

KnightRealms™

Adventurer's Guide

Knight Realms™ Rulebook

(Version 3.0β – Updated January 2022)

Preface

Knight Realms opened in April of 1998. For over two decades, the game has grown and evolved under the direction of its valued and caring players. In the past, there have been both major and minor changes and updates to the system, but not until recent years was I ready to embrace such a comprehensive and complete overhaul of the system – even to its core engine. Every member of our past rules teams has served our community well, always working hard for the single and selfless goal of wanting to bring you, the players, a better experience. Our newest team has shared in this same noble vision.

Such a dramatic change to the original system was bound to stir emotions and for several years we worked through the growing pains of a vastly different game. The rules published in this version of the book reflect years of seeing what changes players prefer and moving towards a hybrid of the best of both systems, new and old. I could not be happier with the results, which I believe still captures the heart and spirit of the original.

We hope you enjoy the fruits of this labor and we look forward to living out countless adventures with you for years to come!

- James C. Kimball, Owner and Director

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CHAPTER I: COMBAT

Silently, you stalk the woodline, hiding among the brush. You have been tracking your prey, a snarling beast with a penchant for destruction, for some time now. You stealthily approach from behind, hoping it doesn't turn around. Alas – you were careless; a twig snaps beneath your feet and it spins to face you in a blind rage. You abandon your plan of attack and fade behind a nearby tree, clambering up it to gain a better vantage point.

As the beast tries to follow your scent, you examine it more closely. Piercing its entropic hide will take more than a carefully placed blade. You scan your surroundings as you invent a new strategy, lobbing a knife at a nearby tree to create a distraction as you blink far enough away to enact your plan. Five... four... three... in a manner of seconds, you expertly arm a steel trap, concealing it with fallen leaves. Letting out a breath, you cup your hands to your mouth and shout, inciting it to come for you. You ready your blade as it falls into your trap, howling in pain.

Weapon Proficiencies and Combat

Knight Realms uses padded weapons to simulate combat. For OOG safety of all players, weapons must be approved for combat before being brought into the game. Check your game's website for information on obtaining weapon approval.

Combat is an important part in the progression of stories at Knight Realms. It is up to the heroes to thwart their adversaries, after all!

- Though combat creates a very mechanics-heavy scenario, it's important to remember to roleplay throughout it. React to whatever is thrown at you, and put your all into what you throw back!

Specific Proficiency Skills

Each class will have a skill for specific types of proficiencies based on their list. A character may only buy three proficiencies per list, regardless if the class has access to multiple proficiencies. The effects of one type of proficiency will never be able to stack with a different type of

proficiency.

Type	Description
Melee	+1 damage with 1-handed melee weapons +1 damage with brawlers +2 damage with 2-handed melee weapons
Metaphysical	+1 damage with small casting phoki +2 damage with large casting phoki
Piercing	+1 damage with 1-handed melee weapons +1 damage with thrown weapons and arquebuses +2 damage with bows and crossbows Backstab Condition: Small weapons, excluding Brawlers , deal +2 damage

Florentine Rules

Brawling

A character wielding two brawlers may swing the same damage with both brawler phys reps.

Standard Florentine Rules

Total current damage in one hand may be reduced by one, to add one point of damage to the other hand. There is no limitation on how many proficiencies may be transferred this way, however the character must spend 30 seconds to adjust these damage totals.

If you are suffering from the **DISARMED** status while fighting with two weapons, you do not automatically re-adjust to your total damage with a single **1-handed** weapon.

Same Weapons

With two **1-handed** melee weapons, two **small casting phoki**, or two **1-handed** arquebuses/crossbows, you can distribute the damage in any way between the two. If you distribute the damage as evenly as possible, you gain an extra +1 **damage proficiency** to both weapons.

Mismatched Weapons

The character may florentine different weapons styles such as **1-handed** melee and **1-handed** arquebus/crossbow, **1-handed** melee and one **small casting phoki**, **1-handed** casting phokus and **1-handed** arquebus/crossbow. The character chooses a damage proficiency they have and

distribute it evenly between the two weapons. You must have access to a proficiency on your list to enhance both weapons. You must be wielding both weapons in hand in order to gain the benefit.

Phokus Rules

At the end of every rest, a caster with Metaphysical Profs may choose to redirect their Phokus energy to their spells. While this option is activated the character may no longer use continuous phokus damage, but instead the damage can be added to each of their spells which do either damage or healing. You must still be wielding the appropriate phokus phys rep to receive the benefit of this option.

Full Support Proficiencies

Instead of Standard Proficiency rules, **Alchemist** and **Physician** have a unique set of proficiencies listed on each class. Each class will have a skill for a specific type of proficiency that is associated with their list. You may only buy three of these proficiencies per list.

New Adventurer Kit

While you have one **base list** class, you gain +2 to your first **proficiency**.

While you have two **base list** classes, you gain +1 to your first **proficiency**.

When you have 3 or more **base list** classes, you lose the **New Adventurer Kit** benefit.

Combat and Physical Contact

Knight Realms uses a *lightest touch* system for combat. This means that in order to participate in weapon combat, the player should use the absolute gentlest force necessary for the targeted player to acknowledge that they have been hit.

- Players may not charge other players in combat or otherwise tackle, bodycheck, or grapple them.
- Excessively powerful strikes, as well as strikes to the head, groin, or hands, are considered illegal – you should ignore any damage or skills from one of these strikes and inform the offending player that they are not following the combat safety rules.
- You may not use your hands in combat for any purpose other than wielding your equipment or gesturing to use skills.
- Damaged weapons of any kind must be removed from play immediately.

Knight Realms is a *no contact* game. A player may never physically touch another player without their express affirmative consent.

- Even with a player’s consent, physical contact greater than touching someone’s shoulder or offering them a hand to stand up should never occur during combat or where the terrain may be unsafe.
- In a situation where you need to touch someone to get their attention for safety reasons, you should touch their shoulder or arm only.

When attacking a target wearing a **green** headband (p.) or firing a bow or crossbow, a player may not physically strike the target with any type of attack, including spell packets. Instead, they may call their damage and skills as an **auto-hit** within reach for melee attacks, or 25 feet for ranged attacks.

Melee Combat

Melee combat is the most common type of combat and involves physically striking your opponent with the striking surface of your weapon. When making an attack, there are a few things to keep in mind for safety.

- Pommels, grips, and crossguards are not valid striking surfaces.
- Thrusting is prohibited, even with “thrust-safe” weapons.
- A weapon should be swung in an arc between 60 and 120 degrees. “Machine gunning” with small, rapid swings is prohibited, as is attacking with large, baseball-style swings.
 - This should result in an average of 6 inches between the target and weapon per strike, though larger weapons will naturally have a larger arc.
- You may neither hook an opponent’s weapon to prevent them from using it nor strike it with excessive force to attempt to disarm them.
- You may not strike a ranged or casting phokus weapon with a melee attack.
- When a melee weapon is used to cast a spell, the target may defend it as if it were a melee attack

Attacks should be called in a clear and loud voice, with enough space between each call to distinguish them from each other. A character may not strike a single target with more than one attack skill per second.

Ranged Combat

There are several types of weapons at Knight Realms which fall under the ranged combat umbrella: **thrown weapons, bows/crossbows, and arquebuses.**

- Ranged weapons may not be swung around or used for melee combat.

- This includes both striking targets and blocking melee attacks.
- When wielding a **thrown weapon** or **bow/crossbow**, you may perform a **Steady Shot**.
 - After five seconds of lining up your shot, you may **auto-hit** your base damage within 25 feet.
 - Using a **bow** or **crossbow** increases the range of **Steady Shot** to 100 feet.
- **Bows** and **crossbows** may not be fired at targets closer than 15 feet from the character, but may follow the **Steady Shot** rules within that range.
- Ranged weapon attacks may not be physically blocked or hit out of the air with weapons, but may be blocked with shields and bucklers.

When using an **arquebus**, the character must point the weapon at a target within 25 feet and fire the cap. If the cap goes off, the shot is successful, and the character may call their damage or skill.

- **Arquebuses** may be fired only once per 5 seconds.
- An **arquebus** may not be drawn or fired within 3 feet of another person.

Casting Phokus Combat

Casting phoki have special rules regarding their use.

- **Casting phoki** may not be swung around or used for melee combat, even if they are larp combat-safe.
 - This includes both striking targets and blocking melee attacks.
 - If a character is struck in their larp combat-safe **casting phokus**, they must take damage as if they were struck by the attack.
- When wielding a **casting phokus** of any size, you may **auto-hit** your base damage as an attack within 25 feet once per 5 seconds.

Using Skills

Most skills are designed for use in combat, while some can also be used in other scenarios.

A character must use only one damage type in any given damage call. If multiple damage types are applicable in a given scenario, you can choose any at the moment of the call. If a skill specifies that you must use a specific damage type, that one must be used. In the event that multiple skills forces a damage type, the one used most recently is the applicable one.

A character may always choose to omit the numerical damage or status from an attack of any kind. While using a defense that redirects an attack, the character may still use the skill to defend even if the attack may not be redirected.

- When using an **Attack** skill, you must strike the target with your attack, then immediately call your damage or skill.
 - For example, a character striking an opponent with a basic melee attack would call “2 damage.” Using a copper sword, they would instead call “2 fire.” If they instead chose to use a skill, they would state the name of the skill, followed by any damage it deals, if applicable, such as “Impale, 40 damage.”
 - For **auto-hit** attacks, instead of striking the target, the character must gesture towards or point their weapon. The attack is then called in the same way.
- If you are targeted by an attack and wish to use a **Reaction** skill, you must respond immediately by stating the name of the skill and any additional effects, if applicable.

If the character uses a **Movement** skill, they should note this by putting their hand above their head in a closed fist and moving directly to their ending location as quickly as possible. Other beings, unless they are also using a **Movement** skill, may not follow the character’s movement.

CHAPTER II: CHARACTERS

As stray beams of sunlight filter through the dusty windows of your room, you awaken to the enticing scent of frying meat wafting upstairs from the inn's kitchen. With a reluctant stretch and a rumble from your stomach, you climb out of bed and collect yourself. As you tie the laces of your boots and turn the cuffs of your sleeves, you look around to your comrades; they, too, are readying themselves for whatever the day may bring. You don your armor and tighten your belt. Pouch full of coins, satchel stocked with potions, and knives newly sharpened, you open the door to face the day, your party close behind you. Today is a day for adventure, after all!

Creating a Character

The first step to joining the adventure in the world of Arawyn is creating a **character**. While a character may appear to be nothing more than a list of game mechanics on paper – Knight Realms uses **character cards** (also called **cards** or **character sheets**) to track information, skills, and statistics but in reality, a character is so much more. Beyond the vessel through which a player can experience the game, a character is a unique product of the player's imagination and design, the protagonist of their own story in which the player can immerse themselves.

- Think about the kind of character you would be excited to play.
 - Are they a boisterous soldier, a clever tactician, or a level-headed wizard? Knight Realms is a game, so play a character that will lead to the most fun!
 - Remember that a character can always grow and change, but if you become dissatisfied, you may **rewrite** (p.) or **retire** (p.) your character into a new one.

After designing a concept, follow the rest of this section to bring a character to life within the world

Choose a Background

Every character has a different life experience, including those who hail from the same kingdoms. When creating a character, decide where they come from and who they are. These choices will guide you to creating a custom **background** (p.) in the next section.

Choose a Class

After creating a background, the next step in character creation is to choose a **class**. Knight Realms offers an assortment of playable character classes that can be divided into five **archetypes**: **caster**, **hybrid**, **rogue**, **support**, and **warrior**. Each archetype contains more specialized classes; though some may share skills, each has its own individual role in the game world.

Finishing Touches

A well-rounded character has more depth than their background and class. The basics to make a character feel real are described here, but players are always encouraged to add more. Ties, character flaws, ideals, and goals are all things to consider.

- What is your character's history?
 - Every character should have a brief backstory describing where they come from and what their motivations are.
 - Your world has a Timeline of events that may be helpful to review to know what has occurred in recent history and may have directly affected your character:
 - Arawyn: <https://www.worldanvil.com/w/knight-realms3A-arawyn-gallion>
 - You can submit your character's history online for approval at any time, but until it is approved, you should not act on information about the character's past.
 - If a character has an approved history on file, storytellers may access the information and use it to run personal content for the character.
- Is your character religious?
 - There are many deities, spirits, and higher beings revered by cultures across the world. Check your game's website to learn about religion in your setting.
 - A character may worship a specific higher power rather than a pantheon; however, to gain the associated **alignment**, the character must purchase the **Devotion** skill on the **Common list** (p.).
- What is your character's name?
 - While different cultures may have different naming conventions, most have a first and last name. Some characters might use an alias instead of their given name.

- Character names should not be borrowed from well-known media; if a character's name is easily recognized, the Director reserves the right to ask a player to change it.

Character Advancement

As a character grows in experience and as a hero, their potential for learning increases. This potential is represented as **build** points, a measure of how much training a character can go through to increase their power.

This section describes how to create your character and advance them past level 1 as they grow as an adventurer. Information on earning **build** can be found on your game's website.

- Only **build** spent on skills is counted towards the character's level.

Learning and Retraining Skills

All characters begin at level 1 with 50 points of **build** to spend on skills, which can be purchased from **classes** (p.) or the **Common list** (p.). Each class's page lists the skills available to them with their mechanics and **build** costs.

- If your character is starting at a level higher than 1, whether from retirement or other means, you may spend no more than half of their **build** points, to a maximum of 430 (level 20). A character may always spend up to 50 **build** on their initial skills, regardless of their starting **build** total.

Prior to your character's first time in play, you may spend their starting **build** on skills. Past that, they must be learned in-game from another character who possesses the skill.

- Learning a skill takes 5 minutes. The teacher should sign off the lesson on the student's character card.
- Once a character has learned a skill, they may train with another character for 5 minutes to purchase an additional use (if applicable). The other player does not need to know the skill to help you train. The **build** cost of skills increases with every purchase (p.).
 - If a character trains by themselves, the skill takes 10 minutes to learn.
- A character may learn up to 50 **build** worth of skills per event. If the cost of their skills has increased past that point, they may learn up to two, regardless of cost.

If you are dissatisfied with your character's skills, you may **retrain** them.

- You may remove up to two skills or classes per event. The **build** cost is instantly refunded and may be spent during the same event.
- You may not remove any skills or classes which would cause you to lack a prerequisite, or in the case of classes, which would cause your character to have a negative **build** total.
- Within the first six months of playing a character, they player may fully **rewrite** their character card. After six months, to change the character entirely, they must **retire** (p.).

All characters have a **body point** total which represents how much damage they can take before becoming **INCAPACITATED** (p.). They also may have **Armor Points** (p.) which they apply damage to before they count damage against their body total.

- Every character has 10 base **body points** in addition to the points granted by their class.
 - For example, a character with the Hexer class has 10 base **body** and 5 **body** from their class, bringing their maximum **body point** total to 15
- **Natural Armor Points** such as from passive skills refresh at the start of a period, or may be refreshed upon the completion of a rest counting as one of the periodic skills being refreshed.

Backgrounds

With a long day of adventuring ahead of you, your party decides to enjoy a meal together before setting out. As they lay claim to a table in the inn and order a round of drinks, you take a moment to admire your friends and the close-knit band you've become. Your closest friend hails from a place where learning magic is as critical to the people as learning to walk; one comrade comes from a life of traveling the deserts, tired of a harsh life and looking for more; your third ally – a troublemaker, indeed, but a dear friend nonetheless – hails from a port town abroad, always knowing where to find a good mug of ale and some kind of excitement.

You gaze around the room as your meal arrives at the table, silently wondering what dreams or nightmares led the other patrons to come to this town. The inn is full of people from a vast variety of cultures whose stories you'd love to hear, if only you had the time.

The world is vast and diverse. It includes many different creatures and many different cultures. When a player creates a character, they must decide two things.

- What type of creature is the character?
 - The character's creature type determines their base appearance and if the player must wear any makeup or prosthetics to portray them.
 - There are no hard-set requirements to portray any type of creature, but guidelines for the standard appearance of the more common creatures may be found on the Knight Realms or your local chapter website.
 - The character's creature type has no bearing on their skills or statistics.
- What type of culture influenced the character?
 - The character's culture, or **background**, might determine suggestions for their wardrobe and personality.
 - The chosen background grants the character-related skills.

Once these questions have been answered, the player may choose two different **background abilities** to create a custom background for their character. Suggestions can be found with the descriptions of creature types for players seeking guidance on what is “average” for different creatures in your world.

Background Skills

Choose any two **background skills** when creating your character regardless of category.

- The categories are here to give you guidance towards choosing background skills that fit with the theme of your character.
- The flavor text of backgrounds are only suggestions for roleplay; you are free to choose any you wish and roleplay them however you would like.

History

History describes a character's past occupation or lot in life. Usually, this focuses on how they were raised and spent their early years, or how they spent their early adult years.

Aristocrat (Conciliate)

Born with a silver spoon in their mouths, aristocrats often live rich and opulent lives. They can trace their family line through generations of wealth and stature, a prestige that will carry throughout the ages.

Conciliate

Type: Periodic, Attack, Social

Choose a target within 5 feet. The target is **CHARMED** to the character for 1 minute.

Dispelled if: the character takes offensive action against the target.

Erudite (Mana Infusion)

Constantly yearning for more to learn and experience, the erudite person has an insatiable appetite for worldly knowledge. Late nights of reading take a lot to stay awake, and so it is no surprise that they would have just the right thing always on hand to keep them going.

Mana Infusion

Type: Periodic, Crafting, Refresh

On use: refresh one periodic skill and restore the character to their maximum body point total. A being may benefit from **Mana Infusion** no more than once per period.

To craft as a **Consumable:** spend 5 minutes.

Loyalist (War Paint)

For King and Country, for hearth and home, for the bonds of kinship, the loyalist wears their dedication proudly. Their display invigorates them in any challenge because it is no longer themselves who they fight for, but their pride in where they come from.

War Paint

Type: Periodic, Crafting, Augment

After 5 seconds of **preparation**: gain +1 **Damage proficiency** of the character's choice.

Dispelled if: the character completes a Rest or after 1 hour.

To craft as a **Consumable**: spend 5 minutes.

Outcast (Transfer Essence)

Shunned by the people around their home, the outcast feels like they never truly belong. It is an isolating life, many taking up adventuring to find somewhere where they can finally be accepted.

Transfer Essence

Type: Periodic, Reaction, Combo

When targeted by an attack, the character may use a defense to nullify the effect regardless of if it were melee or ranged. The character must defend or suffer the attack.

Soldier (Tactical Strikes)

Trained to fight, the soldier is most at home on the battlefield. They typically start as local militia, warriors for their kingdom, or sellsword mercenaries. If they take up adventuring, their tactical minds are valuable to any party.

Tactical Strikes

Type: Periodic, Utility, Augment

Gain +5 **Damage proficiencies** of the character's choice for the following 5 base damage attacks.

Lineage

Lineage describes forces beyond the character's control that have made them the way they are based on the circumstances of their birth. Those with an unusual lineage are usually born outside of mundane civilized society and have a sort of alien sense of what might be regular customs.

Ancient (Hover)

Born of long-standing and powerful bloodlines, heroes of ancient lineage have ancestry traceable to the old and powerful long-dead denizens of the world. Many of these races were capable of flight through some manner or another, and those who can trace their lineage back to these creatures often manifest a similar power

Hover

Type: Periodic, Utility, Movement, Reaction, Defense

Nullify the entire effect of an instance of **Falling Damage**.

Or: the character floats 50 feet in the air, becoming unable to be targeted by melee attacks. They must represent this effect by holding their arms out to the sides, palms facing down.

Dispelled if: the character moves from their location or after 30 minutes.

Bestial (Blood Fury)

In touch with their inner animal, heroes of a bestial nature embrace their feral blood. They often let their instincts take over, as they accomplish their mission with primal fervor.

Blood Fury

Type: Periodic, Augment

Instantly deliver a **Killing Blow** and gain +3 **damage proficiencies** of the character's choice versus the next target they attack.

Blessed (Hand of Fate)

Fate smiles upon those of a blessed lineage. Heroes often seek to uphold the tenets and faith of the being that graced them as living examples of divine will.

Hand of Fate

Type: Periodic, Healing, Attack (Status), Attack (Damage)

Choose a target within reach. The target is cured of a **status**. The character gains a Latent use of an attack that inflicts that condition. If used on **INCAPACITATED** or **CRITICAL**, the target is healed to 1 body and the character gains a latent attack that deals 50 damage. This attack is called **Hand of Fate**.

Elemental (Elemental Shield)

Some heroes have found that they have a heritage tied to elemental powers. Often these bloodlines come from demons, furies, and elementals, but there is an abundance of other creatures tied to the elements. The most notable feature that seems to be commonly shared is their endurance against the elemental powers of the world simply because of their innate power.

Elemental Shield

Type: Periodic, Defense

Nullify the entire effect of an attack that deals **earth, fire, ice, or lightning** damage.

Natural (Meld with Nature)

Creatures in tune with the primal forces of the world make up what are known as the natural lineages. Descended from those who inhabit the unsettled lands, heroes of natural heritage often strive to protect the balance of nature and the natural order of things.

Meld with Nature

Type: Periodic, Healing, Utility, Channeled

After 5 seconds of **preparation**: become **CONCEALED** and **IMMUNE** versus all attacks that do not have the **Area Effect** type. The character restores $\frac{1}{4}$ of their maximum **body points** per minute.

Dispelled if: the character moves, becomes **INCAPACITATED, CRITICAL, DEAD**, or after 30 minutes.

Supernatural (Channel Essence)

Not all people are native to the world or have native heritage. Those with a supernatural heritage have an inherent tie to some form of power or another, and manifest this through their aura, granting them the offensive might of their heritage.

Channel Essence

Type: Passive

Choose a damage type from the following list: **aether, astral, divine, earth, fire, ice, lightning, magic, primal, silver, starlight, or sonic**. All attacks may be delivered with the damage type.

Nature

Nature describes a character's behaviors and who they are, whether it be because of their upbringing or the innate essence of their existence. A character's nature is the core of who they are and often represents a physical aspect of themselves.

Adventurous (Adventurer's Kit)

Diverse and widespread, heroes of adventurous nature seek to explore. These are the cultures that craft legends and epic tales to tell the stories of their heroes – for if they do not live long enough to bask in the world they create, they can at least ensure their deeds are never forgotten.

Adventurer's Kit

Type: Passive

The character may use an additional **equipment ability** in the same location as another **equipment ability** they are benefiting from provided it is a different **Armor Type**.

Athletic (Jump)

Those with an athletic nature usually come from an environment where they needed to move quickly or from a home where rigorous training has kept them in great shape. The athletic person has likely lived a life on their feet and in near-constant motion.

Jump

Type: Periodic, Utility, Movement

The character is **DISPLACED** up to 25 feet in any direction or can move up to 10 feet vertically.

Enduring (Venin Blood)

When the world is tough, the enduring person persists by any means. Sometimes, this means eating whatever they can get their hands on or having to push through illness without care. Go through enough of this, and they can endure even the most virulent of infections and poisonous concoctions.

Venin Blood

Type: Periodic, Reaction, Defense

Nullify the **DISEASED** or **POISONED** effect of an attack and become **IMMUNE** to the defended status for 30 seconds.

☪Hardy (Fortify)

A hardy person usually comes from a harsh environment. It wouldn't be a surprise if they have broken a bone or two more than once in their past. After a while though, this kind of thing builds toughness, and the hardy person is the toughest around, able to shrug off blows that would surely have broken any regular person's bones.

Fortify

Type: Periodic, Reaction, Defense

Nullify the **BROKEN LIMB** or **ENFEEBLED** effect of an attack and become **IMMUNE** to the defended status for 30 seconds.

☪Hospitable (Bountiful Feast)

To some, hospitality is the most important quality a person can have and for many of those, that hospitality comes in the form of food. The hospitable person is always ready to cook up a meal or whip up something to feed even the most surprising guests.

Bountiful Feast

Type: Periodic, Crafting, Augment

After 5 seconds of activation: gain 5 temporary **body points** that last until you complete a rest.

Additional: For every additional being who uses the **consumable** or skill **Bountiful Feast** at the same time and within 10 feet of each other, gain an additional 5 temporary **body points**, stacking up to 20 temporary **body points**.

To craft as a **Consumable**: spend 5 minutes.

☪Inventive (Interchangeable Parts)

Creative and ingenious, heroes of an inventive nature tend to come up with out-of-the-box solutions for even the most daunting of tasks. For them, there is no such thing as impossible. Everything can be figured out; it just requires a unique outlook and a little elbow grease.

Interchangeable Parts

Type: Periodic, Utility

While crafting or assisting in the crafting of a **Consumable** item: create one extra **Consumable** of the same kind without spending a component.

Origin

Origin describes the environment in which the character was raised and its effect on their development. No matter where a character was raised, it always has some effect on how they grew up – whether physically changing them or just giving them a better sense of that environment.

City Dweller (Hide)

The city dweller comes from a place of winding streets and dizzying alleyways. They know the ins and outs of their home like the back of their hand, but once they know the tricks of getting around one city, it's not too hard to find the good hiding spots when things get dangerous in another.

Hide

Type: Periodic, Reaction, Utility

When targeted by an attack: become **CONCEALED**.

Dispelled if: the character takes action affecting another being, moves faster than a walking pace, or after 30 minutes.

Forester (Woodland Evasion)

Those who come from the woodlands tend to be quick on their feet, usually from hunting down wild game, or sometimes from escaping the hunters. Living with that kind of experience makes avoiding situations that can stop or slow them down anywhere else a much easier task.

Woodland Evasion

Type: Periodic, Reaction, Defense

Nullify the **PINNED** or **SLOWED** effect of an attack and become **IMMUNE** to the defended status for 30 seconds.

Mariner (Sea Legs)

Those who spend their life at sea often say the world is strange when the ground isn't moving beneath them. From the first day on a ship, they learn to keep excellent balance and such a feat carries over everywhere they go, even if the ground isn't trying to toss them overboard!

Sea Legs

Type: Periodic, Reaction, Defense

Nullify the **TRIPPED** or **DISPLACED** effect of an attack and become **IMMUNE** to the defended status for 30 seconds.

Mountaineer (Tough Hide)

Living in the mountains can be dangerous, from jagged tunnels to falling rocks. The mountaineer experienced all the pitfalls and tough lessons the hard way. Living this way toughens them up, making those falling rocks or an angry fist hurt just a little less.

Tough Hide

Type: Periodic, Utility

The character is **RESISTANT** to the following 5 damaging attacks to strike them.

Dispelled if: the character completes a rest or after 1 hour.

Nomad (Wanderlust)

For some people, home is where their feet are. Nomads travel the world, never in one place for long. The adventurous spirit is innate in them, and each place they visit adds stories and memories to the rich tapestry of their lives.

Wanderlust

Type: Passive

While **resting**: the character may move between areas without interrupting their **Rest**. While resting in this way they may not spend any skills or their rest is interrupted.

Background Skills Table

Skill Name	Background	Type	Description
Adventurer's Kit	Adventurous	Passive	The character may invoke an additional equipment ability beyond their cap from a piece of equipment they are wearing.
Blood Fury	Bestial	Periodic Augment	Instantly deliver a Killing Blow and gain +3 damage proficiencies of the character's choice versus the next target they attack.
Bountiful Feast	Hospitable	Periodic Crafting Augment	<p>After 5 seconds of activation: gain 5 temporary body points that last until you complete a rest.</p> <p>Additional: For every additional being who uses the consumable or skill Bountiful Feast at the same time and within 10 feet of each other, gain an additional 5 temporary body points, stacking up to 20 temporary body points.</p> <p>To craft as a Consumable: spend 5 minutes.</p>
Channel Essence	Supernatural	Passive	Choose a damage type from the following list: aether, astral, divine, earth, fire, ice, lightning, magic, primal, silver, starlight, or sonic . All attacks may be delivered with the chosen damage type.
Conciliate	Aristocrat	Periodic Attack (Social)	<p>Choose a target within 5 feet. The target is CHARMED to the character for 1 minute.</p> <p>Dispelled if: the character takes offensive action against the target</p>
Fortify	Hardy	Periodic Reaction Defense	Nullify the BROKEN LIMB or ENFEEBLED effect of an attack and become IMMUNE to the defended status for 30 seconds.

Hand of Fate	Blessed	Periodic Healing Attack (Status)	Choose a target within reach. The target is cured of a status . The character gains a Latent use of an attack that inflicts that condition. If used on INCAPACITATED or CRITICAL , the target is healed to 1 body and the character gains a latent attack that deals 50 damage. This attack is called Hand of Fate .
Hide	City Dweller	Periodic Reaction	<i>When targeted by an attack:</i> become CONCEALED . Dispelled if: the character takes action affecting another being, moves faster than a walking pace, or after 30 minutes.
Hover	Ancient	Periodic Utility Movement Defense	Nullify the entire effect of an instance of Falling Damage . Or: the character floats 50 feet in the air, becoming unable to be targeted by melee attacks. They must represent this effect by holding their arms out to the sides, palms facing down.
Interchangeable Parts	Inventive	Periodic Utility	While crafting or assisting in the crafting of a Consumable item: create one extra Consumable of the same kind without spending a component.
Jump	Athletic	Periodic Utility Movement	The character is DISPLACED up to 25 feet in any direction or can move up to 10 feet vertically.
Mana Infusion	Erudite	Periodic Crafting Refresh	On use: refresh one periodic skill and restore the character to their maximum body point total. This cannot be used to refresh the skill Mana Infusion . A being may benefit from Mana Infusion no more than once per period. To craft as a Consumable : spend 5 minutes.

Meld with Nature	Natural	Periodic Channelled Healing Utility	<p>After 5 seconds of activation: become CONCEALED and IMMUNE versus all attacks that do not have the Area Effect type. The character restores $\frac{1}{4}$ of their maximum body points per minute.</p> <p>Dispelled if: the character moves, becomes INCAPACITATED, CRITICAL, DEAD, or after 30 minutes.</p>
Sea Legs	Mariner	Periodic Reaction Defense	Nullify the TRIPPED or DISPLACED effect of an attack and become IMMUNE to the defensed status for 30 seconds.
Tactical Strikes	Soldier	Periodic Utility Augment	Gain +5 Damage proficiencies of the character's choice for the following 5 base damage attacks.
Tough Hide	Mountaineer	Periodic Utility	<p>The character is RESISTANT to the following 5 damaging attacks to strike them.</p> <p>Dispelled if: the character completes a rest or after 1 hour.</p>
Transfer Essence	Outcast	Periodic Defense	When targeted by an attack, the character may use a defense to nullify the effect regardless of if it were melee or ranged . The character must defend or suffer the attack.
Venin Blood	Enduring	Periodic Defense	Nullify the DISEASED or POISONED effect of an attack and become IMMUNE to the defensed status for 30 seconds.
Wanderlust	Nomad	Passive	While resting : the character may move between areas without interrupting their Rest .

War Paint	Loyalist	Periodic Crafting Augment	After 5 seconds of activation: gain +1 Damage proficiency of the character's choice. Dispelled if: the character completes a Rest or after 1 hour. To craft as a Consumable: spend 5 minutes.
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Woodland Evasion	Forester	Periodic Reaction Defense	Nullify the PINNED or SLOWED effect of an attack and become IMMUNE to the defended status for 30 seconds.
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CHAPTER III: CLASSES AND SKILLS

Throughout your years of adventuring together, you've come to admire your friend, a vibrant, studious mage. Though your stealth and agility are impressive on their own, there is something about the mysticism of magic artes that's always intrigued you. After some contemplation, you decide to ask them to teach you, if only to supplement the skills you've already been cultivating.

With a wide grin, your companion struggles to contain their enthusiasm at the prospect of sharing their knowledge with you. They immediately launch into an animated description of spellcasting theory, complete with wild hand gestures, as they scribe illusory runes on the table between the two of you. As they discuss the tomes and texts you will be reading to learn the history of magic, you realize that though these lessons will not be easy, you are excited to begin.

It is rare to find two individuals with identical talents. If you are not yet sure of your character, answering these questions might help you get an idea:

- What type of person is the character? Do they value cunning or bravery? Knowledge or power? Selfishness or selflessness?
- What is, or was, their profession? Does it involve martial combat or stealth? Mystical artes or mundane fabrication skills?
- What is the character's goal in this chapter of their life? Do they seek to explore and learn, to vanquish powerful foes, or something else?

Having direction for your character's persona is the first step towards a good roleplaying experience. The second step is to find a niche that is fun for you, the player, to play.

- What role will your character fill in a typical adventuring party?
 - If you like to fight in the thick of combat or defend your party, start with a **warrior** class.
 - If you prefer to skirmish and strike from the shadows, start with a **rogue** class.
 - If you like to cast spells to harm or heal, start with a **spellcaster** class.
 - If you would rather support your party, preparing ahead of time to outfit them and yourself, start with a **support** class.
 - If your interests align with more than one of these roles, consider playing a **hybrid** class. Otherwise, choose one for now and learn another later.

Every class page includes a brief description of what is “average” among heroes of that class, but these are simply suggestions to guide you on your way to developing a character. Not every Bounty Hunter is out to make money and not every Dragoon is descended from a dragon. Use the guidelines as much or as little as you like as you decide how you would like to roleplay.

Alignment

The world has four supernatural **alignments** which dictate many of the sources of power upon which heroes draw. The alignments – Dark, Light, Order, and Chaos – can exist separately or in tandem with each other.

Some classes and skills grant the character an alignment. While certain alignments may lend themselves to certain roleplay, alignments at their core do not come with roleplay requirements. Supernatural alignment is not the same as morality; the concepts of good, neutral, and evil are their own spectrum that often overlap with, but do not dictate, alignment in Knight Realms.

Learning Classes

All characters start with one class, but as they grow as adventurers, can learn more. Whether you choose to specialize in one thing or branch out to have many talents, once you fill the requirements, you can learn any combination of up to four base classes. When a character has met a minimum number of events attended or earned the amount of **build** needed, whichever comes first, they may learn an additional class for free.

A character may learn their second class after 3 events or 75 **build**, their third class after 6 events or 100 **build**, and their fourth class after 12 events or 130 **build**. When a character learns a class:

- The character instantly gains **Proficiencies** skills that do not have a cost.
- The character may purchase skills in the **Skills** sections at the listed **build** costs.

Purchasing Skills

Skills may be purchased from any of the character’s class lists or the **Common list**. When a character purchases a **Periodic skill**, the number under **Cost** represents the initial **build** point cost to purchase the skill.

- The cost of purchasing a second, third, etc. use of a skill is double the previous cost.

- Example: If a skill costs 5 **build**, the second purchase costs 10, the third costs 20, etc.
- If the character has access to a skill from more than one class, or has multiple purchases of the class, the cost progression is slowed by one tier per class with access to the skill.
 - Example: If the character has access to a 5 **build** skill three times, purchases 1-3 cost 5 **build**, purchases 4-6 cost 10 **build**, purchases 8-10 cost 20 **build**, etc.
- The cost of a skill can never exceed 100 **build**. If the cost would increase above 100, it instead increases to 100.
- For the process of learning skills, please see **Learning and Retraining Skills** (pg.)

Periodic skills may be used once per **rest** per purchase. In order to regain spent skills beyond when a **Period** starts, the character must complete a **rest**.

Passive and **Paragon skills** may only be purchased once, even if the character has access to a skill from multiple classes. Proficiencies and Passive skills affect the character at all times and do not need to be refreshed.

Paragon Skills

When a character has learned the core skills of their class, they may learn one **Paragon** skill. Paragons are the pinnacle of a class's power and represent a hero's achievements. Once a character has chosen their Paragon, they may not learn another from that class unless they retrain or open a second purchase of the class.

A character may learn their first **paragon** after 2 events or 60 **build**, their second **paragon** after 5 events or 90 **build**, their third **paragon** after 9 events or 120 **build**, and their fourth **paragon** after 15 events or 150 **build**.

SKILL TYPES AND KEYWORDS

Every Knight Realms skill has a number of associated keywords. The main keywords are called **types** or **traits** and appear on every skill in the game. Additionally, a number of **keywords** appear consistently in the rules. While most descriptions include everything you need to know about using a skill, these skill **types** and **keywords** are defined here for ease of understanding.

Trait Name	Description
Area Effect	An attack which affects more than one target within an area.
Attack	Offensively affects a being other than the character. <i>Attack (Dam.)</i> – an attack which deals damage as its sole effect. <i>Attack (Status)</i> – an attack which inflicts a status as its sole effect. <i>Attack (Mix)</i> – an attack which inflicts both damage and a status.
Augment	Grants the target some effect. A character may have no more than one stack of a given augment applied at a time.
Aura	Affects all targets within reach of the character.
Auto-hit	The effect is considered to hit the target as if the character had thrown a spell packet at them and must be defended as such. If applied to a skill with the Area Effect type, the skill becomes a single target attack.
Backstab	A condition in which the character is striking the target while standing behind them. This condition is also fulfilled any time the character is attacking with a ranged weapon.
Bane	The effect bypasses the target's resistances and immunities entirely.
By My Voice	A skill which affects all beings who hear it, unless specified otherwise.
Channelled	A skill on which the character must concentrate uninterrupted to maintain. A character may channel no more than one effect at a given time.
Character	The individual utilizing the item, skill, or spell.
Combo	A skill used in conjunction with another skill. Unless specified, only one Combo may be used per skill.
Consumable	The skill creates an item. After 5 seconds of preparation , an item is considered used.

Cooldown	The character must wait for a specified time before using the skill again.
Cover	Area in which the character can easily hide. This includes foliage, a shadow large enough to contain them, the space against a wall, beneath a table, etc.
Defense	Counters all or part of an attack targeting the character.
Detection	An attack which allows the user to ignore the CONCEALED status . Using a Detection ability while CONCEALED does not dispel the effect.
Healing	Restores body points or cures the target of statuses .
Inquiry	A skill which requires interaction with a marshal.
Latent	An ability that may be invoked for a specific effect. These abilities may be given to another target and may only stack once per ability unless otherwise stated.
Movement	Instantly moves the character somewhere else.
Negotiation	A skill that is negotiated with the target or a marshal to determine the final outcome of the effect.
Passive	A benefit continuously affecting the character or which may be used freely.
Periodic	The skill may be used once per rest per purchase.
Preparation	The time spent roleplaying the use of a skill before it takes effect. The character must be uninterrupted for the full duration of the preparation. The skill is considered interrupted if the character suffers an attack or takes any action other than using the skill or Defense skills. A character can only prepare one thing at a time.
Proficiency	A permanent bonus to the character.
Reaction	A skill used instantly in response to some other effect. A character may use no more than one Reaction per attack
Redirect	Changing the target of an attack. An attack may only be redirected once.
Refresh	Grants the character an additional use of a periodic skill they have spent during that encounter. Each skill can only be refreshed a maximum of once per purchase of the skill on the character's card per period. Refresh skills cannot be used to restore other refresh skills.

Social	A skill delivered by voice or other social means as an auto-hit .
Stack	To apply an effect multiple times on the same character. By default, skills do not stack unless otherwise specified.
Target	The individual(s) affected by the effect
Utility	A skill that is neither offensive or defensive.
Within Reach	A range within which the character could reasonably strike a target with the melee weapon they are wielding, to a minimum of 5 feet, including if the character is not wielding a weapon.

Effects and Statuses

While participating in combat, a hero may find themselves facing attacks that deal more than mere wounds, temporarily empowered or weakened by different abilities. Whatever the case, temporary changes in the character's condition, or **status**, are defined here.

- Some statuses have a duration, while some persist until they are cured.
 - If a status has two specified durations, it can be cured by satisfying either requirement.

Statuses

Bleeding

The character is bleeding profusely from a wound. Until the character is cured or **INCAPACITATED**, they suffer 5 damage every time they make an attack.

Blind

The character cannot see. Until the character is cured, they treat all targets as if they are **CONCEALED** and cannot attack targets more than 10 feet away.

OOG Note: Players of blind characters should not obscure their OOG vision in any way.

Broken Arm

The character's arm is broken. Until the character is cured, they may not use the targeted arm to wield a weapon. If an attack strikes an armament wielded in a **BROKEN ARM**, the character suffers the effect of the attack.

