle Giant (1 CP)

The Trait User gains +5 Energy when eating Vegetarian Food or a Drink.
- Increase the Knockback steps by 10 when making Strike attacks.

Inspiring Bellow (2 CP)

The Trait User may declare Leadership Skills while doing any roleplay time without interrupting the of other Skills.
- When The Trait User uses Inspiration, they may give Vigor or Screen.
- When The Trait User uses a Leadership Skill, they gain 5 Vigor.

- The Trait User may organize up to 20 Characters (including the Character) using Tactical Planning.

Tough (2 CP)

The Trait User's Maximum Vigor cap is 50.
- Increase Vigor received by 5.
- May use 1 additional Potion of each type per Scene.

Heave (3 CP)

The Trait User gains the following benefits:
- May spend 5 Energy, declare "Knockback 10" make a Strike attack with any weapon.
- Increase this Knockback effects from Combat Skills by 10 and reduce their Energy cost by -1.
- May spend 5 Energy and point at a willing target within Reach and declare "Heave 10', the targeted Character gains a Dash 10 effect. The target must meet all the requirements to use a Dash effect to gain this benefit. If the Trait User has Adrenaline active, increase this to Heave 20.

Warrior Born (3 CP)

When a Character gains this Trait, choose a Combat Skill Tree. The Trait User spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Dense Hide (4 CP)

The Trait User can spend 5 Energy to declare "Dense Hide" to negate one Shot or Gun attack.
- May spend 2 Energy to have DR (Magic) against one attack.
  - **Requires Heavy Combatant**: this effect costs 1 Energy, but the Trait User can continue to use the Heavy Combatant effect even when they have no Armor Points left.
- When The Trait User uses Guard or Honor Guard, they gain DR (Magic) against Strike, Shot, and Gun attacks.
- This Trait may only be taken by Leathery Hide Therios.

Stampede (5 CP)

The Trait User may use Two-Handed Skills while using any Brawler or Melee Weapon.
- After ending a Dash Skill, if they have taken at least 5 steps as part of the effect, their first strike made within 5 seconds is declared one of the following for no Energy:
  - "Strike Sweep, Knockback X" where X is equal to twice the number of steps taken during the Dash effect.
  - "Strike Sweep [Critical Damage] Crush"

When the Trait User is under the effects of Adrenaline, they gain the following effects:
- Increase Critical damage by 10 if delivered with a Strike attack.

Scaled Hide - 12 CP

Scaled Therios are another strange breed even among the Therios. Many Scaled Therios are uncomfortable and lethargic in cold climates preferring warmer and even arid regions. Strangely enough many Scaled Therios are territorial over the things in their immediate presence rather than a particular item or area. Defensive of their space and the things inside that area, but only while they occupy it. This includes a calm which is surprisingly hard to disturb. However once roused to anger, Scaled Therios look to end the conflict as quickly as possible using any means necessary.

Costuming: Scaled Therios require having at least patches of scales visible on their skin, including their face. These can vary from yellows to greens, to grays, but must have a scaly pattern and never be solid yellow.

Additional Costuming Recommendations: Scaled Therios can have tail, sharp teeth, or even oddly colored eyes. All of these can be done with prosthetics or make up as necessary.

Mechanics: All Scaley Hide Characters have the Scaled Keyword and the Quick Snap Trait.

Favored Thaumaturgy: Beast Aspect, Nature Aspect, Flame Aspect, Life Aspect, Light Aspect

Quick Snap
- The Character starts with 30 Maximum Health, and their Maximum Health Cap is 60.
- The Trait User can use Feint Strike when wielding Claws Brawlers. The Trait User must know Feint Strike to use it this way.
- Diseases take twice as long to advance to their next stage for The Trait User.

Scaley Hide Trait Choices

Blistering Smite (1 CP)
When The Trait User uses Smite, the attack(s) gain the Pierce damage tag.

Danger Sense (1 CP)
The Trait User may declare Notice to negate the effect of one or more Traps. This resets the Trap(s), but the Trait User knows the Trap(s) is there and can inform others of it. If multiple Traps would go off at the same time, all of them are reset and the Character is aware there are multiple traps.

Frigid Blood (1 CP)
The Trait User increases their Near-Death timer by 2 mins. This Trait does not affect set Near-Death Timers of a Skill or effect (such as Heroic Stand).

Self-Preservation (2 CP)
The Trait User may target themselves with Healer Skills.

- The Trait User may spend 1 Energy to reduce the RP time of Healer Skills by 1 minute. If the Trait User has Chirurgeon, they reduce the RP time by 2 mins.

Hemo Venom (2 CP)
The Trait User may spend 5 Energy, declare "Strike, Poison Bleed 3" and make a Claw Attack. If the Trait User has a target Grappled, they may declare "React, Poison Bleed 3" for no additional Energy.

Requires Poisoner: This effect can be used as a Rush.

Shed (3 CP)
The Trait User may spend 5 Energy to declare "Shed" and negate or remove one of the following Negative Statuses: Blind, Disorient, Grapple, Pin, Slow, Stun, or Wither.
- The Trait User gains Unarmed DR(-).

Conduit of Faith (3 CP)
When a Character gains this Trait, choose a Magic Skill or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Strike When They are Weak (4 CP)
The Trait User gains the following benefits:
- Backstab may be declared as a Rush and gains the Rush keyword. The Skill User does not regain Energy for using Backstab as a Rush.
- **Requires Vicious Assault**: Spend +5 Energy to deal Critical damage during a Backstab Rush for up to 3 strikes.
- When the Trait User declares a Warrior's Spirit Skill, they may immediately declare Warrior's Spirit without doing the RP normally required for Warrior's Spirit
- Warrior's Spirit Energy cost is set to 5.

This Trait may not be taken by Jemelu Characters unless they are a Scaled Hide, Feathered Hide, Umbrehk, or Ghoul.

Unbreakable (5 CP)
The Trait User gains 1 Screen every 1 minute while they are At Rest. This does refresh the duration of any existing Screen effects. This effect cannot be increased unless the effect specifies it affects Unbreakable. Additionally, the User gains the following benefits:
- The Trait User's Maximum Screen and Vigor Cap is 50.
- Gain Immunity to Diseases and Poisons.
- May ignore the Death damage tag.
- While in Near-Death, when hit with a Deathblow, they may declare "Refuse to Die" to negate the Deathblow. User is then immune to Deathblows for 5 mins. The Character must Rally before they can use this effect again.

Verdantia Family

Verdanti are a bit of a mystery to many scholars. Most Verdanti have little care for the past and instead focus on the present above all things. Few Verdanti find themselves weighed down by their past and instead focus on the present. This becomes an intense focus on anything the Verdanti do almost to the point of single mindedness. While this makes the Verdanti highly effective in their pursuits, if somewhat limited. However, this does allow the Verdanti to focus on problems at hand not be weighed down by issues of the distant past or future. Some envy Verdanti for this ability.

Required Costuming: See subgroups. Reminder no solid red, black, yellow or brown makeup.

Average Lifespan:
Flora: approximately 40-50 Years.
Mycerim: Unknown as they have only been around for approximately 50 years, and none have died of old age yet.
Dryads: Unknown, most Dryads simply vanish into the wild, none has ever been recorded dying of old age.
Treants: Approximately 150-200 Years, most simply drift off to sleep and continue to exist as a living tree. Few stay active longer than 150-200 years.

Mechanics: All Verdantia Characters have the Verdanti and Living Keywords and gain the Embodiment of Nature Trait.

Favored Thaumaturgy: Nature Aspect, Life Aspect, Light Aspect, Knowledge Aspect

Embodiment of Nature
- Non-Mycerium Verdanti treat all Damage Resistance as DR(Fester) except DR(-).
- The Trait User may spend time At Rest during daylight hours and outdoors to regain 1 Energy every 5 mins.
- Verdanti increase Healing and Vigor received by 5. This effect allows the Verdanti to receive a maximum of +10 Vigor if they also have Recipric Healing or Tough.
- The Character starts with 25 Energy and their Maximum Energy Cap is 55.
- The Character may immediately declare Leybond effects without doing the RP normally required.
- Verdanti Characters increase Tallies for the Gathering Tables by 1 for every 2 uses of Farming, Herbalism, or Logging.

General Verdanti Trait Choices
Plant Kinship (1 CP)
The Character gains Plant Kinship.

Stealth Expertise (1 CP)
Gain Stealth Expertise (pg. 42).

Botanic Graft (2 CP)
The Trait User can choose to expend one Herb or Produce to graft it to themselves. They must note the time and Resource on their Character Sheet.
- After three hours or the end of the Quarter, whichever is longer, the Trait User can go to the Market and get two of the chosen Resource.
- Only one Resource can be grown at a time with Botanic Graft. The Trait User must go to the Market to get the Resource each time it can be collected before they can use this effect again.
- The Trait User may collect the Resource for each Quarter until the end of the event they grafted the Herb or Produce to themselves.

Song of the Forest (2 CP)
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May spend +2 Energy and add "5 Vigor" to declaration for Entertain. Vigor given this way cannot be increased.

Gentle Nature (2 CP)
- The Trait User is Immune to Rage and Confuse.

Recipric Healing (3 CP)
When The Trait User uses Lay on Hands or Heal Spells on another Character, the Trait User Heals 3. The Healing from Recipric Healing cannot be modified unless an effect specifies it modifies Recipric Healing.
- Increase the amount of Vigor received by 5.

Dryad - 14 CP

Hailing from a mysterious origin, Dryads have served as intermediaries for generations between mortals and gods. Few understand the direct connection the Dryads seem to have, but it would seem there is some form of communication between the highest powers and their chosen servants in the world. Ironically some wonder why the Dryads have heard nothing from El'Yemana and brought a message to the Soli.

It is a common occurrence for Dryads to be given a message and/or a cause by a greater power. This is known as the Geas. Dryads who have not been given a Geas yet spend their days tending to the natural places of the world until one day they receive their mission.

Required Costuming: Dryads require green hair or leaves and other greenery on top of their heads as well as gray or white tint to face and neck.

Additional Costuming Recommendations: Loose flowing clothing and gossamer-Stance fabrics are encouraged to make a Dryad appear more ethereal. Players are encouraged to tint exposed skin to match their face and neck.

Mechanics: All Dryads have the Dryad Keyword, and the Protected by the Gods Trait.

Protected by the Gods

A Dryad Character may declare "Protected" once per for per Quarter for no Energy and negate any non-Boon Attack or Spell effect. Protected by the Gods can even negate the effects of a Ritual if it specifically targets the Dryad. The Ritual does not fail; however the Dryad may negate the effect. This includes any AoE effects.