Broken Leg

The character's leg is broken. Until the character is cured, they may not move faster than a heel-to-toe pace and cannot use **Movement** skills. If both legs are **BROKEN**, the character cannot move unless carried by another being. After 5 minutes of suffering this effect, if the character is not in combat, they may crawl.

Charmed

The character is taken by a person's charm. For 5 minutes or until that subject of the Charm takes offensive action against them, the character may take no hostile action against the subject and regard them with no suspicion.

Cursed

The character is suffering from a curse. Until cured or for the duration specified on the skill, the character suffers the effect of the curse as specified in the skill description.

Diseased

The character is suffering from a disease. Until cured or for the duration specified on the skill, the character suffers the effect of the disease as specified in the skill description.

Enfeebled

The character has been weakened. Until the character is cured, they may not invoke **equipment** abilities from any of their items.

Enraged

The character perceives the subject as an enemy. For 30 seconds, the character must attack the subject and may not use skills with **preparation** or interaction times unless those skills are **Attacks**.

Fatigued

The character is exhausted. For 30 seconds, the character's damage with all attacks is halved, rounding up if applicable.

Feared

The character is scared of the subject. For 30 seconds, the character may not take any offensive action against or move toward the subject of their fear.

Immobilized

The character's arms and legs are bound. The character may not move from their position, and may not make melee attacks or use spell packets.

Imprisoned

The character has been frozen in place. For 1 minute the character may not take any action, including moving and speaking, and cannot be affected by anything except skills that would cure this effect. Any effects and **statuses** with durations, both beneficial and harmful, are paused until this effect ends. If the character has **IMPRISONED** themselves, they may end this effect at any time.

Pinned

The character's limb is affixed to a surface. For 1 minute the character may not move from their position except to swivel or rotate around the affixed limb.

Poisoned

The character is suffering from an invasive poison. Until the character is cured, they cannot benefit from any Healing towards their **body points**.

Sealed Skill

The character's skill has been sealed. For 30 seconds, the specified **spell, talent, or periodic skill** may not be used by the character.

Slowed

The character's movement has been hindered. For 30 seconds the character may not move faster than a heel-to-toe pace, cannot use **Movement** skills, and must wait 5 seconds between every attack they make.

Stunned

The character has become disoriented. For 10 seconds the character may not take any offensive action.

Tripped

The character has been knocked to the ground. They may not stand for 10 seconds.

Waylaid

The character has been dazed. For 1 minute the character may not take any action other than using **Defense** skills, including moving and speaking. If targeted by an attack, this effect instantly ends.

Weak

The character is particularly susceptible to the specified damage type. They treat attacks of that damage type as **bane** (bypassing all resistances and immunities) and suffer double the numerical damage

Effects

Concealed

The character is hidden from view. For the duration specified by the activating skill, the character cannot be seen by any other being unless that being uses a skill that states otherwise. This is instantly dispelled if the character takes any action which affects another being, with the exception of speaking or using skills that state otherwise. This effect is represented by wearing a red headband or placing your arm over your lower face with your elbow bent.

Critical

The character is on the brink of death. For 1 minute, the character falls to the ground and cannot move, use skills, or take any action. This effect may only be cured by skills that specifically cure **CRITICAL**. After 1 minute, the character becomes **DEAD**.

Dead

The character has died. This lasts until cured by a skill that specifically cures **DEAD**, the character may not take any action. At any time, the player may don a blue headband and become a spirit . Spirits are **DEAD** beings that may move around and interact with characters in a limited capacity.

Displaced

The character has been moved, by force or otherwise. The character must move as quickly as possible to the distance and direction specified by the skill. Unless otherwise noted, a physical

barrier, including **Barrier** skills, will stop their movement. Skills that displace a character cannot move them vertically unless specified.

Highly Resistant

The character is extraordinarily resistant to the specified damage type. They suffer only half the numerical damage from attacks of that damage type, rounding up if applicable, to a maximum of 10 damage.

Immune

The character is immune to the specified effect. If targeted by the object of their immunity, they take no effect, unless they are willingly subjecting themselves to it.

Incapacitated

*The character has been struck down to 0 body points. Until healed above 0 **Body Points**, the character must fall to the ground and cannot move, use skills, or take any action other than speaking at a conversational volume unless they regain body points. An **INCAPACITATED** character targeted by a **Killing Blow** instantly becomes **CRITICAL**.*

Resistant

*The character is resistant to the specified damage type. They suffer only half the numerical damage from attacks of that damage type, rounding up if applicable. If a character is Resistant to an attack or damage type from two separate sources, the character becomes **Highly Resistant** to that form of attack.*

COMMON LIST

Passive Skills

Attribute

Free; Type: Passive

Through nature or nurture, every adventurer can find a personal trait they can focus on.

The character chooses **Charisma, Constitution, Dexterity, Intelligence, Strength, or Wisdom** and gains a 1 in that attribute. The effects of attributes are determined by the storyteller of the encounter and certain skills. A character may choose up to two types of attributes.

Attribute Proficiency

5 Build; Type: Proficiency

You know what you're good at and have taken the time to hone your skill and senses.

Gain +1 in the chosen **attribute**. This skill may be purchased any number of times for each attribute.

Climb

10 Build; Type: Movement

Vaulting a wall to pass patrols or scaling a tree to gain the advantage, you have an eye for hand and footholds on most surfaces.

After 10 seconds of **preparation**, move up to 25 feet along a mundane vertical surface, such as a tree, rock face or up onto a rooftop.

Culture Literacy: (Region)

Free; Type: Passive

Over time you learned the basics of language growing up.

The character may read and write documents in the specified language (check your game's website for a list of available languages.) A character may have one regional language.

Culture Literacy

5 Build; Type: Passive

You may be an explorer, a dignitary, or used to a diverse group and have taken the time to study another language.

The character may read and write documents in the specified language (check your game's

website for a list of available languages). This skill may be purchased separately once for each language.

Devotion

5 Build; Type: Passive, Negotiation

Some people learn of powers that resonate with their own beliefs and they do not always need to follow the usual circles or churches to dedicate themselves to that being's cause.

With backstory or Marshal approval, the character gains an **alignment** through devotion to a specific aligned higher being. A list of standard beings in your setting may be located on your game's website. The character may petition the object of their devotion for power or assistance by petitioning a Marshal.

First Aid/Assess

10 Build; Type: Passive, Healing

Basic first aid is crucial to adventuring or on the homestead. You've taken the time to learn how to bandage simple wounds.

After 10 seconds of study, choose a target within reach. The target must inform the character of their present and maximum **body point** total and **statuses**. **Or:** after 1 minute of activation, restore 5 **body points** to an **INCAPACITATED** target.

Intercept

10 Build; Type: Passive, Reaction, Redirect

With a natural penchant to protect others or to get in harm's way, you have learned how to quickly move into an attack.

Once per 5 seconds, when a being within reach is targeted by an attack, **redirect** the entire effect to the character. The character must defend or suffer the attack regardless of if they are **IMMUNE** to any part of it. This skill may not be used against **Social Attacks** and does not count against the **Reaction** cap. When used on an **Area Effect** attack, you may only Intercept for one target of the attack.

Lore: Academics

5 Build; Type: Proficiency

Some problems require a more studious approach and you have delved into diagrams and calculations to find the right solution.

Gain +1 in **Academics**. The effects of lores are determined by the storyteller of the encounter. This skill may be purchased any number of times.

Lore: Creature

5 Build; Type: Proficiency

From dangerous beasts to songbirds, you have a desire to know more about the creatures you encounter or have heard stories of.

Gain +1 in **Creature**. The effects of lores are determined by the storyteller of the encounter. This skill may be purchased any number of times.

Lore: Culture

5 Build; Type: Proficiency

You have taken the time to learn about the diverse cultures of your realm so you are not a stranger to their customs.

Gain +1 in **Culture**. The effects of lores are determined by the storyteller of the encounter. This skill may be purchased any number of times.

Lore: Geography

5 Build; Type: Proficiency

The world is much more than where your roots tend to grow. You have learned the landmarks, terrain, and roads of places well-traveled and beyond.

Gain +1 in **Geography**. The effects of lores are determined by the storyteller of the encounter. This skill may be purchased any number of times.

Lore: History

5 Build; Type: Proficiency

To glean knowledge of the future is to understand past misgivings and you have taken the time to learn the histories and stories you can find.

Gain +1 in **History**. The effects of lores are determined by the storyteller of the encounter. This skill may be purchased any number of times.

Sleight of Hand

10 Build; Type: Passive, Utility

Attentive eyes and a quick hand allow you to quickly palm objects out of view.

The character may pick the pockets of an eligible target, indicated by a black clothespin attached to their clothing. The character must remove the clothespin and turn it in at Logistics to receive their loot. Full mechanics on “Pickpockets” are detailed in **Pickpocketing and Theft** (p.)

Or: the character may pick up or put down an object the size of their palm or smaller without any beings noticing.

Periodic Skills

Willpower

4 Build; Type: Defense

Some moments scar you, others make you stronger. Sometimes, you laugh in the face of danger.

Nullify the entire effect of a **Social Attack** or an attack which inflicts **CHARMED**, **FEARED**, or **ENRAGED** targeting the character.

BASE CLASSES

Acrobat Proficiencies

Body

The **Acrobat** gains +10 **body points**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Entry/Escape

10 Build; Type: Utility, Movement

An Acrobat has the ability to get into and out of buildings with great proficiency.

After 30 seconds of **preparation**, the character is **DISPLACED** to the other side of a wall, provided there is an opening large enough for them to fit their whole body through. **Or:** after 30 seconds of preparation, open a **lock**. If the character possesses multiple abilities which would open a **lock**, the time is reduced to 10 seconds.

Escape Bonds

10 Build; Type: Utility, Negotiation

With control and freedom of motion, an acrobat can free themselves of all manner of restraints.

After 30 seconds of **preparation**, the character is cured of **PINNED** or any effect which would **IMMOBILIZED** them. This does not include **IMPRISONED**. In non-combat scenarios, the **preparation** time of this effect is reduced by 5 seconds per point of either **Dexterity** or **Strength** known by the character.

Lightfoot

10 Build; Type: Utility

Nimble as a cat, the Acrobat is able to transverse fragile surfaces without disturbing them.

When walking over a **trap**, the character will not trigger it by stepping on it. **Bane** effects will bypass this passive.

Slow-fall

10 Build; Type: Reaction

Skilled Acrobats are able to use their surroundings to slow down the momentum of a fall.

When suffering **falling damage**, reduce the damage taken by 10 **body points**, plus an additional 10 **body points** per point of either **Dexterity** or **Constitution** known by the character.

Periodic Skills

Athletic Feat

4 Build; Type: Negotiation, Utility

The Acrobat is capable of incredible feats of agility. If the action involves a distance or range, it may be up to 20 feet, plus 10 feet per point of **Dexterity** known by the character.

Avoid

4 Build; Type: Defense

Able to avoid nearby and immediate danger.

Nullify the entire effect of a **trap** or **Area Effect** attack targeting the character.

Captivate

4 Build; Type: Attack (Social)

Able to easily enthrall anyone, an Acrobat is a master performer.

Choose a target within 25 feet with whom the character is not in combat. The target must focus their attention on the character for 30 seconds. This effect is **dispelled** if the target is targeted by an attack from any source.

Counter Throw

6 Build; Type: Defense, Redirect

Skillfully catching or deflecting a ranged attack and sending it back towards one's assailant.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character and **redirect** it to the attacker as an **auto-hit**.

Debilitate

4 Build; Type: Attack (Status)

A targeted strike meant to exhaust someone.

Strike a target with a weapon attack. The target is **FATIGUED** for 30 seconds.

Leg Sweep

3 Build; Type: Attack (Status), Area Effect

A martial technique, forcing several opponents into the ground.

Choose 3 targets within a 5 foot cone in front of the character. The targets are **TRIPPED** for 10 seconds.

Nail

3 Build; Type: Attack (Status)

The ability to nail objects or people in place by using sharp weaponry.

Strike a target with a weapon attack. The target is **PINNED** for 1 minute. If the target is standing within 5 feet of a wall or similar surface, the character may choose to additionally **IMMOBILIZED** the target's arm. The arm cannot be used for any purpose until the **PINNED status** ends.

Perfect Balance

3 Build; Type: Defense

Skillfully retaining one's balance and avoiding being tripped or moved forcibly.

Nullify the **TRIPPED** or **DISPLACED** effect of an attack targeting the character.

Trick Shot

5 Build; Type: Combo, Negotiation

Able to perform amazing tricks of speed and accuracy with ranged and thrown weapons.

After 10 seconds, the coupled attack **auto-hits** a target within 15 feet. In non-combat scenarios, the distance of the effect is increased by 5 feet per point of either **Dexterity** or **Intelligence** known by the character. The character must be wielding a **ranged** or **thrown** weapon to use this skill.

Tumble

4 Build; Type: Reaction, Movement

An agile movement away from an attack, reducing the damage taken.

When targeted by an attack which deals damage, reduce the damage by 10 points and become **DISPLACED** 10 feet away from the attacker.

Paragons

Combat Performer

10 Build; Type: Alters Ability

Able to captivate and charm someone, even during an aggressive situation.

When using **Captivate**, the character may target a being with whom they are in combat. The target is additionally **CHARMED** to the character for 1 minute or until the character targets them with an attack.

Contortionist

10 Build; Type: Alters Ability

The technique of twisting one's body into seemingly impossible ways to fit through even the smallest of openings.

When using **Entry/Escape**, the character may move through a wall of no more than 5 feet in thickness, regardless of if there is an opening through which they could ordinarily fit.

Escape Artist

10 Build; Type: Alters Ability

A true master of escaping bonds, able to fluidly escape bondage and bind another in one amazing movement.

When using **Escape Bonds**, a target within reach suffers the effect removed by the character for 1 minute.

Vault

10 Build; Type: Passive

The ability to strike out an attack while in the mid air.

When the character is **DISPLACED**, **auto-hit** an attack on 1 target within reach at any point during the character's movement.

Alchemist Proficiencies

Body

The **Alchemist** gains +5 **body points**

Alchemist Talent

1 Build; Type: Talent

When learning this skill, choose any one **talent** from the list below. The cost to purchase a talent increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Expert Imbiber

10 Build; Type: Utility, Augment

Some Alchemists build up a tolerance for consuming Heroism potions, resulting in the fantastic result of compounded power.

When the character uses a **Potion of Heroism** on themselves, they may spend a rank 3 **talent slot**. For each **talent slot** spent this way, gain +1 Damage Proficiency of the chosen type per purchase of **Expert Imbiber**.

Passive Skills

Extract Essence

10 Build; Type: Utility, Refresh

Alchemists are skilled transmuters, able to return any created item to its base materials.

Destroy a **Consumable** and gain the components used in its creation, if any. If the item was not made using components, instead **refresh** one rank 1 or 2 **Talent Slot**.

Periodic Skills

Neutralize

4 Build; Type: Defense

Due to the volatile nature of their work, Alchemists can defend themselves from most compounds.

Nullify the entire effect of a **Consumable** attack targeting the character.

Talent Slot (Rank 1)*1 Build*

After 5 minutes of crafting: create a rank 1 **Consumable**.

After 3 seconds of **preparation**, complete a rank 1 **Procedure**.

Or: instantly activate a rank 1 **Defense** talent.

Talent Slot (Rank 2)*1 Build*

After 5 minutes of crafting: create a rank 2 **Consumable**.

After 3 seconds of **preparation**, complete a rank 2 **Procedure**.

Or: instantly activate a rank 2 **Defense** talent.

Talent Slot (Rank 3)*1 Build*

After 5 minutes of crafting: create a rank 3 **Consumable**.

After 3 seconds of **preparation**, complete a rank 3 **Procedure**.

Or: instantly activate a rank 3 **Defense** talent.

Talent Slot (Rank 4)*1 Build*

After 5 minutes of crafting: create a rank 4 **Consumable**.

After 3 seconds of **preparation**, complete a rank 4 **Procedure**.

Or: instantly activate a rank 4 **Defense** talent.

Talents

Identify Compound

Basic Hermetic; Type: Procedure, Utility

An Alchemist is skilled in determining the properties of various items.

By studying a compound or person, the character may learn an item's composition, if a being is **POISONED** or otherwise altered from their base state, and the effects of the item or ailment.

Preservation Solution

Basic Hermetic; Type: Consumable, Negotiation, Utility

A thick, translucent liquid placed in a jar to prevent an item from decaying.

Any object kept in the solution will be kept fresh for up to 1 year.

Antivenin

Rank 1 Poison; Type: Consumable, Defense, Healing

Made with charcoal, this compound can nullify the effect of most toxins.

When imbibed, gain a **Latent Defense** which nullifies the **POISONED** or **DISEASED** effect of an attack, expiring when used or the end of the event. **Or:** cure the imbiber of the **POISONED** or **DISEASED** status. **Or:** choose a target food or drink item within reach. If the item has any effects that would detriment a being when consumed, the effects are dispelled.

Blade Poison

Rank 1 Poison; Type: Consumable, Combo

A thick, venomous gel which coats a weapon.

When used, gain a **Latent Combo** which additionally renders the target of the coupled attack **POISONED** until cured. The **latent** effect lasts until used or the end of the event.

Galeforce Bottle

Rank 1 Hermetic; Type: Consumable, Attack (Status)

A crystalline bottle of pressurized air which bursts on impact.

Strike a target with a spell packet. The target is **DISPLACED** 10 feet away from the user.

Healing Salve

Rank 1 Herbalism; Type: Consumable, Healing

A herbal paste which relieves pain when applied.

Choose a target within reach. The target restores 10 **body** points.

Smelling Salts

Rank 1 Herbalism; Type: Consumable, Augment, Healing

A small container of a compound with an incredibly strong scent.

When the imbiber would next be rendered **INCAPACITATED**, they restore 10 **body** points. or any effect that would cause them to lose consciousness.

Acid Bomb

Rank 2 Hermetic; Type: Consumable, Attack (Mix)

A vial of volatile liquid which rapidly dissolves almost any material.

Strike a target with a spell packet. The target suffers 20 damage and is **ENFEEBLED** until cured.

Alchemical Adhesive

Rank 2 Hermetic; Type: Consumable, Attack (Status), Reaction, Defense

A sticky substance which can temporarily adhere almost anything to any surface.

Strike a target with a spell packet. The target is **PINNED** for 1 minute. If the target is standing within 5 feet of a wall or similar surface, the character may choose to additionally **IMMOBILIZED** the target's arm. The arm cannot be used for any purpose until the **PINNED status** ends. **Or:** when used, gain a **Latent Defense** which nullifies the **TRIPPED** effect of an attack, expiring when used or at the end of the event. **Or:** after 30 seconds of **preparation**, mark a location as a **trap**. When a being triggers the **trap**, they suffer the effect of the attack.

Create Construct

Rank 2 Transmutation; Type: Summon

Alchemists are skilled in creating artificial beings that mimic the behavior of living humanoids.

Create a minion from the **Summoning Guide** (p.) appropriate to the Alchemist class. The character may utilize **Talent Slots** in place of components to create the minion.

Oil of Slipperiness

Rank 2 Distillation; Type: Consumable, Attack (Status), Utility

A viscous oil that coats and slickens any surface.

Strike a target with a spell packet. The target is **TRIPPED** for 10 seconds. **Or: dispel** the effect of **Alchemical Adhesive**. **Or:** after 30 seconds of preparation, mark a location as a **trap**. When a being triggers the **trap**, they suffer the effect of the attack.

Quicksilver

Rank 2 Poison; Type: Consumable, Utility

A potion of shifting silvery liquid with a foul taste.

When imbibed, all detrimental **statuses** suffered by the imbiber (except for **INCAPACITATED**, **CRITICAL**, or **DEAD**) are temporarily paused and have their remaining durations suspended for 5 minutes. At the end of that time, the **statuses** return and the character is additionally undefendable **POISONED** until cured. **Quicksilver** cannot suspend the **POISONED** condition from **Quicksilver**. If a being uses this item more than 5 times in one **rest** period, they immediately become **DEAD**.

Concentrate Alchemy

Rank 3 Hermetic; Type: Procedure, Combo

*An Alchemist is capable of administering their concoctions more expertly than the average user. When using a **Consumable** item made by the character, the coupled effect additionally deals 20 damage or restores 10 **body** points to the target.*

Enigmatic Bomb

Rank 3 Hermetic; Type: Consumable, Attack (Mix)

*An explosive substance, its composition changing depending on the reagents used in its creation. Strike a target with a spell packet. The target suffers 20 damage and is rendered **BLEEDING** until cured or **INCAPACITATED**. The character must spend a component which grants a **damage type** in the creation of this item and the item will deal that **damage type**.*

Noxious Gas

Rank 3 Poison; Type: Consumable, Attack (Status)

A delicate bomb which produces a nauseating scent.

Strike a target with a spell packet attack. The target is **DISEASED** with the effect **STUNNED** for 5 minutes.

Refreshment Potion

Rank 3 Herbalism; Type: Consumable, Utility, Refresh

A phial of swirling liquid with an iridescent sheen in the right light.

When imbibed, **refresh** a skill. A being may benefit from this effect no more than once per encounter.

Sleep Blade Poison

Rank 3 Poison; Type: Consumable, Attack (Status)

A toxic compound which can be applied to a weapon and causes dizziness and fainting when entering a target's bloodstream.

When used, gain a **Latent Attack** which renders the target of a weapon attack **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is **dispelled** if the target suffers an attack.

Invisibility Potion

Rank 4 Distillation; Type: Consumable, Utility

A potion so clear that it is almost impossible to see inside its container.

When used, become **CONCEALED**. This effect is **dispelled** if the character takes any action other than moving or speaking, moves faster than a walking pace, or after 10 minutes. This effect does not suppress any noise made by movement.

Potion of Heroism

Rank 4 Distillation; Type: Consumable, Augment

This item is a sweet solution with a warming effect on its imbiber.

When used, gain +1 **damage proficiency** and become **IMMUNE** versus **FEARED** for the duration of an encounter. This effect is **dispelled** if the character begins a **rest** or after 1 hour.

Revenant Elixir

Rank 4 Hermetic; Type: Procedure, Utility

A viscous serum which can be injected into the heart of a deceased or dying target to temporarily return them to life.

Choose a target within reach. The target is restored from the **CRITICAL** or **DEAD** state to their maximum **body** point total without rolling on the **Death Chart**. The target becomes **IMMUNE** versus **STUNNED** and **WEAK** versus **FIRE** for 10 minutes. After 10 minutes, the target returns to the state they were in when the item was used. If the target was **DEAD**, they receive a -1 penalty on their **Death Chart** roll.

Paragons

Alchemical Exposure

10 Build; Type: Passive

*Knowledge and exposure have given the Alchemist a resistance to compounds common to them. Choose up to 6 **ranks** worth of **Consumables** from the **Alchemist** list the character is capable of crafting. You become **IMMUNE** to the chosen **Consumables**.*

Cauldron

10 Build; Type: Talent

A large vat designed to mass produce alchemical concoctions.

After 5 minutes of crafting, spend a **Rank 4 Talent Slot** and choose an **Alchemist class Consumable** item the character can craft. The character creates a **Cauldron** of that item. A character may have only one **Cauldron** at a time.

Cauldron: When used by an **Alchemist**, create 5 uses of the **Consumable** out of which the **Cauldron** is made. All 5 uses must be used within 1 minute.

Modify Compound

10 Build; Type: Passive

Using specialized techniques, an Alchemist can change the composition liquids to gels quickly.

After 10 seconds of preparation, when performed on a **Consumable Attack** item, the attack may be delivered by either weapon strike or spell packet, chosen at the time of using this effect. **Or:** the character may apply the effect of any **Consumable Attack** to a food or drink item which affects the imbiber when the item is consumed.

Transmute

10 Build; Type: Talent, Utility, Attack (Status)

The Alchemist is able to change the structure of items into other materials and on occasion it is used on an opponent's items to imprison them in a ridge state.

Spend a **Rank 4 Talent Slot** and choose a piece of **equipment** within reach. The item's material type is changed into another standard material for 5 minutes.

Or: spend a **Rank 4 Talent Slot** and strike a target with a spell packet or weapon attack. The target is **IMPRISONED** for 1 minute.

Assassin Proficiencies

Body

The **Assassin** gains +5 **body points**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Autopsy/Dissect

10 Build; Type: Utility, Inquiry

The ability to examine a corpse and to carefully remove parts of it as specimens or trophies.

The character may petition a Marshal to gain information on a corpse. If the Marshal approves the request, they will specify the requirements to complete the research. **Or:** remove a body part from a **DEAD** target and preserve it.

Entry/Escape

10 Build; Type: Utility, Movement

An Assassin has the ability to get into and out of buildings with great proficiency.

After 30 seconds of **preparation**, the character is **DISPLACED** to the other side of a wall, provided there is an opening large enough for them to fit their whole body through. **Or:** after 30 seconds of **preparation**, open a **lock**. If the character possesses multiple abilities which would open a **lock**, the time is reduced to 10 seconds.

Poison Craft

10 Build; Type: Utility

Skillfully applying poison to food or drink so that it cannot be detected by the common observer.

After 30 seconds of **preparation**, the character may apply any **Consumable** from the **Poison** domain to a food or drink item. When the item is consumed, the imbiber suffers the effect.

Stealth

10 Build; Type: Utility

A skilled Assassin is capable of concealing their presence from the average onlooker.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not dispelled.

Periodic Skills

Assassinate

6 Build; Type: Attack (Damage)

A lethal attack that can be made only if the target is not suspecting it.

Strike a target with a weapon attack. The target suffers 100 **body** damage. If the target is reduced to 0 **body points**, they immediately enter the **CRITICAL status**. This skill has no effect if the target is in combat with the character or is expecting to be attacked by them. This skill cannot be used while the character is **CONCEALED**.

Bleeding Strike

4 Build; Type: Attack (Status)

A strike designed to cause uncontrollable bleeding from its wound.

Strike a target with a weapon attack. The target is rendered **BLEEDING** until cured or **INCAPACITATED**.

Camouflage

4 Build; Type: Defense

The ability to evade detection while unseen.

Nullify the entire effect of a **Detection Attack** and render the character **IMMUNE** versus **Detection** for 1 minute. In order to remain **IMMUNE** versus **Detection** the character must enter **cover** within 15 seconds of using this skill. This effect is **dispelled** if the character exits **cover** or takes any action affecting another being.

Conceal Corpse

3 Build; Type: Utility

The art of quickly and instantly covering a body from view.

While in an out of combat scenario, choose a **CRITICAL** or **DEAD** target within reach. The target is immediately **DISPLACED** into the closest **cover** within 50 feet, plus an additional 10 feet per point of either **Strength** or **Dexterity** known by the character, and rendered **CONCEALED** for 30 minutes or until they are moved out of **cover**.

Eviscerate

6 Build; Type: Attack (Damage)

A deadly laceration meant to expose one's insides.

Strike a target with a weapon attack. The target suffers 60 **body** damage. The character must fulfill **Backstab** conditions against the target to use this skill.

Feign Death

3 Build; Type: Reaction

The ability to fake death for a brief duration and appear no longer living to the observer.

At a chosen moment or when targeted by an attack, the character falls to the ground, is treated as **DEAD** for the purpose of all effects, and may only be targeted by skills which affect **DEAD** beings. This effect does not protect the character from environmental hazards and is **dispelled** if the character moves, speaks, or takes any other action. After 10 seconds, the character is considered out of combat.

Garrote

4 Build; Type: Attack (Status)

A technique targeting one's throat, disrupting their actions and preventing them from sounding an alarm.

Strike a target with a weapon attack. The target is **interrupted** from any action they were performing as a **bane** effect and is unable to speak for 1 minute.

Stealth Strike

5 Build; Type: Combo

A quick strike performed while unseen, so fast as to not break one's cover.

The character may use a coupled attack without dispelling the **CONCEALED status**.

Venom Blade

5 Build; Type: Utility, Combo

Applying poisonous venom to one's blade causing greater pain on the next strike.

After 5 seconds of **preparation**, the following attack used by the character deals +10 additional damage and renders the target **POISONED** until cured.

Waylay

4 Build; Type: Attack (Status)

A strong blow to the back of the head, meant to disorient and sometimes knock a target unconscious.

Strike a target with a weapon attack. The target is **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is **dispelled** if the target suffers an attack.

Paragons

Deadeye

10 Build; Type: Attack (Detection)

While concealed, able to see all others in concealment around them. While **CONCEALED**, the character may detect all **CONCEALED** targets within 25 feet. If the detection is defended, the character may not attempt to detect the target again for 1 minute or until the character uses another ability which would render them **CONCEALED**.

Hidden Strike

10 Build; Type: Alters Ability, Reaction

Able to quickly strike out an attack while actively avoiding detection.

When targeted by a **Detection Attack**, the character may **auto-hit** their base damage against the attacker without breaking concealment.

Murder

10 Build; Type: Alters Ability

Specializing in the art of Assassination. While in an out of combat scenario, **Assassinate** deals a maximum of 200 **body** damage. **Or:** when rendering a target **WAYLAID**, the character may use **Assassinate** on the target regardless of whether they fulfill the conditions of the attack.

Vanish

10 Build; Type: Utility

The art of disappearing immediately after killing a target.

When rendering a target **INCAPACITATED** or worse, become **CONCEALED** for 1 minute. This effect is dispelled if the character takes action affecting another being. If the character enters **cover**, they become **CONCEALED** as per the skill **Stealth**.

Bard Proficiencies

Body

The **Bard** gains +10 **body points**

Literacy: Prophecy

The character may decipher the written language of fate and is knowledgeable about **Bard** spells.

Sonic Damage

The character may deal **sonic** damage with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Bard Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase spells increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Charm

10 Build; Type: Attack (Status, Social)

The Bard is able to make almost any person feel like a friend.

After 1 minute of social interaction with a target, the target is **CHARMED** to the character for 1 minute. If this effect is defended, the character may not attempt to use it again on the same target for 1 minute. The time it takes to activate this ability is reduced by 10 seconds per point of **Charisma** known by the character to a minimum of 10 seconds.

Periodic Skills

Captivate

4 Build; Type: Attack (Social)

The character is able to enthrall an audience with their performance or demeanor.

Choose a target within 50 feet. The target must focus their attention on the character for 1 minute, unless the character directs them to look elsewhere. If the target is attacked, the effect is dispelled.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Acuity

Cantrip Sonata; Type: Negotiation, Utility

By manipulating the Weave, the character may sense the location of a specific inanimate object they have touched within the last 12 hours, provided it is within 1 mile.

Inspiration

Cantrip Enchantment; Type: Augment

With the power to uplift any audience, the Bard motivates their allies to improve their skills.

After 30 seconds of **preparation**, choose a target other than the caster within reach. The target gains +10 to the next skill they use which deals numerical damage or healing.

Minor Illusion

Cantrip Illusion; Type: Negotiation, Utility

This spell creates a small illusion undetectable to the untrained eye.

The character may make a small object invisible or create an image no larger than a typical humanoid. If touched by any being other than the character, the illusion is dispelled.

Requiem for the Dying

Cantrip Nocturne; Type: Utility, Channelled

This spell enshrouds a dying being in resonating Weave strands, causing their vital to stabilize.

Choose an **INCAPACITATED** or worse target within reach. While channelling this effect, the target becomes **IMMUNE** versus **Killing Blows** and they are treated as if time is not passing for the purpose of their **CRITICAL** count and healing skills. This effect is **dispelled** if the character moves more than 5 feet from the target or takes offensive action.

Lock/Unlock

Rank 1 Enchantment; Type: Utility

This spell creates or opens a lock.

Choose a container within reach. The container becomes locked and can not be opened. **Or:** after 30 seconds of preparation choose a lock within reach. The lock is opened.

Lyric of Restoration

Rank 1 Nocturne; Type: Healing

A spell that heals minor wounds.

Choose a target within reach. The target restores 10 **body** points.

Message

Rank 1 Riddle; Type: Utility

A brief message is sent to another being on the same plane of existence as the caster.

Choose a target whom the character knows. The target mentally receives a message of no more than one sentence in length from the character and may reply with a message of the same length.

Uncanny Grace

Rank 1 Riddle; Type: Defense

The target of this spell is kept on their feet by strands of the Weave.

Nullify the **TRIPPED** or **PINNED** effect of an attack. This ability may be granted to others as a **Latent** effect.

Comprehend Languages

Rank 2 Sonata; Type: Utility

Magic flows into the mind of the caster, helping them understand unfamiliar words.

The character is able to understand words written or spoken in another language, provided they are aware of the existence of the language.

Fortune's Dance

Rank 2 Fate; Type: Defense

When faced with an unfortunate situation, a Bard may manipulate the threads of fate to avoid it.

When targeted by the effect of a **trap**, the character nullifies the effect and reveals all hidden **traps** within 5 feet of the initial trap. This ability can be granted to others as a **Latent** effect.

Shared Fate

Rank 2 Fate; Type: Reaction, Redirect

This spell links the Bard with their assailant, forcing the target to suffer the same fate.

When targeted by an **Attack (Status or Mix)** skill, the attacker suffers all **statuses** dealt to the character. The character must still defend or succumb to the attack. This ability can be granted to others as a **Latent** effect.

Fanfare of Bravery

Rank 3 Fanfare; Type: Defense

This spell allows its target to face their fears.

Nullify the **FEARED** or **ENRAGED** effect of an attack and become **IMMUNE** versus **FEARED** for 1 minute. This ability can be granted to others as a **Latent** effect.

Nocturne of Refreshment

Rank 3 Nocturne; Type: Utility, Refresh

A soothing melody to restore energy to their target.

Choose a target within reach. The target **refreshes** one use of a **Periodic** skill.

Resonance

Rank 3 Sonata; Type: Utility, Channelled

The Bard may resonate the strands of the Weave to shield their allies.

While channeling this ability, all targets within reach of the character cannot be interrupted while performing effects with **preparation** times. This effect is **dispelled** if the character moves faster than a walking speed, uses any **Attack** skill, or after 30 minutes.

Sleep

Rank 3 Nocturne; Type: Attack (Status)

A tranquil song meant to lure the target to sleep.

Strike a target with a spell packet or weapon attack. The target is **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is dispelled if the target suffers an attack.

Enchanting Toll

Rank 4 Sonata; Type: Attack (Status)

A breeze in the air invokes the sound of bells, protecting the target from harm.

When targeted by a spell packet, ranged weapon, or **auto-hit** attack, become **HIGHLY RESISTANT** and render the attacker **SEALED** on that ability for 30 seconds.

Fanfare of Victory

Rank 4 Fanfare; Type: Augment

An ally of the Bard is empowered to be more proficient in combat.

Choose a target within reach. The target gains +1 **damage proficiency** of their choice and reduces the duration of the **FATIGUED status** to 10 seconds when targeted by it. This effect is **dispelled** when the target begins a **rest** or after 1 hour. **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Finale

Rank 4 Sonata; Type: Attack (Damage), Refresh

A burst of brilliant sparks are fired towards the target in an attempt to land a finishing blow.

Strike a target with a spell packet or weapon attack. The target suffers 30 **sonic** damage and is **STUNNED** for 10 seconds. If the target is rendered **INCAPACITATED** or worse, the character **refreshes** a rank 1 or 2 **spell slot**.

Riddle of Confusion

Rank 4 Riddle; Type: Attack (Status)

This spell causes its target to become confused and forget what they were doing.

Strike a target with a spell packet or weapon attack. The target is **CURSED** to take double the time to activate their abilities with **preparation** times.

Paragons

Exceptional Inspiration

10 Build; Type: Alters Ability

A motivational speech designed to help their allies in the worst of times.

When granting a target **Inspiration**, if used on an attack which is defended, the recipient may retain the use of **Inspiration**.

Performance

10 Build; Type: Skill

An uplifting show or a tale of caution, the choices are endless, but people always walk away feeling invigorated.

After 30 seconds of speaking or performing, the character may grant a **Latent** effect they are capable of casting to up to 5 people, only spending 1 **Spell Slot**.

Ridicule

10 Build; Type: Spell

Wielding criticism like a weapon, the Bard is quite capable of using piercing words against a foe.

After 10 seconds of verbal interaction with a target within 25 feet, spend a **Rank 2 Spell Slot**. The target is **CURSED** to deal -10 damage or healing on all numerical abilities, to a minimum of 10.

Spellsinger

10 Build; Type: Alters Ability

A Spellsinger's voice resonates with the weave so that it may carry their song and power for an extended duration.

When using **Fanfare of Bravery** or **Captivate**, the character may **channel** the effect as an **Aura**. All targets within 10 feet of the character are affected by the ability. The effect is **dispelled** if the character uses an **Attack** skill or after 10 minutes.

Berserker Proficiencies

Body

The **Berserker** gains +10 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Passive Skills

Ignore Pain

10 Build; Type: Negotiation, Utility

The ability to look past pain as if it were not there.

The character cannot be debilitated by effects which cause physical pain.

Interrogate

10 Build; Type: Inquiry

Forcing information out of a target through any means necessary.

The character may question an NPC with the supervision of the Marshal overseeing the encounter. The Marshal will specify the requirements and decide the result of the interrogation.

Overwhelming Odds

10 Build; Type: Utility, Refresh

The ability to summon inner strength while fighting alone.

When more than 25 feet away from the closest ally, if the character drops a target to **INCAPACITATED** or worse, they **refresh** one use of a **Periodic** skill.

Unstoppable Force

10 Build; Type: Utility

Able to use overwhelming force of strength to break out of mystical imprisonments.

After 20 seconds, the character is cured of the **IMPRISONED status** and suffers 10 **body** damage. In non-combat scenarios, the damage is reduced by 2 points per point of either **Constitution** or **Strength** known by the character.

Periodic Skills

Barrage

4 Build; Type: Attack (Damage)

A flurry of blows is unleashed on an enemy, increasing in power with each successive strike. Strike a target with a weapon attack. The target suffers 30 damage. Each additional time the character uses this attack on the same target, the damage is increased by +10, stacking up to a total of 60 damage.

Berserker Rage

4 Build; Type: Augment

You enter a trance-like fury as heated as fire or as callus as ice.

Become **ENRAGED** versus all enemies for 5 minutes. The character gains +1 **melee damage proficiency** and restores 10 **body** points. Any excess **body** over the character's maximum is gained as temporary **body** points which expire when the effect ends.

Crushing Blow

5 Build; Type: Attack (Status)

The ability to crush an object or target limb.

Strike a target limb with a weapon attack. The targeted limb suffers **BROKEN** until cured. If the attack strikes an **armament** the target is wielding, the target suffers **BROKEN** to that limb.

Decapitate

6 Build; Type: Attack (Damage)

A brutal weapon strike to an opponent's neck attempting to remove their head.

Strike a **STUNNED** target or a target who is **IMMOBILIZED** with a weapon attack. The target suffers 70 damage and is rendered **CRITICAL** if reduced to 0 **body** points.

Fear

3 Build; Type: Attack (Status, Social)

Instilling fear into the heart of a target.

Choose a target within 50 feet. The target is **FEARED** to the character for 30 seconds.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Resilience

4 Build; Type: Reaction

Emboldening one's core to persevere through traumatic attacks.

When targeted by an attack which deals damage, become **RESISTANT** to the effect.

Slaughter

6 Build; Type: Attack (Damage)

A deadly weapon strike meant to slaughter one's foe.

Strike a target with a weapon attack. The target suffers 60 damage.

Stunning Blow

3 Build; Type: Attack (Status)

A weapon blow meant to stun an opponent.

Strike a target with a weapon attack. The target is **STUNNED** for 10 seconds.

Throw

4 Build; Type: Attack (Status), Negotiation

The ability to throw an object or person with great force.

Choose a target within reach. The target is **DISPLACED** 10 feet in any direction and **TRIPPED** for 10 seconds. In non-combat scenarios, the distance of the effect is increased by 5 feet per point of **Strength** known by the character.

Paragons

Blood Thirst

10 Build; Type: Alters Ability

A berserker's thirst for battle is insatiable and their rage is prolonged.

When using **Berserker Rage**, all **melee Attack** skills do an additional +10 damage.

Enraged Mind

10 Build; Type: Alters Ability

A raging mind cannot be controlled and cannot be stopped.

When using **Berserker Rage**, the character is **IMMUNE** versus **FEARED**, **ENRAGED**, **CHARMED**, and **WAYLAID** for 1 minute.

Massacre

10 Build; Type: Utility

Mutilating a kill to cause fear to nearby spectators.

When rendering a target **INCAPACITATED**, **CRITICAL**, or **DEAD**, gain a **Latent** use of **Fear** which must be used within 5 seconds.

Undying Rage

10 Build; Type: Alters Ability

Raging against defeat to defy death.

When suffering an attack which would reduce the character to 0 **body** points, the character may use **Berserker Rage** as a **Reaction** after the attack is suffered.

Bounty Hunter

Proficiencies

Body

The **Bounty Hunter** gains +15 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Awareness

10 Build; Type: Utility

Feeling the presence of nearby beings, even if they remain unseen.

When a **CONCEALED** being enters within 25 feet of the character, the character becomes aware of their presence. This does not allow the character to see the being.

Investigation

10 Build; Type: Inquiry

Skilled at viewing a scene and noticing details and clues to uncover the truth of a situation.

The character may petition a Marshal overseeing an encounter for information or hints related to the scene.

Stealth

10 Build; Type: Utility

The ability to conceal oneself and move around undetected.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not dispelled.

Trapper

10 Build; Type: Inquiry, Utility

The ability to track targets as well as set and disarm traps for them.

The character may track an NPC who has fled an encounter. They must roll on the **Tracking Chart** at Logistics to determine the outcome. **Or:** petition a Marshal to attempt to track a target. The Marshal will determine the requirements and outcome of the tracking. **Or:** after 5 seconds of **preparation**, spend a **Consumable** item or **trap kit** and mark a location as a **trap**. The first being to touch the trigger suffers the effect and the trap is consumed. **Or:** after 30 seconds of preparation, choose a trap within reach and it is considered triggered without affecting any beings.

Periodic Skills

Avoid

4 Build; Type: Defense

Able to avoid nearby and immediate danger.

Nullify the entire effect of a **trap** or **Area Effect** attack targeting the character.

Bola

3 Build; Type: Attack (Status), Combo

Throwing a device at a target intended to trip them up and cause them to fall.

Strike a target with a spell packet or weapon attack. The target is **TRIPPED** for 10 seconds. This skill may be used as a **Combo** with another attack.

Caltrops

3 Build; Type: Attack (Status)

Using a handful of tiny jagged pieces to slow down a target's movement.

Choose a target within reach. The target is **SLOWED** for 30 seconds.

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Disarm/Retain

5 Build; Type: Attack (Status), Defense

Causing a target to drop something in their hand or holding onto something for dear life.

Strike a target weapon with a weapon attack. The wielder of the weapon may not use it for any purpose for 10 seconds. **Or:** nullify the entire effect of this skill targeting the character.

Flash Bomb

5 Build; Type: Attack (Status), Area Effect

A small projectile bomb that causes loud and bright flashes, effectively stunning nearby targets.

Choose 3 targets within a 5 foot cone in front of the character. The targets are **STUNNED** for 10 seconds.

Harpoon

5 Build; Type: Attack (Status), Reaction

Using a specialized device to hook onto a target and forcefully pull them to you.

Strike a target with a spell packet or ranged weapon attack. The target is **DISPLACED** to the character's location and **TRIPPED** for 10 seconds. **Or:** When a being within 25 feet is **DISPLACED** in any direction, they are instead **DISPLACED** to the character's location and **TRIPPED** for 10 seconds.

Keen Senses

5 Build; Type: Attack (Detection)

Heightened senses allow one to see through concealments.

Choose a **CONCEALED** target within 25 feet. The character may ignore the **CONCEALED status** on that target for 5 minutes.

Pursue

5 Build; Type: Reaction, Movement

The art of hunting down a target who is actively fleeing.

When a being within 10 feet is voluntarily **DISPLACED**, the character may also become **DISPLACED** and follow their movement the same distance.

Quick Bind

4 Build; Type: Attack (Status)

In one fluid motion, a person's limbs are bound in place by rope, netting, or other contraptions.

Strike a target with a weapon attack. The target is **IMMOBILIZED** and unable to use their limbs for 1 minute. A being other than the target may remove this effect after spending 5 uninterrupted seconds in contact with the target. Additionally, while the character remains in contact with the target, their **CRITICAL** timer is paused. This effect is **dispelled** if the target suffers an attack that deals damage.

Paragons

Pitfall

10 Build; Type: Alters Ability

Sometimes a bigger trap will do the trick.

After 10 seconds of **preparation**, mark a location on the ground as a **trap**. When triggered, the target and all beings within 5 feet of them are rendered **TRIPPED**. The targets may not move more than 5 feet from the trap trigger for 5 minutes. This effect can be ended early by the target spending 30 uninterrupted seconds taking no action other than freeing themselves from the trap.

Renown

10 Build; Type: Utility

So renowned is the Bounty Hunter that their targets fluster under the pursuit of them.

When using **Pursue** or **Harpoon**, the character and their allies gain +1 damage against that target for 1 minute. **Or:** when using **Investigate** to gather information from people, the character may gain additional information at the discretion of the Marshal.

Skilled Trapper

10 Build; Type: Alters Ability

Skilled with traps, the Bounty Hunter knows how to quickly conceal them from their quarry.

After 10 seconds of **preparation**, choose a trap within reach. The trap becomes **CONCEALED** until triggered or disassembled. The character may increase the length of string used for the trigger to 10 feet.

Unyielding Pursuit

10 Build; Type: Alters Ability

Their sights set on a target, there is little a Bounty Hunter's prey can do to discourage them.

After using **Pursue** on a target, the character's **Attack (Status and Mix)** skills used against the target are considered **bane** effects. This effect may be maintained on no more than one target at a time.

Brute Proficiencies

Body

The **Brute** gains +15 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Passive Skills

Detect Weakness

10 Build; Type: Utility

Sizing up an opponent to figure out the best way to hurt them.

After 30 seconds of concentration on a target within 50 feet, the target must report to the character any damage types to which they are **WEAK**, or other weaknesses, if applicable. The time to activate this skill is reduced by 5 seconds per point of **Wisdom** known by the character to a minimum of 5 seconds.

Interrogate

10 Build; Type: Inquiry

Forcing information out of a target through any means necessary.

The character may question an NPC with the supervision of the Marshal overseeing the encounter. The Marshal will specify the requirements and decide the result of the interrogation.

Stone Fists

10 Build; Type: Utility

Hardened fists and forearms.

While wielding only brawlers or no weapon at all, the character's forearms count as **bucklers**. The character may not wear any other **buckler** while benefiting from this skill.

Toughness

10 Build; Type: Passive

A calloused and conditioned Brute.

The character reduces the damage of all **periodic Attack** skills targeting them by 5.

Periodic Skills

Barrage

4 Build; Type: Attack (Damage)

A relentless set of attacks that becomes more severe with each strike.

A flurry of blows is unleashed on an enemy, increasing in power with each successive strike. Strike a target with a weapon attack. The target suffers 30 damage. Each additional time the character uses this attack on the same target, the damage is increased by +10, stacking up to a total of 60 damage.

Body Block

4 Build; Type: Attack (Status)

Slamming your shoulder into an opponent to knock them down.

Choose a target within reach. The target is **TRIPPED** and **STUNNED** for 10 seconds.

Crushing Blow

5 Build; Type: Attack (Status)

The ability to crush an object or target limb.

Strike a target limb with a weapon attack. The targeted limb suffers **BROKEN** until cured. If the attack strikes an **armament** the target is wielding, the target suffers **BROKEN** to that limb.

Debilitate

4 Build; Type: Attack (Status)

A targeted strike meant to exhaust or take the wind out of someone.

Strike a target with a weapon attack. The target is **FATIGUED** for 30 seconds.

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Fear

3 Build; Type: Attack (Status, Social)

A quick look or phrase to invoke a powerful sense of dread.

Choose a target within 50 feet. The target is **FEARED** to the character for 30 seconds.

Feat of Strength

4 Build; Type: Negotiation, Utility

The Brute is capable of incredible feats of power.

If the action involves moving weight, it may be up to 300 lbs, plus an additional 300 lbs per point of **Strength** known by the character.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Mug

3 Build; Type: Attack (Social)

A threatening motion or phrase in order to take someone's items.

Choose a target within reach. The target must give the character their pickpocketing clothespin, if applicable. Full rules of pickpocketing detailed in **Pickpocketing and Theft** (p.)

Subdue

4 Build; Type: Attack (Status), Channelled

Preventing a target from being able to lash out.

Choose a target within reach. The target is **IMMOBILIZED** and unable to use their limbs as long as the character remains in contact with them. This effect is **dispelled** if the character takes offensive action.

Paragons

Dirty Fighting

10 Build; Type: Alters Ability

When keeping someone bound, the Brute is capable of small quick strikes.

While using **Subdue**, the character may make melee attacks with their free hand.

Imposing Presence

10 Build; Type: Passive

A hulking menace that looms over their prey.

When rendering a target **INCAPACITATED**, **CRITICAL**, or **DEAD**, gain a **Latent** use of **Fear** which must be used within 5 seconds.

Infamy

10 Build; Type: Augment

A terrifying reputation which a Brute can exploit.

The character gains +1 **damage proficiency** against targets which are **ENRAGED** or **FEARED** to them.

Upheaval

10 Build; Type: Alters Ability

A sudden disruptive slam which displaces the surrounding opponents.

Spend a use of **Body Block** and choose 3 targets within a 5 foot cone in front of the character. The targets are **DISPLACED** 10 feet away from the character.

Buccaneer Proficiencies

Body

The **Buccaneer** gains +10 **body points**

Literacy: Prophecy

The character may decipher the written language of fate and is knowledgeable about **Bard** spells.

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Blind Fighting

10 Build; Type: Utility

A tempered form of awareness helps guide someone through the loss of their sight.

The character may ignore the effects of the **BLIND status** on beings within 10 feet of them.

Deep Breath

10 Build; Type: Utility

Calm nerves and strong lunges allow one to act while under pressure.

The character may hold their breath for up to 1 minute, plus an additional minute per point of **Constitution** known by the character.

Tolerance

10 Build; Type: Utility, Healing

A hearty and enduring person can shake off most illnesses or strong drinks.

After 1 minute of suffering **POISONED** or **DISEASED**, the character is cured of the **status**.

Treasure Sense

10 Build; Type: Inquiry

A discerning eye and keen mind that can recall the value and stories of rare pieces of treasure. After 30 seconds of study, the character may determine the value of an item of treasure, plus any lore related to the item's background, if applicable.

Periodic Skills

Achilles Shot

4 Build; Type: Attack (Status)

A precise strike which hits the back of the target's ankle.

Strike a target with a weapon attack. The target is **TRIPPED** for 10 seconds and suffers a **BROKEN LEG** until cured.

Death Wish

5 Build; Type: Attack (Status)

Calling out a foe exposes them to devious attacks.

Choose a target within 10 feet. The target becomes **WEAK** versus attacks that strike them from behind.

Deflect

6 Build; Type: Defense

A skilled combatant can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Eviscerate

6 Build; Type: Attack (Damage)

A deadly laceration meant to expose one's insides.

Strike a target with a weapon attack. The target suffers 60 **body** damage. The character must fulfill **Backstab** conditions against the target to use this skill.

Fear

3 Build; Type: Attack (Status, Social)

A quick look or phrase may invoke a powerful sense of dread.

Choose a target within 50 feet. The target is **FEARED** to the character for 30 seconds.

Improvised Weapon

5 Build; Type: Combo

Quick thinking helps turn just about anything into a weapon.

The coupled attack **auto-hits** a target within reach of the character.

Insult

5 Build; Type: Attack (Status, Social), Augment

Meant to throw an opponent off kilter, a few vicious words can go a long way.

Choose a target within 25 feet. The target is **ENRAGED** to the character and the character gains +1 **damage proficiency** against them for 30 seconds.

Nail

3 Build; Type: Attack (Status)

Using a small knife or other projectile, an accurate shot may pin an opponent's limb against a nearby surface.

Strike a target with a weapon attack. The target is **PINNED** for 1 minute. If the target is standing within 5 feet of a wall or similar surface, the character may choose to additionally immobilize the target's arm. The arm cannot be used for any purpose until the **PINNED status** ends.

Pistol Whip

5 Build; Type: Attack (Mix)

The character knows the proper way to strike an opponent with an arquebus.

Choose a target within reach. The target suffers 30 damage and is **WAYLAID** for 1 minute or until attacked.

Quick Bind

4 Build; Type: Attack (Status)

In one fluid motion, a person's limbs are bound in place by rope, netting, or other contraptions.

Strike a target with a weapon attack. The target is **IMMOBILIZED** and unable to use their limbs for 1 minute. A being other than the target may remove this effect after spending 5 uninterrupted seconds in contact with the target. Additionally, while the character remains in contact with the target, their **CRITICAL** timer is paused. This effect is **dispelled** if the target suffers an attack that deals damage.

Paragons

Black Spot

10 Build; Type: Alters Ability

The Black Spot is feared by many for good reason, as it exposes its target to all sorts of dangers.

When using **Death Wish**, the target is additionally **WEAK** to all attacks made by the character.

Cast Net

10 Build; Type: Alters Ability

Keeping a net on hand is always useful.

When using **Quick Bind**, the character may target up to 2 additional targets within reach.

Dread

10 Build; Type: Alters Ability

Either through reputation, stern looks, or dangerous threats, the Buccaneer can instill a dire sense of fear to a crowd.

When using **Insult** or **Fear**, the character may choose 3 targets within range.

Sea Shanties

10 Build; Type: Spells

Songs passed down by seafaring travelers to help pass the time eventually turning into morale boosting shanties.

Gain any 2 spells that appear on the **Bard class**. The character may spend 3 seconds and a use of **Death Wish** to cast a spell, or cast them normally, if they have **Spell Slots**.

Cavalier Proficiencies

Alignment: Order

Gain the **order** alignment.

Body

The **Cavalier** gains +20 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Passive Skills

Courage

10 Build; Type: Utility

With bravery and conviction, the Cavalier can face even the most terrifying opponents.

Reduce the duration of any effect which inflicts the **FEARED** status to 10 seconds. **Bane** effects will bypass this reduction.

Determination

10 Build; Type: Utility

The Cavalier's resolve in battle is unparalleled.

While suffering from a **BROKEN ARM**, the character may still wield a weapon and make attacks no more than once per 5 seconds. If the weapon wielded in that arm is struck by an attack, the character must still suffer the effect of the attack, but may reduce any damage taken in this way by half. **Bane** effects will bypass this passive.

Diplomacy

10 Build; Type: Utility

The Cavalier is well versed in dealing with confrontational situations.

When a being in a conversation with the character says something which angers another participant, the character may defuse the situation, provided no participants are in combat with each other.

Nobody Left Behind

10 Build; Type: Utility, Channelled

The Cavalier is driven to make sure none of their allies are left for dead while there is a chance they can be saved.

The character may carry a willing **INCAPACITATED** or **CRITICAL** target at any speed and pauses the target's **CRITICAL** timer as long as they remain in contact with the target.

Periodic Skills

Armor Patch

4 Build; Type: Healing

Those trained and often wear armor learn to perform quick adjustments to fix minor wear to it.

After 15 seconds of **preparation**, the character restores 15 **armor** points.

Coordinated Assault

4 Build; Type: Attack (Damage)

Through quick planning in the heat of the moment, a Cavalier will direct their allies to swiftly deal with their opponent.

Strike a target with a weapon attack. The target suffers 30 damage, increased by +5 damage for every ally within 10 feet, to a maximum of 50 total damage.

Deflect

6 Build; Type: Defense

A skilled combatant can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Embolden

4 Build; Type: Augment

A good leader is capable of giving a rousing speech to grant hope to their comrades.

Choose a target. After 30 seconds of verbal interaction, the target gains +10 healable **body** points, expiring when they begin a **rest** or after 1 hour.

Incite

4 Build; Type: Attack (Status, Social)

To protect those around them, a Cavalier will do what they must to get the attention of their foe.

After 5 seconds of verbal interaction, choose a target within 25 feet. The target is **ENRAGED** versus the character for 30 seconds.

Inspire

5 Build; Type: Healing, By My Voice

The Cavalier can raise morale in the middle of a battle to reinvigorate allies.

All allies that can hear the character restore 10 **body** points, excluding the character.

Instill Confidence

4 Build; Type: Healing, Augment

The Cavalier shows allies that fear must be taken on head first.

Choose a target within reach. The target is cured of the **FEARED status** and the gains +1 **damage proficiency** for 5 minutes.

Intercede

6 Build; Type: Defense

Defense is second nature, trained to shield their allies and themselves in a single fluid motion.

Nullify the entire effect of an attack targeting a being within reach other than the character.

Parry

3 Build; Type: Defense

A simple defense meant to turn away simple attacks.

Nullify the entire effect of a base damage attack.

Shield Bash

4 Build; Type: Attack (Mix)

The Cavalier bashes an opponent out of the way.

Choose a target within reach. The target suffers 30 damage and is **DISPLACED** 10 feet away from the character. If the character does not have a **Shield** equipped, they may call this skill **Bash**.

Paragons

Battle Cry

10 Build; Type: Alters Ability

An impassioned call meant to rally their allies and turn the tide of battle.

When using **Shield Bash**, increase the healing of the next **Inspire** used by the character by +10 **body** points, stacking up to a total of 50 **body**. This effect is called as **Battle Cry**.

Chivalry

10 Build; Type: Passive, Healing

Protecting the innocent no matter the cost, the shining beacon of valiance is quick to recover while dedicating themselves to helping others.

When using **Intercept** to redirect an Attack skill, the character restores 10 **body** points.

Intercept may be used once per second.

Hero's Last Stand

10 Build; Type: Skill

Rising to the challenge, even when facing the inevitable, a Cavalier will put their life on the line.

The character becomes **HIGHLY RESISTANT** to all attacks and is restored to their maximum **body** point total and 3 uses of **Perfect Guard**. After 10 minutes, or if the target becomes **INCAPACITATED** or worse, this effect ends and the character is rendered **DEAD**. The character must be resurrected and roll on the **Death Chart**. If the character would be rendered **IMPRISONED**, the duration of **Hero's Last Stand** is paused.

King's Guard

10 Build; Type: Alters Ability

Cavaliers are stalwart defenders that are capable of stopping the most devastating attacks.

When using **Intercede** on an **Area Effect** attack, the skill nullifies the entire effect of the attack for all targets.

Cleric Proficiencies

Casting Source

The **Cleric** starts with the **Priest** class as their **Alignment**, **Literacy**, and **Damage** source. With backstory or Marshal approval, this source may change to another **caster** class.

Alignment: Varies

Gain the alignment associated with the character's chosen casting source, if any.

Body

The **Cleric** gains +10 **body points**

Literacy: Varies

Gain the Literacy associated with the character's chosen casting source.

Damage (Varies)

The character may deal the damage type associated with the chosen source with all base damage attacks.

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Cleric Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Periodic Skills

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack.

Divine Sanctuary

5 Build; Type: Channelled, Barrier

A ward of energy wreaths itself around the Cleric and their charge.

The character extends their hand in front of them, palm facing out. While channelling this effect, an impenetrable **barrier** exists around the character and up to one willing target within reach.

This effect is **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Embolden

4 Build; Type: Augment

The Cleric grants a blessing to an ally, imparting protection upon them.

Choose a target. After 30 seconds of verbal interaction, the target gains +10 healable **body** points, expiring when they begin a **rest** or after 1 hour.

Judgment

4 Build; Type: Attack (Damage), Augment

An enemy is marked by the Cleric's power to suffer the onslaught of their attacks.

Strike a target with a weapon attack. The target suffers 20 damage and the character gains +1 **damage proficiency** against them for 5 minutes.

Smite

6 Build; Type: Attack (Damage), Combo

The Cleric's strike is empowered to punish those who oppose their calling.

Strike a target with a weapon attack. The target suffers 20 damage and the character may instantly cast one spell with no casting or cooldown time.

Spell Slot (Rank 1)*1 Build*

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)*1 Build*

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Passive Skills

Contemplation*10 Build; Type: Inquiry*

After some time of reflection, the Cleric may petition for answers to their pressing questions.

The character may petition a Marshal for information regarding an item or situation. If the Marshal approves the request, they will specify the requirements to complete the research.

Courage*10 Build; Type: Utility*

A Cleric's devotion grants them the strength of will to push through their greatest fears.

Reduce the duration of any effect which inflicts the **FEARED** status to 10 seconds. **Bane** effects will bypass this reduction.

Spells

Consecrate*Cantrip Blessing; Type: Negotiation, Utility*

A Cleric may empower an object or symbol of their faith with the presence of their alignment.

Any being of the opposite alignment of the character's who touches the item feels an uncomfortable burning or cold sensation. The character may petition a Marshal to allow other effects.

Divine Chains*Rank 1 Wrath; Type: Attack (Status)*

The cleric forms their divinity into physical form, lashing chains around their enemy.

Strike a target with a spell packet or weapon attack. The target is **PINNED** for 1 minute.

Create Food and Water

Rank 1 Sanctification; Type: Negotiation, Utility

A simple yet hearty meal summoned into a dish, along with a mug of clean, fresh water.

The meal is enough to sustain a typical adult **Humanoid** for 12 hours.

Grovel

Rank 1 Wrath; Type: Attack (Status)

Taking on the visage of deity for a moment, the cleric strikes awe into their enemy, forcing them to their knees.

Strike a target with a spell packet or weapon attack. The target is **TRIPPED** for 10 seconds.

Rebuke

Rank 1 Wrath; Type: Attack (Status)

The divine nature of any deity is an awesome force in itself, and the cleric may invoke a small sliver of that to push away their enemies.

Strike a target with a spell packet or weapon attack. The target is **DISPLACED** 10 feet away from the character.

Bless Weapon

Rank 2 Wrath; Type: Augment

The cleric infuses a weapon with the energy of their faith.

Choose a target within reach. The target gains +1 **damage proficiency** for 5 minutes and must use **divine** damage for the duration.

Cleanse

Rank 2 Sanctification; Type: Healing

The Cleric uses the divine energy of their faith to cure their ailments.

Choose a target within reach. The target is cured of any one **status** other than **CURSED**.

Divine Wrath

Rank 2 Wrath; Type: Attack (Status)

A spell that leaves a mark on the cleric's target, that inflicts a constant wracking pain.

Strike a target with a spell packet or weapon attack. The target is rendered **BLEEDING** until cured or **INCAPACITATED**.

Penance

Rank 2 Wrath; Type: Reaction, Attack (Status)

The cleric is protected by a divine barrier that explodes outward against unseen attacks.

When targeted by an attack from a **CONCEALED** being, the attacker is **STUNNED** for 10 seconds.

Leap of Faith

Rank 2 Sanctification; Type: Utility, Movement

The cleric temporarily summons divine wings to carry them towards their destination.

The character is **DISPLACED** 50 feet in any direction. If used in combat, the character may only move away from enemies.

Paragons

Acolyte

10 Build; Type: Spell

A cleric's service is not always devotion to a god, but sometimes a cause or other powers. An acolyte is one who has devoted themselves to these other forces and has gained additional powers because of it.

Choose a **spellcaster** or **hybrid spellcaster** class that matches the character's chosen casting source. Add 3 spells from that class of rank 1 or 2 to the character's **spell list**.

Ardent Smite

10 Build; Type: Alters Ability

With the full force of their belief behind each smite, the Cleric is able to channel spells with fervent precision.

When using **Smite**, the attack deals an additional +10 damage. If the coupled **spell** is an attack, it may be **autohit** on the initial target.

Avenging Wrath

10 Build; Type: Alters Ability

Seeking to strike down their opponent, this power strengthens each attack with divine wrath.

When using **Judgment**, the character may stack the damage augment up to +5 against that target.

Celestial Guidance

10 Build; Type: Skill, Healing

*By asking for guidance in a time of need, the Cleric can overcome the odds to pursue their foe. Choose a visible target. After 30 seconds of **preparation**, for the duration of the encounter, restore 1 **body point** every time the character successfully strikes the target. The **body points** restored by this skill cannot be increased by other skills. This effect may be maintained on no more than one target at a time.*

Dragoon

The Dragoon chromas associated with your setting can be found on your game's website.

Proficiencies

Alignment: Varies

Gain the alignment associated with the character's dragon chroma, if any.

Body

The **Dragoon** gains +15 **body points**

Literacy: Draconic

The character may decipher the written language of dragons.

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Passive Skills

Cloak of the Dragon

10 Build; Type: Augment

Through rigorous training, the Dragoon has learned how to properly layer and utilize their armor.

The character gains +20 **Natural Armor points**. This AP refreshes upon completion of **rest**.

Commune with Spirits

10 Build; Type: Inquiry

A focused Dragoon may trigger visions or dream-like states to gain memories and wisdom from draconic spirits.

The character may petition a Marshal for information regarding an item or situation. If the Marshal approves the request, they will specify the requirements to complete the research.

Courage

10 Build; Type: Utility

With bravery and conviction, the Dragoon can face even the most terrifying opponents.

Reduce the duration of any effect which inflicts the **FEARED** status to 10 seconds. **Bane** effects will bypass this reduction.

Treasure Sense

10 Build; Type: Inquiry

A discerning eye and keen mind that can recall the value and stories of rare pieces of treasure.

After 30 seconds of study, the character may determine the value of an item of treasure, plus any lore related to the item's background, if applicable.

Periodic Skills

Armor Patch

4 Build; Type: Utility

Those trained and often wear armor learn to perform quick adjustments to fix minor wear to it.

After 15 seconds of **preparation**, the character restores 15 **armor** points.

Deflect

6 Build; Type: Defense

A skilled combatant can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Dragon Breath

5 Build; Type: Attack (Mix), Area Effect

Channelling the power of their draconic spirit, a Dragoon may expel a powerful attack.

Choose 3 targets within a 5 foot cone in front of the character. The targets suffer 20 damage and are **WEAK** versus the character's chroma damage type for 1 minute. This attack deals the damage type associated with the character's chroma.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Incite

4 Build; Type: Attack (Status, Social)

To protect those around them, a Dragoon will do what they must to get the attention of their foe.

After 5 seconds of verbal **preparation**, choose a target within 25 feet. The target is **ENRAGED** versus the character for 30 seconds.

Puncture

3 Build; Type: Attack (Damage), Combo

Knowledgeable about the intricacies of armor, the Dragoon may strike a target in ways that bypass their defenses. Strike a target with a weapon attack.

Strike a target with a weapon attack. The target suffers 10 **body** damage. This skill may be coupled with another **Attack (Damage or Mix)** skill instead of its normal effect to increase its damage by 10 and have the Attack deal **body** damage.

Resilience

4 Build; Type: Reaction

Like the scales of a dragon, Dragoons have trained their bodies to withstand powerful assaults.

When targeted by an attack which deals damage, become **RESISTANT** to the effect.

See Magic

5 Build; Type: Attack (Detection)

Calling upon their supernatural eyesight, the Dragoon is able to sense the magic in the world around them.

Choose a **CONCEALED** target within 25 feet. The character may ignore the **CONCEALED status** on that target. **Or:** choose an object within 25 feet which is visible to the character. The character may determine if the item is supernatural in nature.

Spirit of the Dragon

4 Build; Type: Augment

The Dragoon is infused by the power of their ancestor, making them stronger and able to call upon perfect freedom of movement.

The character gains +1 **damage proficiency** for 5 minutes and must use the damage type of their Dragoon Chroma for the duration. The character becomes **IMMUNE** versus **IMPRISONED** for 1 minute.

Trip

3 Build; Type: Attack (Status)

A quick strike to knock a target off balance.

Strike a target with a weapon attack. The target is **TRIPPED** for 10 seconds.

Paragons

Draconic Glyph

10 Build; Type: Alters Ability

Utilizing the ancient markings of their ancestors, the Dragoon is able to infuse their body with strength and fortitude.

The character is **RESISTANT** versus the damage type associated with their chroma. Additionally, **Dragon Breath** deals +10 damage.

Glyph of Vigor

10 Build; Type: Alters Ability

An ancient symbol of power, marked on the Dragoon's body to strengthen their fortitude.

When using **Resilience**, the character gains **armor** points equal to half the initial damage of the attack, **stacking** up to 50 AP.

Protector

10 Build; Type: Passive

Some Dragoons throughout history have embraced a protective nature. Those who do become skilled at taking attacks upon themselves and minimizing their effects.

When using **Intercept**, the character is **RESISTANT** versus the effect.

Intercept may be used once per second.

Vicious Impale

10 Build; Type: Alters Ability

With fierce strength, the Dragoon may drive their attack through a target and into the ground.

Spend a use of **Impale** and strike a target with a weapon attack. The target suffers 40 damage and is **PINNED** for 1 minute.

Dreadnought Proficiencies

Alignment: Chaos

Gain the **chaos** alignment.

Body

The **Dreadnought** gains +10 **body points**

Literacy: Abyssal

The character may decipher the written language of the Abyss and is knowledgeable about **Hexer** spells.

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Passive Skills

Chaotic Madness

10 Build; Type: Reaction

Madness drags in those who go looking for it.

When targeted by an **Attack (Social)**, deal 10 damage to the attacker.

Consume Power

10 Build; Type: Utility, Negotiation

The Dreadnought can tap into the latent entropic side of chaos to pull away energy and power from objects, making them inert.

Determination

10 Build; Type: Utility

Infused with a font of chaotic power, the Dreadnought is able to shrug off the pain of broken bones.

While suffering from a **BROKEN ARM**, the character may still wield a weapon and make attacks no more than once per 5 seconds. If the weapon wielded in that arm is struck by an attack, the character must still suffer the effect of the attack, but may reduce any damage taken in this way

by half. **Bane** effects will bypass this passive.

Interrogate

10 Build; Type: Inquiry

Forcing information out of a target through any means necessary.

The character may question an NPC with the supervision of the Marshal overseeing the encounter. The Marshal will specify the requirements and decide the result of the interrogation.

Periodic Skills

Backlash

3 Build; Type: Utility

Protecting oneself with chaotic energy is dangerous and if used improperly can lead to disastrous results, but properly channeled this ability is incredibly effective.

Choose a **status** effect. For 1 minute, the character is **IMMUNE** versus that status and **WEAK** versus attacks which deal radiant damage.

Chaos Blast

5 Build; Type: Attack (Status)

Imbuing an opponent with a seed of entropic energy causes them to lose the possibility to be protected by barriers and shields.

Strike a target or their shield, including a target within a **Barrier**, with a spell packet or weapon attack. The target is **CURSED** with the following effect for 5 minutes: all attacks that strike the target's shield are considered valid attacks and must be suffered or defended. The target cannot be protected by **Barrier** effects.

Chaotic Alteration

3 Build; Type: Attack (Status, Social)

A Dreadnought can imbue an opponent with chaotic energy, causing them to view their friends as enemies.

Choose a target within 10 feet. The target is rendered **ENRAGED** against their allies within 25 feet for 30 seconds.

Crushing Blow

5 Build; Type: Attack (Status)

The ability to crush an object or target limb.

Strike a target limb with a weapon attack. The targeted limb suffers **BROKEN** until cured. If the attack strikes an **armament** the target is wielding, the target suffers **BROKEN** to that limb.

Decimate

5 Build; Type: Attack (Damage)

Dreadnoughts may gather chaotic energy over time to empower devastating attacks.

Strike a target with a weapon attack. The target suffers 30 damage. The character may spend 5 seconds of **preparation** to increase the damage by +10, stacking up to 60 total damage.

Feat of Strength

4 Build; Type: Negotiation, Utility

The Dreadnought is capable of incredible feats of power.

If the action involves moving weight, it may be up to 300 lbs, plus an additional 300 lbs per point of **Strength** known by the character.

Resilience

4 Build; Type: Reaction

Skilled Dreadnoughts have conditioned themselves to persevere through traumatic attacks.

When targeted by an attack which deals damage, become **RESISTANT** to the effect.

Slaughter

6 Build; Type: Attack (Damage)

A deadly weapon strike meant to slaughter one's foe.

Strike a target with a weapon attack. The target suffers 60 damage.

Sunder Armor

4 Build, Type: Attack (Status)

Those with incredible power behind their attacks can crush even the strongest armor.

Strike a target with a weapon attack. The target cannot gain or benefit from **armor** points for 5 minutes. This effect can be ended early by spending 30 seconds adjusting the armor without interruption.

Terror

4 Build; Type: Attack (Status, Social)

Looking deep within a foe, the Dreadnought can terrify them to the core and cause the target to lose the will to fight altogether.

Choose a target within 50 feet. The target is **FEARED** to the character for 30 seconds and **FATIGUED** for 30 seconds.

Paragons

Chaos Warrior

10 Build; Type: Spell

By refining the chaotic power the Dreadnought has embraced, they may become able to delve into darker magics.

Gain any 2 spells that appear on the **Hexer class**. The character may spend 3 seconds and a use of **Chaotic Alteration** to cast a spell, or cast them normally, if they have **Spell Slots**.

Desolation

10 Build; Type: Passive

Skilled Dreadnoughts, or those who are desperate for more power, may sacrifice their own essence to empower themselves.

When using an Base list **Attack** skill, the character may spend 4 unhealable **body** points to activate the ability instead of expending the skill. **Or:** When using a Base list **Defense** skill, the character may spend 8 unhealable **body** to activate the ability instead of expending the skill. After **resting** for 10 consecutive minutes, the **body** points spent on this effect become healable.

Despair

10 Build; Type: Skill

A blood curdling scream may cause those around the Dreadnought to flee in terror.

Spend a use of **Terror** and choose 3 targets within 25 feet. The targets are **FATIGUED** for 30 seconds.

Mark of the Abyss

10 Build; Type: Alters Ability

Few beings are ever meant to be marked by the abyss.

Forcing this mark onto a target floods them with deadly energy that causes their body to break down. When using **Chaotic Alteration**, the target is additionally rendered **BLEEDING** until cured or **INCAPACITATED**.

Druid

Proficiencies

Alignment: Order

Gain the **order** alignment

Body

The **Druid** gains +10 **body points**

Literacy: Primal

The character may decipher the written language of natural forces and is knowledgeable about **Druid** spells.

Primal Damage

The character may deal **primal**, and **radiant** damage with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Druid Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase spells increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Commune With Nature

10 Build; Type: Inquiry

After some time spent in nature, the Druid may petition for answers to their pressing questions.

The character may petition a Marshal for answers about the properties of an item, or to answer questions about a plot.

Periodic Skills

Dodge

5 Build; Type: Defense

The druid's natural instincts kick in as they deftly evade a ranged attack.

Nullify the entire effect of a spell packet or ranged weapon attack that targets them.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Decompose

Cantrip Decay; Type: Negotiation, Utility

The cycle of life sometimes needs help ushering to renewal, primal energies breaking down matter in rapid decay.

Choose a target organic object within reach. The object completely vanishes due to rapid natural decomposition. Additionally the character can choose to have natural plant life or fungi appropriate to that location instantly grow in that spot.

Germinate

Cantrip Flora; Type: Negotiation, Utility

Growth spurred by the abundant energy of the Druid.

The character can rapidly grow flora life within 10 feet of them. Additionally they can exert some control over plantlife and rudimentarily commune with plants.

Regenerate

Cantrip Vitality; Type: Healing

The Druid invokes the life energy of Arawyn to construct or reconstruct a person's body.

After 30 seconds of concentration on a target, the target is restored to 1 body point from the **INCAPACITATED** or **CRITICAL** status. **Or:** After 10 minutes of interaction with a spirit, restore a target to their maximum body point total from the **DEAD** status. The character may optionally consider themselves to be in the Spirit Realm and must don a blue headband for the duration of the resurrection. The target must roll on the **Death Chart** or suffer **Resurrection Sickness**.

Speak with Animals

Cantrip Fauna; Type: Negotiation, Utility

The druid is able to communicate with animals.

Choose a natural creature within 25 feet. The character and creature can understand each other's speech for 5 minutes.

Decay Into Earth

Rank 1 Decay; Type: Reaction

The druid decays where they stand, appearing to all as a rotting corpse.

When targeted by an attack, the character falls to the ground, is treated as **DEAD** for the purpose of all effects, and may only be targeted by skills which affect **DEAD** beings. This effect does not protect the character from environmental hazards and is **dispelled** if the target moves, speaks, or takes any other action. This ability may be granted to other beings as a **Latent** effect.

Grasp with Roots

Rank 1 Flora; Type: Attack (Status)

Roots from deep within the earth burst through the ground and latch onto a foe.

Strike a target with a spell packet. The target is **PINNED** for 1 minute.

Inviolate Ward

Rank 1 Vitality; Type: Defense

Imbues a target with the cleaning power of nature to resist poison.

Nullify the **POISONED** or **DISEASED** effect of an attack. This effect may be granted to a target as a **Latent Reaction**.

Rainfall

Rank 1 Tempest; Type: Healing

The gentle calming rain helps wash away harm and heal those in need.

Choose a target within reach. The target restores 20 **body** points.

Renew

Rank 1 Vitality; Type: Healing

A rapid mending of deep cuts.

Choose a target within reach. The target is cured of the **BLEEDING** or **BLIND status**.

Barkskin

Rank 2 Flora; Type: Defense

Bark wraps around the ally to grant a protective shield.

Nullify the **BROKEN LIMB**, **BLEEDING**, or **WAYLAID** effect of an attack. This effect may be granted to a target as a **Latent Reaction**.

Insect Swarm

Rank 2 Decay; Type: Attack (Mix)

The druid conjures up a swarm of insects to infect their target.

The target suffers 20 **Primal** damage and **POISONED**.

Transmute Form

Rank 2 Fauna; Type: Summon, Attack (Social)

A beast lives within every creature of nature, ready to be called upon and empowered by a Druid.

Spell Slot to summon a minion from the **Summoning Guide** (p.) appropriate to the character's class. Or: render a target creature of a type summonable by the character **CURSED** to take no hostile action against the character for 5 minutes.

Wall of Thorns

Rank 2 Flora; Type: Utility

You call to Arawyn for protection and they respond with a burst of thorned roots from your surroundings

Create an impenetrable 10-foot high **Barrier** extending 5 feet in each direction from the character's outstretched hand. This effect is **dispelled** if the character moves, takes any action other than speaking or invoking Latent abilities, or after 30 minutes.

Hibernate

Rank 3 Fauna; Type: Combo

As an animal takes a deep slumber to conserve energy, the druid may harness energy in the same way to preserve their spells.

The coupled **Latent** spell may persist through the target's next rest.

Hurricane

Rank 3 Tempest; Type: Attack (Mix)

All the power of a violent storm suddenly crashes upon the target of this spell.

Strike a target with a spell packet. The target suffers 30 **Primal** damage and is **DISPLACED** 10 feet away from the character.

Raven Swarm

Rank 3 Decay; Type: Movement, Attack (Status)

The Druid temporarily transforms themselves into a flock of birds, shifting across the battlefield and clawing the eyes out of a foe in their path.

The character is **DISPLACED** up to 25 feet in any direction away from a hostile being. At any point in their movement, they can cause one target within reach to become **BLIND**.

Entwine with Vines

Rank 4 Flora; Type: Attack (Status)

Even amidst terrain with no flora in sight, the druid can call forth powerful vines to entangle their enemy.

Strike a target with a spell packet or weapon attack. The target is **IMPRISONED** for 1 minute.

Eye of the Storm

Rank 4 Tempest; Type: Attack (Status), Channelled

The druid conjures up a howling storm, buffeting enemies as they come close.

The character extends their hands to either side of them, palms facing out. While channelling this effect, enemies who enter the character's reach are **autohit** with a **STUN** for 10 seconds. A target can only be affected by this ability once per casting of the spell. This effect is **dispelled** if the character moves faster than a heel-to-toe pace, takes offensive action, or after 1 minute.

Maul

Rank 4 Fauna; Type: Attack (Mix)

This spell invokes the raw force of nature to injure its target.

Strike a target with a spell packet or weapon attack. The target suffers 20 **Primal** damage and a **BROKEN LEG** until cured.

Spore Cloud

Rank 4 Decay; Type: Attack (Status), Area Effect

Spores coat the body of each target, exhausting them instantly.

Strike up to 3 targets with spell packets. The targets are **FATIGUED** for 30 seconds.