Dryad Trait Choices

Ritual Talent (1 CP)

If this Trait is taken at Creation, the Trait User treats all Magic Ritualist Skills as only having the Pre-Req: Apprentice.
- If The Trait User is the Ritual Leader or a part of the Assembly, they provide a small bonus to any Ritual they participate in.

Community (1 CP)

For every 5 mins spent conversing and roleplaying with at least 2 other Characters, the Trait User regains 1 Energy. The Trait User must be At Rest or not actively using any other Skills to use this effect.

Green Thumb (1 CP)

When The Trait User goes to turn in Farming or Herbalism RP, their Fortune Draw gets a +1 to the Card Value.
- Farming and Herbalism RP time is reduced by 5 mins.

Whispers of the Land (2 CP)

The Trait User may spend 10 Energy and declare "By my Voice, Notice".
- The Trait User may declare Notice to negate the effect of a Trap. This resets the Trap, but the Character knows it is there and can inform others of it. If multiple Traps would go off at the same time, all of them are reset and the Character is aware there are multiple traps.

Empowered Avatar (2 CP)

When the Trait User uses Deific Avatar, they gain all the Traits listed on their Aspect lists and may choose one of those Traits to gain the Bonus effect.

Majestic Performances (3 CP)

The Trait User gains the following benefits:
- Increases the Audience size for Entertainer Skills and Preach by 5. This stacks with similar effects.
- May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.

Conduit of Faith (3 CP)

When a Character gains this Trait, choose a Magic Skill or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Herald's Wrath (4 CP)

If the Trait User is hit with a Negative Status, the Trait User may spend 3 Energy, point at the Character who caused the Negative Status and declare "React, [Pin or Hex] 30s".
- Gain Spell Resistance. See page 47 for additional rules.
- This Trait may only be taken by Dryad Characters.

Soul of the Land (5 CP)

Once per Quarter, The Trait User reduces the Soul Point cost to use Divine Intervention to 0 SP. Otherwise, the Trait User only loses 1 SP for further uses of Divine Intervention.
- Learning Intervention requires 5 other Faith Skills.
- Increase Healing given by Lay on Hands and Healing Spells by 5 or adds "5 Vigor" to the effect's declaration.
- The Trait User does not spend SP to learn Thaumaturgy Initiate.
- Reduce Soul Point lost for Death and bargains struck in the Great Game by one (to a minimum of 1).
- Spend -1 Energy when using Thaumaturgy Skills.

Flora - 15 CP

The most common type of Verdanti, the Flora are joyful people who revel in the smallest things. Eternally optimistic, Flora are sometimes considered naive, however, it is not a lack of experience which motivates them to be optimistic, but instead it is a method of taking in the present without being weighed down by the past.

Composed of bright and colorful people, the Flora simply wish to enjoy the moment. Whether tending to crop, planning celebrations or simply enjoying their time in natural settings, Flora revel in their day-to-day activities.

Required Costuming: Flora should represent the flower or fruit they take after. Requires at least a hat, mask, or makeup and appropriate foliage poking out from costuming for the plant in question. Reminder no solid red, black, yellow or brown makeup.

Additional Costuming Requirements: Flora often look like a hybrid of a human and their respective plant, elaborate face masks, clothing which looks made of still living plants, or budding fruit or sprigs of the associated plant are all encouraged.

Mechanics: All Flora Verdanti have the Flora Keyword.

Flora Trait Choices

Garden Guile (1 CP)
The Trait User gets +1 Common Resource of the Resource they choose to get with Herbalism or Farming.
* Farming and Herbalism RP time is reduced by 5 mins.

Regrowth (1 CP)
The Trait User may spend 3 Energy and remain still for 10 seconds to remove the Mangled Status from one of their limbs. If the Trait User takes damage, gains a Negative Status, or is put into Near Death, while remaining still, the RP is interrupted, and the Energy is lost.

Aromatherapy (1 CP)
The Trait User can spend 5 Energy and declare "10ft Remove Confuse and Rage".
* The Trait User may point at a Character within Engagement Range and declare "Redirect".

Territorial (2 CP)
The Trait User spends half the Energy costs for Combat Skills while within 20ft of their Kiosk.
* Increase all Influence values by 2.

Toxicity (2 CP)
The Trait User may spend 5 Energy, declare "Strike, Poison Disorient" and make an Unarmed Attack. If the Trait User has a target Grappled, they may declare "React, Poison Bleed 3" for no additional Energy.

Requires Poisoner: This effect can be used as a Rush.

Diplomat (3 CP)
The Trait User gains the following Benefits:
* The Trait user spends 5 Energy and declares "10ft, Social, Pacify 1 min".
  * This effect cannot be used if the Trait User is Silenced.
  * Pacify has no effect on Characters affected by Confuse, Rage or Frenzy.
* Increase all Influence effects by 1 (does not stack with other Species effects).
* Academic Connections and Whisper Network have the Requirement: Negotiation to learn instead of their normal requirements.

Feast Brewer (3 CP)
The Trait User gains the following benefits:
* When using Cooking and Brewing to make a Food or Drink, they produce 2 extra servings.
* May spend 10 Energy to produce +1 Potion or Poison when using Alchemy for no additional Resources.
* May do 2 Cooking and Brewing, 2 Alchemy, or 1 Cooking/Brewing and 1 Alchemy projects at the same time. The Crafting Workstations must be within 10ft of each other to use different crafting Skills this way.
* Double the number of Alcohol Drinks they can consume before gaining Disorient.

Dazzling Performances (4 CP)
The Trait User gains the following benefits:
* Increases the Audience size for Entertainer Skills and Preach by 10. This stacks with similar effects.
* May combine use of two Entertainer Skills (Including Spellweaver Performances) or one Entertainer Skill and Preach into one Performance RP. The Trait User may not use the same Skill twice. They must spend the Energy for both Skills, but when the RP is finished, they declare the effects of both Skills. This means the RP for both effects happen simultaneously. Any Item effects can still modify either Skill when using them this way.
* May affect other Characters with both Oversee and Worker's Song at the same time.

Leybloom (5 CP)
The Trait User gains the following benefits:
* May choose to have 2 Leybond Effects active at the same time. They must declare both types of Leybond. This still counts as a use for both types of Leybond.
* Gains +1 Leybond use for all Leybonds they know.
* While a Leybond effect is active they gain the following:
  * Becomes Ethereal (must put on white headband)
  * Immune to Silence, Knockback and Prone.
* May cast Focusable Spells without needing a Staff. If the Trait User uses a Staff, they reduce the Focus Count by 2 to a minimum of 3 if they do not have the Bleed, Agony or Disorient Status.
* Once per Quarter, the Trait User may declare "Bloom, and behold!". This effect lasts for 5 mins.
  * Spells cost half Energy.

Mycerim - 14 CP

While some scholars insist Mycerim are not true Verdanti, many among them are happy to welcome their fungal siblings. Mycerim share a focus on present events, however, they do tend to have a macabre outlook on the world in general. Many have a fondness for gallows humor, but this is usually an attempt to make light of terrible situations. Unlike other Verdanti, Mycerim do have a taste for rot and even meat.

Required Costuming: Mycerim Characters are required to have mushrooms growing on their skin or poking out from under their clothing or armor _or_ have a mushroom cap hat.

Additional Costuming Recommendations: Mushrooms growing from the skin or poking out from costuming; adding a glow effect to the cap; tinting skin to appear like a mushroom

Mechanics: All Mycerim have the Mycerim Keyword, and the Fungal Body Trait

Fungal Body

Mycerim do not regain Energy for being outdoors during daylight hours. Instead at night or when indoors in dark areas, they can spend 5 mins At Rest to regain 1 Energy.
- Mycerim Characters are immune to Disease and Poison.
- Mycerim regain Health instead of taking damage from Fester effects.

Mycerim Trait Choices
Regrowth (1 CP)

The Trait User may spend 3 Energy and remain still for 10 seconds to remove the Mangled Status from one of their limbs. If the Trait User takes damage, gains a Negative Status, or is put into Near Death, while remaining still, the RP is interrupted, and the Energy is lost.

Composter (1 CP)

When The Trait User goes to turn in Grave Tending or Herbalism RP, their Fortune Draw gets a +1 to the Card Value.
- Grave Tending and Herbalism RP time is reduced by 5 mins.

Web of Mycelium (1 CP)

When the Trait User uses Research or other Skills to gather information, they may declare Web of Mycelium to gain additional knowledge that might not be readily available based on the Skills they have.

Fearless (2 CP)

The Trait User is Immune to Fear and Terror.
- When Trait User uses a Fear or Terror effect, if the effect is negated, or the target declares No Effect, or Immune, the Trait User is refunded 1 Energy.

Toxicity (2 CP)

The Trait User may spend 5 Energy, declare "Strike, Poison Disorient" and make an Unarmed Attack. If the Trait User has a target Grappled, they may declare "React, Poison Bleed 3" for no additional Energy.

Requires Poisoner: This effect can be used as a Rush.

Darksong (3 CP)

The Trait User may use Healer Skills while doing Performance RP for Entertainer Skills. If either Entertain or the Healer Skill is interrupted, the other Skill is also Interrupted.
- The Trait User may target themselves with Healer Skills and Chirurgery Procedures.
- The Trait User may spend 1 Energy to reduce the RP time of Healer Skills by 1 minute. If the Trait User has Chirurgeon, they reduce the RP time by 2 mins.

Stories from Far and Wide (3 CP)

The Trait User gains the following benefits:
- Increases the Energy given when using Entertain by 5.
- Does not need to have the Requirements to learn Academic Connections, Illicit Connections or Whisper Network.
- The benefits of the Nomad Background Trait.
- May spend the Energy to use Charm while using Entertain and affect all targets of the Entertain effect.
- Provides a bonus to Wayfaring Rituals.

Path of Mycerim (4 CP)

The Trait User may spend 5 mins to set up a Mushroom Circle. Mushroom Circles must be 5ft in diameter and be Phys Repped appropriately. The Trait User may set up a second Mushroom Circle elsewhere within the Town's borders. The Trait User may designate other Characters who can use their Mushroom Circles. This must be noted on the Character sheet of anyone allowed to use the Circles. The Trait User may only set up two Mushroom Circles per game.
- A Character can enter the circle and declare "Teleport, Mushroom Circle". The Character then moves to the other Mushroom Circle. A Character may only use this effect once every 5 mins.
- This Trait may not be taken by Jemelu Characters unless they are a Mycerim.