Paragons

Guided Commune

10 Build; Type: Inquiry, Healing

A self-aware Druid that is able to guide a group of people through a meditation together and bring them closer to nature.

After 30 seconds, the character may render themselves **CONCEALED**. For each minute they spend in this state, they restore 10 **body** points. This effect is dispelled after 10 minutes or if the character moves from their position. You can spend 1 minute to have up to 8 players join you in Commune With Nature. Upon exiting concealment, the character and all targets are **STUNNED** for 30 seconds.

Healing Winds

10 Build; Type: Passive

Druids are able to bring a soothing mist or light breeze, even in the harshest of times.

When casting a rank 3 or 4 spell : instantly cast **Rainfall** without spending a spell slot .

Primal Touched

10 Build; Type: Passive

These Druids are more in touch with the fauna and primal instincts that are needed to survive. Able to adapt as many different animals would.

When summoning an animal, it may have one of the skills listed below. If you cast **Transmute Form** on yourself, choose two of the following skills:

Wildshape: Choose a passive skill known by the character, the summon gains that skill for free.

Ferocity: Gain a use of Maul, which deals +10 additional damage if delivered with a melee weapon strike.

Prowl: after 5 seconds standing still, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being or moves.

Glide: Increase or reduce the distance of **DISPLACED** by half the initial distance. In non-combat scenarios, the character may fly.

Primal Warden

10 Build; Type: Passive

Protectors of the Grove which have a strong understanding of the flora in the area.

While a target is suffering the effect of **Grasp with Roots**: the character may **auto-hit** Spells they cast against the target. While channelling **Wall of Thorns**: the character may allow beings to freely pass through the Barrier after 5 seconds.

Eldritch Archer Proficiencies

Casting Source

The **Eldritch Archer** starts with the **Empyrean** class as their **Alignment**, **Literacy**, and **Damage** source. With backstory or Marshal approval, this source may change to another **caster** class.

Alignment: Varies

Gain the alignment associated with the character's chosen casting source, if any

Body

The **Eldritch Archer** gains +5 **body points**

Literacy: Varies

Gain the Literacy associated with the character's chosen casting source.

Damage (Varies)

The character may deal the damage type associated with the chosen source with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Eldritch Archer Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase spells increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Eldritch Arrow

10 Build; Type: Utility

The Eldritch Archer is capable of binding the power of their sprites to their ammunition.

The character may treat a **ranged weapon** they are wielding as if it were a **casting phokus**. The weapon is considered a **small casting phokus** if it is a **1-handed weapon**, or a **large casting phokus** if it is **2-handed**.

Stealth

10 Build; Type: Utility

An Eldritch Archer can surround themselves in concealing mists using the power of a water sprite.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not dispelled.

Periodic Skills

Dodge

6 Build; Type: Defense

Fast reaction time and natural instinct allows the character to evade a ranged attack.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character.

Flare

6 Build; Type: Attack (Detection), Area Effect

An Eldritch Archer's fire sprites can be used to illuminate an area.

Strike a target with a spell packet or weapon attack. The **CONCEALED statuses** of the target and all beings within 5 feet of them are **dispelled** as a **bane** effect and they may not become **CONCEALED** again for 5 minutes. The target does not need to be visible to the character to use this skill.

Negate

4 Build; Type: Defense

The Eldritch Archer's experience with extraplanar creatures allows them to withstand the harsh effects of many different environments.

Nullify the entire effect of an environmental hazard and become **IMMUNE** to it for 30 seconds, plus 5 seconds per point of **Wisdom** known by the character. Certain environmental hazards are not defensible.

Planar Arrow

5 Build; Type: Combo

An attack fired by the Eldritch Archer traverses through another plane on its way to its target.

The coupled attack strikes its target through a **Barrier** or physical obstacle. Once a target has suffered the effect of a **Planar Arrow**, the character may target them with this skill while they are **CONCEALED**, even if they are not visible to the character.

Trick Shot

5 Build; Type: Combo

The Eldritch Archer can utilize sprites to fire projectiles that seek out their target.

After 10 seconds, the coupled attack **auto-hits** a target within 15 feet. In non-combat scenarios, the distance of the effect is increased by 5 feet per point of either **Dexterity** or **Intelligence** known by the character. The character must be wielding a **ranged** or **thrown weapon** to use this skill.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spells

Bind Sprite

Cantrip Abjuration; Type: Inquiry

This spell binds a lesser creature into the Eldritch Archer's service.

After 10 seconds, render a target **INCAPACITATED** or **CRITICAL** inner planar creature **DEAD**. Powerful creatures may be **IMMUNE** to this effect. The character may then petition a Marshal for the answer to one question, plus one additional question per 3 points of either **Wisdom** or **Charisma** known by the character.

Conjure Ammunition

Cantrip Abjuration; Type: Augment

This spell allows the Eldritch Archer to conjure eldritch projectiles which can be fired from a ranged weapon.

Choose a target within reach. The target gains 5 **Latent** uses of any damage type available to the character which can be added to any attack delivered via a **ranged weapon**, expiring when the character begins a **rest** or after 1 hour. A being may have no more than one type of conjured ammunition at a time.

Binding Shot

Rank 1 Conjuraton; Type: Attack (Status), Combo

This spell commands an earth sprite to root a target where they stand.

Strike a target with a spell packet or weapon attack. The target is **PINNED** for 1 minute.

Faery Fire

Rank 1 Evocation; Type: Attack (Status)

A summoned fire sprite marks a weak point on the target, allowing their assailants to exploit it.

Strike a target with a spell packet or weapon attack. The target becomes **WEAK** to the following 3 attacks to strike them.

Stone Bolt

Rank 1 Conjuraton; Type: Attack (Status)

A projectile imbued with an earth sprite is fired towards the target, bursting on impact.

Strike a target with a spell packet or weapon attack. The target is **STUNNED** for 10 seconds.

Banishment

Rank 2 Abjuration; Type: Attack (Damage)

This spell forces a creature back to its home plane of existence.

Strike a target inner planar creature with a spell packet or weapon attack. The target suffers 40 **bane** damage. This skill has no effect when used on a creature currently occupying its home plane. Certain lesser creatures may be instantly banished by this effect.

Command

Rank 2 Abjuration; Type: Summoning

The Eldritch Archer manifests their energy to overpower an extraplanar creature.

Choose a target inner planar creature within 25 feet. The creature is **CURSED** with the effect of being **FEARED** to the character as a **bane** effect. This effect is **dispelled** if the character takes offensive action against the target. **Or:** create a minion from the **Summoning Guide** (p.) appropriate to the Eldritch Archer class.

Frostbolt

Rank 2 Conjunction; Type: Attack (Mix)

A summoned water sprite launches bolts of ice towards a target, freezing them upon impact.

Strike a target with a spell packet or weapon attack. The target suffers 20 **ice** damage and is **SLOWED** for 30 seconds.

Threefold Shot

Rank 2 Conjunction; Type: Utility

An air sprite guides the Eldritch Archer's hand, allowing them to mimic its motions.

The next 2 **casting phokus** attacks used by the character do not trigger a **cooldown**.

Windwalk

Rank 2 Evocation; Type: Utility, Movement

Air sprites surround the Eldritch Archer, increasing their speed.

The character is **DISPLACED** 50 feet in any direction. If used in combat, the character may only move away from enemies.

Paragons

Acolyte

10 Build; Type: Spell

*The most meticulous Eldritch Archers can expand their casting knowledge after great study. Choose a **spellcaster** or **hybrid spellcaster** class that matches the character's chosen casting source. Add 3 spells from that class of rank 1 or 2 to the character's **spell list**.*

Binding Glyph

10 Build; Type: Spell

Symbols of power can be used to overpower inner planar extraplanar creatures and bind them in place.

After 30 seconds of **preparation**, spend a **Rank 2 Spell Slot** and mark a location as a **Trap**. When triggered by an inner planar creature, the creature is **PINNED** and **STUNNED** as **bane** effects as long as the character remains within 10 feet of them. Certain powerful creatures may be able to break out of this effect. The character may bind no more than one creature at a time. While the creature is bound, the character may utilize one of the following effects: **(1)** Activate the abilities **Banishment** or **Bind Sprite** on the target. **(2)** Drain 10 **body** points from the target per 10 seconds. The character may either gain the drained **body** as healing or restore one rank of **Spell Slot** per 10 **body** points. The target is released from this effect after 50 **body** points are drained or it is rendered **INCAPACITATED**. **(3)** Cause the target to be **ENRAGED** towards a being or group of the character's choice and **CHARMED** towards the character and their allies.

Imbue Sprite

10 Build; Type: Alters Ability

The Eldritch Archer has perfected their ability to bind sprites, even allowing for their allies to make use of them.

When using **Conjure Ammunition**, the skill may grant any damage type used by a creature on which the character has used **Bind Sprite** during that event. The attacks additionally deal **body** damage and expire at the end of the event. Each time the character uses **Bind Sprite**, their next use of **Conjure Ammunition** on themselves additionally grants +1 **damage proficiency** or +10 **skill damage** to the attacks.

Swirling Mists

10 Build; Type: Alters Ability

The Eldritch Archer summons water sprites to create dense fog.

When using **Stealth**, the character is **IMMUNE** to attacks from beings within 10 feet of them.

Empyrean

The **Empyrean's** Patron are often lesser elementals or faerie which do not grant an alignment. Without approval, the character may also choose to pact with a lesser demon and gain the **chaos** alignment. Other unique pacts, or no pact, may be approved after backstory or Marshal review.

Proficiencies

Alignment: Varies

Gain the alignment of the character's chosen Patron, if any.

Body

The **Empyrean** gains +5 **body points**

Literacy: Elemental

The character may decipher the written language of the Elemental planes and is knowledgeable about **Empyrean** spells.

Elemental Damage

The character may deal **aether**, **earth**, **fire**, **ice**, and **lightning** damage with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Empyrean Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Elemental Vortex

10 Build; Type: Utility

The raw elements are incredibly malleable in their base form and an Empyrean is able to fluidly

shift to each element.

If the spell has an elemental damage type, **earth**, **fire**, **ice**, or **lightning**, the character may change the base damage to a different elemental type.

Periodic Skills

Overload

4 Build; Type: Combo

By focusing their power, the Empyrean can enhance a spell to bypass all resistances.

*After 5 seconds of casting: the coupled spell is considered a **bane** effect. This effect has a 30 second **cooldown**.*

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Cauterize

Cantrip Igneous; Type: Healing, Negotiation

This spell conjures up a searing heat, which can be used to heal allies or harm foes.

The target of this spell is cured of the **BLEEDING** condition. This spell may also be used to burn someone, causing extreme pain.

Invoke Patron

Cantrip Empyreas; Type: Inquiry

The Empyrean's pact grants them the power to possibly communicate with their patron.

The character may petition a Marshal for information regarding an item or situation. If the Marshal approves the request, they will specify the requirements to complete the research.

Mold Elements

Cantrip Empyreas; Type: Negotiation, Utility, Channelled

The Empyrean is able to slowly contort the elements around themselves into different shapes.

The character can manipulate the shape and form of inanimate earth, water, air, and fire at a rate of 10 feet per 30 seconds. This increases an additional 10 feet per point of either **Intelligence** or **Wisdom**.

Empower Spell

Rank 1 Empyreas; Type: Combo

The Empyrean can amplify their spells with terrific extraplanar power.

The coupled attack spell does +10 damage

Howling Winds

Rank 1 Ventosus; Type: Attack (Status)

A powerful gust of wind pushes an enemy backwards.

Strike a target with a spell packet. The target is **DISPLACED** 10 feet away from the character.

Stoneskin

Rank 1 Terrestris; Type: Defense

This spell grants the target a buffer against an attack by shielding them with stone.

When targeted by a damaging attack, reduce the attack's damage by 10. This effect may be granted to a target as a **Latent Reaction**.

Banishment

Rank 2 Empyreas; Type: Attack (Damage)

This spell forces a creature back to its home plane of existence.

Strike a target inner planar creature with a spell packet or weapon attack. The target suffers 40 **bane** damage. This skill has no effect when used on a creature currently occupying its home plane. Certain lesser creatures may be instantly banished by this effect.

Deep Freeze

Rank 2 Aqueous; Type: Attack (Status)

A chilling cold envelopes the target, hampering their combat ability and their defenses.

The target is rendered **ENFEEBLED** for 30 seconds and **WEAK** to the next attack to target them.

Fulminate

Rank 2 Ventosus; Type: Utility

The Empyrean harnesses the speed and devastation of lightning to quicken their attacks.

The next 2 **casting phokus** attacks used by the character do not trigger a **cooldown**.

Meld with Earth

Rank 2 Terrestris; Type: Utility, Movement

The Empyrean becomes one with the earth, allowing them to shift beneath the battlefield and escape danger.

The character is **DISPLACED** up to 50 feet in any direction away from a hostile being.

Rolling Fog

Rank 2 Ventosus; Type: Attack (Status)

Summons a fog around an opponent to limit their vision.

Strike a target with a spell packet. The target is **CURSED** with the following effect: reduce the range on all **autohit** effects to the target's reach.

Scorching Touch

Rank 2 Igneous; Type: Healing, Defense

Intense heat which burns away bindings.

The character is cured of the **IMMOBILIZED** status. **Or.** Nullify the **SEALED** effect of an attack.

This ability may be granted to other beings as a **Latent** effect.

Summon

Rank 2 Empyreas; Type: Summon

The Empyrean may conjure an elemental or other inner planar creature to fight by their side.

Choose a target inner planar creature within 25 feet. The creature is **CURSED** with the effect of being **FEARED** to the character as a **bane** effect. This effect is **dispelled** if the character takes offensive action against the target. **Or:** create a minion from the **Summoning Guide** (p.) appropriate to the **Empyrean** class.

Earthquake

Rank 3 Terrestris; Type: Attack (Mix), Area Effect

Shards of rock spray out in front of the caster and impale their enemies.

Strike up to three targets with spell packets. The targets suffer 20 **Earth** damage and **BLEEDING**.

Lightning Storm

Rank 3 Ventosus; Type: Attack (Status), Area Effect

Crackling lightning shoots forth from the Empyrean's fingertips to shock their foes.

Strike up to 3 targets with a spell packet. The targets suffer 30 **Lightning** damage and are **STUNNED** for 10 seconds.

Quicksand

Rank 3 Terrestris; Type: Attack (Status)

The ground around the target shifts beneath them, hindering their movement.

Strike a target with a spell packet. The target is **SLOWED** for 30 seconds and **TRIPPED** for 10 seconds.

Cyclone

Rank 4 Ventosus; Type: Combo

Using intense wind to rapidly cast spells.

The character may instantly activate a spell of any rank. **Cyclone** has a 5 second cool down.

Encase with Ice

Rank 4 Aqueous; Type: Attack (Status)

A stream of water surrounds the target, and before they can react, the water freezes around them and impedes their movement.

Strike a target with a spell packet. The target is **IMPRISONED** for 1 minute.

Incinerate

Rank 4 Igneous; Type: Attack (Mix)

The Empyrean wields a tremendous blast of flame and immolates their foe.

Strike a target with a spell packet. The target suffers 60 **Fire** damage and must expend a use of a **Latent** effect if they have one available.

Tsunami

Rank 4 Aqueous; Type: Attack (Status), Area Effect

A wave crashes down before the Empyrean, knocking their enemies to the ground.

Choose 3 targets within reach. The targets are **DISPLACED** 10 feet away from the character and are **TRIPPED** for 10 seconds.

Paragons

Call Of The Elements

10 Build; Type: Alters Ability

Becoming more attuned to the ebb and flow of each element, the character is able to quickly cast each spell.

When casting a spell which deals elemental damage, the next **spell** of a different domain is cast instantly. This effect has a 5 second cooldown.

Additional: Summon may be used to heal the character's **Elemental** minions.

Elemental Attunement

10 Build; Type: Alters Ability

Drawing closer to your patron, this ability aligns an Empyrean with supernatural power.

The character is **RESISTANT** versus the damage type associated with their patron and gains the associated benefit listed below:

Earth: Quicksand now renders the target **DISEASED** with the **SLOWED status** until cured.

Fire: Incinerate now deals +10 additional damage.

Ice: When a target suffers the character's **Encase with Ice**, the character refreshes a rank 1 **Spell Slot**.

Lightning: Fulminate now affects the following 3 **casting phokus** attacks.

Empyreas: The character may use **Overload** and **Empower Spell** on the same **spell** by spending 10 additional seconds casting it.

Mana Siphon

10 Build; Type: Alters Ability

At the brink of death, the Empyrean is able to use a spell to draw on the life energy of another to save themselves.

*When rendered **INCAPACITATED**:* instantly **auto-hit** an attack **spell** that deals damage against the last target who attacked the character. If the attack is successful, restore 1 **body point**. This effect can be activated no more than once per 30 seconds.

Pact-Maker's Bargain

10 Build; Type: Alters Ability

A powerful deal that is struck between Patron and Empyrean to leave a lasting mark on their foes.

Spend a use of **Overload**. The coupled damaging **Attack** spell renders the character **CURSED** to suffer the damage of the attack as unhealable damage, lasting until the curse is cured.

Gambler Proficiencies

Body

The **Gambler** gains +5 **body points**

Literacy: Prophecy

The character may decipher the written language of fate and is knowledgeable about **Bard** spells.

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Charm

10 Build; Type: Attack (Status, Social)

The Gambler is able to make almost any person feel like a friend.

After 1 minute of social interaction with a target, the target is **CHARMED** to the character for 1 minute. If this effect is defended, the character may not attempt to use it again on the same target for 1 minute. The time it takes to activate this ability is reduced by 10 seconds per point of **Charisma** known by the character to a minimum of 10 seconds.

Contacts

10 Build; Type: Inquiry

You meet all sorts of people in your travels and are able to leave a lasting impression which may help you out.

The character has connections outside of the active game world and may petition a Marshal to gain information on a topic. If the Marshal approves the request, they will specify the requirements to complete the research.

Entry/Escape

10 Build; Type: Utility, Movement

A Gambler has the ability to get into and out of buildings with great proficiency.

After 30 seconds of **preparation**, the character is **DISPLACED** to the other side of a wall, provided there is an opening large enough for them to fit their whole body through. **Or:** after 30

seconds of **preparation**, open a **lock**. If the character possesses multiple abilities which would open a lock, the time is reduced to 10 seconds.

Luck

10 Build; Type: Negotiation

Fate always seems to be on your side.

The character is very lucky in all situations.

Periodic Skills

Avoid

4 Build; Type: Defense

Able to avoid nearby and immediate danger.

Nullify the entire effect of a **trap** or **Area Effect** attack targeting the character.

Bluff

3 Build; Type: Attack (Social)

A prepared lie and controlled personal ticks which tell a story that the character wants you to hear.

The character is good at convincing targets that a statement is true. The character convinces the target that a 1 sentence statement is true. If this has an effect on the target's actions, the effect lasts for 5 minutes.

Captivate

4 Build; Type: Attack (Social)

The character is able to enthrall an audience with their performance or demeanor.

Choose a target within 50 feet. The target must focus their attention on the character for 1 minute, unless the character directs them to look elsewhere. If the target is attacked, the effect is dispelled.

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Distract

4 Build; Type: Attack (Social)

A quick shout or charismatic conversation to keep someone's attention.

Choose a target within 50 feet. The target must focus their attention away from the character for 1 minute. If the target is attacked, the effect is dispelled.

Dodge

6 Build; Type: Defense

Fast reaction time and natural instinct allows the character to evade a ranged attack.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character.

Flee

4 Build; Type: Utility, Movement

An advantageous position is paramount to the character's needs and abilities.

The character is **DISPLACED** 50 feet away from an enemy.

Fortunate Life

5 Build; Type: Healing

Gamblers always seem to be able to survive where others would struggle.

After 30 seconds of suffering the **INCAPACITATED** condition, the character restores 1 **body** point.

Second Chance

4 Build; Type: Utility

A lucky set of circumstances which always seem to benefit the Gambler.

Can try a challenge over again. This can be an in-game situation or an out of game roll required by a Marshal

Waylay

4 Build; Type: Attack (Status)

A strong blow to the back of the head, meant to disorient and sometimes knock a target unconscious.

Strike a target with a weapon attack. The target is **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is **dispelled** if the target suffers an attack.

Paragons

Escape Plan

10 Build; Type: Alters Ability

Checking the exits and looking for clear paths is important to make sure the character can make a quick get away.

While using **Flee** if you end your movement within cover, you may become **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 5 minutes.

Expert Palming

10 Build; Type: Alters Ability

Whether it's card tricks or just the chips, the Gambler swaps items without showing their hand.

When using sleight of hand to remove an item unnoticed, can immediately replace the item with a fake.

Fatespinner

10 Build; Type: Spells

Fate is more than luck and the Gambler is able to tap into this power.

Gain any 2 spells that appear on the **Bard class**. The character may spend 3 seconds and a use of **Second Chance** to cast a spell, or cast them normally, if they have **Spell Slots**.

Legendary Game

10 Build; Type: Alters Ability

Nothing will keep a Gambler from their game, and they ensure it by preventing interference to their fellow players.

While playing a game with up to 8 players that has a win/lose condition: The character may expend one **Distract**, to a maximum of three uses, as a **reaction** to defend a target being attacked. For the remainder of the game, until a victor or loser is declared, the players are **IMMUNE** to attacks.

While the character is playing a game with up to 8 players: The character may use **Distract** as a **reaction** when any of the players are attacked to defend the attack. Each use of **Distract** only affects one player until the third use, at which point the entire group of up to 8 players are rendered **IMMUNE** to all attacks until the game ends. The effect is dispelled for any individual

player if they leave the game or enter combat. After leaving, a player may not re-enter the **Legendary Game**.

Healer Proficiencies

Alignment: Order

Gain the **order** alignment

Body

The **Healer** gains +10 **body points**

Literacy: Spirit

The character may decipher the written language of the Spirit realm and is knowledgeable about **Healer** spells.

Starlight Damage

The character may deal **starlight**, and **radiant** damage with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Healer Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Spirit Transference

A Healer is in tune with the natural vibrations of the Leylines and can manipulate them to move energy from one being to another.

After 10 seconds, the character chooses two willing targets within reach, including themselves. Any number of **body points** and **statuses** are transferred from one target to the other.

Periodic Skills

Fortunate Life

5 Build; Type: Healing

Overflowing with positive energy, a Healer can sometimes restore themselves to life after suffering a grievous wound.

After 30 seconds of suffering the **INCAPACITATED** condition, the character restores 1 **body** point.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Detect Poison

Cantrip Restoration; Type: Utility

This spell determines if an item is safe to imbibe or identifies any potentially harmful effects of an unfamiliar compound.

Choose an item within reach. The character is instantly aware of any nonmagical negative effects that will affect a person to touch or imbibe the item.

Heal Life

Cantrip Lifeshaping; Type: Healing

The Healer pierces the veils of the Spirit Realm to cure mortal wounds.

After 30 seconds of concentration on a target, the target is restored to 1 **body** point from the **INCAPACITATED** or **CRITICAL status**. **Or:** After 10 minutes of interaction with a **spirit**, restore a target to their maximum **body** point total from the **DEAD status**. The character may optionally consider themselves to be in the Spirit Realm and must don a blue headband for the duration of the **resurrection**. The target must roll on the **Death Chart** or suffer **Resurrection Sickness**.

Requiesce

Cantrip Lifeshaping; Type: Utility

This spell enshrouds a dying being in positive energy, causing them to become stable.

Choose an **INCAPACITATED** or worse target within reach. While channelling this effect, the target becomes **IMMUNE** versus **Killing Blows** and they are treated as if time is not passing for the purpose of their **CRITICAL** count and healing skills. This effect is **dispelled** if the character moves more than 5 feet from the target or takes offensive action.

Sacrifice

Cantrip Lifeshaping; Type: Reaction

Leylines shift to connect the Healer to their target, allowing them to share pain.

When a being within 25 feet is targeted by an attack which deals damage, they become **RESISTANT** versus the attack. The character suffers half the damage of the attack, which cannot be reduced.

Healing Word

Rank 1 Convalescence; Type: Healing

This spell fills the target's minor wounds with positive energy, allowing them to be healed.

Choose a target within reach. The target restores 20 **body** points.

Moonglow

Rank 1 Starcalling; Type: Augment

A beam of moonlight bathes the target, empowering their spirit.

Choose a target within reach. When the target would next be rendered **INCAPACITATED**, they restore 10 **body** points after the attack is suffered.

Purify

Rank 1 Restoration; Type: Healing

This spell purges any toxins from the target.

Choose a target within reach. The target is cured of **POISONED** or **DISEASED**. **Or:** choose a target food or drink item within reach. If the item has any effects that would detriment a being when consumed, the effects are dispelled.

Soothing Touch

Rank 1 Restoration; Type: Negotiation, Utility

Tranquil positive energy flows from the Healer towards the target.

Choose a target within reach. Any pain from which the target is suffering is nullified while the character remains in contact with them.

Panacea

Rank 2 Restoration; Type: Healing

The Healer uses the latent positive energy stored within the target's spirit to cure their ailments.

Choose a target within reach. The target is cured of any one **status** other than **CURSED**.

Shackle Undead

Rank 2 Lifeshaping; Type: Attack (Status)

Leylines coalesce around a target undead creature, stopping it in its tracks.

Strike a target **Undead** with a spell packet or weapon attack. The target is **IMPRISONED** for 1 minute.

Spirit Walk

Rank 2 Spirit; Type: Utility, Movement

The Healer temporarily enters the Spirit Realm to quickly overcome obstacles.

The character is **DISPLACED** 50 feet in any direction. If used in combat, the character may only move away from enemies.

Soul Tether

Rank 2 Spirit; Type: Reaction, Redirect

This spell links the Healer's spirit with the spirit of their attacker.

When targeted by an **Attack (Status or Mix)** skill, the attacker suffers all **statuses** dealt to the character. The character must still defend or succumb to the attack. This ability can be granted to others as a **Latent** effect.

Falling Star

Rank 3 Starcalling; Type: Attack (Damage), Healing

This spell summons a miniature star which bathes its surroundings in bright light.

Strike a target with a spell packet or weapon attack. The target suffers 30 **starlight** damage. Then, choose a second target within reach. The second target restores 30 **body** points.

Redemption

Rank 3 Lifeshaping; Type: Healing

A burst of positive energy is sent along a Leyline towards a target.

Choose a target other than the character within 25 feet. The target restores 20 **body** points. This effect may be used within 5 seconds if the character is rendered **INCAPACITATED**, **CRITICAL**, or **DEAD**.

Remove Curse

Rank 3 Spirit; Type: Healing

This spell cleanses a target's spirit of metaphysical anomalies.

Choose a target within reach. The target is cured of any one **CURSED status**.

Sanctuary

Rank 3 Guardian; Type: Utility, Channelled

The Healer creates a barrier of positive energy around themselves and an ally.

The character extends their hand in front of them, palm facing out. While channelling this effect, an impenetrable **barrier** exists around the character and up to one willing target within reach. This effect is **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Circle of Healing

Rank 4 Convalescence; Type: Healing

A field of revitalizing positive energy appears beneath the feet of the Healer and their targets.

The character gains a pool of 100 **body** points which may be split up to restore health to any number of targets within reach. The healing must be used within 10 seconds. If the character performs any other action, the rest of the pool is lost.

Shield of Starlight

Rank 4 Guardian; Type: Augment

This spell envelops the target in pure starlight, empowering their spirit against attacks.

Choose a target within reach. The target gains +10 healable **body** points, expiring when they begin a **rest** or after 1 hour.

Supernova

Rank 4 Starcalling; Type: Defense, Attack (Status)

This spell cloaks the target in Leylines which burst upon impact.

When targeted by a melee attack, the character becomes **HIGHLY RESISTANT** to the attack if applicable and the attacker is **DISPLACED** 25 feet away from the character. This ability may be granted to others as a **Latent** effect.

Tranquility

Rank 4 Spirit; Type: Augment

A target's spirit is imbued with positive energy which radiates from them.

Choose a target within reach. The following 3 beneficial spells cast upon the target also restore a rank 1 **spell slot** to the target. This effect is **dispelled** if the target begins a **rest** or after 1 hour.

Paragons

Circle of Rejuvenation

10 Build; Type: Alters Ability

Using the excess energy that manifests when healing someone, the Healer is able to create a shield around their ally.

When using **Circle of Healing**, the character may keep any unused healing for up to 1 minute. Additionally, any healing granted by the ability that exceeds the target's maximum **body** point total is converted into **armor** points, to a maximum of 20 AP.

Leyline Burst

10 Build; Type: Alters Ability

The character floods the leylines with healing energy to help their allies.

When using **Redemption**, the range is increased to 50 feet. The ability restores an additional +10 **body** points or affects an additional target within 10 feet of the initial target.

Martyr's Lament

10 Build; Type: Alters Ability

Reinforcing their spirit with power, the Healer can bolster themselves when protecting another.
When using **Sacrifice**, the target is **HIGHLY RESISTANT** to the attack.

Spiritmender

10 Build; Type: Spell, Channelled

Spiritmenders are able to heal more efficiently by focusing on tethering and repairing the spirit to the body.

Spend a **Rank 4 Spell Slot**. While channelling this effect, each time the character casts **Healing Word**, the healing of their next **Circle of Healing** is increased by +10, to a maximum of +100 **body** points. The character cannot be interrupted by damage while casting **Healing spells** and may spend a **Rank 3 Spell Slot** to cast **Heal Life** on an **INCAPACITATED** or **CRITICAL** target after 3 seconds of casting. This effect is **dispelled** if the character uses any offensive skills, moves faster than a walking pace, or after 30 minutes.

Hexer Proficiencies

Alignment: Chaos

Gain the **chaos** alignment

Body

The **Hexer** gains +5 **body points**

Literacy: Abyssal

The character may decipher the written language of the Abyss and is knowledgeable about **Hexer** spells.

Aether Damage

The character may deal **aether** damage with all base damage attacks.

Necrotic Damage

The character may deal **necrotic** damage with all base damage attacks

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Hexer Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Corpse Collector (will be renamed to Entropic Siphon)

10 Build; Type: Utility

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After delivering a **Killing Blow**, the next spell cast by the character can be cast with a **Spell Slot** of one rank lower than the spell's rank, to a minimum of rank 1.

Periodic Skills

Chaos Blast

4 Build; Type: Attack (Status)

A bolt of raw chaotic energy is fired towards a target's shield, rendering it useless.

Strike a target or their shield, including a target within a **barrier**, with a spell packet or weapon attack. The target is **CURSED** with the following effect for 5 minutes: all attacks that strike the target's shield are considered valid attacks and must be suffered or defended. The target cannot be protected by **Barrier** effects.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Darkness

Cantrip Entropy; Type: Utility

The Hexer manifests the inescapable lightlessness of the void.

This spell darkens a room or an area of up to 25 feet in diameter. This effect is **dispelled** if the character leaves the area. The size of the area is increased by +5 feet per point of either **Intelligence** or **Constitution** known by the character.

Hex

Cantrip Entropy; Type: Negotiation, Utility, Attack (Status)

The flows of chaos around a being cause it to have difficulty interacting with the world normally.

Choose a target within 25 feet. The target is **CURSED** with a minor effect determined by the character which does not affect their combative ability for 10 minutes. The target of this spell must agree OOG to its effects.

Abyssal Presence

Rank 1 Demonology; Attack (Status), Channelled

The Hexer overwhelms their enemy with raw demonic power, forcing them to stay away.

Choose a target within 25 feet. If the target is fewer than 10 feet from the character, the target is **DISPLACED** 10 feet away from the character. The target may not approach the character while this effect is channelled. This effect may be maintained on no more than one target at a time and is **dispelled** if the character moves faster than a walking pace or takes another action affecting a being.

Death Shroud

Rank 1 Necromancy; Type: Reaction

The Hexer infuses the target with nonlethal necromantic enervation to briefly appear as if they had expired.

This spell causes the target to appear to be dead. When targeted by an attack, the character falls to the ground, is treated as **DEAD** for the purpose of all effects, and may only be targeted by skills which affect **DEAD** beings. This effect does not protect the character from environmental hazards and is **dispelled** if the target moves, speaks, or takes any other action. This ability may be granted to other beings as a **Latent** effect.

Despoil

Rank 1 Pestilence; Type: Attack (Status)

The Hexer twists the aura of the target, temporarily destabilizing the potency of their items.

The target is **CURSED** with the following effect for 5 minutes: the target is unable to use **Consumable** items, including **Latent** effects granted by **Consumables**.

Fiendish Whip

Rank 1 Demonology; Type: Reaction, Attack (Damage)

A lash of demonic power erupts from the Hexer when struck.

When targeted by an attack, the attacker suffers 20 **Necrotic** damage. This ability can be granted to others as a **Latent** effect.

Animate Dead

Rank 2 Necromancy; Type: Summon

The Hexer infuses a corpse with a chaotic facsimile of life, animating it under their own will. Alternatively, focusing on the regenerative side of their craft, they can restore the fallen before their soul leaves them.

Choose a target undead creature within 25 feet. The creature is **CURSED** with the effect of being **CHARMED** to the character as a **bane** effect. This effect is **dispelled** if the character takes offensive action against the target. **Or:** create a minion from the **Summoning Guide** (p.) appropriate to the Hexer class. **Or:** After 10 minutes of interaction with a corpse, restore the target to their maximum **body** point total from the **DEAD status**. The target must roll on the **Death Chart** or suffer **Resurrection Sickness**.

Necrotic Fear

Rank 2 Necromancy; Type: Attack (Status)

This spell forces the target to see a vision of their own death by the hands of the Hexer.

Strike a target with a spell packet or weapon attack. The target is **FEARED** to the character for 30 seconds.

Piercing Weapon

Rank 2 Demonology; Type: Combo

This spell enshrouds a weapon in a cold, fire-like aura of entropic energy with the ability to pierce through magical protections.

The coupled attack may not be defended by any **Latent** defenses.

Sanguine Bolt

Rank 2 Demonology; Type: Attack (Status)

Manifesting a tiny ball of red energy, the Hexer extends a thin line of power that causes this energy to absorb into the target's skin.

Strike a target with a spell packet or weapon attack. The target is rendered **BLEEDING** until cured or **INCAPACITATED**.

Agonize

Rank 3 Pestilence; Type: Attack (Status)

By filling the body of an unwitting target with wracking pain, chaotic energies slowly whittle away at them over time.

Strike a target with a spell packet or weapon attack. The target is **CURSED** to suffer 10 damage any time they use a **Defense** skill until cured.

Drain Life

Rank 3 Necromancy; Type: Attack (Damage)

Necromantic energy surrounds the target and flows back into the Hexer's open hand, sapping their life essence.

Strike a target with a spell packet or weapon attack. The target suffers 30 **drain** damage.

Entropic Well

Rank 3 Entropy; Type: Attack (Status)

Manifesting a single point of void inside a target, it becomes hard for them to move against the flows of chaos.

Strike a target with a spell packet or weapon attack. The target suffers 30 **Necrotic** damage and is **SLOWED** for 30 seconds.

Reap Soul

Rank 3 Necromancy; Type: Attack (Status), Healing

The Hexer absorbs a piece of the target's soul which may be infused into another being to revive them.

Choose an **INCAPACITATED** target within reach. The target is rendered **CRITICAL** and the character gains a **Latent** use of **Black Life**, an effect which restores a target from the **CRITICAL** condition to their maximum **body** point total.

Weaken

Rank 3 Pestilence; Type: Attack (Status)

The Hexer focuses a nearly imperceptible cloud of vapor to cling to a target, causing their body to become frail.

Strike a target with a spell packet or weapon attack. The target is rendered **DISEASED** with the effect **WEAK** versus a damage type specified by the character.

Contagion

Rank 4 Pestilence; Type: Combo

The Hexer blends their other abilities with disease causing it to last far longer than it otherwise would.

The **status** delivered by the coupled **Attack (Status or Mix)** attack is inflicted as the **DISEASED status** and lasts until cured. This effect may not be combined with the **IMPRISONED** or **WAYLAID statuses**.

Corpse Explosion

Rank 4 Necromancy; Type: Attack (Damage), Area Effect

This spell causes a corpse to burst, damaging nearby beings.

Strike a target with a spell packet or weapon attack. The target suffers 20 **Necrotic** damage. If the target is standing within 10 feet of an **INCAPACITATED** or worse being, this attack deals +20 damage. **Or:** instantly destroy a summoned minion controlled by the character. Up to 3 targets within reach of the minion suffer 40 **necrotic** damage.

Harvest Your Soul

Rank 4 Necromancy; Type: Attack (Damage)

This spell attempts to separate the target's soul from their body.

Strike a non-undead or non-construct target with a spell packet or weapon attack. The target suffers 80 **Necrotic body** damage and is rendered **CRITICAL** if reduced to 0 **body** points.

Mind of Chaos

Rank 4 Demonology; Type: Defense, Attack (Status), Redirect, Latent

Trying to find reason in Chaos drives one mad and this mental barrier is designed to ensure it.

When targeted by a **Social** attack or an attack which inflicts **FEARED**, **ENRAGED**, or **CHARMED**, nullify the entire effect of the attack and **redirect** it to the attacker. The attacker must suffer or defend the attack. This ability can be granted to others as a **Latent** effect.

Void Gaze

Rank 4 Entropy; Type: Attack (Status)

The Hexer looks into the target's eyes, summoning a horrific apparition only they can see.

Choose a target within 25 feet. The target is rendered **BLIND** until cured.

Paragons

Harvester

10 Build; Type: Attack

Unleashing the power of the Abyss, the Hexer can link their lifeforce with others, remaining alive while that link remains.

When rendered **INCAPACITATED**, instantly **auto-hit** an attack **spell** that deals damage against the last target who attacked the character. If the attack is successful, restore 1 **body point**. This effect can be activated no more than once per 30 seconds.

Necromancer

10 Build; Type: Healing, Utility

The Hexer has mastered control over unlife, perfectly animating the corpses of the recently dead.

When using **Harvest Your Soul**, the effect restores 80 **body points** to an **Undead** creature. **Or:** when using **Animate Dead** on a corpse, the target is healed to their maximum body point total and is raised as an **Undead** minion of the character. The target retains their character card, becomes **WEAK** versus **positive** and **radiant** damage, and **IMMUNE** versus **POISONED** and **DISEASED**. This effect may be **dispelled** after 10 minutes or if the target is reduced to **INCAPACITATED** or worse, at which point the target becomes **DEAD**.

Necrotic Consumption

10 Build; Type: Utility

The Hexer is the most proficient when it comes to draining the very lifeforce of their enemies for their own purposes. With this power they can even restore their own energy or put those fragments of a spirits power to a nefarious use.

When using **Reap Soul**, the character may restore a rank 1 or 2 **Spell Slot**.

Soul Tap

10 Build; Type: Healing

Not one to waste lifeforce, as the Hexer bleeds it out of their foes with their chaotic power, minor flows of power bring back that lost life to revitalize the Hexer.

When a target suffers the effect of a **spell Attack**, the character restores 10 **body points**.

Mage Proficiencies

Body

The **Mage** gains +5 **body points**

Literacy: Arcane

The character may decipher the written language of the arcane and is knowledgeable about **Mage** spells.

Magic Damage

The character may deal **magic** damage with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Mage Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skill

Scrying

10 Build; Type: Inquiry, Negotiation

The mage, through the mystical means of scrying or divination, and rigorous study, may uncover the answers of their questions.

The character may petition a Marshal for answers about the properties of an item, or to answer questions about a plot.

Periodic Skill

Absorption

4 Build; Type: Reaction, Refresh

The power to absorb and utilize a portion of energy that has struck the mage to their own ends.

When the character is struck by a spell, they may **refresh** one spell slot of any rank. This may be used in conjunction with a defense.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Illusionary Script

Cantrip Illusion; Type: Utility

A spell used to create mystical writing and imagery upon a surface.

The character may write a message in a language they know. This writing will last for as long as the character specifies to a maximum of 6 hours, plus an additional 2 hours per point of **Intelligence** known by the character.

Prestidigitation

Cantrip Enchantment; Type: Negotiation, Utility

A spell that performs a minor arcane trick such as cleaning dirtied robes or creating small bursts of light or sound.

Amplify

Rank 1 Enchantment; Type: Utility

A spell that enhances a character's natural abilities temporarily.

Choose a target within Reach. Increase an attribute for the target by +1 for 1 minute, plus an additional minute for each point of either **Intelligence** or **Wisdom** the character possesses.

Lock/Unlock

Rank 1 Enchantment; Type: Utility

This spell creates or opens a lock.

Choose a container within reach. The container becomes locked and can not be opened. **Or:** after 30 seconds of preparation choose a lock within reach. The lock is opened.

Magic Missiles

Rank 1 Wizardry; Type: Attack (Damage), Auto-Hit, Area Effect

A spell that allows the mage to shoot forth several bolts of magic to harm their foes.

The character deals 20 **Magic** damage divided as they choose among however many targets, to a minimum of 1 damage, within 25 feet. The character may not target a single being more than once with this spell.

Wyvern Watch

Rank 1 Enchantment; Type: Defense

The mage summons a familiar to watch over them in case of surprise attacks.

This latent spell defends against a single attack delivered from **concealment**. This ability can be granted to others as a **Latent** effect.

Animate Object

Rank 2 Enchantment; Type: Summon

Imbues a weapon or armor with arcane power to animate and fight for the mage.

This spell summons a Construct to fight for the character. Please see Summon Rules for Summoning Rules. **Or:** Choose a weapon within reach. Grant it magic damage for 5 minutes.

Comprehend Languages

Rank 2 Wizardry; Type: Utility

Magic flows into the mind of the caster, helping them understand unfamiliar words.

The character is able to understand words written or spoken in another language, provided they are aware of the existence of the language.

Dispel Magic

Rank 2 Wizardry; Type: Attack (Status)

A spell that surges arcane power into the flow of another spell, disrupting its power.

Strike a target with a spell packet or weapon attack. The target immediately ends any **channeled** effects. This includes **Barrier** effects.

Inhibit

Rank 2 Telemancy; Type: Attack (Status)

This spell constricts the space around the target, restricting even the fastest movement.

Choose a target within reach. The target immediately ends the use of a **MOVEMENT** ability they are affected by.

Suppress Magic

Rank 2 Wizardry; Type: Attack (Status)

The mage creates an arcane sigil that prevents further action.

Strike a target with a spell packet or weapon attack. The target is **SEALED** on a skill of the character's choice for 30 seconds.

Chromatic Orb

Rank 3 Illusion; Type: Attack (Damage)

The mage coalesces arcane energy into a photokinetic orb of light.

Strike a target with a spell packet or weapon attack. The target suffers 30 **Magic body** damage.

Color Spray

Rank 3 Illusion; Type: Attack (Status)

This spell shoots forth a bright flash of colorful and disorienting light.

Choose a target within reach. The target is rendered **BLIND** until cured.

Teleport

Rank 3 Telemancy; Type: Utility, Attack (Status), Movement

Distorting the space around them, the caster may move themselves or another anywhere in a short distance.

Strike a target with a spell packet or weapon attack. The target of the spell is **DISPLACED** 25 feet in a direction chosen by the caster. The character may also cast this spell on themselves.

True Sight

Rank 3 Illusion; Type: Attack (Detection)

A counter to illusions and deceptions, using magic to illuminate any hidden tricks.

Choose a **CONCEALED** target within 25 feet. The character may ignore the **CONCEALED status** on that target for 5 minutes.

Arcane Armor

Rank 4 Enchantment; Type: Defense

Summons forth mystical armor from pure magic to help ward away damage.

The character becomes **RESISTANT** to **Magic** damage for 5 minutes. This ability can be granted to others as a **Latent** effect.

Displacement

Rank 4 Illusion; Type: Defense, Movement

This spell creates an illusory copy of the mage before their target while they safely escape harm.

The character nullifies the entire effect of the next attack to target them and is instantly **DISPLACED** 10 feet backwards (or until they reach a point at which they cannot continue moving).

Imprisonment

Rank 4 Wizardry; Type: Attack (Status), Channeled

A spell that encases its victim in a crystalized shell of magic.

Strike a target with a spell packet or weapon attack. The target is rendered **IMPRISONED** as long as the character maintains channeling the spell. The character must remain within 10 feet of the target while channeling.

Invisibility

Rank 4 Illusion; Type: Utility

With arcane whispers and brief motion of your hand, your skin and clothes become transparent, nigh a shimmer to betray your position.

The character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action other than moving or speaking, or after 10 minutes. This effect does not suppress any noise made by movement.

Speed Cast

Rank 4 Telemancy; Type: Combo

With the use of a single command incantation, a mage may instantly cast a spell.

The character may instantly activate a spell of any rank. **Speed Cast** has a 5 second cool down.

Paragons

Archmage

10 Build; Type: Passive

A practiced Mage that memorizes their grimoire and only ever needs to take a quick glance to gain its benefits.

The character may use a **grimoire** without a free hand available.

Spell Immunity

10 Build; Type: Passive

With practice and exposure the Mage is able to become immune to the effects of a known spell of theirs.

Choose any **spell** that you know and become **IMMUNE** to that spell.

Valence Spells

10 Build; Type: Spells

Detailed work with the Weave to form defensive protections.

While in an out of combat scenario the character may spend 1 minute of preparation and no spell slot to cast one of the following latent abilities on a target within reach. A target may only benefit from this once per caster.

Enchanted Armor (Augment)

Choose a target within reach, for every 60 seconds of preparation the target gains +5 **armor** points, up to 25 **armor** points expiring when they begin a **rest** or after 1 hour.

Redirection (Defense, Latent, Redirect)

Nullify the entire effect of a spell attack targeting the character, strike a target with a spell packet attack and **redirect** it to that target.

Negation (Defense, Latent)

Nullify the entire effect of a spell attack targeting the character.

Obscurement (*Defense, Latent*)

Nullify the entire effect of a **DETECTION** attack, a **divine** spell attack, or **primal** spell attack targeting the character.

Warmage

10 Build; Type: Utility

Casting under pressure is challenging, but a Warmage is able to prepare themselves and concentrate even in the heat of battle.

After casting a spell, the character may hold onto the effect for up to 5 minutes before releasing it and using the ability. The character cannot be interrupted while holding the effect and must release it before casting another spell.

Marksman Proficiencies

Body

The **Marksman** gains +10 **body points**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Awareness

10 Build; Type: Utility

Feeling the presence of nearby beings, even if they remain unseen.

When a **CONCEALED** being enters within 25 feet of the character, the character becomes aware of their presence. This does not allow the character to see the being.

Detect Weakness

10 Build; Type: Utility

Sizing up an opponent to figure out the best way to hurt them.

After 30 seconds of concentration on a target within 50 feet, the target must report to the character any damage types to which they are **WEAK**, or other weaknesses, if applicable. The time to activate this skill is reduced by 5 seconds per point of **Wisdom** known by the character to a minimum of 5 seconds.

Determination

10 Build; Type: Utility

The Marksman is capable of performing seemingly impossible feats of sharpshooting.

While suffering from a **BROKEN ARM**, the character may still wield a weapon and make attacks no more than once per 5 seconds. If the weapon wielded in that arm is struck by an attack, the character must still suffer the effect of the attack, but may reduce any damage taken in this way by half. **Bane** effects will bypass this passive.

Stealth

10 Build; Type: Utility

The Marksman knows how to conceal themselves from the average onlooker.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not **dispelled**.

Periodic Skills

Achilles Shot

4 Build; Type: Attack (Status)

A precise strike which hits the back of the target's ankle.

Strike a target with a weapon attack. The target is **TRIPPED** for 10 seconds and suffers one **BROKEN LEG**.

Athletic Feat

4 Build; Type: Utility

The Marksman is capable of incredible feats of agility.

If the action involves a distance or range, it may be up to 20 feet, plus 10 feet per point of **Dexterity** known by the character.

Flame Shot

6 Build; Type: Attack (Damage)

Ammunition can be ignited by a skilled Marksman to produce devastating effects.

Strike a target with a weapon attack. The target suffers 60 **fire** damage.

Flee

4 Build; Type: Utility, Movement

Tactical repositioning is a key part of combat with ranged weapons.

The character is **DISPLACED** 50 feet away from an enemy.

Nail

3 Build; Type: Attack (Status)

With a well-aimed shot to the hand or foot, a Marksman can stop an enemy in their tracks.

Strike a target with a weapon attack. The target is **PINNED** for 1 minute. If the target is standing within 5 feet of a wall or similar surface, the character may choose to additionally **IMMOBILIZED** the target's arm. The arm cannot be used for any purpose until the **PINNED status** ends.

Puncture

3 Build; Type: Attack (Damage), Combo

Knowledgeable about the intricacies of armor, the Marksman may strike a target in ways that bypass their defenses.

Strike a target with a weapon attack. The target suffers 10 **body** damage. This skill may be coupled with another **Attack (Damage or Mix)** skill instead of its normal effect to increase its damage by 10 and have the Attack deal **body** damage.

Ricochet

4 Build; Type: Combo, Reaction, Redirect

A Marksman is able to predict their target's movements and aim their shots to account for them.

When an attack used by the character is defended, the character may **redirect** the attack to another target within 10 feet of the initial target.

Stealth Strike

5 Build; Type: Combo

Silent and deadly, the Marksman is a masterful sniper able to conceal the origin of their shots.

The character may use a coupled attack without dispelling the **CONCEALED status**.

Trick Shot

5 Build; Type: Combo

A Marksman can hit any target with perfect accuracy.

After 10 seconds, the coupled attack **auto-hits** a target within 15 feet. In non-combat scenarios, the distance of the effect is increased by 5 feet per point of either **Dexterity** or **Intelligence** known by the character. The character must be wielding a ranged or thrown weapon to use this skill.

Volley

5 Build; Type: Combo

A series of ranged shots in rapid succession.

The following 5 **Attack** skills made by the character with a ranged weapon additionally deal +10 damage. The character must use all 5 attacks within 1 minute.

Paragons

Aimed Shot

10 Build; Type: Utility

Careful and precise shot that can find its way between the weaknesses of armor.

After 10 seconds of aiming, add the **body** damage effect to an attack delivered with a ranged weapon or as an **auto-hit**.

Ammo Recovery

10 Build; Type: Alters Ability

Even when a Marksman misses they can salvage their knives or arrows for the next time they are needed.

When a target defends the character's attack, spend a use of **Ricochet**. The character retains the use of the **Attack** skill and is not placed in combat with the target, if applicable.

Deadeye

10 Build; Type: Alters Ability, Detection

While the Marksman is in an advantageous position they may scout around looking for others trying to hide.

While **CONCEALED**: detect all **CONCEALED** targets within 25 feet. If the detection is defended, the character may not attempt to detect the target again for 1 minute or until the character uses another ability that would render them **CONCEALED**.

Disengage

10 Build; Type: Alters Ability

With a quick attack to keep an opponent distracted the Marksman can make sure they aren't followed during their retreat.

When using **Flee**: a target within 10 feet of the character at the beginning of their movement is **PINNED** for 1 minute.

Monk Proficiencies

Body

The **Monk** gains +20 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Passive Skills

Blind Fighting

10 Build; Type: Utility

A tempered form of awareness, which helps guide the character through the loss of their sight.

The character may ignore the effects of the **BLIND status** on beings within 10 feet of them.

Commune with Spirits

10 Build; Type: Inquiry

A Monk may trigger visions or dream-like states to gain memories and wisdom from the spirits.

After some time in a quiet place with time to focus, the character may petition a Marshal for information regarding an item or situation. If the Marshal approves the request, they will specify the requirements to complete the research.

Deep Breath

10 Build; Type: Negotiation, Utility

Calm nerves and strong lungs allow one to act while under pressure.

The character may hold their breath for up to 1 minute, plus an additional minute per point of **Constitution** known by the character.

Stone Fists

10 Build; Type: Utility

Hardened fists and forearms.

While wielding a brawler the character does not take damage when struck in the hand or forearm of the arm holding it.

Periodic Skills

Abundant Step

5 Build; Type: Utility, Movement

The Monk may burst forward with incredible speed.

Choose one willing target within reach. The character and target are **DISPLACED** 50 feet in any direction. If used in combat, the character may only move away from enemies.

Dodge

6 Build; Type: Defense

Fast reaction time and natural instinct allows the character to evade a ranged attack.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Iron Body

5 Build; Type: Utility, Healing

Physical conditioning and hard work that most cannot endure allows the Monk to enter a state of imperviousness.

The character is **IMPRISONED** for 1 minute. After 1 minute, they are restored to maximum body. This effect may be dispelled by the character early without restoring the body.

Leg Sweep

3 Build; Type: Attack (Status), Area Effect

A martial technique, forcing several opponents into the ground.

Choose 3 targets within a 5 foot cone in front of the character. The targets are **TRIPPED** for 10 seconds.

Parry

3 Build; Type: Defense

A simple defense meant to turn away simple attacks.

Nullify the entire effect of a base damage attack.

Poison Discharge

3 Build; Type: Healing

The Monk can expel poison and disease from their own body.

After 5 seconds, the character is cured of the **POISONED** and **DISEASED statuses**.

Spirit Shock

6 Build; Type: Attack (Status)

A strike that temporarily projects the target into the spirit realm and is unable to move.

Strike a target with a weapon attack. The target is **IMPRISONED** for 1 minute.

Strength of Spirit

5 Build; Type: Augment

A maneuver in which the monk prepares themselves to deliver a flurry of blows to overwhelm their target.

After 5 seconds of **preparation**, gain +1 **damage proficiency** for the following 5 attacks. For each additional 5 seconds, gain +1 additional **damage proficiency**, up to the damage cap of the weapon they are wielding.

Throw

4 Build; Type: Attack (Status)

The ability to throw an object or person with great force.

Choose a target within reach. The target is **DISPLACED** 10 feet in any direction and **TRIPPED** for 10 seconds. In non-combat scenarios, the distance of the effect is increased by 5 feet per point of **Strength** known by the character.

Paragons

Harmonious Senses

10 Build; Type: Alters Ability

The Monk is in touch with the spirits and world around them allowing them to act as though they could see.

While using **Blind Fighting** the character ignores the **CONCEALED** status on targets within 10 feet. The character may render themselves **BLIND** after 10 seconds of **preparation**. After 10 seconds of **preparation**, the character may cure themselves of **Harmonious Senses**.

Meditate

10 Build; Type: Alters Ability, Refresh

After attaining a strong body, this ability allows the Monk to work on a stronger sense of self and reflect on their actions.

While using **Iron Body**, and not ending the effect early, **refresh** one use of a **Periodic** skill.

Purity of Body

10 Build; Type: Alters Ability

The Monk has complete control over functions of the body and soul.

While using **Poison Discharge** the character may additionally cure the **CURSED status**.

Spiritual Strikes

10 Build; Type: Alters Ability

The Monk has learned how to channel their own spirit into attacks striking additional targets.

While using **Strength of Spirit** the following 5 attacks are delivered as an **auto-hit** against one target **within reach**.

Physician Proficiencies

Body

The **Physician** gains +10 **body points**

Physician Talent

1 Build; Type: Talent

When learning this skill, choose any one **talent** from the list below. The cost to purchase a talent increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Anatomical Flaw

10 Build; Type: Alters Ability

Knowledge and precision allows the Physician to find the most obscure weaknesses to exploit.

When the character uses **Fatal Flaw** on themselves, they may spend a rank 3 **talent slot**. For each **talent slot** spent this way, gain +1 Damage Proficiency of the chosen type per purchase of Anatomical Flaw.

Passive Skills

Apparatus

10 Build; Type: Combo

An assortment of medical supplies designed to assist the Physician in meticulous work.

While not currently engaged in combat, the character may spend 30 seconds per rank to complete a **Ranked Procedure** for no cost. **Or:** remove a body part from a **DEAD** target and preserve it.

Periodic Skills

Waylay

4 Build; Type: Attack (Status)

Be it an unruly patient or dangerous beast, a swift strike to the back of the head can solve many a Physician's problems.

Strike a target with a weapon attack. The target is **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is dispelled if the target suffers an attack.

Talent Slot (Rank 1)*1 Build*

After 5 minutes of crafting: create a rank 1 **Consumable**.

After 3 seconds of **preparation**, complete a rank 1 **Procedure**.

Or: instantly activate a rank 1 **Defense** talent.

Talent Slot (Rank 2)*1 Build*

After 5 minutes of crafting: create a rank 2 **Consumable**.

After 3 seconds of **preparation**, complete a rank 2 **Procedure**.

Or: instantly activate a rank 2 **Defense** talent.

Talent Slot (Rank 3)*1 Build*

After 5 minutes of crafting: create a rank 3 **Consumable**.

After 3 seconds of **preparation**, complete a rank 3 **Procedure**.

Or: instantly activate a rank 3 **Defense** talent.

Talent Slot (Rank 4)*1 Build*

After 5 minutes of crafting: create a rank 4 **Consumable**.

After 3 seconds of **preparation**, complete a rank 4 **Procedure**.

Or: instantly activate a rank 4 **Defense** talent.

Talents

Cosmetic Alteration

Rank Basic Therapeutics; Type: Augment Procedure

A quick brush, an application of tincture, or just take a little off the top. A Physician can spruce up even the most haggard adventurer given the chance.

Choose a target within reach. The target gains +1 to their learned Attributes for 5 minutes. May provide a character a simple alteration to their features like colored hair or longer nails for the duration of the event. This does not disguise who they are.

Reanimation/Autopsy

Rank Basic Surgical; Type: Healing Procedure, Inquiry

Stimulating the organs in an effort to revive a fallen ally, hopeful they are not too far gone. Even if they are, a Physician possesses the knowledge to slowly discover how they died.

After 1 minute of preparation: cure a target of the **DEAD** status. No more than 10 minutes may have passed since the target became **DEAD**. The target does not suffer Resurrection Sickness. In certain scenarios, the character may petition a Marshal to gain information on a corpse. If the Marshal approves the request, they will specify the requirements to complete the research.

Specialist's Intuition

Rank Basic Diagnosis; Type: Healing, Alters Ability, Negotiation

The Physician can draw unique conclusions regarding wounds, mannerisms, and ailments with their medical insight. Given the chance, they can determine the best way to cure many of these.

When using **First Aid/Assess**, the character may also determine any negative effects a target has received from death. After 5 minutes of interacting with a target: Suppress a negative death effect on a target until they have completed their next rest or 1 hour, whichever is longer. A character can only have any detriment they are suffering from suppressed once per event. With approval, the character may identify and suppress other unique ailments afflicting a target.

Bind Wounds

Rank 1 Surgical; Type: Healing Procedure

The practice of healing wounds through medical methods.

Choose a target within reach. The target restores 20 **body points**.

Compression Tourniquet

Rank 1 Implements; Type: Consumable, Latent Defense

An interesting device the Physician has prepared that snaps into place, squeezing tightly to prevent harm mid battle.

On use: gain a **Latent Defense** which nullifies **BLEEDING** or **BROKEN LIMB** effect of an attack. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Leech

Rank 1 Surgical; Type: Consumable, Latent Defense

A method to drain poison and pull away impurities through the use of leeches, moss, or powders.

When used, gain a **Latent Defense** which nullifies the **POISONED** or **DISEASED** effect of an

attack. **Or:** cure the character of the **POISONED** or **DISEASED** status. **Or:** choose a target food or drink item within reach. If the item has any effects that would detriment a being when consumed, the effects are **dispelled**. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Triage

Rank 1 Surgical; Type: Procedure, Combo

A well organized setup to quickly assess priorities.

The character gains 1 additional target on non-attack **Procedures**.

Break Mind Control

Rank 2 Therapeutics; Type: Healing Procedure

The Physician can quickly get the attention of someone that is not in control of their own senses.

Choose a target within 25 feet. The target is cured of **CHARMED**, **ENRAGED**, or **FEARED**. This includes if the status has the **CURSED** duration.

Healing Tonic

Rank 2 Implements; Type: Consumable, Healing

An ingested form of medicine.

On use: restore 20 **body points** to the imbiber.

Medical Guide

Rank 2 Implements; Type: Consumable Utility, Augment

A simple guide the Physician has created with finer details on healing the physical form.

On use: the following 3 **Healing skills** used by the character on other targets restore twice as many **body points**.

Parry Trinket

Rank 2 Implements; Type: Consumable, Latent Defense

A small device designed to improve an ally's reaction time.

On use: gain a **Latent Defense** which nullifies the entire effect of a base damage attack. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Rehabilitate

Rank 2 Therapeutics; Type: Healing Procedure

The Physician is able to help a patient recover using their own body to expel statuses.

Choose a target within reach. The target is cured of any one **status** other than **CURSED**.

Fatal Flaw

Rank 3 Diagnosis; Type: Augment Procedure

The Physician has a keen eye for the weak points of an enemy, where a flick of the wrist can make all the difference.

Choose a target within reach. The target's next attack is considered **bane**.

Mind Over Matter

Rank 3 Therapeutics; Type: Procedure, Latent Defense

The Physician is able to explain how to best overcome various effects in a short while.

Choose a target within reach. The target gains a **Latent Defense** which nullifies the status effect of an attack which inflicts a status that does not have a maximum duration.

Resuscitate

Rank 3 Diagnosis; Type: Healing Procedure

A vital procedure to save someone from the brink of death.

Choose an **INCAPACITATED** or **CRITICAL** target within reach. The target is restored to maximum **body**.

Vitalize

Rank 3 Therapeutics; Type: Augment Procedure

A procedure to allow a person to adjust to more consumables than one would normally benefit from.

Choose a target within reach. The target may stack an additional use of a specified **Latent Consumable**, lasting until used. This skill may be applied no more than once per **Consumable** per target.

Elixir of Self Control

Rank 4 Implements; Type: Consumable, Latent Defense

A form of medicinal alchemy meant to keep a clear mind.

On use: gain a **Latent** defense which nullifies a **Social** attack or the **ENRAGED** or **FEARED** effect of an attack. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Inject Adrenaline

Rank 4 Diagnosis; Type: Healing Procedure, Refresh

A premade mixture to help spur into action even the most exhausted ally.

Choose a target within reach. The target's card refreshes as if it were the start of a **period**. A being may benefit from this skill no more than once per event.

Reflex Trinket

Rank 4 Implements; Type: Consumable, Latent Defense

A small item designed to help an ally's instincts when avoiding an attack.

Apply a **Latent Defense** which nullifies the entire effect of an **auto-hit** attack targeting the recipient. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Surgical Alteration

Rank 4 Surgical; Type: Augment Procedure

A detailed process meant to work on a patient in order to augment them.

After 1 minute of RP: Choose a target within reach. Grant them a **Latent** use of any non-Attack **Consumable**. This item may be invoked at any time, including while the character is otherwise unable to use items. In certain scenarios, a Physician may complete surgical procedures with Marshal approval.

Paragons

Field Medic

Type: Passive Utility

Field Medics are able to use the chaos of a battlefield to hide and save lives.

While using a Healing skill: the character is **CONCEALED**. This effect is **dispelled** if the character moves faster than a walking pace or 10 seconds after completing the skill. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not dispelled.

Pharmacist

Type: Talent

This Physician has dedicated time into different forms of alchemy for their patients.

The character gains the talents **Smelling Salts**, **Potion of Refreshment**, and **Noxious Gas** from Alchemist.

Psychologist

Type: Alters Ability, Healing

A Psychologist is a practitioner of mental wellbeing. Using their focus to help others have better control or recover from unseen injuries.

When using **Break Mind Control**, the target becomes immune to **CHARMED**, **ENRAGED**, **FEARED**, and **Social** effects for 1 minute.

The character may reduce the duration of any long duration effect caused by a death by 1 month. (To a minimum of 1 month).

Sawbones

Type: Talent, Healing

A Sawbones has practiced quick recovery methods which are designed to get an ally moving as fast as possible.

After 10 seconds of **preparation**, reduce the duration of any status effect which lasts until cured, **INCAPCITATED**, or **CRITICAL** to 1 minute. The target heals 1 body when cured. This does not affect the **CURSED** status.

Priest

Deities associated with your setting can be found on your game's website.

Proficiencies

Alignment: Varies

Gain the alignment associated with the character's worshipped deity or pantheon, if any.

Body

The **Priest** gains +5 **body points**

Literacy: Celestial

The character may decipher the written language of the divine and is knowledgeable about **Priest** spells

Divine Damage

The character may deal **divine** damage with all base damage attacks.

Aligned Damage

If the character worships an aligned creature, they may deal **necrotic**, **radiant**, **sacred**, or **shadow** damage with all attacks, depending on their alignment

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Priest Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Liturgy

10 Build; Type: Passive, Utility

A speech or lesson in the Priests faith.

After 10 minutes of verbal interaction: All beings present for the entirety of the interaction gain a latent use of **Divine Blessing** that lasts until used. This effect nullifies a **curse**. While you have **Divine Blessing**, you may deal **Divine** damage with attacks until the **latent** effect is used.

Periodic Skills

Embolden

4 Build; Type: Augment

*The Priest grants a blessing to an ally, imparting divine protection upon them. Choose a target. After 30 seconds of verbal interaction, the target gains +10 healable **body** points, expiring when they begin a **rest** or after 1 hour.*

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Consecrate

Cantrip Blessing; Type: Negotiation, Utility

A small fetish, charm, or holy symbol is often the focus of this spell to bless objects with power.

Empowers a symbol of faith, or an object with the power of the character's alignment. Any being of the opposite alignment of the character's who touches the item feels an uncomfortable burning or cold sensation. The character may petition a Marshal to allow other effects.

Divine Aura*Cantrip Prophecy Type: Negotiation, Utility*

The Priest being in such constant contact with the presence of their deity has learned to take on an appearance more common to their deities' messengers.

The character manifests a reflection of their deity. They may do things such as brighten and darken the area around them, make symbols of their deity appear such as a halo or spectral wings, or other tasks at the discretion of the Marshal present for a scene.

Divine Word*Cantrip Prophecy; Type: Attack (Social), Negotiation*

A priest, true in their dedication to their faith, may speak briefly in the divine tongue, as if commanding with the word of their deities.

Choose a target within 25 feet. The target is filled with an echoing thought that fills their mind. This thought must be a simple action determined by the character which does not affect their combative ability. The target of this spell must agree OOG to its effects.

Revivify*Cantrip Blessing Type: Healing*

The Priest pierces the veils of the Spirit Realm to cure mortal wounds.

After 30 seconds of concentration on a target, the target is restored to 1 **body** point from the **INCAPACITATED** or **CRITICAL status**. **Or:** After 10 minutes of interaction with a spirit, restore a target to their maximum **body** point total from the **DEAD status**. The character may optionally consider themselves to be in the Spirit Realm and must don a blue headband for the duration of the **resurrection**. The target must roll on the **Death Chart** or suffer **Resurrection Sickness**.

Speak With Dead*Cantrip Prophecy; Type: Utility*

This prayer calls upon the spirits of the dead to return, phased into the mortal world, and compelled to answer the priest.

After preparing a small ritual space, the character may petition a Marshal to ask one specific

question of a being who has died, plus an additional question per 3 points of either **Charisma** or **Wisdom** known by the character or any assistants.

Grovel

Rank 1 Wrath; Type: Attack (Status)

Taking on the visage of deity for a moment, the priest strikes awe into their enemy, forcing them to their knees.

Strike a target with a spell packet or weapon attack. The target is **TRIPPED** for 10 seconds.

Purify Food

Rank 1 Blessing; Type: Healing

This spell purges any toxins from the target.

Choose a target within reach. The target is cured of **POISONED** or **DISEASED**. **Or:** choose a target food or drink item within reach. If the item has any effects that would detriment a being when consumed, the effects are **dispelled**.

Wield Faith

Rank 1 Sanctification; Type: Attack (Status), Channelled

Focusing their faith and will against a specific target, they may keep them at bay.

Choose a target within 25 feet. If the target is fewer than 10 feet from the character, the target is **DISPLACED** 10 feet away from the character. The target may not approach the character while this effect is channelled. This effect may be maintained on no more than one target at a time and is **dispelled** if the character moves faster than a walking pace or takes another action affecting a being.

Bless Weapon

Rank 2 Wrath; Type: Augment

The priest infuses a weapon with the energy of their deity, enhancing it with that god's power.

Choose a target within reach. The target gains +1 **damage proficiency** for 5 minutes and must use **divine** damage for the duration.

Eye for an Eye

Rank 2 Prophecy; Type: Reaction, Redirect

This spell links the Priest with their assailant, forcing the target to suffer the same fate.

When targeted by an **Attack (Status or Mix)** skill, the attacker suffers all **statuses** dealt to the

character. The character must still defend or succumb to the attack. This ability can be granted to others as a **Latent** effect.

Introspection

Rank 2 Wrath; Type: Attack (Status)

This spell forces a target to look inward and focus on themselves.

Strike a target with a spell packet or weapon attack. The target is rendered **BLIND** until cured and is unable to perceive their surroundings, including sound, for 1 minute.

Absolve

Rank 3 Sanctification; Type: Healing

This spell cleanses a target's spirit of metaphysical anomalies.

Choose a target within reach. The target is cured of any one **CURSED status**.

Atonement

Rank 3 Sanctification; Type: Attack (Damage), Healing

This attack forces an opponent to give up a part of their life force in order to heal another target.

Strike a target with a spell packet or weapon attack. The target suffers 30 **Divine** damage. Then, choose a second target within reach. The second target restores 30 **body** points.

Malediction

Rank 3 Wrath; Type: Attack (Mix)

This destructive spell will bind the target from an ability.

Strike a target with a spell packet or weapon attack and choose a skill or ability. The target suffers 30 **Divine** damage and the chosen ability becomes **SEALED**.

Sanctuary

Rank 3 Sanctification; Type: Utility, Channelled

The Priest creates an impenetrable barrier around themselves.

The character extends their hand in front of them, palm facing out. While channelling this effect, an impenetrable **barrier** exists around the character and up to one willing target within reach. This effect is **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Fearlessness

Rank 3 Blessing; Type: Defense

This spell allows its target to face their fears.

Nullify the **FEARED** or **ENRAGED** effect of an attack and become **IMMUNE** versus **FEARED** for 1 minute. This ability can be granted to others as a **Latent** effect.

Augury

Rank 4 Prophecy; Type: Augment, Latent Defense

This spell shows the recipient a vision of a dangerous situation.

The character is **IMMUNE** versus the next **Attack** skill to target them. This ability can be granted to others as a **Latent** effect.

Divine Circle

Rank 4 Sanctification; Type: Augment

A divine aura which protects those within it from harm.

For 1 minute, all beings **within reach** of the character are **RESISTANT** versus base damage attacks.

Holy Armor

Rank 4 Blessing; Type: Defense

Divine armor that can protect against attacks that normal armor couldn't.

Nullify an attack that deals **body** damage. This ability can be granted to others as a **Latent** effect.

Revelation

Rank 4 Prophecy; Type: Attack (Detection)

The hand of the Divine guides the Priest to those hidden around them with a divine aura.

Strike a **CONCEALED** target with a spell packet or weapon attack. The target's concealment is **dispelled** and they cannot become **CONCEALED** for 5 minutes. The character does not need to be able to see the target to use this skill.

Paragons

Anointed

10 Build; Type: Spell

Through a short ritual the Priest is able to grant additional blessings.

Choose one of the following spells to add to your spell list:

Dyad

Rank 1 Ambition; Type: Combo

Choose a target within reach of your target. The coupled **spell** additionally strikes that target.

Prophetic Visions

Rank 2 Destiny; Type: Combo

The coupled **Latent** effect refreshes on your next rest.

Vestments

Rank 3 Salvation; Type: Defense

Nullify the **WAYLAID** effect of an attack and become **IMMUNE** versus **WAYLAID** for 1 minute. This ability can be granted to others as a **Latent** effect.

Blade of Victory

Rank 4 War; Type: Attack (Damage)

Strike a target with a spell packet or weapon attack. The target suffers 60 **divine** damage. This ability can be granted to others as a **Latent** effect.

Divine Presence

10 Build; Type: Alters Ability, Area Effect

The Priest is able to further spread their influence to those around them.

While using **Grovel** or **Malediction** the character may choose 3 targets **within reach** when casting the spell. Additionally while the character remains channelling the spell the effect of **TRIPPED** or **SEALED** continues until they are no longer channelling, and the character may strike a new target while channeling to move the effect of **TRIPPED** or **SEALED** to a new target.

Holy Word

10 Build; Type: Alters Ability

Sacred words that are often used throughout their Liturgy to help imbue their audience with a greater blessing.

When using **Liturgy**, the recipients gain a **Latent** use of a **base class** periodic skill or spell known by the character, expiring when used or at the end of the event. A being may benefit from no more than one **Holy Word** at a time.

Pious

10 Build; Type: Alters Ability

The Priest has practiced their devotion with such fervor they were able to learn a prayer closer to their deities pantheon.

The character is **RESISTANT** versus the damage type associated with their deity.

Gain a benefit associated with your primary deity's alignment. (You may choose 'Other' instead of the alignment)

Dark Empowerment (Dark): While using **Malediction** the character may deal 30 drain damage instead of its original effect.

Light's Justice (Light): When using **Eye for an Eye** you may now use it while targeted by any Attack.

Divine Ward (Order): When using **Absolve** the character becomes immune to **CURSED** for 1 minute.

Divine Sphere of Protection (Other): While using **Sanctuary** the character may extend the barrier around two willing targets.

Psion Proficiencies

Body

The **Psion** gains +5 **body points**

Literacy: Astral

The character may decipher the written language of the Astral Realms and is knowledgeable about **Psion** spells.

Astral Damage

The character may deal **astral** damage with all base damage attacks.

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Psion Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Probe Thoughts

10 Build; Type: Inquiry

The Psion enters the mind of the target, allowing them to determine their thoughts, feelings, and information about them.

The character may question an NPC with the supervision of the Marshal overseeing the encounter. The Marshal will specify the requirements and decide the result of the interrogation.

Periodic Skills

Willpower

4 Build; Type: Defense

Nullify the entire effect of a **Social** attack or an attack which inflicts **CHARMED**, **FEARED** or **ENRAGED** targeting the character.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 3)

1 Build

After 3 seconds of **preparation**, cast a rank 3 spell.

Or: instantly activate a rank 3 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 4)

1 Build

After 3 seconds of **preparation**, cast a rank 4 spell.

Or: instantly activate a rank 4 **Reaction** or **Cooldown** spell.

Spells

Astral Projection

Cantrip Clairvoyance; Type: Inquiry

This spell allows the Psion to project their will onto an outside location, temporarily leaving their body behind.

The character is **WAYLAID**. They may then petition a Marshal to scry on a location they have been to or person with whom they have been in contact in the previous 12 hours. The character may view the location or the immediate vicinity of the person for up to 5 minutes at the discretion of the Marshal.

Psi-Crystal

Cantrip Manifestation; Type: Negotiation, Utility

A small crystal that houses the memories of beings p floating around in them and random various words, phrases and thoughts with deep purposes such as prophecies can be felt in the mind when holding them. The Psion may spend 5 minutes manifesting a crystal with imbued power.

Kinetic Push

Rank 1 Kineticism; Type: Attack (Status), Area Effect

The Psion forces enemies away from them using overwhelming telekinetic power.

Strike up to 3 targets with a spell packet or weapon attack. The targets are **DISPLACED** 10 feet away from the character.

Telekinesis

Rank 1 Kineticism; Type: Utility

This spell allows the Psion to manipulate an object with their mind.

The character may move an item of up to 200 lbs., plus an additional 100 lbs. per point of **Intelligence** known by the character.

Telepathy

Rank 1 Telepathy; Type: Utility

A brief message is sent to another being on the same plane of existence as the Psion.

Choose a target whom the character knows. The target mentally receives a message of no more than one sentence in length from the character and may reply with a message of the same length.

Vertigo

Rank 1 Telepathy; Type: Attack (Status)

The target of this spell is overcome with a bout of dizziness, causing them to collapse.

Strike a target with a spell packet or weapon attack. The target is **TRIPPED** for 10 seconds.

Animate Weapon

Rank 2 Kineticism; Type: Summon

The psion kinetically controls a weapon to fight for them.

This spell summons a Construct to fight for the character. Please see Summon Rules for Summoning Rules. **Or** Choose a weapon within reach. Grant it +1 damage for 5 minutes.

Kinetic Barrier

Rank 2 Kineticism; Type: Defense

Layers of psionic energy to act as a defense against a physical attack.

When targeted by an attack which deals damage, the character becomes **RESISTANT** versus the attack. This ability can be granted to others as a **Latent** effect.

Psionic Crush

Rank 2 Manifestation; Type: Attack (Mix)

This ability wraps psionic energy around a target and squeezes them in place.

Strike a target with a spell packet or weapon attack. The target suffers 20 **Astral** damage and is **PINNED** for 1 minute.

Seething Fury

Rank 2 Telepathy; Type: Attack (Status)

An invasive mental attack which causes the target to feel an uncontrollable amount of rage.

Strike a target with a spell packet or weapon attack and choose a second target within 25 feet. The first target is **ENRAGED** to the second target for 30 seconds.

Suggestion

Rank 2 Telepathy; Type: Attack (Status), Channelled

A form of mental control to make someone more willing to work with the Psion.

Choose a target within 25 feet. The target is **CHARMED** to the character as long as they channel this effect. This effect is **dispelled** if the character takes offensive action against the target, uses any **Attack** skills, or after 10 minutes.

Cell Adjustment

Rank 3 Clairvoyance; Type: Defense

A shift to the basic structure of the person's natural makeup in order to become more resilient.

Nullify the entire effect of an attack which would render the character **WEAK** versus something. This ability may be granted to others as a **Latent** effect.

Intensify

Rank 3 Telepathy; Type: Attack (Status), Combo

Amplifying the anger and fear that sits in your opponent's mind.

Strike a target with a spell packet or weapon attack. The target is **CURSED** with the following effect: increase the duration of the **FEARED** and **ENRAGED statuses** by 1 minute. This skill may be delivered as a **Combo** with an attack which inflicts one of those effects.

Mind Blank

Rank 3 Telepathy; Type: Attack (Status), Negotiation

A brief mental deception that causes a target to lose track of what they were doing.

Strike a target with a spell packet or weapon attack. The target is **CURSED** with the following effect: the target may not receive any **Latent** effects. This spell may be used to wipe a target's memory of one action performed by the Psion in the previous 30 seconds. The target of this spell must agree OOG to the memory effect.

Stasis

Rank 3 Clairvoyance; Type: Utility, Barrier, Channelled

This spell temporarily removes the Psion's physical body from the material plane, leaving a stationary apparition behind.

The character extends their hand in front of them, palm facing out. While channelling this effect, an impenetrable **barrier** exists around the character and up to one willing target within reach. This effect is **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Levitate

Rank 4 Kineticism; Type: Utility

The Psion may lift themselves up in the air with their mental strength.

The character may scale any wall which there is space for them at the top (or bottom, if they are climbing downwards), to a maximum of 50 feet. **Or:** the character floats 50 feet in the air, becoming unable to be targeted by melee attacks. They must represent this effect by holding their arms out to the sides, palms facing down. This effect is **dispelled** if the character moves from their location or after 30 minutes.

Premonition

Rank 4 Clairvoyance; Type: Augment, Latent Defense

This spell shows the recipient a vision of a dangerous situation.

The character is **IMMUNE** versus the next **Attack** skill to target them. This ability can be granted to others as a **Latent** effect.

Psionic Bolt

Rank 4 Manifestation; Type: Attack (Damage)

A bolt of psionic energy that is launched at a target.

Strike a target with a spell packet or weapon attack. The target suffers 40 **Astral body** damage.

Psionic Paralysis

Rank 4 Manifestation; Type: Attack (Status)

The Psion can exert control over a target's muscles to prevent them from moving.

Strike a target with a spell packet or weapon attack. The target is **IMPRISONED** for 1 minute.

Seismic Crash

Rank 4 Kineticism; Type: Attack (Status)

A telekinetic slam that brings an airborne target crashing back to the earth.

Choose a target within 50 feet. If the target is above the ground, such as levitating or climbing a surface, they are immediately forced to the ground and suffer 40 **Astral** damage and one **BROKEN LIMB** of the character's choice.

Paragons

Exacerbate

10 Build; Type: Alters Ability

Intensifying the emotional state of a target beyond that of reason causing the current state of the foe to endure.