Spore Cloud (5 CP)

The Trait User may spend 5 Energy to declare one of the following effects (the Trait User is not affected):
  - "10ft All Living Stun 10s"
  - "10ft All Living Silence 1 min"
  - "10ft, All Living, Pacify 1 min".
- User gains Undead Kinship.

Treant - 10 CP

Treants move slowly, often wishing to take their time with any decision or thought. Treants are methodical in their decisions because they would rather make the right choice than be impulsive. Having long lives, many Treants do not feel any need to rush. Most Treants would rather consider all options before deciding to ensure they do what is right in the moment.

While rare, seeing a Treant enraged is not something most wish to experience. There are few things more devastating or dangerous than an enraged Treant considering their strength and their ability to crush even armored foes with ease.

Required Costuming: Mask/face/neck makeup to simulate tree bark or wood grain. Reminder no solid red, black, yellow or brown makeup.

Additional Costuming Recommendations: A canopy of leaves or moss in addition to branches, leaves, or moss sticking out from clothing or armor or even footwear which looks like roots.

Mechanics: All Treants have the Treat Keyword and the Walking Tree Trait.

Walking Tree

The Trait User is Immune to Slow, Pin and Bleed.
- Treants start with 40 Maximum Health, their Maximum Health Cap is 70 and has Mighty.

Treant Trait Choices

Inspired Strength (1 CP)

When using a Gathering Passive Skill or Preach, the Trait User regains 1 Energy every 5 mins while doing that Roleplay. Trait Users only gain this Energy for the RP time performed.

Thorns (1 CP)

If the Trait User is Grappled or is Grappling a target, they may declare "React, 2 Pierce" against the Character Grappling them, or they have Grappled. The Trait User can declare this effect repeatedly until the Grapple ends. This does not trigger Skill Cooldown.
See page 135 for how this stacks with similar effects.

Frigid Blood (1 CP)

The Trait User increases their Near-Death timer by 2 mins. Their normal Near-Death is now 7 mins. This Trait does not affect set Near-Death Timers of a Skill or effect (such as Heroic Stand).

Tough (2 CP)

The Trait User's Maximum Vigor cap is 50.
- Increase Vigor received by 5.
- May use 1 additional Potion of each type per Scene.

Cousin's Caretaker (2 CP)

When The Trait User uses Farming or Logging, they get +1 Common Resource and draws +1 card from the Fortune Deck.

Sturdy Roots (3 CP)

When The Trait User gains the following benefits:
- When using Guard or Honor Guard, they gain Strike, Shot, and Gun DR(Fester).
- May spend 5 Energy and declare "Sturdy" to negate the Prone or Knockback and become Immune to Prone and Knockback for 1 minute.
- May spend 5 Energy to declare "Taproot" and acts as if Pinned. While Taproot is in effect, the Trait User gains Strike DR(Fester) and is Immune to Knockback and Prone. When the Trait User chooses to move or is affected by Terror, Taproot ends.
  - o Other Characters may count the Trait User as an obstacle to use Take Cover while Taproot is active.
  - o **Requires Splinter**: All Shot and Gun Attacks only deal 1 damage to the Trait User while Taproot is active. When hit with a Shot or Gun attack, Trait User must declare "Minimal".

Conduit of Faith (3 CP)

When a Character gains this Trait, choose a Magic Skill or the Faith Skill Tree. The Character spends -1 Energy for the Chosen Skill Tree. This effect can stack with the Talent Trait.

Splinter (4 CP)

After the Trait User is hit with a Strike attack, they may spend 5 Energy, point at the attacker, and declare "React, Blind 10s".
- Gain Shot and Gun DR(Fester).

Crashing Limbs (5 CP)

The Trait User may use Two-Handed Skills while using any Brawler or Melee Weapon.
- Spend -1 Energy to use Two-Handed Skills.
- May spend 5 Energy, declare "5ft [Strike or Shot] Knockback 10" and makes an attack with Unarmed, Melee, or Thrown Weapon.
- Deal Two-Handed Damage with Thrown Weapons.
- Increase Knockback effects caused by the Trait User by 10 steps (except for the AoE in the 2nd bullet).

When the Trait User is under the effects of Adrenaline, they gain the following effects:
- Increase Critical damage by 10 if delivered with a Strike attack.

NPC Appendix

In Memories of Graewynn there are monstrous creatures, constructs, and other horrors stalking the now mostly undefended parts of Graewynn. Many of these monsters became more prevalent after the 5th Expansion War for several reasons. Some of the types of NPCs Players may encounter have special effects.

Types of non-Species NPCs

Beast

Beasts represent animals twisted by wild magics unleashed during the war. Whether they were twisted into their new forms by spells, possessed by angry spirits, or simply residual effects of entropy corrupting and twisting the lands tainted by it, Beasts have become a lingering problem. Beasts possess an instinctive cleverness and have displayed even tactical thinking at times.

Most are driven by hunger or feeling threatened by people moving through their territories. Beasts are Living creatures and suffer from many of the same effects which work on Species. However, they are fast, clever, and generally smart enough to use stealth when needed. The appearance of Dire Beasts has also become an issue. These beasts are a class above the standard Beast developing thicker hides and increased size and intelligence. Some animals begin developing signs of this before they become fully transformed into the monstrosities terrorizing towns. However, things like Dire Hide, Dire Bone and other Dire materials have found many uses across Graewynn.

Notes About Beasts
- Tend to use stealth and Dash effects in their tactics.
- Usually close-range fighters, though some can launch quills, spines, or even razor-sharp feathers.
- All of them have some sort of Feeding Trait and will feast on fallen enemies to gain strength.
- Dire Beasts usually have Damage Resistance.
- Beasts are affected by Beast Kinship and Beast Bane.

Construct

Constructs are animated humanoid figures often confused for Effigies. Constructs have no sentience or will of their own. When given commands by their creator, they continue to follow those instructions until given further orders. They have a rudimentary cognition usually supplied by magic which allows them to work independently.

Like Effigies, Constructs are often not affected by Negative Status effects which may harm Living creatures. Constructs are dangerous because they are usually strong, durable, but one of their major drawbacks is most constructs are slow. Most Constructs come from either the Soli Empire or Altyr. Soli Constructs are often more complex animated by clever mechanisms and the power of Thaumaturgy. After the 5th Expansion War, the Soli left many clutches of Constructs behind when they fell back from the front lines of the war. Since then, many of those Constructs have

continued with their last orders whether it was to build, destroy, or kill.

Notes About Constructs
- Usually have the same immunities as Effigies and potentially others and can have Damage Resistance or Threshold.
- Typically move slow and fight slow but hit hard.
- Armorbane hurts Constructs just like it would Effigies.
- Constructs generally only have Armor Points instead of Health.
- Constructs are affected by Construct Kinship, Armorbane, and Construct Bane.

Sylvagore

Created after the Walking Wood incident, many believe Sylvagore are the restless spirits of those killed by nature having taken over a plant and mutating it into a monster. Anything from simple vines to mighty trees can become a Sylvagore. These cruel florae have been known to seek out sentient creatures an attack them without warning. There does not seem to be a rhyme or reason to why they move the way they do, but some believe the animating force of a Sylvagore is solely focused on one thing.

Sylvagore do not rely on sight like many other Species do and instead can track via tremors in the ground. Some may lay dormant and simply wait for something to come near before leaping into action. Others follow the scent of blood and violence as if drawn to its odor.

Notes About Sylvagore
- They have no eyes and are excellent at tracking movement making it hard to surprise them.
- Generally mid-range combatants able to sling poison, disease, or other effects. Commonly over an area of effect.
- All of them have some sort of Feeding Trait and will feast on fallen enemies to gain strength.
- Sylvagore are affected by Plant Kinship, and Plant Bane.
- Sylvagore based on trees often have Threshold

Spirits

There is a spirit world beyond what most people see. Rumored to have been created centuries ago by sealing away dangerous entities such as Demons, Greater Fae, the Apex Beasts, and other spiritual beings. Some spirits can find their way across the border between worlds either through possessing other creatures and bestowing strange changes on them, or by finding a weak spot in the barrier between worlds and manifesting themselves entirely.

Spirits possessing other creatures often are bound by the same laws as the creature they possess, they can be affected like many Living creatures. Manifested spirits, however, are Ethereal and hard to wound without magic. Spirits have the widest capability when it comes to what they can do, and each spirit should be regarded as a dangerous enemy.

Notes About Spirits

- Possession of a physical form usually bestows strange effects not normally seen in the type of creature possessed. The few who can maintain some level of control over their body have become known as Jemelu.
- Manifested Spirits take very little harm except from magical attacks. These spirits also have powerful effects reaching beyond mortal limits.
- Spirits are generally hurt by Dispel effects.
- Spirits are effectively immortal and in time will reform. This process, however, is different for each spirit, some take days others may take decades.
- Spirits generally do not leave behind a corpse and vanish when killed.

Undead

Before Hektram's Folly, Undead did rise from time to time, usually when an area's entropy was allowed to rise unchecked. Rarely did it result in more than a few dozen rising at one time, however, it did create problems for smaller villages. Since Hektram's Folly the Undead have been rising in unprecedented numbers. There seems to be little rhyme or reason to if or when a corpse will become animated, but it is happening with increasing frequency as the years go on.

The undead themselves are immune to many of the follies of the living. They do not fear anything, their bodies are able to withstand grievous injury without missing a step. Many Undead also manifest dark powers spreading poisons, disease, and can rot things with but a touch.

Notes About Undead

- Undead have many of the same Immunities as Mortaeans and are generally rather durable, some even get Threshold.
- Undead commonly use Poison or Disease with their attacks.
- Undead generally have a Feeding trait and will consume their victims to refresh their strength.
- Undead appear to be intrinsically linked to Entropy and the stronger the Entropy is in an area, the more dangerous the undead become.
- Undead are affected by Undead Kinship and Undead Bane.
- Removing Raise Dead effects may damage or limit the creature's abilities.

Demons

Demons were beings which feasted on the emotions of the living, often enjoying the vices and darker impulses of creatures. It is said during a dark period before the light of Celestia, they prowled the world feasting as they wished. In time however, something occurred and when the mortal world and the spirit world were split, they were drawn to the spirit world and locked away. Many lust after the raw emotions of sentient creatures and are willing to enact deals for bits of essence in exchange for demonic power.

Demons are a special type of Spirit; they rely on possession more commonly than most spirits and often twist their hosts towards destructive purposes. Demons are known to struggle to manifest more so than other spirits, however, a manifested demon is an extremely dangerous enemy capable of stealing souls with but a touch.