When using **Intensify**, the **CURSED** effect now applies to all **statuses** suffered by the target.

Instability Aura

10 Build; Type: Skill

The psion is capable of tampering with the radiating latent astral energy around them to impact their surroundings.

Upon activating this **aura**, the character may spend a **Willpower** to change the **status** of an attack targeting someone within the aura to one of the following **statuses**: **ENRAGED**, **FATIGUED**, **PINNED**, **POISONED**, **SEALED**, **SLOWED**, **STUNNED**, **TRIPPED**, **WAYLAID**. The new status is now **bane**.

Mind Citadel

10 Build; Type: Alters Ability

A well constructed mental barrier able to protect the Psion for an extended amount of time.

When using **Willpower**, the character becomes **IMMUNE** to the nullified **Attack** for 1 minute. If used in an out-of-combat scenario, the immunity lasts 5 minutes.

Seer

10 Build; Type: Alters Ability

A Seer has learned to perceive time differently than most and has gained foresight.

When using **Premonition**, the character is **IMMUNE** versus the following 3 attacks which target them.

Racketeer Proficiencies

Body

The **Racketeer** gains +10 **body points**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Racketeer Talent

1 Build; Type: Talent

When learning this skill, choose any one **talent** from the list below. The cost to purchase a talent increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Charm

10 Build; Type: Attack (Status, Social)

The Racketeer is able to make almost any person feel like a friend.

After 1 minute of social interaction with a target, the target is **CHARMED** to the character for 1 minute. If this effect is defended, the character may not attempt to use it again on the same target for 1 minute. The time it takes to activate this ability is reduced by 10 seconds per point of **Charisma** known by the character to a minimum of 10 seconds.

Contacts

10 Build; Type: Inquiry

The character has connections outside of the active game world and may petition a Marshal to gain information on a topic.

If the Marshal approves the request, they will specify the requirements to complete the research.

Periodic Skills

Ambush

6 Build; Type: Utility

A location that is setup to allow several allies to hide and ready for a sneak attack.

Choose up to 5 targets within 10 feet. The targets become **CONCEALED**. This effect is **dispelled** if the target takes any action affecting another being, moves from their place, or after 10 minutes.

Beguile

5 Build; Type: Defense, Attack (Social), Redirect

You twist the words of an attack against them, driving a dagger in their argument or manipulating their thoughts.

Nullify the entire effect of a Social attack or attack which inflicts **FEARED**, **ENRAGED**, or **CHARMED** and redirect it to the attacker.

Dodge

6 Build; Type: Defense

Fast reaction time and natural instinct allows the character to evade a ranged attack.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character.

Instigate

4 Build; Type: Attack (Social)

Convincing argument to cause a fight between two other people.

Choose a target within reach and choose a second target within 25 feet. The first target is **ENRAGED** to the second target for 30 seconds. **Or.** both targets are **ENRAGED** to each other for 30 seconds.

Scheme

6 Build; Type: Utility, Refresh

Be it a professional venture or a dastardly plan, you gather a group of your closest compatriots to enact your will.

After 30 seconds of communication, the character and up to 4 targets within reach gain an additional use of a base list periodic skill they have learned. A being may only benefit from one

Scheme at a time. This skill cannot be used to gain additional uses of **Scheme**. **Scheme** cannot be affected by **refresh** abilities.

Talent Slot (Rank 1)

1 Build

After 5 minutes of crafting: create a rank 1 **Consumable**.

After 3 seconds of **preparation**, complete a rank 1 **Procedure**.

Or: instantly activate a rank 1 **Defense** talent.

Talent Slot (Rank 2)

1 Build

After 5 minutes of crafting: create a rank 2 **Consumable**.

After 3 seconds of **preparation**, complete a rank 2 **Procedure**.

Or: instantly activate a rank 2 **Defense** talent.

Talents

Acquisition

Basic Procurement; Type: Talent

Supplies that are either made or acquired after a short time.

After 10 minutes of crafting, create a **ranged weapon**, **oculum**, or **armor**. Creating equipment requires the expenditure of one **component**.

Trade Connection

Basic Procurement; Type: Utility

Whether above the line or back alley dealing, the Racketeer has agreements that supply the goods they sell.

When crafting an item, the character may spend double the value of gold or items instead of components. This does not include **Consumable** items which require a component in their creation.

Blackmail

Rank 1 Subterfuge; Type: Negotiation, Inquiry, Procedure

The Racketeer is an expert at learning secrets and using them to gain information.

The character convinces a target they have information that could harm or threaten the target or someone the target is close to. The character may petition a Marshal for information on any topic

regarding the target. If the Marshal approves the request, they will specify the requirements to complete the blackmail.

Heartbane Venom

Rank 1 Poison; Type: Consumable, Attack (Status)

A type of poison designed to stop the heart.

When used, gain a **Latent Attack** which renders the target **Humanoid** of a weapon attack **POISONED**. If they are rendered **INCAPACITATED** before the **POISONED status** is cured, they instead fall into **CRITICAL**.

Lucky Charm

Rank 1 Design; Type: Consumable, Latent Defense

An item with some fate stored to help with someone able to avoid an attack.

On use: gain a **Latent Defense** which nullifies the entire effect of a **Reaction** attack. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Smoke Bomb

Rank 1 Subterfuge; Type: Consumable, Utility

A tiny mixture of chemicals designed to create billowing smoke in an area and obscure vision.

This creates an area around the user that counts as **cover** for 1 minute.

Augmented Ammunition

Rank 2 Design; Type: Consumable, Utility

Specialty made ammunition which can store a variety of potential.

After 1 minute of crafting: change a **Consumable** into **Consumable Ammunition**, allowing it to be delivered through a ranged weapon.

Breaching Charge

Rank 2 Design; Type: Consumable, Attack

*This item creates a localized explosion capable of destroying barricades. Strike a target who is maintaining a **Barrier** with a spell packet. The **Barrier** is **dispelled**.*

Fireblood Venom

Rank 2 Poison; Type: Consumable, Attack (Mix)

The Racketeer mixes reagents into a potent compound that causes pain in the victim whenever they attempt to exert themselves.

When used, gain a **Latent Attack** which renders the target **Humanoid** of a weapon attack **BLEEDING** until cured or **INCAPACITATED** and deals 20 damage.

Trap Door

Rank 2 Subterfuge; Type: Procedure, Movement

*Prepare an area for your instant Trap Door. After 30 seconds of preparation, mark a location within 5 feet of a wall as a **Trap**. When triggered, the target is **DISPLACED** to the other side of the wall, provided it is less than 5 feet in thickness.*

Paragons

Master Plan

10 Build, Type: Alters Ability

The Racketeer is able to hatch a master plan, bringing out the best in those who are part of the scheme.

Target characters for **Scheme** may instead gain an additional use of a **Master list skill**.

Safe House

10 Build, Type: Alters Ability, Channeled, Barrier

The Racketeer knows many places to keep people safe when they are being hunted.

Characters placed into concealment with **Ambush** also gain the effects of **Sanctuary** so long as they remain under the conditions of **Ambush**.

Sanctuary: While channelling this effect, an impenetrable **barrier** exists around the characters.

Smuggling

10 Build, Type: Talent

The Racketeer is able to create and acquire some questionable alchemy as well as unload stolen items to be safely disposed of.

The character acquires the **Noxious Gas** and **Sleep Blade Poison** talents from **Alchemist**. The character may combine Rank 1 and 2 Talent Slots to craft these consumables. The character has the ability to sell cards noted as ‘Stolen’ to logistics at a reduced percentage of their value. ‘Stolen Items’ are detailed in **Pickpocketing and Theft** (p.).

Trap Kits

10 Build, Type: Talent, Consumable

The Racketeer can provide kits to those who have a need to enhance their traps.

Spend a Rank 2 Talent Slot to create one of the following consumable items that may only be used in the creation of a **trap** or **trap card**. The character may, after 5 seconds of preparation, mark a location as a **trap** as long as it contains one of the following consumable items. The first being to touch the trigger suffers the effect and the trap is consumed.

Alarm: When the trap is triggered: the character who set the trap, or the being who triggered the trap if the character is not present, must shout “Alarm” as loud as possible.

Resetting Switch : When the trap is triggered: after 10 seconds, the trap becomes active again, no more than once per Resetting Switch included in the kit.

Large Trigger : When setting the trap : the size of the trigger may be increased by 1 cubic foot per Large Trigger included in the kit.

Area Trap : When the trap is triggered: the being closest to the target who triggered the trap additionally suffers the effect. An additional target may be added per Area Trap included in the kit. The additional target must be within 5 feet of the initial target.

Ranger Proficiencies

Casting Source

The **Ranger** starts with the **Druid** class as their **Alignment**, **Literacy**, and **Damage** source. With backstory or Marshal approval, this source may change to another **caster** class.

Alignment: Varies

Gain the alignment associated with the character's chosen casting source, if any

Body

The **Ranger** gains +10 **body points**

Literacy: Varies

Gain the Literacy associated with the character's chosen casting source.

Damage (Varies)

The character may deal the damage type associated with the chosen source with all base damage attacks.

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Ranger Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell

increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Periodic Skills

Barrage

4 Build; Type: Attack (Damage)

A flurry of blows is unleashed on an enemy, increasing in power with each successive strike.

Strike a target with a weapon attack. The target suffers 30 damage. Each additional time the character uses this attack on the same target, the damage is increased by +10, stacking up to a total of 60 damage. This damage increases even if the target defends the attack.

Dodge

6 Build; Type: Defense

Fast reaction time and natural instinct allows the character to evade a ranged attack.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character.

Gift of the Predator

5 Build; Type: Attack (Detection), Augment

A Ranger's keen eye cannot be fooled by simple tricks.

Choose a **CONCEALED** target within 25 feet. The character may ignore the target's concealment for 5 minutes. The character's next **Attack** skill against the target deals +10 **bane** damage.

Stealth Strike

5 Build; Type: Combo

A Ranger's connection with their environment allows them to conceal the origin of their attacks.

The character may use a coupled attack without dispelling the **CONCEALED status**.

Woodland Stride

4 Build; Type: Utility, Healing, Movement

With a quick burst of energy a Ranger can break their bonds or swiftly traverse the field.

If the character is outdoors, they are cured of the **PINNED** or **IMPRISONED** condition after suffering it for 5 seconds. **Or:** while **CONCEALED**, the character is instantly **DISPLACED** 50 feet in any direction.

Spell Slot (Rank 1)*1 Build*

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)*1 Build*

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Passive Skills**Stealth***10 Build; Type: Utility*

The Ranger knows how to conceal themselves from the average onlooker.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not **dispelled**.

Survivalist*10 Build; Type: Utility*

The Ranger is skilled at surviving in both familiar and unfamiliar environments, knowing how to forage for food, navigate through varying terrain, and prepare themselves for harsh weather.

The character may travel or lead a party to travel on foot at twice the normal speed through any terrain.

Spells**Death's Scent***Cantrip Decay; Type: Inquiry*

The Ranger is capable of following any trail.

The character may track an NPC who has fled an encounter. They must roll on the **Tracking Chart** at Logistics to determine the outcome. **Or:** petition a Marshal to attempt to track a target. The Marshal will determine the requirements and outcome of the tracking.

Detect Poison

Cantrip Vitality; Type: Utility

This spell determines if an item is safe to imbibe or identifies any potentially harmful effects of an unfamiliar compound.

Choose an item within reach. The character is instantly aware of any nonmagical negative effects that will affect a person to touch or imbibe the item.

Catlike Grace

Rank 1 Fauna; Type: Defense

The target of this spell is imbued with the energy of nimble fauna.

Nullify the **TRIPPED** or **PINNED** effect of an attack. This ability may be granted to others as a **Latent** effect.

Grasp with Roots

Rank 1 Flora; Type: Attack (Status)

Entangling vines rise from the ground and snare the target's feet.

Strike a target with a spell packet or weapon attack. The target is **PINNED** for 1 minute.

Primal Trapper

Rank 1 Tempest; Type: Utility, Combo

A Ranger is able to use their surroundings to make particularly dangerous traps.

After 10 seconds, choose any spell known by the character and mark a location as a **Trap**. When triggered, the target suffers the effect of the spell.

Primal Wrath

Rank 1 Tempest; Type: Attack (Damage)

This spell invokes the fury of the primal elements to assault a target.

Strike a target with a spell packet or weapon attack. The target suffers 20 **Primal** damage.

Animal Companion

Rank 2 Fauna; Type: Utility, Summoning

The Ranger befriends an animal, convincing it to lend them its power.

Choose a target animal within 25 feet. The creature is **CURSED** with the effect of being **CHARMED** to the character as a **bane** effect. The character may communicate with the creature for the duration. This effect is **dispelled** if the character takes offensive action against the target.

Or: create a minion from the **Summoning Guide** (p.) appropriate to the **Ranger** class.

Nature's Wrath

Rank 2 Fauna; Type: Attack (Damage), Augment

*Calling on nature to lash out at blight, this attack will cause harm and empower the Ranger. Strike a target blighted creature with a spell packet or weapon attack. The target suffers 30 **Primal bane** damage and the character gains +1 **damage proficiency** against them for 5 minutes.*

Serpent Fang

Rank 2 Fauna; Type: Attack (Mix)

A venomous snake is summoned to attack the target.

Strike a target with a spell packet or weapon attack. The target suffers 20 **Primal** damage and is **POISONED** until cured.

Talon Strike

Rank 2 Fauna; Type: Attack (Status)

The Ranger strikes the air with a claw-like attack which is reflected upon a target.

Strike a target with a spell packet or weapon attack. The target is rendered **BLEEDING** until cured or **INCAPACITATED**.

Paragons

Acolyte

10 Build; Type: Spell

When in tune with the natural order, a Ranger is sometimes able to go above and beyond others in their spellcasting.

Choose a **spellcaster** or **hybrid spellcaster** class that matches the character's chosen casting source. Add 3 spells from that class of rank 1 or 2 to the character's **spell list**.

Cloak of the Green

10 Build; Type: Alters Ability

The Ranger is a master of nature, able to blend seamlessly into their favored surroundings.

When using **Stealth** in **cover** created by natural terrain, such as foliage or a shadow cast by a tree, the preparation time of the skill is reduced to 15 seconds. This cannot be combined with other skills that reduce the time to enter **Stealth**.

Favored Enemy

10 Build; Type: Passive

The Ranger has chosen to specialize in fighting a particular unnatural creation, adapting their fighting styles.

Choose a creature type from the following list: **Anathema (Elemental)**, **Arkanite (Magic)**, **Blight (Druidic)**, **Dissidance (Fate)**, **Eidolon (Chaos)**, **Hellion (Divine)**, **Schism (Psionic)**, or **Shade (Spirit)**. When targeted by an **Attack** skill by that creature, the character may reduce the damage by 5 points. When using **Nature's Wrath**, the **bane** effect may apply to that creature type.

Hunter's Mark

10 Build; Type: Skill

The Ranger is able to mark a target with a primal substance that makes it easier for the Ranger to harm them.

After 10 seconds of study, choose a target visible to the character. The character's **Attack (Status, Mix, and Detection)** skills used against the target are considered **bane** effects. This effect may be maintained on no more than one target at a time.

Scholar Proficiencies

Body

The **Scholar** gains +5 **body points**

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Scholar Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Scholar Talent

1 Build; Type: Talent

When learning this skill, choose any one **talent** from the list below. The cost to purchase a talent increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Etiquette

10 Build; Type: Utility

Studying other cultures and peoples extensively, learning as much detail about them as they can.
The character is familiar with the customs and common behaviors of many different cultures. When they are prepared, in most social situations, they are able to interact with others without risk of offending them due to cultural differences.

Periodic Skills

Expert Identification

3 Build; Type: Inquiry

A Scholar is skilled at identifying the qualities of even the most obscure items.

The character may petition a Marshal for information regarding an item and ask one specific question about it, plus an additional question per 3 points of either **Intelligence** or **Wisdom** known by the character or any assistants. If the Marshal approves the request, they will specify the requirements to complete the research.

Spell Slot (Rank 1)

1 Build

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)

1 Build

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Talent Slot (Rank 1)

1 Build

After 5 minutes of crafting: create a rank 1 **Consumable**.

After 3 seconds of **preparation**, complete a rank 1 **Procedure**.

Or: instantly activate a rank 1 **Defense** talent.

Talent Slot (Rank 2)

1 Build

After 5 minutes of crafting: create a rank 2 **Consumable**.

After 3 seconds of **preparation**, complete a rank 2 **Procedure**.

Or: instantly activate a rank 2 **Defense** talent.

Spells

Descry

Cantrip Illumination; Type: Utility

This spell allows the Scholar to locate sources of power and determine their origin.

Choose an object within reach. The character identifies the power source of the item, if applicable. **Or:** determine the approximate location of supernatural items within 50 feet.

Detect Poison

Cantrip Vitality; Type: Utility

This spell determines if an item is safe to imbibe or identifies any potentially harmful effects of an unfamiliar compound.

Choose an item within reach. The character is instantly aware of any nonmagical negative effects that will affect a person to touch or imbibe the item.

Illuminate

Cantrip Illumination; Type: Negotiation, Utility

The scholar can imbue energy into an object through the use of detailed etchings.

Choose an object within reach. The object is imbued with a source of power linked to a **spell** the character is able to cast.

Anoint

Rank 1 Blessing; Type: Defense

This spell spares a target from the brink of death.

Nullify the effect of a **Killing Blow** and render the character **IMMUNE** versus **Killing Blows** for 5 minutes. This ability can be granted to others as a **Latent** effect.

Featherweight

Rank 1 Enchantment; Type: Utility

You draw sigils and runes that when active, reduce their weight upon the world, slightly hovering off the ground.

Choose a target within reach. The target counts as a mundane object for the purpose of **MOVEMENT** skills for 5 minutes.

Memorize

Rank 1 Manifestation; Type: Utility

This spell allows the Scholar to memorize a document or image with perfect accuracy.

A character may have no more than 5 pages memorized at a time and all memorized documents must be noted on their character card.

Comprehend Languages

Rank 2 Sonata; Type: Utility

Magic flows into the mind of the caster, helping them understand unfamiliar words.

The character is able to understand words written or spoken in another language, provided they are aware of the existence of the language.

False Life

Rank 2 Necromancy; Type: Augment

The scholar is able to extend the life of an ally using some basic necromancy.

Choose a target within reach. The target gains +10 **armor** points, expiring when they begin a **rest** or after 1 hour.

Return

Rank 2 Ventosus; Type: Utility, Movement

This spell calls on the wind to sweep up the character and take them to safety.

The character is instantly **DISPLACED** to the point from which they entered a building, dungeon, or structure. This ability may only be used while the character is inside of an applicable location.

Star Globe

Rank 2 Starcalling; Type: Attack (Detection)

This spell creates an aura of shining light around the Scholar, revealing hidden things.

While channeling this effect, any **CONCEALED** beings or **traps** which come within reach of the character are revealed. A being may defend this effect, but must immediately move out of range of the character. This effect is **dispelled** if the character moves faster than a walking pace, uses any offensive skills, or after 5 minutes.

Talents

Certify Document

Basic Archivy; Type: Procedure, Utility

A Scholar is trained in the area of chirography and is capable of determining the authenticity of documents.

After 1 minute of close study, the character detects if the target document is a forgery.

Inscribe

Basic Inscription; Type: Equipment

*By carefully applying sigils to simple items, the Scholar can imbue them with mystical power. After 10 minutes of crafting, create a **casting phokus**, **grimoire**, or **armor**. Creating equipment requires the expenditure of one **component**.*

Recollection

Basic Knowledge; Type: Inquiry

The Scholar is able to remember things that most people forget over time.

The character may petition a Marshal to recall a piece of information they were previously given.

Or: when **resting**, choose a **Latent** ability the character used in the previous hour. The character gains a **Latent** use of the effect which expires at their next **rest**.

Create Scroll

Rank 1 Inscription; Type: Consumable

This item is an illuminated page of calligraphy that stores power in its intricate designs.

Create a **Consumable** of any **spell** (with the exception of **Paragon** skills) known by the character or an assistant. A use of the appropriate rank **Spell Slot** is spent in the process. A **Cantrip** requires a Rank 1 **Spell Slot** to craft. The character may combine Rank 1 and 2 spell slots to craft a Rank 3 or 4 **Create Scroll**. Scrolls may not be used with combo skills.

Creature Study

Rank 1 Archivy; Type: Consumable, Latent Defense

This item is a collection of notes detailing an anthropological study of a certain type of creature.

When read, gain a **Latent Defense** which nullifies the entire effect of the first attack to target the user delivered by the creature denoted when the item was created. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Glyph Plate

Rank 1 Inscription; Type: Consumable, Augment

This item is a unique glyph inscribed on an object which absorbs the energy fed to it.

When this item is created, choose a standard damage type. The user of the item may deal that damage type for the duration of an encounter.

Quadrivium

Rank 1 Knowledge; Type: Procedure, Utility

The Scholar is learned in the fields of arithmetic, geometry, astronomy, and music, on top of many others.

Choose a target within reach. The target gains +1 to a **Lore** for 1 minute, plus an additional minute for each point of either **Intelligence** or **Wisdom** the character possesses.

Ancient Sigil

Rank 2 Inscription; Type: Consumable, Latent Defense

A strange, yet oddly familiar glyph inscribed on an object which emits a faint violet glow.

When used, gain a **Latent Defense** which nullifies the **CURSED** effect of an attack. The character may activate this skill as a **Defense** by spending a **Talent Slot** instead of using an item.

Research

Rank 2 Archivy; Type: Procedure, Inquiry

The Scholar is a skilled researcher and knows how to acquire difficult-to-find information when given the appropriate resources.

The character may petition a Marshal for information on any topic on which there is a written resource. If the Marshal approves the request, they will specify the requirements to complete the research.

Restore Item

Rank 2 Conservation; Type: Procedure, Utility

Restoration is a meticulous field which the Scholar has perfected to perform quickly.

Choose a **Consumable** item within reach which has been used within the last 5 minutes. The item is restored and able to be used again. An individual item may only be restored once.

Paragons

Archaeologist

10 Build; Type: Alters Ability

A field researcher that explores undiscovered locations.

When using **Star Globe**, the character may identify the standard effects of any **trap** they can see. The effect additionally reveals hidden doors. **Or:** when using **Return**, the character may bring an additional willing target with them.

Archivist's Tome

10 Build; Type: Talent

The Scholar keeps a record of everything they learn, constantly updating various texts as they acquire more knowledge about the world around them.

The character may create a **Tome** of **spells** or **talents**. Spend a rank 2 **Talent Slot**. After 5 minutes of inscribing, the character may add a chosen skill they or an assistant know to a **Tome**. Any being may use the **Tome** to learn the inscribed skill after 5 minutes of study. Additionally, a **Tome** may be used as an assistant to create a **Scroll**.

Etymologist

10 Build; Type: Alters Ability

A person who studies languages and other cultures.

When using **Memorize**, the character may memorize up to 10 pages. **Or:** when using **Comprehend Languages**, the character may determine the general idea of a text written in an unfamiliar language. **Quadrivium** increases to 5 minutes.

Professor

10 Build; Type: Skill, Talent

A teacher that has studied a wide variety of lessons and is able to implement them for others through lesson plans.

When teaching a **Periodic** skill, **talent**, or **spell** to another being, or assisting with a lesson, the being gains a **Latent** use of the effect, expiring when used or at the end of the event. **Or:** spend a rank 2 **Talent Slot** and choose a target within reach. The target may learn an additional skill beyond their learning cap at a given event.

Smith Proficiencies

Body

The **Smith** gains +15 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Smith Talent

1 Build; Type: Talent

When learning this skill, choose any one **talent** from the list below. The cost to purchase a talent increases with each talent purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Forgemaster's Clarity

10 Build; Type: Utility

The Smith knows how to shake off or adjust to most effects weighing down their armor.

While **ENFEEBLED**: reduce the duration of the effect to 30 seconds. **Bane** effects will bypass this reduction.

Salvage

10 Build; Type: Utility, Refresh

The ability to break something down and save several of its base components.

After 30 seconds, destroy an **equipment** item and gain the components used in its creation **OR** refresh one rank 1 or 2 **Talent Slot**.

Periodic Skills

Talent Slot (Rank 1)

1 Build

After 5 minutes of crafting: create a rank 1 **Consumable**.

After 3 seconds of **preparation**, complete a rank 1 **Procedure**.

Or: instantly activate a rank 1 **Defense** talent.

Talent Slot (Rank 2)

1 Build

After 5 minutes of crafting: create a rank 2 **Consumable**.

After 3 seconds of **preparation**, complete a rank 2 **Procedure**.

Or: instantly activate a rank 2 **Defense** talent.

Crushing Blow

5 Build; Type: Attack (Status)

The ability to crush an object or target limb.

Strike a target limb with a weapon attack. The targeted limb suffers **BROKEN** until cured. If the attack strikes an **armament** the target is wielding, the target suffers **BROKEN** to that limb.

Feat of Strength

4 Build; Type: Utility

The Smith is capable of incredible feats of power.

If the action involves moving weight, it may be up to 300 lbs, plus an additional 300 lbs per point of **Strength** known by the character.

Resilience

4 Build; Type: Reaction

The physical work and environment of the forge has hardened Smith.

When targeted by an attack which deals damage, become **RESISTANT** to the effect.

Sunder Armor

4 Build, Type: Attack (Status)

An attack targeting armor.

Strike a target with a weapon attack. The target cannot gain or benefit from **armor** points for 5 minutes. This effect can be ended early by spending 30 seconds adjusting the armor without interruption.

Uproot Barrier

3 Build, Type: Utility

With their understanding of magical materials, a smith best understands the mix of physical and magical creation that allows them to physically handle and move it.

Choose a target maintaining a **Barrier** within reach. After 10 seconds of roleplay which includes the distance the character moves, move the targets and the barrier to a location within 10 feet.

Talents

Create Lock

Basic Toolkit; Type: Consumable

A lockpick does not improve without practice.

Create a lock and up to 3 keys. This may be used to create a standalone padlock, or modify a chest or box to have a lock built on to it.

Forge

Basic Blacksmithing; Type: Procedure

A smith's hearth and home are the hammer, anvil, and coals of his forge.

After 10 minutes of crafting, create a **melee weapon, shield, or armor**.

Gird Shield

Rank 1 Tempering; Type: Procedure, Augment

A simple piece of wood, braced and trussed becomes stronger than metal, or in some cases, magic.

The character nullifies the entire effect of an attack that strikes their shield. This ability can be granted to others as a **Latent** effect.

Grappling Hook

Rank 1 Toolkit; Type: Consumable, Utility

Scaling walls, cliffs, or cavern depths, these tools are a necessary part of any adventurer's kit.

Grants a single use of **Climb** with a maximum distance of 50 feet.

Manacles

Rank 1 Toolkit; Type: Consumable, Attack

Built strong and well to resist the most adept lockpicks and escape artists.

After 10 seconds of **preparation**, strike a target with a melee weapon attack. The target is **IMMOBILIZED** and unable to use their limbs. The target may remove this effect after spending 5 uninterrupted minutes reduced by 1 per point of **Strength** to a minimum of 1 minutes.

Auxiliary Enhancements

Rank 2 Alteration; Type: Procedure, Latent

Smiths have the ability to augment weapons and shields to mimic the effects of other skillful actions known to them.

The character may expend a use of a periodic skill they know, and choose a target weapon or shield. The wielder of the target item gains a **Latent** use of the expended skill.

Balance Armor

Rank 2 Blacksmithing; Type: Procedure, Augment

*A learned smith knows how to change and customize a set of armor to perfectly fit its wearer. Choose a target within reach. The target restores 15 **armor** points, and gains any leftover **armor** points up to +15 **armor** points. **Or.** Choose a target armor in reach. The wielder of target armor restores 5 **armor** points for every 5 seconds of preparation by the character when they redon the target armor. **Or.** While out of combat, choose a target within reach. The target restores 5 **armor** points for every 5 seconds of **preparation** by the character.*

Masterwork

Rank 2 Alteration; Type: Procedure, Combo

The last stop on the way to a smith's magnum opus.

While granting a target a **Latent** procedure, the target regains a use of it when completing a rest for the remainder of the event. A character may only benefit from one instance of Masterwork at a time.

Temper Equipment

Rank 2 Tempering; Type: Procedure, defense, Latent

Tempered mind, tempered heart, tempered armor and tempered weapons. All necessary things to reinforce.

Nullify the **ENFEEBLED** effect of an attack and become **IMMUNE** versus **ENFEEBLED** for 1 minute. This ability can be granted to others as a **Latent** effect.

Whetstone

Rank 2 Blacksmithing; Type: Consumable, Augment

A smith is able to craft whetstones of special materials to be used in the shaprining or honing of weaponry.

When applied to a weapon, grant the wielder +1 **damage** proficiency with that specific weapon

for 5 minutes. The character must spend a component which grants a **damage type** in the creation of this item and the wielder must use that **damage type** for the duration.

Paragons

Brute Force

10 Build; Type: Skill, Alters Ability

Smiths are well versed in techniques of combining pure strength with leverage, even as it applies to some large mystical objects.

Spend a use of **Uproot Barrier**: The character may choose a **Barrier** within reach. All occupants of the barrier are **DISPLACED** out of the barrier and the character is displaced within its space. The character may use or destroy the barrier effect.

Crafter's Aptitude

10 Build; Type: Talent

Detailed etchings to improve a Smith's extensive work.

The character gains **inscribe** from Scholar and **acquisition** from Racketeer

Metallurgy

10 Build; Type: Alters Ability

Smiths have an innate understanding of the properties of the metals they use, allowing them to create one of a kind combinations.

When crafting an item with equipment abilities the Smith can use two non-special or non-unique materials in the same location. The resulting item bestows both benefits. Armor made in this way may be represented by either armor type.

Reinforce Armor

10 Build; Type: Talent

Smiths sometimes specialize in enhancing armor to be temporarily resistant to certain types of damage.

After 30 seconds of **preparation**, spend a Rank 2 **Talent Slot** and choose a target piece of armor. The wearer of the armor gains a **Latent Augment** which renders them **RESISTANT** versus a **damage type** chosen when the effect was initially granted to the target for 5 minutes.

Spellsword Proficiencies

Casting Source

The **Spellsword** starts with the **Mage** class as their **Alignment**, **Literacy**, and **Damage** source. With backstory or Marshal approval, this source may change to another **caster** class.

Alignment: (Varies)

Gain the alignment associated with the character's chosen casting source, if any

Body

The **Spellsword** gains +10 **body points**

Literacy: (Varies)

Gain the Literacy associated with the character's chosen casting source.

Damage: (Varies)

The character may deal the damage type associated with the chosen source with all base damage attacks.

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Spellsword Spell

1 Build; Type: Spell

When learning this skill, choose any one **spell** from the list below. The cost to purchase a spell increases with each spell purchased of the same rank. This skill may be purchased multiple times.

Passive Skills

Detect Weakness

10 Build; Type: Utility

Sizing up an opponent to figure out the best way to hurt them.

After 30 seconds of concentration on a target within 50 feet, the target must report to the character any damage types to which they are **WEAK**, or other weaknesses, if applicable. The time to activate this skill is reduced by 5 seconds per point of **Wisdom** known by the character to a minimum of 5 seconds.

Mana Buckler

10 Build; Type: Utility

Any spellsworn knows how important it is to keep their casting hand safe, and employs a magic sigil to do just that.

When wielding a **casting phokus**, the character takes no damage on their forearm. This counts as using a **buckler**.

Periodic Skills

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Disarm/Retain

5 Build; Type: Attack (Status), Defense

Causing a target to drop something in their hand or holding onto something for dear life.

Strike a target weapon with a weapon attack. The wielder of the weapon may not use it for any purpose for 10 seconds. **Or:** nullify the entire effect of this skill targeting the character.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Mana Charge

3 Build, Type: Negotiation, Utility

The Spellsword's techniques of empowering sigils and items with power can also be used to awaken dormant magic or otherwise reactivate depleted sources of power.

Replicate*4 Build, Type: Reaction, Redirect*

The spellsword, with their vast knowledge of martial and arcane skills, converts energy into force and vice versa.

*When targeted by a melee weapon attack: **auto-hit** the target with the same effect. The character must defend or suffer the attack.*

Or: *when targeted by a ranged or **auto-hit** attack: the character gains a **Latent** use of the attack which must be used on the attacker as a weapon attack within 5 seconds. The character must defend or suffer the attack.*

Spell Slot (Rank 1)*1 Build*

After 3 seconds of **preparation**, cast a rank 1 spell.

Or: instantly activate a rank 1 **Reaction** or **Cooldown** spell.

Spell Slot (Rank 2)*1 Build*

After 3 seconds of **preparation**, cast a rank 2 spell.

Or: instantly activate a rank 2 **Reaction** or **Cooldown** spell.

Spells

Arcane Glyph*Cantrip Glyphis; Type: Negotiation, Utility*

The spellsword's repertoire of glyphs and sigils come with a wide variety of powers, including minor effects for convenience and flair.

Battle Cast*Rank 1 Proelimancy; Type: Combo*

The caster writes arcane script onto their weapons to temporarily conjure an ethereal copy.

*After 5 seconds of casting: the coupled non-spell **Attack** skill **auto-hits** a target within the*

character's reach. The skill counts as a **spell** for the purpose of **Combo** skills. This can be combined with other Combo abilities.

Blade Rune

Rank 1 Glyphis; Type: Utility

A rune for containing kinetic energy, that when activated, enchants a weapon to move on its own to perform a strike.

Choose a target within reach. The target gains a **Latent** use of a spell known by the character. This skill requires the character to expend the appropriate rank spell slot and a target may only benefit from one **Blade Rune** at a time.

Blade Ward

Rank 1 Proelimancy; Type: Utility

The caster uses their phokus to conjure an arcane shield that enhances their protections.

The character becomes **RESISTANT** to melee attacks to strike them from the front that do not specifically affect **Barrier** or **Channelled** skills. The character must hold their hand out in front of them to represent this skill. The effect is **dispelled** if the character moves faster than a walking pace, uses any **Attack** skill that is not an **auto-hit**, or after 1 minute.

Stun Sigil

Rank 1 Glyphis; Type: Attack (Status)

A sigil that sends a surge of mana through the target's body, halting all function.

Strike a target with a spell packet or weapon attack. The target is **STUNNED** for 10 seconds.

Bladesurge

Rank 2 Wizardry; Type: Combo

Adept at casting in a melee, a spellsword's bladesurge automates a spell's invocation with a single command.

The character may instantly activate a Rank 1 or Rank 2 spell. **Bladesurge** has a 5 second cool down.

Suppress Magic

Rank 2 Wizardry; Type: Attack (Status)

The Spellsword creates an arcane sigil that prevents further action.

Strike a target with a spell packet or weapon attack and choose a skill or ability. The target ability becomes **SEALED** for 30 seconds.

True Strike

Rank 2 Glyphis; Type: Combo

A glyph that pierces through most mystical wards.

The coupled attack may not be defended by any **Latent** defenses.

Drain Magic

Rank 2 Enchantment; Type: Attack (Status)

A spell that temporarily drains any power from within an object.

Strike a target with a spell packet or weapon attack. The target is **CURSED** to be unable to use the **drain** and **body** damage type for 1 minute.

Power Infusion

Rank 2 Enchantment; Type: Augment

A spell capable of infusing a weapon with raw mana, making it all the more deadly.

Choose a target within reach. The target gains +1 **damage proficiency** for 5 minutes and must use **magic** damage for the duration.

Paragons

Acolyte

10 Build; Type: Spell

When studious in the ways of magic, a Spellsworn is sometimes able to go above and beyond others in their spellcasting.

Choose a **spellcaster** or **hybrid spellcaster** class that matches the character's chosen casting source. Add 3 **spells** from that class of rank 1 or 2 to the character's **spell list**.

Eldritch Sigil

10 Build; Type: Passive

A symbol imbued with the power of the Weave to seal and weaken a foe.

The character reduces the duration of the **SEALED** and **ENFEEBLED statuses** to 5 Seconds. This is bypassed by effects that deal **bane**.

Enervate

10 Build; Type: Spell

A warrior of the arcane, the Spellsworn can enhance themselves with mystical forces to empower their spells utilizing stolen arcane essences.

When using **Drain Magic**: gain a **Latent** use of **Enervate** which does not stack, expiring when used or when the character completes a rest.

Enervate: add the **drain** or **bane** effect to an **attack spell**.

Spell Grounding

10 Build; Type: Passive

The Spellsword can catch a spell in an item and quickly drop it to avoid the effect.

The character may expend a use of **Disarm** to defend an **attack spell**.

Spy Proficiencies

Body

The **Spy** gains +10 **body points**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Charm

10 Build; Type: Attack (Status, Social)

The Spy is able to make almost any person feel like a friend.

After 1 minute of social interaction with a target, the target is **CHARMED** to the character for 1 minute. If this effect is defended, the character may not attempt to use it again on the same target for 1 minute. The time it takes to activate this ability is reduced by 10 seconds per point of **Charisma** known by the character to a minimum of 10 seconds.

Entry/Escape

10 Build; Type: Utility, Movement

The ability to get into and out of buildings with great proficiency.

After 30 seconds of **preparation**, the character is **DISPLACED** to the other side of a wall, provided there is an opening large enough for them to fit their whole body through. **Or:** after 30 seconds of **preparation**, open a **lock**. If the character possesses multiple abilities which would open a **lock**, the time is reduced to 10 seconds.

Etiquette

10 Build; Type: Negotiation, Utility

Studying other cultures and peoples extensively, learning as much detail about them as they can.

The character is familiar with the customs and common behaviors of many different cultures. When they are prepared, in most social situations, they are able to interact with others without risk of offending them due to cultural differences.

Stealth

10 Build; Type: Utility

The ability to conceal oneself and move around undetected.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not **dispelled**.

Periodic Skills

Avoid

4 Build; Type: Defense

Able to avoid nearby and immediate danger.

Nullify the entire effect of a **trap** or **Area Effect** attack targeting the character.

Camouflage

4 Build; Type: Defense

The ability to evade detection while unseen.

Nullify the entire effect of a **Detection Attack** and render the character **IMMUNE** versus **Detection** for 1 minute. The character must enter **cover** within 15 seconds of using this skill. This effect is **dispelled** if the character exits **cover** or takes any action affecting another being.

Deception

4 Build; Type: Utility

Spies are masters of deception and able to disguise themselves to appear as someone different.

The character may disguise themselves as another being. The disguise may not mimic an existing person or a prior disguise. **Or:** don a disguise that allows the character to mimic a nondescript person such as a generic guard. If a target roleplays with a disguised character for 5 minutes or more, they are able to tell who they are if they know them or that they are simply disguised if they do not know them.

Distract

4 Build; Type: Attack (Social)

A quick shout or charismatic conversation to keep someone's attention.

Choose a target within 50 feet. The target must focus their attention away from the character for 1 minute. If the target is attacked, the effect is **dispelled**.

Feign Death

3 Build; Type: Reaction

The ability to fake death for a brief duration and appear no longer living to the observer.

When targeted by an attack, the character falls to the ground, is treated as **DEAD** for the purpose of all effects, and may only be targeted by skills which affect **DEAD** beings. This effect does not protect the character from environmental hazards and is **dispelled** if the character moves, speaks, or takes any other action. After 10 seconds, the character is considered out of combat.

Flee

4 Build; Type: Utility, Movement

The spy knows how to quickly exit a situation when needed.

The character is **DISPLACED** 50 feet away from an enemy.

Forgery

3 Build; Type: Negotiation, Utility

The Spy's careful hand can counterfeit ledgers, seals or even love-letters.

The character can write a document as if they were written by someone else. If the character chooses a specific target to mimic the style of, a Marshal is required to approve the document.

Silver Tongue

3 Build; Type: Attack (Social), By My Voice

The character can quickly backpedal on statements they make without arousing suspicion.

When used, the spy may change a single sentence they spoke within the last 5 seconds to another, and all targets that hear it must accept the correction.

Smoke Screen

5 Build; Type: Utility, Attack (Status), Area Effect

A quick escape can be found in a flash of light and a cloud of dust.

Choose 3 targets within reach. The targets are rendered **BLIND** until cured. The character becomes **CONCEALED** until the character takes any action affecting another being, moves faster than a walking pace, or after 5 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not **dispelled**.

Waylay

4 Build; Type: Attack (Status)

A strong blow to the back of the head, meant to disorient and sometimes knock a target unconscious.

Strike a target with a weapon attack. The target is **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is **dispelled** if the target suffers an attack.

Paragons

Alter Ego

10 Build; Type: Alters Ability

An elaborate disguise and backstory designed to allow the Spy to lead a double life.

While using **Deception** the character may repeat one disguise. The disguise must be noted on their character card. An alter ego can be changed once per year, but once changed, the character cannot repeat the same disguise again.

Deep Cover

10 Build; Type: Periodic Skill

An adaptable Spy is able to learn or mimic a skill set to convince others they are exactly who they say they are.

At the start of the event the character chooses a Base list **Periodic** skill. The character may use a use of **Forgery** to activate that skill.

Diversion

10 Build; Type: Alters Ability

An attention grabbing display of showmanship.

*After 5 seconds of preparation: spend a use of **Distract** and choose a visible target. The target and all beings within 5 feet of them are unable to perceive the character for 5 minutes or until the character takes offensive action against them called as **Diversion**. The character may specify a location for the targets to focus on for a minimum of 30 seconds when the skill is used.*

Manipulate

10 Build; Type: Alters Ability

A master spy is able to make anybody play into the palm of their hand but with a few words.

*After 30 seconds of verbal interaction with a target, spend a use of **Silver Tongue** and issue the target a one-sentence command called as **Manipulate**. The target must carry out the command to the best of their ability without knowingly causing harm to themselves. If used to cause a combat scenario, this effect is **dispelled** after 1 minute.*

Swashbuckler

Proficiencies

Body

The **Swashbuckler** gains +10 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Blind Fighting

10 Build; Type: Utility

A tempered form of awareness, which helps guide the character through the loss of their sight.

The character may ignore the effects of the **BLIND status** on beings within 10 feet of them.

Deft Maneuvers

10 Build; Type: Utility

The audacity of those that try to tire you, underestimate your uncanny ability to recover and follow through.

While the character is suffering the **FATIGUED** status, only the damage of their **Attack** skills are reduced by half.

Etiquette

10 Build; Type: Negotiation, Utility

Swashbucklers have a knack for understanding people, and what offends them.

The character is familiar with the customs and common behaviors of many different cultures. When they are prepared, in most social situations, they are able to interact with others without risk of offending them due to cultural differences.

Tolerance

10 Build; Type: Healing, Utility

A hearty and enduring person can shake off most illnesses or strong drinks, any swashbuckler worth their salt is able to handle even the strongest of liquors.

The character reduces the duration of **POISONED** and **DISEASED** on themselves to 1 minute. Choose a target food or drink item within reach. After 30 seconds of **preparation**, the character may detect the presence of poison in it.

Periodic Skills

Athletic Feat

4 Build; Type: Utility

The Swashbuckler is capable of incredible feats of agility.

If the action involves a distance or range, it may be up to 20 feet, plus 10 feet per point of **Dexterity** known by the character.

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Disarm/Retain

5 Build; Type: Attack (Status), Defense

Practiced in close combat, a Swashbuckler knows how to grip onto something tight or cause a target to let go.

Strike a target weapon with a weapon attack. The wielder of the weapon may not use it for any purpose for 10 seconds. **Or:** nullify the entire effect of this skill targeting the character.

Feint

5 Build; Type: Combo

A showy maneuver that tricks an opponent, leaving them vulnerable for an attack.

Strike a target with a weapon attack. The target must spend a defense that would nullify a melee attack before defending the coupled attack.

Flourish

4 Build; Type: Attack (Status)

*A maneuver tracking the opponents moves, preventing them from performing a specific attack. Strike a target with a weapon attack. The target is **SEALED** on a skill of the character's choice for 30 seconds.*

Insult

5 Build; Type: Attack (Status, Social), Augment

The barbed tongue can bring about more ruin than the sharpest sword.

Choose a target within 25 feet. The target is **ENRAGED** to the character and the character gains +1 **damage proficiency** against them for 30 seconds.

Parry

3 Build; Type: Defense

A simple defense meant to turn away simple attacks.

Nullify the entire effect of a base damage attack.

Puncture

3 Build; Type: Attack (Damage), Combo

Knowledgeable about the intricacies of armor, the Swashbuckler may strike a target in ways that bypass their defenses.

Strike a target with a weapon attack. The target suffers 10 **body** damage. This skill may be coupled with another **Attack (Damage or Mix)** instead of its normal effect to increase its damage by 10 and have the Attack deal **body** damage.

Riposte

3 Build; Type: Combo, Reaction

You take advantage of your opponent's mistake, seizing the opportunity to strike.

While using a **defense** skill, as a **reaction** the character may deal 30 **damage** to the target of the attack.

Trip

3 Build; Type: Attack (Status)

A quick strike to knock a target off balance.

Strike a target with a weapon attack. The target is **TRIPPED** for 10 seconds.

Paragons

Bravado

10 Build; Type: Alters Ability, Redirect

Audacity to undermine your character is foolish in the face of true boldness.

When targeted by an Attack (Social), spend a use of **Insult** to nullify the effect of the Attack, the attacker suffers the effect of the Attack.

Expert Disarm

10 Build; Type: Alters Ability

Your Disarms tax your foe's stamina, wearing them down and leaving them breathless.

When using **Disarm**, the target is additionally **FATIGUED** for 30 seconds at the conclusion of the disarming effect.

Expert Parry

10 Build; Type: Alters Ability

You daringly repel swift attacks with uncanny flicks of the wrist.

While targeted by a Reaction Attack, spend a use of **Parry** to nullify the entire effect of the attack called as **Expert Parry**.

Press The Attack

10 Build; Type: Augment

You do not take being made a fool lightly, especially with matters related to your blade.

When **Riposte** is defended, the character gains +1 **damage proficiency** against them for 1 minute.

Thief

Proficiencies

Body

The **Thief** gains +10 **body points**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Entry/Escape

10 Build; Type: Utility, Movement

A Thief has the ability to get into and out of buildings with great proficiency.

After 30 seconds of **preparation**, the character is **DISPLACED** to the other side of a wall, provided there is an opening large enough for them to fit their whole body through. **Or:** after 30 seconds of preparation, open a **lock**. If the character possesses multiple abilities which would open a **lock**, the time is reduced to 10 seconds.

Stealth

10 Build; Type: Utility

The ability to conceal oneself and move around undetected.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not dispelled.

Treasure Sense

10 Build; Type: Inquiry

A discerning eye and keen mind that can recall the value and stories of rare pieces of treasure.

After 30 seconds of study, the character may determine the value of an item of treasure, plus any lore related to the item's background, if applicable.

Tools of the Trade

10 Build; Type: Utility

A set of items that are designed to assist with traps and locks.

After 5 seconds of preparation, spend a **Consumable** item or **trap kit** and mark a location as a **trap**. The first being to touch the trigger suffers the effect and the trap is consumed. **Or:** after 30 seconds of **preparation**, open a **lock**. If the character possesses multiple abilities which would open a lock, the time is reduced to 10 seconds. **Or:** after 30 seconds of preparation, choose a trap within reach and it is considered triggered without affecting any beings.

Periodic Skills**Assail**

5 Build; Type: Attack (Damage)

The unseen blade is often the deadliest. The character lashes out at an opponent when they are most vulnerable.

Strike a target with a weapon attack. The target suffers 40 **body** damage. The character must fulfill **Backstab** conditions against the target to use this skill.

Avoid

4 Build; Type: Defense

Able to avoid nearby and immediate danger.

Nullify the entire effect of a **trap** or **Area Effect** attack targeting the character.

Camouflage

4 Build; Type: Defense

The ability to evade detection while unseen.

Nullify the entire effect of a **Detection Attack** and render the character **IMMUNE** versus **Detection** for 1 minute. In order to remain **IMMUNE** versus **Detection** the character must enter **cover** within 15 seconds of using this skill. This effect is **dispelled** if the character exits **cover** or takes any action affecting another being.

Distract

4 Build; Type: Attack (Social)

A quick shout or charismatic conversation to keep someone's attention.

Choose a target within 50 feet. The target must focus their attention away from the character for

1 minute. If the target is attacked, the effect is dispelled.

Dodge

6 Build; Type: Defense

Fast reaction time and natural instinct allows the character to evade a ranged attack.

Nullify the entire effect of a spell packet, ranged weapon, or **auto-hit** attack targeting the character.

Dungeoneer's Tools

3 Build; Type: Utility, Negotiation

A thief is always prepared for the situation they are in, and is usually prepared for what they may encounter.

The character may produce a mundane object appropriate to the encounter.

Hidden Pocket

3 Build; Type: Utility

A thief will often need to hide their possessions from being discovered. Many employ the use of cleverly hidden pockets that are unfindable even by the most thorough of searches .

Choose an object up to 24 inches on the character's person. That object is **CONCEALED** and immune to **detection** from targets other than the character for a duration of 5 minutes.

Keen Senses

5 Build; Type: Attack (Detection)

Heightened senses allow one to see through concealments.

Choose a **CONCEALED** target within 25 feet. The character may ignore the **CONCEALED status** on that target for 5 minutes.

Secret Passage

5 Build; Type: Utility, Movement

A set of tunnels and passages that are hidden throughout the area are accessible to people who know what to look for.

The character is **DISPLACED** 50 feet in any direction, passing through any barriers in which there is a natural way to do so, such as a wall with a door or an obstacle which could otherwise be walked around. The passage through the obstacle must be within 50 feet of the character. If used in combat, the character may only move away from enemies.

Waylay

4 Build; Type: Attack (Status)

A strong blow to the back of the head, meant to disorient and sometimes knock a target unconscious.

Strike a target with a weapon attack. The target is **WAYLAID** for 1 minute or until they are attacked. If used out of combat, this attack may be used to render a target unconscious. While unconscious, a target has no perception of their surroundings. This effect is **dispelled** if the target suffers an attack.

Paragons

Cutpurse

10 Build; Type: Utility

Some thieves are highly skilled at sizing up their pickpocket targets to ensure they are not wasting their time.

When turning in pickpocket clothespins, if you get a negative result or nothing, you may choose to receive 5 gold instead.

Hide In Plain Sight

10 Build; Type: Alters Ability

Thieves can be skilled at blending in with crowds and appearing unnoticeable while doing unremarkable or mundane things.

While using **Stealth** the character does not need to be in an area of **cover**.

Quick Work

10 Build; Type: Alters Ability

Some thieves practice techniques tirelessly in order to cut down on their performance time.

While using **Tools of the Trade** or **Entry/Escape** the character can activate the abilities in half the time.

Trapmaster

10 Build; Type: Alters Ability

Thieves often find themselves honing their skills with traps.

When targeted by an **Attack** skill: choose a target within reach. **Auto-hit** a **Trap Card** in the character's possession against that target. **Or:** When the character and a target are both within 10 feet of a trap: the trap may be triggered as an auto-hit attack against the target.

Vanguard Proficiencies

Body

The **Vanguard** gains +10 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Passive Skills

Blind Fighting

10 Build; Type: Utility

A tempered form of awareness, which helps guide the character through the loss of their sight.

The character may ignore the effects of the **BLIND status** on beings within 10 feet of them.

Courage

10 Build; Type: Utility

With bravery and conviction the character can face even the most terrifying opponents.

Reduce the duration of any effect which inflicts the **FEARED** status to 10 seconds. **Bane** effects will bypass this reduction.

Keep the Line

10 Build; Type: Utility

Light on their feet and at the forefront of the battle, the Vanguard holds their ground.

The character cannot be **DISPLACED** when struck from the front while within 5 feet of an ally.

Survivalist

10 Build; Type: Utility

Able to adapt to one's surroundings and survive and thrive in unfamiliar territories.

They may lead a party to travel long distances on foot at double the speed of the average person.

Periodic Skills

Avoid

4 Build; Type: Defense

Able to avoid nearby and immediate danger.

Nullify the entire effect of a **trap** or **Area Effect** attack targeting the character.

Bandage

4 Build; Type: Healing

A vanguard needs to learn many diverse battlefield skills including the ability to quickly bandage up a fresh wound to stem the bleeding.

Choose a target within reach. After 30 seconds of preparation the target restores 20 body points, if this skill is used on the character it restores 10 body points.

Charge

5 Build; Type: Utility, Movement

Rush an enemy with such focus that you thwart any attempt to stop you.

The character is **DISPLACED** 50 feet in any direction.

Defiance

5 Build; Type: Utility

Vanguards muster resolve from within to temporarily ignore longer term effects they are suffering from.

The character pauses the duration of all status effects they are currently suffering for 1 minute.

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Endurance

4 Build; Type: Utility

The Vanguard has trained extensively to carry on without tiring.

The character may perform a taxing feat without becoming exhausted. If there is a time component related to the action, it is altered in the character's favor by 10% per point of **Constitution** known by them.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Roundhouse

5 Build; Type: Combo, Area Effect

A vanguard is skilled at arching their blows widely to catch more targets within an attack's reach.

The character may use a coupled attack against 2 additional targets within reach.

Stunning Blow

3 Build; Type: Attack (Status)

A weapon blow meant to stun an opponent.

Strike a target with a weapon attack. The target is **STUNNED** for 10 seconds.

Linebreaker

4 Build; Type: Attack (Damage)

A large sweeping strike that uses an opponent's tactics against them.

Strike a target with a weapon attack. The target suffers 30 damage, +10 damage for every other enemy within 10 feet to a maximum of 60 damage.

Paragons

Counter Strike

10 Build; Type: Alters Ability

The Vanguard is a master of recognizing threats and responding aggressively.

Choose an **Attack (Status)** skill the character knows for the encounter. *When targeted by an **Attack** skill:* the character may spend a use of the skill to **auto-hit** the skill against the attacker.

Heroic Leap

10 Build; Type: Alters Ability

The Vanguard is able to take full advantage of their momentum in the face of danger.

After the character completes a use of **Charge**, their next **Attack** skill deals +10 damage.

Rallying Shout

10 Build; Type: Alters Ability

A vanguard rallies allies around them to push through some longer term effects they are suffering from.

While using **Defiance**, the benefit now extends to all allies within reach.

Shield Wall / Barricade

10 Build; Type: Alters Ability

With their heroism and tactics, the Vanguard is able to reinforce an area's defense.

Spend a use of **Linebreaker**. The character extends their hand in front of them, palm facing out. While channeling this effect, an impassable **barrier** 10 feet high and 10 feet wide exists in front of the character. This effect is **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Witch Hunter Proficiencies

Alignment: Order

Gain the **order** alignment.

Body

The **Witch Hunter** gains +15 **body points**

Melee Damage

15 Build; Type: Proficiency

Gain +1 **Melee Weapon Proficiency**

Metaphysical Damage

15 Build; Type: Proficiency

Gain +1 **Metaphysical Weapon Proficiency**

Piercing Damage

15 Build; Type: Proficiency

Gain +1 **Piercing Weapon Proficiency**

Passive Skills

Autopsy/Dissect

10 Build; Type: Procedure, Inquiry

The ability to examine a corpse and to carefully remove parts of it as specimens or trophies.

The character may petition a Marshal to gain information on a corpse. If the Marshal approves the request, they will specify the requirements to complete the research. **Or:** remove a body part from a **DEAD** target and preserve it.

Detect Weakness

10 Build; Type: Utility

Sizing up an opponent to figure out the best way to hurt them.

After 30 seconds of concentration on a target within 50 feet, the target must report to the character any damage types to which they are **WEAK**, or other weaknesses, if applicable. The

time to activate this skill is reduced by 5 seconds per point of **Wisdom** known by the character to a minimum of 5 seconds.

Stealth

10 Build; Type: Utility

The ability to conceal oneself and move around undetected.

After 30 seconds of concentration within an area of **cover**, the character becomes **CONCEALED**. This effect is **dispelled** if the character takes any action affecting another being, moves faster than a walking pace, or after 30 minutes. If the character is voluntarily **DISPLACED** while using this ability, they may move faster than a walking pace and the **CONCEALED** effect is not **dispelled**.

Trapper

10 Build; Type: Utility

The ability to track targets as well as set and disarm traps for them.

The character may track an NPC who has fled an encounter. They must roll on the **Tracking Chart** at Logistics to determine the outcome. **Or:** petition a Marshal to attempt to track a target. The Marshal will determine the requirements and outcome of the tracking. **Or:** after 5 seconds of preparation, spend a **Consumable** item or **trap kit** and mark a location as a **trap**. The first being to touch the trigger suffers the effect and the trap is consumed. **Or:** after 30 seconds of preparation, choose a trap within reach and it is considered triggered without affecting any beings.

Periodic Skills

Assail

5 Build; Type: Attack (Damage)

The unseen blade is often the deadliest. The character lashes out at an opponent when they are most vulnerable.

Strike a target with a weapon attack. The target suffers 40 **body** damage. The character must fulfill **Backstab** conditions against the target to use this skill.

Caltrops

3 Build; Type: Attack (Status), Auto-hit

Using a handful of tiny jagged pieces to slow down a target's movement.

Choose a target within reach. The target is **SLOWED** for 30 seconds.

Deflect

6 Build; Type: Defense

The character can redirect a physical blow harmlessly to the side.

Nullify the entire effect of a melee weapon attack targeting the character.

Dissipate

4 Build; Type: Attack (Damage)

A Witch Hunter is a specialized killer of negative energy creatures and knows how to infuse a massive amount of positive energy into a negative energy creature, causing most to dissipate or become destroyed.

The character strikes a target with a weapon attack or spell packet. The attack does 80 **positive** damage to negative energy or chaotic creatures such as undead, demons, and lycanthropes. The character must be aware of the target being of negative energy to use the skill.

Hunter's Prey

5 Build; Type: Reaction, Movement

Hunters are exceptionally skilled at chasing creatures of the night.

Choose a target negative energy creature within reach. This immediately ends the use of a **MOVEMENT** ability. **OR** When a negative energy creature within 10 feet is voluntarily **DISPLACED**, the character may also become **DISPLACED** and follow their movement the same distance.

Impale

5 Build; Type: Attack (Damage)

Skewer your target with a decisive strike.

Strike a target with a weapon attack. The target suffers 40 damage.

Keen Senses

5 Build; Type: Attack (Detection)

Heightened senses allow one to see through concealments.

Choose a **CONCEALED** target within 25 feet. The character may ignore the **CONCEALED status** on that target for 5 minutes.

Positive Energy Barrier

3 Build; Type: Channeled, Barrier

The Witch Hunter can use positive energy to create a barrier of protection against creatures of the night.

After 30 seconds of **preparation**, the character extends their hand in front of them, palm facing out. While channeling this effect, a **barrier** 10 feet high and 10 feet wide exists in front of the character that is impassible by negative energy or chaotic creatures such as undead, demons, and

lycanthropes. This effect is **dispelled** if the character moves from their position, takes offensive action, or after 5 minutes.

Positive Energy Concentration

4 Build; Type: Augment, Utility

The Witch Hunter can channel positive energy through their body through concentrating.

The character gains +1 **damage proficiency** for 5 minutes and must use **positive** damage for the duration. For the duration the character may utilize positive energy to cleanse or empower an area. The character's first attack against a target deals +10 **body** damage.

Stealth Strike

5 Build; Type: Combo

A quick strike performed while unseen, so fast as to not break one's cover.

The character may use a coupled attack without dispelling the **CONCEALED status**.

Paragons

Barrier Manipulation

10 Build; Type: Alters Ability

Hunters can learn to manipulate their positive energy barrier and reshape it to surround them and also damage negative energy creatures who get too close.

While using **Positive Energy Barrier**, the character may choose to extend the barrier around all allies within reach. Any being may move through the barrier from inside with the character, but cannot return. If a target negative energy creature comes within reach of any target inside the barrier they take 10 **positive** damage for every 5 seconds they remain within reach.

Mask of Death

10 Build; Type: Alters Ability

One of the many forms of training an initiate in the hunt must undertake is learning to hide from the most common of a hunter's prey; the undead.

When using **Stealth**: the character is **IMMUNE** versus **Detection Attacks** made by Undead. The first attack made against Undead while **concealed** does not break **CONCEALMENT**.

This effect is **dispelled** if the character takes offensive action or remains outside of **cover** for more than 10 seconds. If this effect is **dispelled**, the character may not use it again for 1 minute.

Negative Energy Fortitude

10 Build; Type: Alters Ability

Hunters who train themselves to control the positive energy within their body have learned to strengthen themselves against their prey, giving them a defensive advantage on the hunt.

Cannot be forcibly changed into a negative energy creature. Reaction Defense Choose a creature type from the following list: **Aberration, Aquatic, Avian, Celestial, Demon, Beast, Elemental, Faery, Humanoid, Mystical, Undead, or Verdant**. When targeted by an Attack from the chosen creature: spend a use of **Hunter's Prey** and nullify the entire effect of the attack. This skill is called as 'X **Ward**', where X is the creature type.

Witchfinder's Zeal

10 Build; Type: Alters Ability

The Hunter specializes in one of the major natures of negative energy creatures, pushing positive energy outward to affect those around them.

Choose one of the following: **Curses, Diseases, Control or Influencing abilities**

You may expend a use of **Dissipate** to cure someone of the chosen status or with Marshal approval allow you to cure someone who is being changed into a negative energy creature using that status type, you may expend a use of **Positive Energy Barrier** to defend targeting a being within 25 feet other than the character of that status. When you activate **Positive Energy Concentration** you may stack the +1 **damage proficiency** with itself up to the **Damage Cap** for your weapon style.

MASTER CLASSES

Master classes represent the staple techniques a hero can learn when reaching the pinnacle talents of their given archetype. Each **master** class is a collection of skills that cover the three most important areas of study that all heroes gravitate towards when training over their careers and tend to be more powerful than what they might learn in more general studies.

When learning a **master** class:

- The character may choose up to any 3 skills to gain access to per purchase of the class.
- You may choose a skill to learn at the same time as the class.
- Other skills may be purchased normally.
 - **Passive** and **Proficiency** skills may be learned only once.
 - **Periodic** skills may be learned more than once. If the character has chosen to have access to a skill from more than one purchase of a master class, the cost progression (p.) is slowed accordingly.

A character may have no more than 3 **master** classes. They may learn their first **master** class after 12 events attended or 150 **build** earned; their second after 18 events or 200 **build** earned; and their third after 24 events or 250 **build** earned.

Artisan

Prerequisites

The character qualifies for this if they have any of the following classes:

Alchemist, Physician, Racketeer, Scholar, or Smith

The character has learned 1 **Paragon skill** from the above classes per purchase of **Artisan**.

Application

Caustic Shield

7 Build; Type: Periodic, Reaction, Defense

An odd concoction that neutralizes reagents used in items and delicate procedures.

Nullify the entire effect of any **Consumable** or **Procedure** within 25 feet.

Lecture

7 Build; Type: Periodic, Latent

A well-theorized set of instructions is shared to help achieve a common goal.

After 1 minute of **preparation**, choose up to three targets within reach. Each target chooses a skill they have learned from the core rulebook and gains a **Latent** use of **Lecture**, which allows them to invoke any of the chosen skills once, chosen at the time of invoking. This expires when used, when the target completes a **rest**, or at the end of a **period**. A being may benefit from this skill no more than once per **rest**.

Apprentice

10 Build; Type: Passive, Utility

The Artisan is capable of taking on an apprentice by guiding them through some basic tasks while they continue the more complex work.

When crafting a piece of **equipment**, the **Artisan's** crafting time is reduced by half if they are being assisted by another character. A character cannot count as an assistant while crafting.

Innovation

Indomitable Focus

7 Build; Type: Periodic, Reaction, Defense

Capable of crafting even in the busiest settings, the Artisan will always complete their task.

While using a **Talent**, nullify the entire effect of an attack targeting the character and become **IMMUNE** versus all attacks until the **Talent** has been activated.

Savant

7 Build; Type: Periodic, Combo

Overpacking and a refined mixture produces a wider effect with this Artisan's abilities.

When using a **Talent** or **Consumable**, the skill or item may affect 2 additional targets within reach of the target. **Savant** may be used with **Scrolls**.

Experiment

10 Build; Passive

The Artisan is capable of creating unstable objects to fulfill their niche needs.

The **Artisan** may spend an additional 10 minutes experimenting when creating any **Consumable** item that imparts a **status** effect and changes the **status** and its duration to one of the following: **ENRAGED, FATIGUED, PINNED, POISONED, SEALED, SLOWED, STUNNED, TRIPPED, WAYLAID**. This **Consumable** is unstable and lasts until the end of the event. If written on a card the name should be prefaced with "Experimental." This effect may be combined with components to make additional items at the same time.

Maintenance

Precision

7 Build; Type: Periodic, Utility, Combo

Through repetition and extensive testing, an Artisan is capable of always hitting their target.

When using a **Consumable, auto-hit** the skill within 100 feet. **Precision** may be used with **Scrolls**.

Reconfigure

7 Build; Type: Periodic, Utility

Detailed upkeep helps avoid excessive waste and bring out some of the equipment's latent ability.

After 5 seconds of activation, choose a target within reach. The target gains a **Latent** use of an **equipment ability** from the character's **armor**, which expires when used or at the end of the event. A being may only benefit from this skill once per **period** and may not gain more than one use of **Reconfigure** at a time.

Gather Reagents

10 Build; Type: Passive

Keeping an eye out for extra materials often lets an Artisan create their wares seemingly out of nowhere..

When crafting a ranked consumable a character may spend an extra 30 seconds per rank and an additional **Talent** slot of equivalent rank to craft the consumable without needing components.

Centurion

Prerequisites

The character qualifies for this if they have any of the following classes:

Berserker, Bounty Hunter, Brute, Cavalier, Cleric, Dragoon, Dreadnought, Monk, Smith, Spellsword, Swashbuckler, Vanguard, or Witch Hunter

The character has learned 1 **Paragon skill** from the above classes per purchase of **Centurion**.

Might

Devastate

7 Build; Type: Periodic, Attack (Dam.)

A deadly well placed strike that will fell most opponents instantly.

Strike a target with a non auto-hit weapon attack. The target suffers 80 damage.

Rend Limb

7 Build; Type: Periodic, Attack (Status)

A painful and debilitating attack that mangles a limb.

Strike a target's arm or leg with a weapon attack. The target limb becomes **BROKEN** and the target suffers the **BLEEDING status**.

Cleave

10 Build; Passive

Using momentum and well-executed movements, the Centurion can follow through with an attack in close quarters.

When rendering a target **INCAPACITATED**, **CRITICAL**, or **DEAD** with an **Attack** skill, gain a **Latent** use of the same skill which must be used within 5 seconds. Using this **Latent** attack does not trigger **Cleave**.

Protection

Aegis

7 Build; Type: Periodic, Reaction, Defense

A defensive maneuver that works when the foe believes they are about to fell you.

When targeted by an attack that would render the character **INCAPACITATED**, **CRITICAL**, or **DEAD**, nullify the entire effect of the attack.

Immaculate Defense

7 Build; Type: Periodic, Reaction, Defense

A form of protection that can continuously stop the same style of attack.

When targeted by a melee weapon **Attack** skill, nullify the entire effect of the attack and become **IMMUNE** versus the skill for 1 minute.

Armor Efficiency

10 Build; Type: Passive, Proficiency

To a Centurion, armor is like a second skin, well maintained, and adapted to their uses.

While the character is wearing armor, all armor base values are increased by 1.

Tenacity

Adrenaline Rush

7 Build; Type: Periodic, Attack (Dam.), Utility, Refreshment

Channelling Adrenaline is a challenging and rewarding ability that keeps the Centurion fighting strong with every strike.

Strike a target with a weapon. The target suffers 60 damage and the character **refreshes** a skill.

Adrenaline Rush cannot restore **Adrenaline Rush**.

Persistence

7 Build; Type: Periodic, Reaction, Defense, Healing

A Centurion can shrug off some of the worst effects.

Nullify the **status** effect of an attack. **Or:** after 5 seconds, cure the character of a **status** they are suffering.

Defiant Cover

10 Build; Type: Passive, Utility

Sometimes embracing the slower pace and waiting out the opponent is the more tactical option.

This ability allows the Centurion to do just that.

When suffering the **STUNNED** or **SLOWED** conditions, the character becomes **HIGHLY RESISTANT** versus all damage for the duration.

Nightblade

Prerequisites

The character qualifies for this if they have any of the following classes:

Acrobat, Assassin, Bounty Hunter, Buccaneer, Eldritch Archer, Gambler, Marksman, Racketeer, Ranger, Thief, or Witch Hunter

The character has learned 1 **Paragon skill** from the above classes per purchase of **Nightblade**.

Agility

Evasion

7 Build; Type: Periodic, Reaction, Defense, Movement

Always expecting an attack from the shadows, the Nightblade will leap into action in an instant.

Nullify the entire effect of an attack made by a being who is **CONCEALED** or behind the character. The character is **DISPLACED** 10 feet away from the attacker.

Quick Reflexes

7 Build; Type: Periodic, Reaction, Defense

With a better understanding of those who utilize the shadows, the Nightblade's reflexes have been rigorously trained to work on instinct.

Nullify the entire effect of a **trap** or melee weapon attack targeting a being within 25 feet. If the attack is an **Area Effect**, all targets of the effect are defended.

Flanking Strikes

10 Build; Type: Passive, Utility

Sometimes teamwork is the best way to expose an enemy and open them up to precision strikes.

When a target is engaged in melee combat with an ally, the character may deliver **Backstab** attacks and base damage from any angle. This skill only applies to the use of 1 Handed Weapons.

Butchery

Gouge

7 Build; Type: Periodic, Attack (Status)

A deep and painful cut that severs nerves and leaves a foe vulnerable.

Strike a target with a weapon attack. The target becomes **STUNNED** for 10 seconds. The character fulfills all **Backstab** conditions against that target for 1 minute.

Poison Needles

7 Build; Type: Periodic, Attack (Mix), Area Effect

*Dozens of small, poisoned projectiles sprayed in a fan-like motion to hit multiple opponents. Choose 3 targets within a 5 foot cone in front of the character. The targets suffer 50 damage and become **POISONED**.*

Sneak Attack

10 Build, Passive, Augment

A patient Nightblade waits for the perfect moment to strike.

While out of combat with the target, the first damaging attack made against that target gains either +2 **damage proficiencies** if the character uses a base damage attack, or +10 damage if the character uses a skill.

Subtlety

Threaten

7 Build; Type: Periodic, Attack (Status), Defense

Ever wonder if you actually saw something in the dark? A Nightblade is capable of making a subtle and terrifying gesture that makes you reconsider your own sight.

Choose a target within 50 feet. The target is **FEARED** to the character for 30 seconds. The character may use **Threaten** from **Stealth** without dispelling the **CONCEALED status**. While **CONCEALED**, the character may use **Threaten** as a reaction to nullify the effect of a **Detection** ability.

Fade

7 Build; Type: Periodic, Utility

A Nightblade is capable of slipping back into the shadows, even if you just take your eyes off of them for a moment.

The character becomes **CONCEALED**. The character is removed from combat with all targets. The character must be visible for at least 10 seconds before using this skill.

Dispelled if: the character takes action affecting another being, moves faster than a walking speed, or after 5 minutes.

Hide in Shadows

10 Build; Type: Passive, Alters Ability

Using shadows like armor, the Nightblade meticulously prepares to blend into the darkness.

Reduce the time it takes to use **Stealth** by 20 seconds while in a shadow which counts as **cover**. While **CONCEALED**, the character may ignore any requirement of needing to move away from

targets while using a skill that **DISPLACE** them, and may instead move towards a target at half the distance.

Thaumaturge

Prerequisites:

The character qualifies for this if they have any of the following classes:

Bard, Cleric, Druid, Eldritch Archer, Empyrean, Healer, Hexer, Mage, Priest, Psion, Ranger, Scholar, or Spellswor

The character has learned 1 **Paragon skill** from the above classes per purchase of **Thaumaturge**.

Abjuration

Retribution

7 Build; Type: Periodic, Reaction, Attack (Dam.), Defense, Redirect

Using the weave to create a reactive shield to lash out at their attacker.

When targeted by an attack that deals damage, nullify all numerical damage from the attack and auto-hit the attacker for the same amount of damage. The character must defend or suffer any other effects of the attack.

Resist

7 Build; Type: Periodic, Reaction, Defense,

The Thaumaturge can protect themselves against a spell and use that spell and adapt to its harmful effects.

When targeted by a spell packet, auto-hit, or ranged attack skill, nullify the entire effect of the attack and become **IMMUNE** versus the skill for 1 minute.

Mystic Armor

10 Build; Type: Passive, Proficiency, Augment

Augmenting their garments with strands of the Weave reinforces the protective qualities of the cloth.

While wearing only cloth armor, the caster gains an additional 20 natural armor points.

Conjuration

Counterspell

7 Build; Type: Periodic, Reaction, Defense, Utility

A quick set of gestures to unravel a spell being formed.

Nullify the entire effect of a spell **Attack**, **Annihilate**, or **Drain Essence** used within 25 feet.

Or: nullify the entire effect of a beneficial spell used within 25 feet for all characters, including the caster. **Counterspell** may not be used to stop **Defense** spells.

Perfect Aim

7 Build; Type: Periodic, Utility, Combo

A pinpoint attack that always hits its mark.

When casting a **spell**, auto-hit the skill within 100 feet.

Phokus Mastery

10 Build; Passive, Augment

When maintaining concentration and drawing out the power of a phokus, the Thaumaturge can empower their spells.

While wielding only a **phokus**, **grimoire**, or **buckler**: the character deals +10 damage and +10 healing with all spells. Additionally, after casting a spell the character makes their next **phokus attack** with +2 damage proficiencies.

Invocation

Annihilate

7 Build; Type: Periodic, Attack (Dam.)

This is the raw destructive power of the weave, manifest into a precise strike.

Strike a target with a spell packet. The target suffers 90 damage. This skill may be combined with **Perfect Aim**.

Drain Essence

7 Build; Type: Periodic, Attack (Damage), Refresh

Pulling on the mana of an enemy causes them immense harm and restores energy to the caster.

Strike a target with a spell packet. The target suffers 70 damage and the character refreshes a **Spell Slot** of any rank. This skill may be combined with **Perfect Aim**.

Mana Mastery

10 Build; Type: Passive, Utility

Refining the art of casting helps a Thaumaturge to use their spells effectively.

When casting a spell, the character may activate multiple Spell Slots, adding their ranks together to cast a spell of equal rank to the sum.

PRESTIGE POINTS

When a hero reaches levels of renown, they may learn skills from the following list, referred to as **Prestige points**.

- Prestige points cost 100 **build** each to purchase and may be purchased more than once.
- If the character no longer has the archetype or skill available associated to a Prestige Point they have purchased, they immediately lose the Prestige Point.
- After six months, a character may choose to unlearn a Prestige Point.
- When a character unlearns or has a Prestige Point removed, they must wait three months before they can purchase a new Prestige Point.

Prerequisites:

- The character must have learned 3 **master classes**.
- The character must have purchased all available **master class** skills at least once.
 - Purchasing the same skill from distinct purchases of a class counts towards this.

Name	Max. Purchases	Description
Adaptability	n/a	Gain a use of any Periodic background skill, chosen at the time of purchase.
Durability	n/a	Gain +30 Natural Armor Points . This refreshes upon completion of rest .
Finesse	1	Gain +1 Damage or Support Proficiency , chosen at the time of purchase.
Paradigm	1	Gain a Paragon skill from any class, chosen at the time of purchase.
Potency	1 per skill	Increase the damage and/or healing effect of a skill by +10.
Skillfulness	1	Reduce the build cost progression (p.) of a skill by one tier.

Stamina	1	Choose one purchase of a class known by the character. The chosen class grants double the amount of body points .
Versatility	4	Gain access to an additional Attribute .

CHAPTER IV: EQUIPMENT

After a long and arduous day of adventure, you return to town, pockets heavy with coin collected from your most recent quest. Your earlier battles have left you fairly worn, and your equipment even moreso. Perhaps, you think to yourself, it's time to invest in something stronger than the basic leather and steel you've used until now.

At the local smithy, you peruse a selection of fine wares, from the most common armaments to the most exceptional. Your eyes fall upon a sword, the blade shimmering in the evening light. As you lift it to take a closer look, you notice the greenish hue on the edge of the weapon. The sword feels right in your hands, and you are confident it can help you hunt your quarry better. You hand the smith your coin, sheath your new sword on your belt, and move on to the next shop.

Secondary Equipment

When using secondary equipment, the character must have a **free hand** and also wear or hold a physical item to denote it. A character may use only one piece of secondary equipment at a given time. A hero of any class may use any type of secondary equipment, but some may not grant them any benefits.

Buckler

A small shield of up to 12 inches in its longest dimension strapped to the character's forearm or elbow. A buckler counts as a shield for all purposes but does not require a free hand to use.

Grimoire

A book of spells or a similar item containing knowledge of supernatural artes, which may be held in hand, carried in a bag, or worn on the character's person. The character may **auto-hit** a rank 1 or 2 spell once per minute against a target within 10 feet.

Oculum

A tool used by a support hero, such as their magnifying lenses, doctor's bag, or tinkering tools. A character using an oculum chooses 2 Consumable talents from their talent list and links them to the oculum for the encounter, allowing them to be performed as procedure talents with a base activation time of 3 seconds. When using items out of an Oculum, components do not need to be

spent.

Talents linked to an oculum may only be changed when the character completes a rest. **Create Scroll** cannot be combined with this equipment.

Weapons

There are several types of weapons, or primary equipment, which a character may use. The weapon types, as well as the damage proficiencies that increase their damage, are listed below.

- Any character, regardless of their class, may use any weapon. However, their damage may not be permanently increased unless the character has the proper proficiency .
- Proficiencies are granted by classes; the amount of damage gained by each proficiency is noted in **Specific Proficiency Skills** (p.).
- Weapons defined as **1-handed** require only the hand they are held in for their use, while **2-handed** weapons require both hands. Some weapons are defined as **versatile**, meaning they can be used either way under certain conditions.
- Characters may dual wield **1-handed** weapons, using one in each hand, or use them alongside **shields**. **Versatile** weapons that state the character must keep a hand free can not be dual wielded.

Name	Proficiency	Damage	Description
Large Weapon	Melee	3	<p>A 2-handed melee weapon between 42 and 72 inches in length. Examples include greatswords, large hammers, pole weapons, and long staves.</p> <p>Versatile: Large weapons under 60 inches may be wielded in one hand to instead deal a base of 2 damage, but the character must keep their other hand free.</p> <p>Melee: Max Damage 25</p>
Medium Weapon	Melee Piercing	2	<p>A 1-handed melee weapon between 18 and 48 inches in length. Examples include broadswords, maces, rapiers, axes, and short spears.</p> <p>Versatile: Medium weapons may be wielded in two hands to instead deal a base of 3 damage.</p> <p>Melee: Max Damage 15</p>

Small Weapon	Melee Piercing	2	<p>A 1-handed melee weapon up to 22 inches in length, with a striking surface of at least 10 inches. Examples include Brawlers and Daggers.</p> <p>Melee: Max Damage 15 Piercing Backstab: Max damage 25</p>
Thrown Weapon	Melee Piercing	2	<p>A ranged weapon of up to 12 inches in its longest dimension. Examples include knives, darts, and</p> <p>A javelin may be between 24 and 60 inches and made of open cell foam.</p> <p><i>Safety Note:</i> thrown weapons must be coreless and flexible.</p> <p>Melee: Max Damage 15 Piercing: Max Damage 15</p>
Arquebus	Piercing	2	<p>A cap-firing gun of an approved, in-genre style. An Arquebus cannot be used to weapon cast spells.</p> <p>A 2-handed arquebus is treated as a 1-handed arquebus.</p> <p>Piercing: Max Damage 15</p>
Bow	Piercing	3	<p>A 2-handed simple recurve bow with a draw length of up to 28 inches and a draw weight of up to 26 pounds. Arrows must be fitted for the draw length of the bow.</p> <p><i>Safety Note:</i> only professionally made bows and arrows are approved for use at Knight Realms.</p> <p>Piercing: Max Damage 25</p>
Crossbow	Piercing	3	<p>A 2-handed simple crossbow with a maximum draw weight of 18 Joules.</p> <p>Versatile: Certain approved crossbows may be wielded in one hand to instead deal a base of 2 damage.</p>

Safety Note: only professionally made crossbows and bolts are approved for use at Knight Realms.