Notes About Demons

- Highly aggressive, highly dangerous. Demons often feed on fear, pain, and revel in slaughter growing stronger with each kill.
- Entropy and demonic forces seem to be intrinsically linked. The stronger Entropy is in an area, the more dangerous demonic creatures become.
- Demons are affected by Demon Kinship and Demon Bane.
- Demons generally do not leave behind a corpse and burn up when killed.

Wild Fae

Wild Fae are believed to be linked to dreams and the potential of all things. Unlike the mortal Fae, Wild Fae were sealed away when the world was split long ago. Many of them reach out through dreams to mortals often gifting inspiration or nightmares depending on their whims. Wild Fae are powerful, but seem to be content where they are since they can interact with the mortal realm through dreams. Wild Fae come in many shapes and forms and are capricious shapeshifters capable of looking like anything when they wish.

Fae are prone to trickery for their own amusement, many Wild Fae seem to not understand the concept of mortality or morality. This often leads to their games becoming dangerous for mortal creatures, but they find it to be endlessly amusing. Unlike Demons who seem driven by their own hunger for destruction, Wild Fae merely wish to be amused and observe mortals.

Notes about Wild Fae

- Often will use a great deal of Negative Statuses to disable their opponents, usually laughing all the while.
- Generally mobile and enjoy hiding to spook others.
- Some Wild Fae have truly monstrous forms as if born of the darkest nightmares while others may be beautiful but no less capricious.
- While regarded as a type of Spirit, Wild Fae seem to have no issue manifesting themselves when they choose.
- Entropy and Joyless Fae seem to be intrinsically linked. The stronger the Entropy in an area, the more dangerous Joyless Fae become.
- Wild Fae are affected by Faerie Kinship and Wild Bane.

NPC Gifts

Gifts are special NPC only effects to use custom effects for the NPC to show their monstrous nature. NPC Gifts can be negated by certain Rituals often leaving the NPC with less special abilities. Gifts otherwise function like any Skill or Species Trait.

Disease Appendix

Disease effects have several additional mechanics. Diseases have the following Characteristics to help explain the additional mechanics.

Diseases in this world are different than real world Diseases, the average person has no understanding of modern medicine like Players may have. Some Diseases may almost read like a curse or even have spiritual components to help keep them apart from real world diseases. Some of the Resources needed or ways to cure our in-game Diseases are obviously NOT meant to follow ideas of modern medicine.

Stage: Diseases have Stages each with their own mechanics explaining both how the Character should RP the disease and what mechanical effects the Disease has at that stage. Unless specified otherwise, only the Stage of the Disease the Character currently has affects them, previous or future Stages do affect the Character until they enter that Stage of the Disease.

Progression: How long before the Disease moves to the next stage or ends.

Contagion: Contagion explains how Characters can contract this Disease normally. This may not be the only way a Character can get a Named Disease.

RP Notes: This section explains some RP cues folks should use when they contract certain diseases. RP notes can also include costuming requirements for Diseases.

Mechanics: What having this disease does to the Character.

Treatment: This section explains what a Character has to do in order to remove the Disease at its current Stage.

Ear Droop

Originally coined by Dwearn for an affliction of the Aelf'enai after losing their immortality, Ear Droop is most common in Aelf'enai because their pointed ears appear to droop. However, it has been noted to affect other species as well when exposed to numerous Rituals in short succession.

Stage 1

Progression: This Disease does not progress further.
Contagion: Repeated exposure to Ritual Magic in short periods of time.
RP Notes: The Character experiences a hallucination like effect where they feel like their ears and sometimes other facial features are sliding off their head.
 This hallucinatory effect is distracting and often causes some hearing loss. For characters with longer ears prosthetics, they should try to make it look like their ears are drooping. This is the only physical sign of the disease.
Mechanics: The Character does not benefit from By My Performance effects, both beneficial and not.
Treatment: Treat Affliction or spending a Quarter not participating in any Rituals. Aelf'enai Characters can only remove this Disease with Treat Affliction or Weaken Disease.

Weaken Disease Resources: 1x Gustgrass

Agrinean Leprosy

After Hektram's Folly, the latent necrotic energies released caused a new form of sickness which some Undead carry. With a bite or scratch, a Living person can begin to rot from the inside out.

Stage 1

Progression: End of Event -> Stage 2

Contagion: Certain attacks from Undead, spending long periods of time in Agrineas.

RP Notes: The Character feels weak and notices their wounds take longer to heal.

Mechanics: This Disease can only be contracted by Living Characters.

- The Character only regains half the Health from Healing effects, or effects that cause them to regain Health.

Treatment: Treat Affliction, however, it takes double the normal RP Time.

Stage 2

Progression: End of Event -> Stage 3

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character begins feeling numb and fatigued. The Character should have dark red or purple make up applied to their fingers, and have their complexion look paler than usual.

Mechanics: The Character has the same effects of Stage 1.

- The Character gains Immunity to Agony.
- All Bleed causes the Character to lose double their Bleed value when Bleed is triggered.
- If the Character takes 15+ Damage from one attack, one of their limbs gains the Mangle Status (of the Character's choice). This can cause a Character to have all 4 limbs Mangled if hit with four successful attacks dealing 15+ damage.

Treatment: Treat Affliction and Chirurgery. This requires 10 mins of Healer RP carefully scraping away the dead skin and wrapping the affected areas in bandages. The Skill User must expend 1x Osteo Elixir

Stage 3

Progression: End of Event -> Stage 4

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The darkened extremities from Stage 2 should now encompass most of the hands and feet if they are exposed.

Mechanics: The Character has the same effects of Stage 2.

- If the Character takes 10+ Damage from one attack one of their limbs gains the Mangle Status (of the Character's choice).
- If the Character suffers a Mangle effect from another Character (and not from the above bullet) they take 20 damage in addition to the Mangle effect.

- The Character cannot benefit from effects that Ignore Mangled Limbs.

Treatment: Treat Affliction and Chirurgeon and expend 5x Common Metal. This requires 15 mins of Healer RP carefully scraping away the dead skin and wrapping the affected areas in bandages. The RP must also include cutting open the Character's flesh and reinforcing the bones with the metal used in the form of nails or screws. If this Healer RP is interrupted, the Diseased Character dies. The Skill User must expend 3x Osteo Elixir.

Stage 4

Progression: End of Event -> Stage 5

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character is in constant pain and feels like a breeze will cause them to break like glass. The darkened makeup should now extend up the Character's arm to the elbow and to the knee on their legs. The Character should also have sores on exposed skin.

Mechanics: The Character has the same effects of Stage 3.

- If the Character takes 5+ Damage from one attack one of their limbs gains the Mangle Status (of the Character's choice).
- The Character reduces their Maximum Health by half. This Maximum Health cannot be regained until this Disease is removed.

Treatment: Treat Affliction and Chirurgeon and expend 10x Common Metal. This requires 30 mins of Healer RP carefully scraping away the dead skin and wrapping the affected areas in bandages. The RP must also include cutting open the Character's flesh and reinforcing the bones with the metal used in the form of nails or screws. If this Healer RP is interrupted, the Diseased Character dies. The Skill User must expend 3x Enhanced Osteo Elixir.

Stage 5

Progression: End of Event -> The Character dies. At the beginning of the next game, the Character comes into town as a Mindless Undead and attacks the town until killed.

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character should have sores on any exposed skin and feels like a walking corpse.

Mechanics: The Character has the same effects as Stage 4.

- The Character gains the Wither Status which cannot be removed until the Disease is removed.

Treatment: There is no known cure for this Disease at this stage. Player Characters who die and go through the Great Game will lose this Disease, however, this is not in character knowledge.

Weaken Disease Resources: 5x [Species] Flesh, 3x [Species] Bone, 1x Living Wood. The [Species] type must be the same as the Target of the Ritual.

Blisterspore

Certain species of mushrooms and even some Mycerim can produce spores which gravely irritate the skin of others. Blisterspore is an aggressive type of fungus which causes the user to blister and then produce mushrooms from those blisters after they burst. If left unchecked, it can have a disturbing effect on the mind and body of the afflicted.

Stage 1

Progression: End of the Quarter or taking 20+ damage from a single attack -> Stage 2

Contagion: Spending time in caverns full of mushrooms which produce Blisterspores or Sylvagore based on those mushrooms.

RP Notes: When affected, the Character begins to feel itchy and develop blisters across the skin. The Player may Phys Rep this with bump prosthetics or make up that looks like sores. If the Player can't do these things, they should complain about the blisters often.

Mechanics: The Character gains Bleed 1 until this Disease is removed.

Treatment: Treat Affliction

Stage 2

Progression: End of Quarter or taking 20+ damage from a single attack -> Stage 3

Contagion: Spending time in caverns full of mushrooms which produce Blisterspores or Sylvagore based on those mushrooms.

RP Notes: The Character absentmindedly scratches themselves but is not aware they are doing it. The Character's emotions become muted almost as if observing them from outside their own bodies.

Mechanics: The Character gains Bleed 2 until this Disease is removed.

- The Character moves as if Slowed when under the effects of Confuse, Rage, or Frenzy. This is not a Slow effect and cannot be ignored or negated by effects reducing the effect of Slow.

Treatment: Treat Affliction, however it takes double the normal RP Time.

Stage 3

Progression: End of Event -> Stage 4

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character feels very little and no longer scratches at themselves. Fungus spreads across their body, this can be represented with Mushroom Phys Reps, moss, or even green makeup visible on exposed skin in patches.

Mechanics: The Character has the same effects as Stage 2.

- If the Character takes 15+ damage from a single strike, they declare "5ft Disease Blisterspore".

Treatment: Treat Affliction and Chirurgeon. This requires 15 mins of Healer RP carefully scraping away the mushrooms and fungus and bandaging any lesions.

Stage 4

Progression: End of the Event -> Stage 5

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character feels numb and apathetic about everything around them, however, they desire to be around people and observing them. The fungus, mushrooms, or sores from Stage 3 become more prominent.

Mechanics: The Character has the same effects as Stage 3.

- The Character is immune to Agony, Confuse, and Rage.
- The Character cannot use or be affected by Frenzy effects.
- Once per Quarter, the Character must move and be among as many people as possible (at least 3 or more) and declare "10ft Disease Blisterspore". When this is completed, the Player must have a Marshal sign off on them performing this action. If they do not do this, the Disease advances to the next stage.

Treatment: Treat Affliction and Chirurgeon. This requires 20 mins of Healer RP of cutting open the target and cutting out fungal growths from inside their body. If this Healer RP is interrupted, the Diseased Character dies.

Stage 5

Progression: This Disease does not progress further.

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character views others as if they are complete strangers. At this point they wish to do nothing more than spread their spores and make others like them. They feel nothing physically or emotionally.

Mechanics: The Character has the same effects as Stage 4.

- The Character must do the "10ft Disease Blisterspore" declaration 3 times a Quarter. If they do not, they reduce their Maximum Health by 10. This Maximum Health is only restored after they remove the Disease or make the declaration.
- If a non-Mycerim Character has their Maximum Health reduced to zero they die.
- If a Character dies while they have this disease they must declare "By My Voice, Disease Blisterspore".

Treatment: Treat Affliction and Chirurgeon. This requires 30 mins of Healer RP of cutting open the target and cutting out fungal growths from inside their body. If this Healer RP is interrupted, the Diseased Character dies. The Skill User must expend 1x Purifying Panacea.

Weaken Disease Resources: 5x [Species] Flesh, 2x Tincture of Wellness, 1x Ring of Lament. The [Species] type must be the same as the Target of the Ritual.

Blood Ivy Seedling

Most have heard of Blood Ivy Seedling because of the gruesome effect it has on the body. Implanted by certain types of Sylvagore, the seed begins absorbing the living matter around it until it grows and spreads throughout the body slowly taking over until little remains of the innards but a tangled mess of vines.

Stage 1

Progression: End of Quarter -> Stage 2
Contagion: Being attacked by certain species of Sylvagore or falling into a patch of Blood Ivy.
RP Notes: The Character becomes listless and feels nauseous.
Mechanics: The Character's Maximum Energy is reduced by 5. This Maximum Energy cannot be restored until the Disease is removed.
Treatment: Treat Affliction

Stage 2

Progression: End of Quarter -> 3
Contagion: Being attacked by certain species of Sylvagore or falling into a patch of Blood Ivy.
RP Notes: The Character feels nauseous and may begin vomiting.
Mechanics: The Character's Maximum Energy is reduced by 15. This Maximum Energy cannot be restored until the Disease is removed. The Character only gains half the benefit of Food, Drink or Potions.
Treatment: Treat Affliction but takes double the normal RP time.

Stage 3

Progression: End of Quarter, consuming a Meal, Drink or Potion -> Stage 4
Contagion: Being attacked by certain powerful species of Sylvagore.
RP Notes: The Character no longer feels nauseous but instead has pain throughout their body to the point most things just do not sound appetizing.
Mechanics: The Character's Maximum Energy is reduced by 25 (to a minimum of 0). This Maximum Energy cannot be restored until the Disease is removed.
- The Character gains no benefit from Food, Drinks, or Potions.
- Once per Quarter, the Character gains the Confuse Status for 1 minute (this is at the Player's choosing but must be near at least two other PCs when activated). The Character has no memory of their actions during this one minute.
- The Character gains the effects of Agony 3. This is not an Agony effect and can stack with normal Agony effects. This effect cannot be removed until the Disease is removed.
Treatment: Treat Affliction, Chirurgeon. This requires 20 mins of RP where the Character performing the Chirurgeon must RP pulling vines from the target's body. The Skill User must expend 1x Regrowth Elixir and 1x Osteo Elixir (Enhanced versions work as well).

Stage 4

Progression: End of Quarter, consuming a Meal or Drink -> The Character dies, but rises as if affected by Raise Dead. The plant inside has taken control of their body.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character has become almost completely numb and seems like a zombie. They are lethargic, and easily confused. Sometimes they may mention they can feel something moving beneath their skin.
Mechanics: The Character's Maximum Energy is reduced to 0. This Maximum Energy cannot be restored until the Disease is removed.
- The Character gains no benefit from Food, Drinks, or Potions.
- If the Character takes damage, they gain the Confuse Status for 5 mins. They must also gain the Confuse Status as in Stage 3 twice per Quarter.
Treatment: Treat Affliction, Chirurgeon. This requires 30 mins of RP where the Character performing the Chirurgeon must RP pulling vines from the target's body. After the Disease is removed, the Target's Maximum Health is halved until they can Recover. The Skill User must expend 1x Enhanced Regrowth Elixir and 1x Enhanced Osteo Elixir.

Weaken Disease Resources: 5x Verdanti Fiber, 1x Strangler Ivy.

Diralius Mutaris

Often called the Dire Affliction, this Disease mutates the afflicted person into a mindless savage monster. Dark grey patches of leathery skin begin to develop across the person's body and their temper begins to show as the disease progresses. This disease progresses faster if the person finds themselves in life-or-death situations accelerating the transformation leaving them to fight until their bodies literally give out suddenly from exhaustion.

Stage 1

Progression: End of Quarter -> Stage 2
Contagion: Generally, spread by infected creatures using Claw Brawlers, consuming infected creatures, or spending long periods of time in Dens of infected creatures.
RP Notes: The Character feels more aggressive than usual, has a shorter temper, and feels warm and itchy.
Mechanics: There are no mechanical effects yet.
Treatment: Treat Affliction, however it takes double the normal RP Time.

Stage 2

Progression: End of Quarter or being put into Near Death -> Stage 3
Contagion: Generally, spread by infected creatures using Claw Brawlers, consuming infected creatures, or spending long periods of time in Dens of infected creatures.
RP Notes: The Character is irritated by everything and everyone. They are prone to angry outbursts. Costuming should include some dark grey patches appearing on the skin and a slight reddening around the eyes.
Mechanics: When the Character takes 5+ damage, they gain the Rage Status for 1 minute.
- While they are under the effects of Rage or Frenzy, they gain the benefits of Adrenaline until the Rage or Frenzy effect ends.

Treatment: Treat Affliction and Chirurgeon, however it takes double the normal RP Time for Treat Affliction.

Stage 3

Progression: End of Quarter or being put into Near Death --> Stage 4
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character is a powder keg and everything around them is a spark. The Character becomes highly aggressive to the point of getting violent for little to no reason. Costuming includes several visible dark grey patches, or prosthetics of tough leathery hide. The eyes should have red makeup around them.
Mechanics: When the Character takes damage, they gain the Rage Status for 1 minute.
- While they are under the effects of Rage or Frenzy, they gain the benefits of Adrenaline, their Unarmed and Melee Attacks do one step higher damage (beyond the benefit of Adrenaline).
- If the Character takes damage, their Rage timer is refreshed.

- The Character spends double the Energy cost to use Social or Magic Skills.

Treatment: Treat Affliction and Chirurgeon, 20 mins of roleplay cutting off the leathery patches, bloodletting, and requires expending 1x Enhanced Tincture of Wellness.

Stage 4

Progression: End of Quarter --> Stage 5
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character is struggling to form coherent sentences and always seems on the edge of violence. Their thinking becomes more primitive and vicious. The Character should have most of their exposed skin look like dark gray patchy skin and have red around their eyes.
Mechanics: The Character cannot use Social or Magic Skills.
- The Character gains the Frenzied Status for 1 minute if they take damage.
- While Frenzied, the Character gains Unarmed and Melee Damage Resistance, the effects of Adrenaline, and their Melee and Unarmed Attacks do one step higher damage (This is two steps of damage to a maximum of Specialist damage).
- If the Character takes damage, their Frenzy timer is refreshed.

Treatment: Treat Affliction and Chirurgeon, 30 mins of roleplay cutting off the leathery patches, bloodletting, and brain surgery and requires expending 3x Enhanced Tincture of Wellness and 1x Enhanced Regrowth Elixir.

Stage 5

Progression: This Disease does not progress further.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character has been reduced to animal like intelligence but is constantly exhibiting a fight response. The Character should have their exposed skin look like dark gray patchy skin and have red around their eyes.
Mechanics: The Character cannot use Social or Magic Skills.
- The Character gains the Frenzy Status for 5 mins if they take damage or targeted by a Skill.
- The Character gains Unarmed, Melee, and Ranged Damage Resistance, Mighty, increases their Unarmed and Melee damage by one step (to a maximum of Specialist damage, and a total of 2 steps with Mighty), Claw and Fang, and deals Expertise damage with all Unarmed and Melee attacks.
- If the Character takes damage or is the target of a Skill, their Frenzy timer is refreshed.

Treatment: Treat Affliction and Chirurgeon, 45 mins of roleplay cutting off the leathery patches, bloodletting, and brain surgery and requires expending 2x Purifying Panacea.
Weaken Disease Resources: Has no effect on this Disease.

Entropic Rot

A relatively new phenomena, Entropic Rot has been found on those who spend any long period of time in areas of corruption. This strange ailment has even been seen to affect Effigies and Mortaeans like it does the other living species.

Stage 1

Progression: 1 Event -> Stage 2

Contagion: Spending too much time in an area of high Entropy, certain types of powerful magical effects, or certain powerful spirits.

RP Notes: Entropic Rot leaves the target feeling a bitterness towards the world. Everything and everyone has an ulterior motive and the Character becomes suspicious of any kindness or affection. Characters with this Disease begin to develop purple, orange, and black bruising on their skin. Their suspicious nature will make them want to hide it.

Mechanics: This effect ignores Immunity to Disease.
- The Character must use Stubborn to resist any Social effects, even beneficial ones. If they do not know Stubborn, they gain Rage for 30s after being affected by a Social effect.

Treatment: Treat Affliction but takes double the normal RP time.

Stage 2

Progression: 1 Event or 1 hour in an Entropy 4+ Location -> Stage 3

Contagion: Spending too much time in an area of high Entropy, certain types of powerful magical effects, or certain powerful spirits.

RP Notes: The Character becomes suspicious of everyone to the point of paranoia. No one is above your suspicions. The bruising from Stage 1 spreads to large splotches across the skin.

Mechanics: The Character has the same effects of Stage 1.
- The Character gains the Mangle Status on one limb if they take 20 or more damage from a single attack.
- The Character provides a Bonus to Blood Magic and Necromancy Rituals and spends -1 Energy to use Blood Magic and Necromancy Skills.
- If the Character dies, they lose 1 additional Soul Point. This is cumulative with any other losses.

Treatment: Treat Affliction and Chirurgeon or Restoration Ritualist doing 20 mins of RP performing a purification procedure such as cleaning and sterilizing tools and the Skill User. The Skill User must also expend 2x Tincture of Wellness.

Stage 3

Progression: 1 Event or 1 hour in an Entropy 5+ Location -> Stage 4

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: Along with paranoia, the Character begins to hate anything good, pure, or wholesome. This disgust is so overwhelming, they will even begin planning to ruin it somehow even going as far as murder. The patches of the bruising are now hard to hide and must have some visible on their body.

Mechanics: The Character has the same effects of Stage 2.
- The Character is treated as if they are in an area of Entropy 1 higher than the current local Entropy to a maximum of 6.
- The Character provides a Large Bonus to Blood Magic and Necromancy Rituals and spends -2 Energy to use Blood Magic and Necromancy Skills.
- The Character gains a Mangled Limb if they take 15 or more damage in a single attack.

Treatment: Treat Affliction and Chirurgeon or Restoration Ritualist doing 30 mins of performing a purification procedure such as cleaning and sterilizing tools. The Skill User and must expend 1x Osteo Elixir.

Stage 4

Progression: 1 Event or 1 hour in an Entropy 6+ Location -> The Character dies and a new Entropic Spirit is born based on the Character.

Contagion: This Stage only occurs when the Disease progresses.

RP Notes: The Character despises all that is good and wholesome in the world. The sight of it incites hatred and violence in the Character. The character feels no remorse and gets delight from murder and destruction. The patches of bruising are now prominent in the appearance of the character.

Mechanics: The Character has the same effects of Stage 3.
- The Character and anyone killed by them with an Unarmed or Melee Deathblow is treated as if they are in an area of Entropy 2 higher than the current local Entropy to a maximum of 6.
- The Character spends half Energy to use Blood Magic and Necromancy Skills.
- The Character is Immune to Social effects.
- The Character gains Spell Resistance.

Treatment: Treat Affliction, Chirurgeon, and Restoration Ritualist doing 1 hour of RP performing a purification ritual while also treating the Character's internal corruption. This process is immensely painful, and the target should RP being in incredible pain while doing so. Once this Stage of Entropic Rot is fixed, the target reduces their Maximum Health and Energy to 5 until the end of the next Quarter or 3 hours whichever is longer. The Skill User must expend 1x Purifying Panacea.

Weaken Disease Resources: 5x Grave Ash, 2x Demon Ash

Foetidosis

There are few diseases more unpleasant than Foetidosis, this disease causes the Character to smell vastly unpleasant and be difficult to be near due to the horrific smell their body produces. While the smell varies from species to species, it is unpleasant for everyone around them.

Stage 1

Progression: End of the Quarter -> Stage 2
Contagion: Alchemical accidents, high levels of Entropy in the area, Ritual Backlash, being around certain types of Demons or Undead.
RP Notes: The Character does not notice the smell at first. This stage is an incubation stage. However, the Character does note their sense of smell has become heightened slightly. Food and Drink smell amazing, rotten things are nearly overwhelming.
Mechanics: There are no mechanical effects at this Stage.
Treatment: Treat Affliction.

Stage 2

Progression: This Disease does not progress further.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character notices their own odor and it is incredibly foul. The smell varies, but it is not a body odor smell, it smells more like rotten meat or sulphur. The Character should be sure to clarify to folks who get close to them, there's a foul smell around them.
Mechanics: The Character doubles the Energy cost to use single target Social Skills.
Treatment: Treat Affliction, however it takes double the normal RP Time and expending 1x Regrowth Elixir (Enhanced versions work also).

Weaken Disease Resources: 2x Silvemar Flower

Reso'gnosis

Sometimes called the Gemstone Pox, Reso'gnosis is a strange affliction which is rare, but has some bizarre effects. Afflicted people find their emotions muted as crystalline growths begin to form on their forehead. Despite almost looking like gemstones, these growths are brittle and will crumble once removed from the body.

Stage 1

Progression: 1 Event -> Stage 2
Contagion: Unknown
RP Notes: The Character feels an emotional numbness, their emotions are distant and feel disconnected from the Character. The Character should have a few multicolored dots on their forehead to represent this stage of the Disease.
Mechanics: The Character spends double the Energy to use Counter Spell or Deflect Magic.
Treatment: Treat Affliction, however it takes double the normal RP Time.

Stage 2

Progression: 1 Event -> Stage 3
Contagion: Unknown
RP Notes: The Character cannot feel emotion, everything is viewed with a cold detachment. However, the Character is fascinated by the natural world around them or crafting. The Character should have a single crystalline prosthetic protrude from their forehead and additional multicolored spots on their forehead.
Mechanics: The Character has the effects of Stage 1.
- The Character has Agony 1 if they have this Disease and are wearing any kind of head covering.
- The Character sets the Energy Cost of Stubborn to 1.
- The Character provides a small bonus to Rituals except for Faith or Thaumaturgy Rituals.
Treatment: Treat Affliction and Chirurgeon, however it takes double the normal RP Time for Treat Affliction.

Stage 3

Progression: 1 Event or participating in a Ritual -> Stage 4
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: In addition to the effects of Stage 2, the Character now has multiple crystalline growths on their forehead.
Mechanics: The Character cannot use Counterspell or Deflect Magic.
- The Character cannot wear any kind of head covering.
- The Character sets the Energy Cost of Stubborn to 1.
- The Character provides a small bonus to Rituals except for Faith or Thaumaturgy Rituals.
- The Character halves the duration of Silence effects affecting them.
Treatment: Treat Affliction and Chirurgeon, and 15 mins of Healer RP including removing the crystalline growths

carefully. This process is excruciating for the afflicted Character. The Skill User must expend 1x Tincture of Wellness.

Stage 4
Progression: 1 Event or participating in a Ritual -> Stage 5
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: In addition to the effects of Stage 3, the Character's forehead is covered in a crystalline growth.
Mechanics: The Character has all the effects of Stage 3.
- The Character provides a Bonus to Rituals.
- Spells cost -1 Energy.
- The Character is Immune to Silence.
- The Character gains Spell Resistance.
- The Character spends double the Energy to use Combat Skills or Social Skills.

Treatment: Treat Affliction and Chirurgeon, and 20 mins of Healer RP including removing the crystalline growths carefully and opening the Character's Skull to remove crystalline growths from the brain. This process is excruciating for the afflicted Character. The Skill User must expend 2x Tincture of Wellness and 1x Osteo Elixir.

Stage 5
Progression: 1 Event -> The Character dies.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: In addition to Stage 4, the Character begins hearing voices and singing. The Character is convinced they can hear the song of the creation and will resist being cured of Reso'gnosis.
Mechanics: The Character has all the effects of Stage 4.
- If the Character takes non-Magic damage, they gain Disorient for 5 mins.
- The Character cannot gain Vigor, Screen or Zeal.
- The Character gains Spell Immunity.

Treatment: Treat Affliction and Chirurgeon, and 30 mins of Healer RP including removing the crystalline growths carefully and opening the Character's Skull to remove crystalline growths from the brain. This process is excruciating for the afflicted Character. The Skill User must expend 2x Enhanced Tincture of Wellness, and 1x Purifying Panacea.

Weaken Disease Resources: 1x Diamond, 1x Rainstone, 1x Warding Wreath

Somnevine
A sinister disease found among certain types of Sylvagore, Somnevine causes the afflicted to feel tired until they slowly fall asleep and never wake up. This terrifying effect often ends with a new Sylvagore being born from the husk of the victim.

Stage 1
Progression: End of Quarter -> Stage 2
Contagion: Commonly spread by Sylvagore pollen or spores.
RP Notes: The Character feels a little fatigued, but nothing necessarily off from normal.
Mechanics: Reduce your maximum Energy by 5. The Character cannot Rally or Recover. This Maximum Energy cannot be regained until the Disease is removed.
Treatment: Treat Affliction.

Stage 2
Progression: End of Quarter -> Stage 3
Contagion: Commonly spread by Sylvagore pollen or spores.
RP Notes: The Character comes close to nodding off whenever they stay stationary too long.
Mechanics: Reduce your maximum Energy by another 5 (total of 10). If the Character is At Rest for 5 mins, they fall Unconscious for 1 minute. Double the length of any Unconscious effect delivered by a Spell or Skill.
Treatment: Treat Affliction but takes double the normal RP time.

Stage 3
Progression: End of Quarter -> Stage 4.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character is feeling exceptionally sluggish and like something is wrong. They struggle to stay awake.
Mechanics: Double all Energy Costs along with the effects of Stage 2.
Treatment: Treat Affliction and Chirurgeon doing 10 mins of RP performing a bloodletting and expending 1x Regrowth Elixir (Enhanced versions work also).

Stage 4
Progression: End of Quarter -> If this Disease progresses beyond Stage 4, the Character slips into a coma and dies.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character is always exceptionally tired and seems to nod off at inopportune times. If the Character is not active, they slip into a deep coma-like sleep.
Mechanics: In addition to the mechanics of Stage 3, the Character falls Unconscious if they spend more than 10 mins At Rest or not using Skills. This Unconscious effect lasts until the Character takes at least 2 damage.

- If the Character falls into Near-Death, they gain the Unconscious Status until they take at least 2 damage.
- If the Character is Unconscious for 10 mins, the character dies.

Treatment: Requires Treat Affliction, Chirurgeon, and a 15-minute Healer Roleplay of performing brain surgery to remove a strange vine from the Character's skull and expending 2x Enhanced Regrowth Elixir.

Weaken Disease Resources: 2x Lemon, 1x Orange, 1x Red Peppermint

The Ancestral Malady

Rumored to be from the haunted mountain of Dal Umma, the Ancestral Malady is more curse than disease, but can be easily dealt with if handled before the sickness takes hold.

Stage 1

Progression: End of Event -> Stage 2
Contagion: Exposure to the interior of Dal Umma, things from inside the mountain or beings tainted by the mountain.
RP Notes: The Character begins seeing movement out of the corner of their eye, hears whispers in silent moments, and has nightmares of being trapped in the dark running from something.
Mechanics: The Character doubles the duration of any Fear or Terror effects they are affected by.
- The Character regains half their Energy every 12 hours instead of every Quarter from lack of sleep.

Treatment: Treat Affliction, Harmonious Ritualist, or Restoration Ritualist. If using one of the Ritualist Skills, this takes 10 mins of RPing a minor purification ritual.

Stage 2

Progression: End of Event -> Stage 3
Contagion: Exposure to the interior of Dal Umma, things from inside the mountain or beings tainted by the mountain.
RP Notes: The Character starts having visions of being trapped underground being chased by something horrific. The Character becomes paranoid and afraid of being in dark spaces on their own.
Mechanics: The Character has the same effects of Stage 1.

Once per Quarter, the Character must act as if they have the Terror Status for 5 mins (this ignores Immunity to Terror, and already considers the increase in Terror duration). The source of the Terror is other Characters or NPCs. When this is completed, the Player must have a Marshal sign off on them performing the RP. If they do not do this RP, the Disease advances to the next stage.

Treatment: Treat Affliction, Harmonious Ritualist, or Restoration Ritualist. Regardless of which Skill is used, this takes 15 mins of RPing a minor purification ritual or therapy to help bring the person back to reality.

Stage 3

Progression: End of Event -> Stage 3
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character begins having difficulty determining what is real and what is the disease. They will begin speaking gibberish randomly and when gripped in fear, they speak in gibberish.
Mechanics: The Character has the same effects of Stage 2.
- When the Character is affected by a Spell, takes Magic damage, or is hit with a Dispel, they gain Fear for 1 minute (this already considers the

increased Fear time). The source of the Fear is the Character who caused one of the triggering effects.
- The Character treats Rage as Confuse.
- The Character has difficulty communicating with others doubling the cost of Social Skills.

Treatment: Treat Affliction and Chirurgeon. This requires 20 mins of RP trying to make the Character see reality for what it is and helping them focus on the here and now rather than the visions. This also includes some minor brain surgery RP.

Stage 4

Progression: End of Event -> Stage 5
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character is locked in the visions, and either is catatonic or believes themselves to be a Dwearn trapped in the tunnels beneath Dal Umma. This manifests as a separate identity each time the Character gets to this stage of the Malady. The Player is free to write this story as much as possible, however, details should be sketchy at best with few details available. The Character is also prone to irrational fears and easily spooked.
Mechanics: The Character has the same effects of Stage 3.
- The Character must spend double the Energy cost to use any Skills or Species effects.
- The Character loses all Immunity to Fear or Terror. If the Character takes 5+ damage, is affected by a Combat Skill, Spell, or Negative Status, they gain Terror for 10s (this considers the increased Terror duration already).

Treatment: Treat Affliction and Chirurgeon. This requires 25 mins of RP trying to make the Character see reality for what it is and helping them focus on the here and now rather than the visions. This also includes some intense brain surgery RP.

Stage 5

Progression: This Disease does not progress further.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character has been consumed by their visions and has completely lost any connection to reality. They speak in gibberish, do things which make no sense, and may act as if carrying on a conversation with people who are not there. They have no memory of who they were before the disease.
Mechanics: The Character has the same effects of Stage 4.
- The Character reduce their Maximum Energy by the Energy cost of a Skill when they use a Skill in addition to any other Maximum Energy reductions. They must Rally to regain Maximum Energy reduced this way.

Treatment: There is no known cure for this Disease at this stage. Player Characters who die and go through the Great Game will lose this Disease, however, this is not in character knowledge.
Weaken Disease Resources: 1x Honorite, 1x Heartstone

The Joyful Giggles

Some scholars consider the Joyful Giggles to be an ironic twist of fate. It is believed when many Fae get together, their Joy gathers like rain into a valley and can spill over into others. As the name of this Disease says, the afflicted find themselves endlessly amused by the world around them and are prone to fits of laughter at nearly anything and everything. In rare cases, if left untreated, can result in laughing yourself to death.

Stage 1

Progression: 1 Event -> Stage 2
Contagion: This effect is typically caused when large numbers of Fae congregate, or a Character is exposed to a powerful Fae Spirit.
RP Notes: The Character sees the whimsical and brighter side of the world. It becomes difficult to feel down or upset, most things can be easily laughed off. Even pain or injury are a reason to laugh.
Mechanics: The Character spends +2 Energy to use Defense Skills
- Immune to Fear and Taunt effects.

Treatment: Treat Affliction.

Stage 2

Progression: 1 Event -> Stage 3
Contagion: Character is exposed to a powerful Fae Spirit.
RP Notes: The Character can only see the world as an amusing place and will laugh at even the most horrific things as if they were the most amusing thing they have ever seen. The Character should laugh at every possible conversation or emotional event.
Mechanics: The Character doubles the Energy cost of Defense Skills.
- The Character doubles the RP time of Gathering and Crafting RP. Entertainer Skills and Spellweaver Rituals can only be declared once every 2 mins
- The Character is Immune to Fear, Terror, Taunt and Rage effects.

Treatment: Treat Affliction but takes double the normal RP time.

Stage 3

Progression: 1 Event -> Stage 4
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: Nothing is beyond being laughed at, and joy is present everywhere they go even in the grimmest of situations. The Character should express this with relentless joyfulness and cheer.
Mechanics: The Character cannot use Defense Skills, Gathering, Crafting, or Entertainer Skills.
- The Character is Immune to Fear, Terror, Taunt, Rage, Confuse, and Disorient effects.
- If the Character takes 15 or more damage from a single attack, they must act as if Prone (even if they are immune to Prone) laughing while they do so.

Treatment: Treat Affliction and Chirurgeon or Enchanter Ritualist doing 15 mins of RP performing torture like session to bring the Character back to reality and must

expend 1x Clarifying Tincture (Enhanced works as well).

Stage 4
Progression: 1 Event -> The Character dies laughing themselves to death.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character can't help but laugh at anything and everything. The Character struggles not to laugh at pretty much anything.
Mechanics: The Character has all the effects of Stage 3.
- If the Character takes damage, they must act as if Prone (even if they are Immune to Prone) laughing. However, the Character cannot get up until they take further damage.
- The Character cannot use Social Skills or Magic Skills.

Treatment: Treat Affliction, Chirurgeon and Enchanter Ritualist doing 30 mins of RP performing torture like session to bring the Character back to reality.
The Skill User must expend 2x Enhanced Clarifying Tincture. They can spend additional Clarifying Tincture Item to reduce the time of this RP by 5 mins to the minimum Chirurgeon Time.

Weaken Disease Resources: 1x Ring of Lament, 2x Sorrow Flower

Therian Fleas
Though some may laugh, Therios do indeed get fleas. However, these fleas are far more aggressive than normal fleas and are not picky about which species they feed on. This ailment often drives folks nearly mad because they become so itchy and without special treatment find themselves scratching themselves bloody.

Stage 1
Progression: 12 hours -> Stage 2
Contagion: Generally caught by spending too much time in Beast Dens, too much time spent among livestock, and generally being dirty.
RP Notes: The Character is itchy and should act as if unconsciously scratching themselves.
Mechanics: The Character spends twice the RP time for Crafting or Gathering Roleplay.
- The Character spends +3 Energy to use Entertain or Faith Skills.

Treatment: Treat Affliction, often including washing the Character or cleaning them in some way.

Stage 2
Progression: This Disease does not progress further.
Contagion: Generally caught by spending too much time in Beast Dens, too much time spent among livestock, and generally being dirty.
RP Notes: The Character is unbelievably itchy and must roleplay trying to scratch themselves by any means necessary. The Character is generally miserable and cannot focus. The Character should have several red dots on exposed skin to show numerous flea bites.
Mechanics: The Character cannot use Skills which require a Roleplay time.
- All Skills cost +3 Energy.
- The Character must always have one hand free to scratch themselves and cannot use Two-Handed Weapons, Bows, Rifles, or Florentine.
- The Character has Bleed 1 if they have this Disease.

Treatment: Treat Affliction, but takes double the normal RP time, often including washing the Character or cleaning them in some way.

Weaken Disease Resources: 1x Somnespore Mushroom

Tongue Scorch

Sometimes called the Magus's Vex, Tongue Scorch is an uncommon Disease which causes the user's tongue to swell making it difficult to speak and even begins to burn. No one is quite sure what causes Tongue Scorch to occur, but it has been known to afflict folks who spend too much time around natural areas charged with magic.

Stage 1

Progression: 1 Event -> Stage 2
Contagion: Spending time around natural areas charged with magic, failed magical experiments, Ritual Backlash.
RP Notes: The Character feels like their tongue is swollen and has a sore throat. This results in difficulty speaking loudly and clearly.
Mechanics: The Character cannot use By My Voice effects.
- If the Character does not consume one Drink every hour, Spells and Entertainer Skills cost +2 Energy.

Treatment: Treat Affliction.

Stage 2

Progression: 1 Event -> Stage 3
Contagion: Spending time around natural areas charged with magic, failed magical experiments, Ritual Backlash.
RP Notes: The Character is having trouble speaking at all resulting in whispering being the only way to speak clearly. If the Character tries to speak louder than a whisper, it comes out garbled and incomprehensible. Their tongue and throat feel painful and burning.
Mechanics: The Character cannot use By My Voice or By My Performance effects.
- Spells and Entertainer Skills cost +2 Energy.
- Consuming Food or Drink causes Agony 1.
- Silence effects affecting the Character have their duration doubled.

Treatment: Treat Affliction, however it takes double the normal RP Time.

Stage 3

Progression: This Disease does not progress further.
Contagion: This Stage only occurs when the Disease progresses.
RP Notes: The Character's tongue and throat feel as if they are always on fire. At this point the Character cannot speak and is in pain constantly.
Mechanics: The Character has all the effects of Stage 2.
- The Character has the Silence and Agony 2 Status until the Disease is cured.

Treatment: Treat Affliction and Chirurgeon. 10 mins of RP and the Roleplay for Chirurgeon involves scraping the tongue and throat and draining off fluids from the tongue. The Skill User must expend 2x Regrowth Elixir (Enhanced versions work also).

Weaken Disease Resources: 1x Blizzard Mint

Underweather

Known across Anthuli as the most common disease. Underweather was coined by the Cormah who found it comes from being wet and cold too often or generally not taking care of yourself. While mild and will eventually pass, Underweather has been known to spread through settlements like wildfire and then vanish.

Stage 1

Progression: At the end of the event, the Disease ends. Characters with effects like Fire in the Blood recover from Underweather after 12 hours or the end of the event, whichever comes first.
Contagion: Cold weather, rainy weather, generally not taking care of oneself.
RP Notes: Like the common cold, the Character feels under the weather. They are fatigued, achy, and may be stuffed up or sneeze.
Mechanics: The Character spends +1 Energy to use Skills and cannot increase the number of steps for Dash effects.
Treatment: Treat Affliction

Weaken Disease Resources: No effect on this Disease.

Faction Influence Mechanics

There are NPC factions around the game's town. These Factions can be allies, enemies, or merely neighbors.

Players may influence the factions by assisting them or hindering them.

Actions that can affect a Faction's Influence
- Positive or negative outcomes from Adventures.
- Aid or Hindering from Mercantile Skills
- Sending supplies or denying supplies to Factions.
- Accepting or denying their requests.

Factions with a higher Influence can have following benefits:
- NPCs from the Faction may have additional Stats/Skills
- They may be able to provide additional support to the town for ongoing plot.
- May be able to hinder or aid the town's projects.
- May be able to provide more when asked for Favors.
- The Faction's goals may come to fruition sooner than normally planned.

Factions with a lower Influence can have the following effects:
- NPCs from the Faction may lose certain benefits and not be eligible for additional Screen, Vigor, or Zeal.
- May not be able to provide much when asked for Favors
- Less likely to aid or hinder the town's projects.
- The Factions' goals may take longer to be completed.

The factions may be associated with larger groups such as Nations (Sol, Fronii, Erce etc). Mercantile can only influence local groups from those nations and cannot directly affect the Nation itself. For example, the Misty Morn Missionaries may be a faction from Sol players can aid or hinder, but their efforts cannot affect Sol itself in the setting.

Influence Stacking
Effects that increase the Influence value can only be provided by:
- Species Traits
- Items
- Ritual effects

If multiple Influence increases are available to a Character, they must use the highest one in that category. For example, if a Character had a two Species Traits which gave them +1 Influence value, and an Item that gave them an +1 Influence value, their total Influence value would only increase by +2 (+1 for the Item, +1 for the highest Species Trait effect)

Faction Standing
Factions have a Standing rating with the local town. This determines how they will interact and how their NPCs interact with the town. This can range from the town's closest allies to bitter enemies. Standing is based on a scale from 1 to 10.

- Standing 1 is open hostility towards the town.
- Standing 2 is intense dislike, fights are likely, but centered on individuals rather than the entire group.
- Standing 3 represents the Faction dislikes the group, but does not actively wish them harm. A Faction at standing 3 is unlikely to aid the town.
- Standing 4 means the faction is cautious of the town and may be gathering information or be hesitant to make a deal.
- Standing of 5 represents complete neutrality.
- Standing 6 represents being an acquaintance with the town. While not completely neutral, they are at least pleasant.
- Standing 7 represents being cautiously friendly. They may help out occasionally, but do not feel obligated to provide aid.
- Standing 8 represents they are friendly towards the town and are likely to be inclined to aid the town.
- Standing 9 represents a close alliance, more likely than not the faction will provide aid when it is really needed.
- Standing 10 means the Faction regards the town as one of their closest allies and would be willing to go out on a limb for the town even at risk to themselves.

It is easier to move Standing between 4-7 than it is from 1-3 or 8-10.

Long Term Effects of Influence
At the end of the Quarter, the total of Influence effects from Mercantile Skills is tallied up.

Minor Influence: If the total is 10 or less, the Faction gains/loses minor Influence. They do not gain any lasting benefit, but may have a small benefit or penalty during that game or at the next game.

Influence Gain/Loss: If the Influence is over 10 plus half the Total Player Count, the Faction will modify their Standing with the Town and gain progress on their goals. The more Influence aiding or hinder the Faction will increase how much the Standing changes and progress towards their Faction goal. Further increases will be based on Total Player Count.

Faction Traits
Some Factions may have certain Traits which affect what they are capable of.

Aggressive / Humanitarian
Aggressive Factions have a larger impact if they are requested to hinder another Faction, or may more capable Combat NPCs.

Humanitarian Factions have a larger impact if they are requested to aid another Faction or have more NPCs with support abilities.

Influential Favors or bribing the Faction can be used to ask a faction to Aid or Hinder another, if the Faction is in good standing with the town.

Allegiance (Nation)
Allegiance shows what Nation the Faction has loyalty to which can influence what they are willing to do or which factions they may be more or less likely to aid or hinder.

Backing (X)
Some Factions may have some resistance to Influence depending on how much backing they have. This is noted by a Backing Rating. A positive Backing Rating counts as Aid for the Faction. Backing can have a negative rating for particularly poor factions and counts as Hindering. These ratings will need overcome before Player actions will have any impact.

Peaceful
Peaceful Factions will not take direct actions against other factions but are more willing to offer aid to the Town and their allies.

Faithful (Faith Name)
The Group may be particularly involved with one of the setting's Faiths. If so, they will respond more favorable to those of their Faith. Aid and positive outcomes generally comes from providing thing sacred to the faith or useful to achieve their goals

Secretive
Secretive Factions are harder to influence due to their attempts to keep themselves hidden. Influence effects from Mercantile Skills against Secretive Factions are only half as effective unless the Skill User is a member of the Faction and has the Faction's Keyword on their sheet. Aiding the Faction may eventually earn a visit from a Faction representative to join the Faction. Hindering the faction may result in them taking hostile action against those who hinder them.

Without additional information, Secretive Factions may have other Traits that are not widely known.

Troupe
Troupe factions tend to be interested in entertaining others and providing an experience. Aiding them and positive outcomes generally involves providing equipment or actions to aid in their performance. Troupes also tend to hear a lot of rumors and can be a good place to learn of the goings on with other factions.

Scholarly
Scholarly factions have many Scholars and generally can provide knowledge in their field of study. Aiding them and positive outcomes generally involves increasing the group's knowledge or goods to aid their scholarly projects.

Militant
Militant factions have many warriors and generally can provide protection against other Factions. Aiding them and positive outcomes generally involves providing weapons and equipment related to war.

Industrial
Industrial Factions generally are focused on building and crafting. They are often hungry for raw resources or access to places they can get resources such as a mine or wooded area for logging.

Rural
Rural factions generally live simpler lives such as farmers or naturalists. They do not have much in the way of industry, but generally greatly value folks who assist them in their endeavors.

Alliances/Enemies (Faction Name)
Alliances represent who the faction is on good terms with while Enemies represent the opposite. Making requests that could endanger Alliances may be refused. Requests against enemies may be more readily accepted by the group.

Faction Examples
An example of a faction list which would be made available to all players is as follows:
The Alchemical Circus (Backing 5, Troupe, Humanitarian, Enemies (The Horde of Hilgrath))
Standing: 6
Current Goal: The Circus is searching for a way to get rid of the local parasite, Bloated Pusfly through Alchemy.

A band of well-known performers who travel from place to place offering entertainment and wonder through fascinating shows of alchemical processes. While they claim no loyalty to anyone, they have been known to have the backing of private citizens to help ensure their success.

Unfortunately, the Circus has become targeted by the Horde of Hilgrath who wish to turn their alchemical performances into weapons and use them against their enemies.

Horde of Hilgrath (Militant, Aggressive, Alliance (The Shriknor Coven))
Standing: 2
Current Goal: Obtain weapons to aid in their raids for supplies.

Brought together by the warlord Hilgrath, the Horde has taken to pillaging in the region for wealth and power. The Horde seeks to establish themselves as a power player in the region but is mostly drawn from the disenfranchised and those who lost everything during the 5th Expansion War.

Shriknor Coven (Secretive)
Standing: Unknown
Current Goal: Unknown

Little is known about the Coven, but people whisper the name in fear. Villagers often reference the coven as the source of all misfortune in the region. Those who claim to

be part of the Coven are regarded as dangerous and could spell doom for anyone who crosses their path.

The faction list may not include all Traits, but the widely known ones. A Character could use Whisper Network to gain more information such as:

Shriknor Coven (Secretive, Scholarly, Faithful (Primalis), Allegiance (Erce), Peaceful)
Standing: 6
Current Goal: The Coven is searching for a way to protect their glade from outsiders.

Shriknor Coven has a long and tragic history of being taken advantage of by outsiders. As a result, they have become bitter and resentful of outsiders wishing to be left alone.

They have formed an uneasy alliance with the Horde who provide protection in exchange for healing and magical advice.

Special Thanks

Donations Incentives

For Donations to the game, we are offering the following benefits to thank folks for donations. To avoid pay to win scenarios we have worked out a system where all donations will add to a pool of Donation Points which once we have achieved a threshold will provide a town wide bonus for a certain period of time. Months where we do not have a game will not count towards the benefits (so if we don't have a June game, but an effect would end in June, we'll apply the effect to July instead).

Donation Points

1 Donation point equals 1 dollar. All donations must be either in the form of an item purchased for the Game or a special request from the Directors. Unless purchased from the linked wishlist, any purchased items should be approved by the Directors before being purchased. Directors reserve the right to refuse any item that was not cleared by them.

Special Requests are for things like Resource Cards or coin blanks to make additional coins. We will post those Special Requests and work out how folks can pay for those if they wish to donate towards them.

Folks will need to provide a receipt or invoice for donations not on our Donation list otherwise we will do our best to approximate the value of the item.

Handcrafted Items

Handcrafted donations will require a note of how much the donor feels the item is worth. We will review it and if deemed acceptable, will apply that amount. If someone tries to donate a handcrafted item with an inflated cost, we reserve the right to refuse to accept the donation or offer an alternative fair value.

We encourage folks to send us an email if they are planning to make something to ensure folks do not waste their time making something only to have it refused. We ask that the value for handcrafted items be sent to us beforehand to our email at memoriesofgraewynn@gmail.com with pictures so we can discuss the idea.

Durations and Yearly Rollover

Each effect will last for 3 months from the time we hit the donation level. Over the Winter Break, we will reset the count, but we will apply any Donation points between levels to the next year. For example, if the Donation points are at 1350 at the end of the year, we would subtract the 1000 points for the effect already used and at the start of the new year, the game would already have 350 Donation Points.

Each time we hit a new level of Donation Incentives, each player will receive any Tokens of Generosity at the next game they check in to that year. If a Player does not attend a game during a year where they would be eligible for Tokens of Generosity, they will lose the Tokens at the start of the next year.

Tokens of Generosity

Tokens expire at the end of the game they are issued. Tokens must be redeemed by the Player who got one and may not be traded. Tokens can be used by any of the Player's Characters.

May be turned in at the Market for one of the following:

- Up to 2 uses of a Gathering Skill pull from the Abundant table of Resources
- Reduce the RP time for Crafting ANY item (even if it normally cannot have the time reduced) reduced to 5 minutes. This RP cannot be interrupted (even on Delicate items).
- Provide a 5 Aid or Hinder Influence Action for one Faction
- Gain a Large bonus to a Major Ritual (one per Ritual)
- May choose a second NPC Reward
- May choose 1 Rare Resource of any type
- May turn 1 Token of Generosity in to learn any 1 Skill without a teacher (Requirements must still be met, and XP will still need to be spent)

Donation Points	Town Wide Effect
250	Players receive 1 Token of Generosity.
500	Reduce RP time to Teach a Skill to 5 minutes, and a Token of Generosity.
1000	Add one minute to all Near-Death Timers, even ones that normally cannot be modified and a Token of Generosity.
1500	All Town projects will have their Expiration extended by 3 months, all Monster Nests/Strongholds will be delayed getting stronger by 3 months and a Token of Generosity
2500	The Base Number of Soul Points lost during the Great Game is reduced by 1 (To a Minimum of 1) and a Token of Generosity
5000+	All previous effects go into effect again. Any existing effects will have their duration extended another 3 months. Players will only receive 1 Token of Generosity for reaching this level.