Piercing 1-handed: Max Damage 15

Piercing 2-handed: Max Damage 25

Large Phokus	Metaphysical	3	<p>A 2-handed casting weapon of over 18 inches in its longest dimension. Examples include staves and large tomes.</p> <p>Versatile: Large phoki may be wielded in one hand, but the character must keep their other hand free.</p> <p>The character cannot be interrupted while spellcasting.</p> <p>Metaphysical: Max Damage 25</p>
Small Phokus	Metaphysical	2	<p>A 1-handed casting weapon of up to 18 inches in its longest dimension. Examples include wands, spellbooks, and jewels.</p> <p>Metaphysical: Max Damage 15</p>
Shield	n/a	n/a	<p>A shield from 18 to 52 inches at its longest dimension.</p> <p><i>Safety Note:</i> shields made of any material other than foam must be padded with foam on all edges.</p>

Armor

Armor is a worn armament that covers the specified location with a protective material, such as leather or chain. While there are many different types of armor that may be worn, Knight Realms divides all armor into 4 categories.

Wearing armor grants **armor points** to the character equal to the total **value** of the armor. Each **armor type** has an associated **multiplier** which modifies the base value and determines the number of **armor points** granted by each worn piece of that type.

Armor Type	Multiplier	Description
Cloth	1	Light armor made of soft and lightweight materials. Examples include

gambeson, soft leather, and robes. Cloth armor must be worn as a second layer in addition to the character's normal clothing.

Leather	2	Medium armor made of thick or hardened leather.
Maille	2	Medium armor made of moveable metal pieces. Examples include chain maille and metal scale armor.
Plate	3	Heavy armor made of rigid metal plates.

Location

- To gain armor points for a location, the armor piece must cover at least half of the area.
- Some armor locations may be worn on both the left and right side. In that case, each piece counts separately.
 - For example, wearing a leather bracer on each arm grants a total of 8 **armor points** to the character.
- A character may wear one layer of each **armor type** per location.
 - For example, a character may stack gambeson, a chain hauberk, and plate pauldrons, gaining 12 **armor points** from each shoulder, plus any **armor points** gained from other areas protected by armor.

Location	Description	Base Value
Head	Armor worn on the head, such as a helm or hood. A circlet of any type may be worn but counts as cloth (light) armor.	2
Neck	Armor worn around the neck, such as a gorget or cowl.	2
Torso	Armor worn to protect the ribcage and stomach.	3
Shoulder (Left and Right)	Armor worn on the shoulder or upper arm, such as a pauldron or sleeve.	2
Forearm (Left and Right)	Armor worn on the forearm, such as a vambrace or gauntlet.	2
Upper Leg (Left and Right)	Armor worn on the thighs, such as tassets or cuisses.	2

Lower Leg (Left and Right)	Armor worn to protect the shins or calves, such as greaves or boots.	2
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Equipment Abilities

Equipment abilities are granted by materials and grant a variety of helpful effects to a character wearing crafted **armor**. A character may only benefit from one **Equipment ability** per **Equipment Location** regardless of how many layers of armor they are wearing in a location, unless the armor card was crafted with the **Smith** paragon skill **Metallurgy** (p.).

To invoke an **equipment ability**, the character must be wearing physical armor made from the appropriate material and it must cover the **Location** specified.

Equipment Locations:

Head - requires either neck armor or head armor or both.

Left or Right Arm - requires either shoulder armor or lower arm armor or both

Left or Right Leg - requires either upper leg armor or lower leg armor or both

Torso - requires torso armor

Hand: Weapon - requires a weapon in hand

Hand: Shield - requires a shield in hand

Hand: Grimoire - requires a grimoire to be wielded

Hand: Occulum - requires a occulum to be wielded

Some materials specify non-armor as their type, and take up the **Equipment Location** that would normally require a specific armor type but instead are represented by trinkets, jewelry or similar non-armor wearable items.

A character with the skill **Adventurer's Kit** may utilize a single extra benefit in the same location with different **Armor Types**.

Materials

The world is full of diverse terrain and creatures, providing rich resources to those who know how to use them. Once crafted into equipment, these **materials** bestow power upon their wielders.

Materials may be purchased from Logistics at any time for triple their gold piece value.

Aerobark

Weapon, Passive

A strong, lightweight wood often combined with bone or metals to forge weapons that are charged with energy when swung in the air.

The character may deal **Lightning** damage with all attacks.

Anteries Stone

Weapon, Passive

Oceanic rock that comes in an array of light, frosted colors that are cool to the touch.

The character may deal **Ice** damage with all attacks.

Corpsewood

Shields or Grimoires or Occulum, Periodic

*After 5 seconds of activation: cure the character of the **ENFEEBLED** status. This effect may be invoked even when suffering the status.*

Creeping Dusk

Non-Armor: Any Location, Passive

While using **Stealth**, reduce the preparation time it takes to become **CONCEALED** by 5 seconds to a minimum of 10 seconds.

Crystal

Weapon, Periodic

When gaining an **augment** that grants a **damage proficiency**, it will last until the character becomes **ENFEEBLED** or the end of the event.

Dire Beast Hide

Leather Armor: Any Location, Periodic, Combo

While using **Parry**, the character may nullify two attacks within 5 seconds.

Drake Scale (Element)

Leather Armor: Torso, Passive

The character is **RESISTANT** to the specified damage type associated with the Drake Scale.

Faery Moss

Non-Armor: Head or Arm, Periodic

Choose a Spell. For the encounter, the spell is cast instantly and gains a cooldown equal to its casting time.

Furium

Weapon, Passive

A naturally blackened metal that can be easily etched, even when removed from the forge it remains warm to the touch.

The character may deal **Fire** damage with all attacks.

Harpy Feather

Non-Armor: Any Location, Periodic

When **DISPLACED**: the character may choose the direction of their movement.

Loam Quartz

Weapon, Passive

Carefully hewn from mines, this special flecked crystal resonates softly with power.

The character may deal **Earth** damage with all attacks.

Manaleaf

Non-Armor: Any Location, Periodic

Spend a **Spell Slot** of any rank. The character gains any number of Spell Slots with a total sum of ranks equal to the rank of the spent slot.

Meteoric (Element)

Maille or Plate Armor: Any Location, Periodic

Nullify an Attack that deals the damage type associated with the Meteoric.

Riftsilk

Cloth Armor: Head, Passive

Reduce the duration of **status** effects delivered by social attacks by half. **Bane** effects bypass this.

Runic Weave

Cloth Armor: Any Location, Periodic

While restoring **Armor Points**, the character restores a number of Body Points equal to the Armor Points restored.

Silver

Weapon, Passive

Tempered to gilt a weapon, its brilliant sheen evident in most lighting.

The character may deal **Silver** damage with all attacks.

Tamaril Hide

Leather Armor, Any Location, Periodic

Restore 15 **Armor Points** up to your max Armor Points.

Volatile Flux

Weapon, Periodic, Combo

As an additional component to the creation of this weapon, the character chooses a **Consumable Attack** which can be used as a **periodic** material benefit.

Wychwood

Shields or Grimoires or Occulum, Periodic

Nullify an **Attack (Status)** skill.

Wyvern Fang

Weapon, Periodic

Strike a target with a spell packet or weapon attack. The target suffers 10 damage and is **POISONED** until cured.

Special / Unique Materials

The effects of these materials apply to all armor points from armor of the same type the character is wearing, even if it is in a location that the character is already benefiting from another **Equipment Ability** in.

These materials cannot be purchased from logistics.

Adamantium

Plate Armor, Any Location, Passive

The armor points gained from plate armor are doubled. This effect is not lost when the character is **ENFEEBLED**.

Mythril

Maille Armor, Any Location, Passive

The armor points gained from Maille armor cannot be bypassed by the **Body** speciality damage type. The **Bane** speciality damage type will bypass this effect. This effect is not lost when the character is **ENFEEBLED**.

Kraken Hide

Leather Armor, Any Location, Passive

The armor points gained from leather armor are restored twice as much from abilities that would restore armor points. This effect is not lost when the character is **ENFEEBLED**.

Venium

Cloth Armor, Any Location, Passive

The armor points gained from cloth armor are restored by healing received by the character after they are at their maximum body. This effect is not lost when the character is **ENFEEBLED**.

Black Mythril

Weapon, Passive

The weapon deals increased damage as if their character had an additional **damage proficiency** with it. This effect is not lost when the character is **ENFEEBLED**.

Elementium

Weapon, Passive

The character may deal **Earth, Fire, Ice, or Lightning** damage with all attacks.

Draconium

Weapon, Periodic

The character deals the **Body** specialty damage type for 1 minute. This effect is not lost when the character is **ENFEEBLED**.

Maiden Circle Gold

Non-Armor, Any Location, Passive

The character may stack an additional single use of the same **latent** effect.

CHAPTER V: Class and Skill Supplements

Consumable Creation

Consumable items are an important part of any adventurer's arsenal. In order to craft a **Consumable**, the character must have access to a skill that allows them to do so.

This crafting system is meant to provide our support type lists mechanics to roleplay out with the goal of making crafting roleplay and its contributions to the game world more meaningful.

We hope that the small expeditions and adventures that this gathering system encourages, the mix and match mini-game of the refinement system, and the recipes added to crafting, make your game experience feel a bit more full.

Basics

For creation, there are several items in two different tiers.

- Simple Components:
 - Worth 4 Silver each
 - Bestial Component
 - Bones, hide, and other bits from monsters or animals
 - Floral Component
 - Plants, fungi, and other stuff that grows
 - Mineral Component
 - Rocks, metals, and minerals
 - Ephemeral Component
 - Dying breaths, vapours, planar essences, and other things you can't hold
- Fusion
 - Worth 1 Gold
 - Shown in Table 1.1 below
 - These are created by support classes refinement abilities later on in this section
 - Meant to typify what the effect or type or consumable it is, creating common threads across different crafting classes
 - These are not unique to each list

- These will have specific names in the recipes denoted by subtype

Table 1.1

Fusion	Component	Component	Description
Herbal	Beastial	Floral	Remedies
Volatile	Beastial	Mineral	Explosive and dangerous
Toxic	Beastial	Ephemeral	Debilitating
Textile	Floral	Mineral	Woven fibers
Hermetic	Floral	Ephemeral	Mystical
Framework	Mineral	Ephemeral	Mechanisms

Gathering

To gather materials, a player is encouraged to take a small group of associates and engage on an expedition to find a Gathering Node. The Scarce tier will always be in close proximity to main play areas such that all players can easily access the system.

Any player may gather reagents.

A Gathering Node will be marked in a general location on a map. The individual spots will have a small packet with a number on it and green yarn denoting the area.

Once at a gathering spot, the players should spend some time roleplaying gathering materials. The time spent roleplaying will depend upon the scarcity level of the area.

Scarce takes 25 minutes

Available takes 20 minutes

Abundant takes 15 minutes

The scarcity will be determined by distance from the main play area of the weekend and weekend conditions. Summer might have things situated further away and winter might bring things closer to the main play area.

If an Alchemist, Physician, Racketeer, Scholar, or Smith is with a group while gathering, the area takes 5 minutes less to gather from. This time reduction does not stack with itself or any other reductions.

At the end of the time, the player can take 1 slip and can either opt to return to logistics or stay longer to collect up to two additional slips, taking the amount of time necessary to collect in that area.

A player can carry up to three (3) slips at a time, after that, they are unable to carry any more materials. Only six (6) slips may be turned in per weekend per person.

A player should rank the order in which they want their components when turning in the gathering slip. P1 for highest priority to P4 for lowest priority. When turning in a slip, the Marshal on duty will roll 1d20 for the result and return the appropriate amount of materials for the ordered ranking established. If your roll gives you an amount of fusions, you may choose which ones are obtained.

Refining

Only a character with the Alchemist, Physician, Racketeer, Scholar, or Smith class are able to properly refine materials.

This is a class ability inherent to the list and need not be purchased.

Refinement turns components into fusions according to Table 1.1 above.

It takes 1 minute of roleplay to refine two compounds into a fusion.

These cannot be purchased from logistics.

This can be done at the time of crafting the Consumable, however this time is in addition to that of the consumable. You do not need to convert item cards in this case.

Crafting

Consumables use the below recipe list These are all made according to the below recipe list in Table 4.2. Changes or additions to this list may be found or created in game.

Approximate prices and crafting time for Consumables are listed in Table 4.1:

Table 4.1

Rank	Price	Craft Time
1	2 gp	1 min
2	3 gp	2 min

3	5 gp	3 min
4	7 gp	3 min

The fusions and consumables are spent upon the creation of the consumables and can be turned back into logistics or thrown away.

Table 4.2

Recipe	Fusion 1	Component 1	Component 2	Fusion 2
Antivenin	Toxic (Gloom Marrow)			
Blade Poison	Toxic (Crowns Blood)			
Galeforce Bottle	Volatile (Arteries Storm)			
Healing Salve	Herbal (Bright Marrow)			
Smelling Salts	Herbal (Corpse Weed)			
Acid Bomb	Volatile (Drake Powder)	Beastial		
Alchemical Adhesive	Hermetic (Kings Foil)	Beastial		
Oil of Slipperiness	Hermetic (Spriggans Root)	Beastial		
Quicksilver	Toxic (Tears of Leihe)	Mineral		
Enigmatic Bomb	Volatile (Dragon Stone)	Ephemeral	Ephemeral	
Noxious Gas	Toxic (Glands of Nor)	Ephemeral	Floral	
Refreshment Potion	Herbal (Timesworn)	Floral	Floral	
Sleep Blade Poison	Toxic (Black Mercy)	Beastial	Beastial	Toxic (Endless Rest)
Invisibility Potion	Hermetic (The Dying Light)	Ephemeral	Ephemeral	Hermetic (Mirror Weed)
Potion of Heroism	Hermetic (Everbright)	Floral	Mineral	Herbal (Vigor Root)
Revenant Elixir	Hermetic (Witch Hazel)	Mineral	Ephemeral	Volatile (Blood Stone)
Compression Tourniquet	Framework (Cast Bandage)			
Leech	Framework (Transitive Flask)			
Healing Tonic	Herbal (Maidens Grace)	Floral		
Medical Guide	Textile (Durable Parchment)	Floral		
Parry Trinket	Framework (Polished Plates)	Mineral		
Elixir of Self Control	Herbal (Songbell Weed)	Floral	Ephemeral	Textile (Dustrose)
Reflex Trinket	Framework (Spring)	Mineral	Beastial	Hermetic (Wraith Rope)

	Hammer)			
Heartbane Venom	Toxic (Vivium Blood)			
Lucky Charm	Volatile (Luminar Dust)			
Smoke Bomb	Volatile (Dusk Plume)			
Augmented Ammunition	Framework (Enigmatic Powder)	Volatile		
Breaching Charge	Volatile (Shadow Powder)	Volatile		
Fireblood Venom	Toxic (Embers Bone)	Beastial		
Create Scroll	Textile (Arcane Parchment)			
Creature Study	Textile (Durable Parchment)			
Glyph Plate	Framework (Arcane Lamina)			
Ancient Sigil	Hermetic (Elder Lamina)	Ephemeral		
Grappling Hook	Framework (Interlock Hook)			
Manacles	Framework (Hingework Pins)			
Whetstone	Framework (Ingot Mold)	Ephemeral		

Summoning

Certain skills allow a hero to **summon** minions to aid them in combat. A character's minions are creatures who must obey their commands, typically fighting for them.

- A player must provide their own NPCs to portray their minions. When targeted by an attack from a summoned creature a player is immediately aware of who summoned that creature, and after 5 seconds of study they can identify the summoner.
- A character must be out of combat for 1 minute in order to summon a minion.
- A summoned creature may not speak any languages. Summoned creatures are fabricated entirely from the ability that creates them, and are not considered naturally occurring creatures of their type.
- Once a summon has been rendered incapacitated it is considered dead, and may not be healed from the dead condition.
- Players with summoning skills may choose to portray their own minion.
 - While doing so, the character may not **rest**.
 - If the character is using **Transmute Form**, this represents them transforming into the summoned creature. While playing a summon in this way the creature may speak any languages the character knows.
 - If the summoned creature dies while the character is playing their own minion, they must leave the encounter area for 1 minute before returning to play as their character.
 - The character must differentiate between the summon and the character with either a mask, makeup, or a prop.

Characters of different classes may summon different types of minions. When you summon a creature, choose a type appropriate to your class and additionally pick 2 periodic or passive skills, or 1 periodic and 1 passive skill that the summon may use. Gain one use of **Perfect Guard** which will negate the entire effect of one attack for the character.

The skills you chose should make sense for the summoned creature, and may not be chosen from a list of skills in class from the opposing alignment.

While summoning the character may use 20 unrefined components and increase the casting time by 1 minute to increase the health of the summon by 10, or increase its proficiency by 1. Then

they may further increase the health or proficiency to a maximum of 8 total times for every 20 unrefined components used and 1 minute per increase.

Alchemist Constructs

Mineral Constructs (Metal & Stone)

50 Body

+1 Melee Weapon Proficiency

After the character blocks an attack with their armament, the character gains a latent use of **Stoneskin** (to a max of 3 times)

While the character has a latent use of **Stoneskin**, they may direct a damaging attack against an ally within 5 feet by using **Stoneskin** against it.

Vulnerability: The character is **WEAK** versus **Aether** and **Sonic** damage.

Organic Constructs (Leather & Flesh)

40 Body

+2 Melee Weapon Proficiency

After the character suffers an attack to which they are weak to, the character may become **ENRAGED** versus the target of the attack and gain +2 proficiencies against them for 30 seconds. While the character is **ENRAGED** they are cured of the **PINNED** or **IMPRISONED** condition after suffering it for 5 seconds (to a max of 3 times).

Vulnerability: The character is **WEAK** versus **Aether** and **Fire** damage.

Cloth Constructs

50 Body

+1 Piercing Proficiency

After the character interrupts spellcasting, may use **Garrote** (to a max of 3 times)

After a target has their action interrupted by **Garrote**, restore 5 armor points to an ally within reach.

Vulnerability: The character is **WEAK** versus **Aether** and **Fire** damage.

Druidic & Ranger Beasts

Predator Animal

40 Body

(Small Weapon - Brawling) 4 Damage

After 3 successful attacks on the same target, may deal a **Bleeding Strike** (to a max of 3 times)

Against a target the character has rendered **BLEEDING**, the character may ignore the **CONCEALED status** for as long as they remain **BLEEDING**.

Vulnerability: The character is **WEAK** versus **Astral** and **Lightning** damage.

Prey Animal

60 Body

Stealth (Passive)

After taking 10 steps while concealed, may use Flee (to a max of 3 times)

The character becomes **IMMUNE** versus Detection for 1 minute as long as they end Flee in cover.

Vulnerability: The character is **WEAK** versus **Astral** and **Ice** damage.

Avian Beast

50 Body

(Small Weapon - Brawling) 3 Damage

After an enemy misses an attack targeting the character, may use **Hover** (to a max of 3 times)

The character may move up to 100 feet without dispelling Hover.

Vulnerability: The character is **WEAK** versus **Astral** and **Earth** damage.

Verdant Creature

40 Body

(Small Weapon - Brawling) 4 Damage

After 3 successful attacks on the same target, may deal a **Subdue** (to a max of 3 times)

While channeling Subdue, the character is **CONCEALED** until the effect is dispelled.

Vulnerability: The character is **WEAK** versus **Necrotic** and **Fire** damage.

Eldritch Archer Sprites

Pixie

30 Body

+3 Metaphysical Proficiency

While the characters phokus attack is on cooldown, may use **Mind Blank** (to a max of 3 times)

After the character uses **Mind Blank**, may become **CONCEALED**.

Dispelled if: the character takes action affecting another being, moves faster than a walking pace, or after 1 minute.

Vulnerability: The character is **WEAK** versus **Necrotic** and **Magic** damage.

Quickling

30 Body

+2 Piercing Proficiency

Entry/Escape (Passive)

While the character is at 30 body or higher, may use **True Sight** (to a max of 3 times)

While the character is ignoring concealment, they **Steady Shot** after 2 seconds.

Vulnerability: The character is **WEAK** versus **Necrotic** and **Magic** damage.

Empyrean Elementals (or Demons)

If the character is pacted with a Demon, they may summon Elementals as if they were Demons by replacing the damage the creature is **Weak** against to **Radiant** and **Positive**.

Fire Thrower

40 Body

+2 Metaphysical Proficiency, deals **Fire** damage

After hitting a target with a phokus attack from more than 20 feet away, may use **Faery Fire** (to a max of 3 times)

While a target is **Weak** to **Fire** damage, the character's phokus attacks take 2 seconds to cooldown.

Vulnerability: The character is **WEAK** versus **Ice** and **Divine** damage.

Ice Shaper

50 Body

+1 Melee Proficiency, deals **Ice** damage

While an enemy moves out of reach, may use **Debilitate** (to a max of 3 times)

While a target is rendered **Fatigued** and uses a movement skill within reach of the character, the target ends their movement skill **TRIPPED** for 10 seconds.

Vulnerability: The character is **WEAK** versus **Fire** and **Divine** damage.

Earth Guardian

60 Body

Intercept (Passive)

After the character blocks an attack with their armament, the character gains a latent use of **Stoneskin** against that target (to a max of 3 times)

When using **Stoneskin** against an attack the character has redirected to themselves, reduce the damage by an additional 5.

Vulnerability: The character is **WEAK** versus **Lightning** and **Divine** damage.

Lightning Runner

40 Body

+2 Piercing Proficiency, deals **Lightning** damage

After an enemy misses an attack targeting the character, may use **Stunning Blow** (to a max of 3 times)

While using **Stunning Blow** the character is **DISPLACED** 25 feet away from that target.

Vulnerability: The character is **WEAK** versus **Earth** and **Divine** damage.

Gul'or

50 Body

+1 Melee Proficiency, deals **Aether** damage

After an enemy targets an ally with an attack, may use **Insult** (to a max of 3 times)

While a target is enraged against the character, reduce the damage of weapon strikes by that target by 5 (to a minimum of 1).

Vulnerability: The character is **WEAK** versus **Positive** and **Radiant** damage.

Hexer Undead

*Undead may only be summoned when the sunlight is not visible (including on cloudy days).

Skeletal Champion

30 Body

+1 Melee Proficiency, deals **Necrotic** damage

Intercept (Passive)

When redirecting an attack to the character, if the attack reduces the character to 0 body gain 30 body (to a max of 3 times)

When an attack would reduce the character to 0 body, the character may auto-hit their base damage against the attacker.

Vulnerability: The character is **WEAK** versus **Positive** and **Radiant** damage

Zombie

50 Body

+1 Melee Proficiency, deals **Necrotic** damage

When the character is targeted by 2 attacks from the same target, may use **Noxious Gas** (to a max of 3 times)

When rendering a target **STUNNED**, the next Attack skill the character deals against that target additionally renders them **POISONED**.

Vulnerability: The character is **WEAK** versus **Positive** and **Radiant** damage

Ghoul

40 Body

(Small Weapon - Brawling) 4 **Necrotic** damage

After 2 successful attacks on the same target's limb, may use **Imprisonment** (to a max of 3 times)

When rendering a target **IMPRISONED** the character heals 10 body.

Vulnerability: The character is **WEAK** versus **Positive** and **Radiant** damage

Nightwalker

40 Body

+2 Piercing Proficiency, deals **Aether** damage

When moving into a shadow, may use **Void Gaze** (to a max of 3 times)

Against a target that is **BLIND** the character may ignore the backstab condition for attacks they make against that target.

Vulnerability: The character is **WEAK** versus **Positive** and **Radiant** damage

Mage & Psionic Animated Objects

Blunt Damage (Maces, Furniture, Broom)

50 Body

+1 Melee Proficiency

When an enemy blocks an attack with an armament, may use **Seismic Crash** (to a max of 3 times)

When the character strikes a target's armament while the limb holding it is broken, the character deals an additional 2 damage.

Vulnerability: The character is **WEAK** versus **Aether** and **Primal** damage

Slashing Damage (Swords, Axes)

40 Body

+2 Melee Proficiency

When the character is below 30 Body, may use **Bleeding Strike** (to a max of 3 times)

When using **Bleeding Strike** against a target, the character's next two attacks deal **Drain** damage.

Vulnerability: The character is **WEAK** versus **Aether** and **Primal** damage

Piercing Damage (Spears, Cutlery)

50 Body

+1 Melee Proficiency

While an enemy is using a movement skill within reach of the character, may use **Impale** (to a max of 3 times)

Against a target that defends **Impale** from the character, the character gains +1 Proficiency against that target for 1 minute.

Vulnerability: The character is **WEAK** versus **Aether** and **Primal** damage

Traps and Locks

Certain beings are able to lay **traps** for their enemies. **Traps** are denoted with brown or yellow string.

- A **trap** denoted with brown string is visible to all characters who see it.
- A **trap** denoted with yellow string is **CONCEALED** and may only be seen by a character using a **Detection** skill.
- The string for a trap can be up to 6 feet long unless specified elsewhere.
- Once placed, a trap will expire at the end of that event.
- A trap denoted by brown or yellow must be defended as a single melee attack with all the effects it deals, or by a defense that specifies stopping a trap.

To set a **trap**, a character must have the appropriate skill. After 5 seconds setting the **trap** by laying string to represent the trigger, choose a **Consumable Attack** item and any number of

Consumable Trap Kits (p.) or a **Trap Card**. The first being to touch the trigger is targeted by the effect. The **trap** is consumed unless it has the **Resetting Switch** module.

After 5 seconds the character may also rather than set a **trap**, create a consumable called a **trap card** which can be used by characters that can set traps. The card should note what consumables were used to make the **trap card** at which point the consumables are used.

Occasionally, a character may come across a locked door, box, or other such item.

- **Locks** require 30 seconds to work at picking the lock to open it. **Locks** can be picked with the skill **Tools of the Trade**, or unlocked with the spell **Lock/Unlock**.

Pickpocketing and Theft

To pickpocket an item, the character must remove a black clothespin attached to a target's clothing. When successfully done, the player will head to logistics to roll on a "Pickpocketing" chart and receive the assigned award. There may sometimes be a different colored clothespin to indicate different kinds of loot. If an observer sees the player removing the clothespin, they have also seen the character attempting to pickpocket. Occasionally they may receive **Stolen Items**. These are noted by a red item card that indicates the item is recognizable. Anyone who sees this item may realize that it is stolen.

Dealing and Taking Damage

The act of inflicting or receiving wounds is represented as damage applied to the targets **Armor** or **Body** point total. To attack a creature, a character must first strike it – whether it be with a weapon, a spell packet, or some other form of attack – and call the effect they are inflicting. To deal damage, a character need not use a skill. A character may strike with a weapon they are capable of using and simply call weapon damage, which is a combination of the base damage of the weapon and their **Weapon Proficiencies**.

Taking and Healing Damage

Every character and creature in the Knight Realms world has a **body** point total, which represents how much damage the character can take before becoming **INCAPACITATED**. When struck with an effect that deals damage, they subtract the damage number from their body point total unless they are wearing **armor**. If a character receives healing, they add it to their present **body** point total but this does not exceed their maximum body point total unless specified in the skill. When a character reaches zero body points, they immediately fall **INCAPACITATED**.

If a character is healed from the **CRITICAL** effect and cannot regain body, they are rendered **INCAPACITATED**.

Damage Types

Whether from special weapons or from different abilities, a character may find themselves using or facing a special damage type. To a regular adventurer, these damage types mean very little, but to the right monster, their effects can be devastating.

- Certain creatures may be **WEAK**, **RESISTANT**, **HIGHLY RESISTANT**, or even **IMMUNE** to different damage types.
- All standard damage types can be gained by using weapons made of common materials (p.) or from a **class** of the appropriate source.

Among the standard damage types are 4 **aligned** damage types. These types function identically to all other damage types. When a creature with an inherent alignment – such as an undead or celestial creature – is struck by an attack of the opposing aligned damage type, they are always **WEAK** versus the effect.

- If a being of opposite alignment uses an item that grants an aligned damage type, they should roleplay difficulty or pain in doing so.

Specialty Damage Types

While most regular attacks simply deal damage, certain creatures, items, and spells allow a being to deal specialty damage types. The damage types are as follows – included here are also creatures commonly known to be weak against these types. Rarely, another damage type may be encountered that is not on this list, but in general, these are the only types one might encounter on an adventure.

- **Aether** is the damage of the inner planes, frequently used by demons and other destructive creatures. Constructs of most types are weak to Aether damage.
- **Astral** is the damage of force, frequently used by illithids and exians. Natural creatures such as beasts are weak to Astral damage.
- The **Elemental** damage types are **Fire**, **Ice**, **Earth**, and **Lightning**. These are frequently used by elementals and demons. Creatures tied to one element are typically weak to another.
- **Divine** is the damage type of Eodra, frequently used by celestials. Hellions are weak to Divine damage.

- **Magic** is the damage type of Arcane, frequently used by mystical creatures. Arkanites are weak to Mystic damage.
- **Necrotic** is the damage type of Chaos, frequently used by undead and demonic beings. Plants and other non-sentient life are weak to Necrotic damage.
- **Primal** is the damage type of Nature, frequently used by grove spirits. Blights are weak to Primal damage.
- **Positive** is the damage type of Purity, frequently used by native creatures of Amanthyre. Negative energy creatures, such as undead, demons, werebeasts, and witches are weak to Positive damage.
- **Radiant** is the damage type of Order, frequently used by champions of the material plane. Chaotic creatures, such as undead and demons are weak to Radiant damage.
- **Sacred** is the damage type of Light, employed by creatures of that alignment. Dark-aligned creatures are weak to Sacred damage.
- **Shadow** is the damage type of Darkness, employed by creatures of that alignment. Light-aligned creatures are weak to Shadow damage.
- **Silver** is a naturally occurring metal frequently used by those who hunt abominations. It is particularly effective against werebeasts and other corrupted creatures.
- **Sonic** is the damage type of Resonance, frequently used by Harpies. Non-elemental Metallic and Stone creatures are weak to Sonic damage.
- **Starlight** is the damage of spirits, frequently used by ethereal beings. Shades are weak to Starlight damage.

Occasionally, a character may encounter uncommon damage calls; these are not damage types, but modifiers added to an existing damage type, including regular damage. They each have their own effects, listed as follows.

- **Bane** damage does not deal any additional effects, but the target may never be **RESISTANT**, **HIGHLY RESISTANT**, or **IMMUNE** to any part of the attack, even if a skill possessed by the target would cause them to reduce the damage taken or the duration of a status.
- **Drain** damage affects the target normally, but restores **body** points to the user. If Drain damage is defended against, the user does not restore body points.
- **Body** damage ignores a character's **armor** point total and directly affects their **body** point total.

Falling Damage

If a character falls from a significant height, they may be injured. For every 20 feet the character falls, they suffer 20 damage. For every 50 feet the character falls, they suffer **BROKEN** to a limb.

A character cannot survive a fall greater than 400 feet and will immediately enter the **DEAD** condition.

Death and Resurrection

Killing Blows

When a hero fells an enemy in combat, they may wish to finish that enemy off by performing a **Killing Blow**.

- Only **INCAPACITATED** beings within reach of the character are valid targets for **Killing Blows**.
- A character can perform a **Killing Blow** on a target only once.
- Performing a **Killing Blow** requires 5 seconds of uninterrupted activation time, during which the character should roleplay accordingly.
 - A Priest might pray over the body, a Marksman might line up a fatal shot, or a Berserker might simply continue attacking.
 - Whatever your roleplay, it should end by pointing at the target and calling “**Killing Blow**.”

After being targeted by a **Killing Blow**, the target immediately becomes **CRITICAL**. After 1 minute has passed, the target will become **DEAD**.

- A **Killing Blow** may be redirected, such as with the skill **Intercept**, as a regular attack. If a creature not **INCAPACITATED** becomes the target of a **Killing Blow**, it has no effect.
- Only **Defense** skills that specifically nullify **Killing Blow** may be used to defend the effect.

Death

When a character reaches the end of their **CRITICAL** count, they are considered **DEAD**. While this would be the end for an ordinary being, the souls of heroes are not so easily bested, and certain skills may help a character return to the land of the living once they have passed. Many heroes return from the grave once, twice, or several times, while some have been known to perish at their first death.

Character death has distinct meanings from an in- and out-of-game perspective.

- From an in-game standpoint, death is mysterious and unknown.
 - On average, a heroic soul can be resurrected once or twice, but there is no method to tell if a hero can return once they die. If a hero falls in combat, only time can

tell if their soul is strong enough to be brought back to life.

- From an out-of-game standpoint, returning from death is a player's choice.
 - When a character dies, or at any other time, the player may choose to **retire** (p.) the character and start anew. If the player wishes to continue playing the character, they may instead choose to be **resurrected**.
- Certain events may arise in-character with the threat of permanent death.
 - A player will never be forced to participate in an encounter on which this is a risk. Prior to these encounters, players will be informed of the possibility of character death and given a choice of whether or not to proceed.

If a player chooses to allow it, their character may be returned to life after death. At any time after becoming DEAD, the player may don a blue **headband** (p.) to represent being a **spirit**. While most beings cannot see spirits, some heroes have the ability to, whether from their supernatural abilities or keen sense of perception. Any player may choose whether their character is able to interact with some or all spirits and may change this at any time.

- Spirits may not make attacks or use any skills.
- Spirits are intangible and may not use or trade items.

Resurrection

To resurrect a spirit, the character must perform the resurrection process for at least 5 minutes.

- Think about how you want to roleplay the resurrection process.
 - Do you craft a new vessel for the being's soul? Do you use dark magic to bring them back from death's door? Do you make an offering to a deity to pray for their return?
 - Resurrection is a personal process – no two characters are required to engage in the same roleplay to perform it.
- When developing your resurrection style, include the target of the resurrection in the process where you can.
 - Ask them questions about their life and motivation to return, have them engage with you in ceremony, or simply discuss with the other player what their character is experiencing.
 - Remember that roleplay shines the most when it is shared with others!

When a character is resurrected, they are healed to their maximum **body points**, cured of all **statuses**, and considered to have completed a **rest** (p.). The character suffers **resurrection sickness** until they report to Logistics to roll on the **Death Chart**.

- A character suffering resurrection sickness cannot rest.
 - Once a character rolls on the Death Chart, they are cured of resurrection sickness.
- The Death Chart determines side effects of resurrection – some good, some neutral, some bad.
 - This chart is subject to change on a consistent basis to introduce new results, include special effects related to a weekend story, or provide a chart unique to an individual encounter.
- **Resurrection** cannot be utilized with **Create Scroll**.

Reanimation

Characters with the **Reanimation** skill may perform limited resurrections in combat. If a **DEAD** being has not yet become a spirit by donning a blue headband and less than 10 minutes have passed since their death, they are eligible for reanimation.

To reanimate a being, the character must spend 1 minute performing the reanimation process.

- A being resurrected through **Reanimation** does not suffer resurrection sickness.
- A reanimated being is healed to their maximum **Body** and cured of all statuses, but does not complete a **rest**.

Though reanimation has the same mechanical end result as resurrection, the roleplay to get there can be quite different. While **Resurrection** is typically a mystical ceremony, **Reanimation** is more often a medical procedure. Develop a personal roleplay style for reanimation just as you would for resurrection!

The Hero's Saga Death System

A Knight Realms Supplemental Rules Set

The death system helps to facilitate the saga of a hero's life. Character death is an important story narrative; it is not as punishment.

The Rise, Fall and Redemption of a Hero

Sometimes the most rewarding stories are of the hero that rose to power, fell hard to the depths of failure, and then clawed their way back to the top, to shine brighter than ever before. This narrative can be played out in our death system.

The Rise - Growing through skill and advancement

Through adventuring a hero grows in skills and power. A hero never stops learning and growing, even when they are suffering from a mighty fall.

The Fall - Dying and accumulating scars that affect a hero deeply

With each resurrection comes mental and physical scars. An unchecked accumulation of these scars will push a hero further and further down until they hit the bottom, becoming in essence a Fallen Hero. Some heroes may perpetually engage in small falls and small rises, but the more dramatic the fall, the more glorious and rewarding the rise. Those are the heroes that tales are told of.

The Redemption - Healing your scars and making a legendary comeback

The scars of resurrection heal slowly through time, however the process can also be expedited through self questing and seeking out aid from ancient masters. The tale of rising back from the depths of despair is the cornerstone of a heroes saga.

The Legacy - Passing behind this world for good, leaving your legacy upon it.

There will come a time when a character's story is done, when they no longer have the will to resurrect and instead embrace eternal rest in the afterlife. Great heroes leave a lasting legacy upon the world that affects it long after they have gone.

Scars and the Fallen Heroes

When a character resurrects, they accrue Scars. Each scar adds a -1 to the roll on the resurrection chart, increasing the likelihood of the worst outcome. For every 6 months a character plays a scar will be removed.

When a character accrues 8 scars they now suffer the condition “**Fallen Hero**”. When a character is a **Fallen Hero** the character is reduced to a maximum of 10 body points and cannot increase above that and may no longer use defensive abilities. Only when the character no longer has any scars will the effect go away. When a character reaches the status of **Fallen Hero**, a staff member will reach out to work on establishing a possible redemption arc.

When being resurrected, roll a D20. The character will suffer the Mental and Physical effects of that roll. If you dislike the outcome, you may always choose to subtract one from your roll, but then you **MUST** take the new effects. You can never move from 19 to 20 from an outside modifier. Rolling a natural 20 or 1 is never modified.

The Easing of Scars

Using Psychologist you may reduce the duration of a scar by a month each month, so after 3 events of treatment the scar will expire after the end of that third event.

Removal of Scars

For every six months 1 scar is naturally healed. Powerful plot NPCs may be able to work with a character over time to expedite the removal of their scars. Some rare plot quests may reward those who have earned it, the removal of scars as well.

Good Drama vs Bad Drama (Choices and Role-Play)

The desire to feel the fullness of hitting rock bottom and pulling yourself out can make for good drama and storytelling. If you desire this role-play then you are allowed to slightly fast track your scars. You may always choose to take on double the scars from a single resurrection. You may even wish to take this self imposed increased detriment for a particularly cool or meaningful death. If you do not desire the role-play of a fallen hero, then you should never choose to double your scars taken from a resurrection. If you are one who is seeking this path, you should not die

purposefully four times during a single event in order to achieve a fallen hero status. This will more often than not just look forced and appear as bad RP. Better and more meaningful role-play and storytelling is to let the deaths happen organically and only choose double the scars if you are aiming for the role-play of the fall and redemption.

A Character's Final Story

Although we do not force an end to your character's story, there are several points in which we will encourage it and reward it, if it is chosen by the player. A fully immersive world includes the feeling of the loss of fellow adventurers, and so if you have the ability to let a character go and have fun with a different one, then we welcome and encourage those moments to be able to be felt in the game world. If you are happy with the way your chosen final death happened you may choose to let it be as it organically happened. If you desire a better end, then you may express to a staff member that you would like their help in staging your character's final end.

When you consciously decide to retire a character through death, you gain the following benefits which stack and become greater the higher the power the character is.

250 build - Character is honored at yearly awards banquet (+1 Background)

500 build - Special plot introduction of new character (+1 Prestige Skill)

1000 build - Ancient or Noble Character Ties (+1 Background or Legendary Background)

2000 build - Ritual of the Legacy (+1 Prestige Skill)

Character Resurrection and Scars

When being resurrected, roll a D20, and choose an effect from one column. If you dislike both, you may always choose to subtract one from your roll, but then you **MUST** choose from those new effects. You can never move from 19 to 20 from an outside modifier. Rolling a natural 20 or 1 is never modified.

The effects of a roll persists until cured.

Your total number of mental and physical scars persist with you even if you have chosen that the role-play or mechanical effects have faded, which is your right to do after the remainder of the event they are attained has passed. There are some extremely rare ways to remove the

persistence of scars such as rolling a natural 20, lengthy plot questing, or through rare and limited exalted abilities.

CHAPTER VI: MISCELLANEOUS RULES

Player Characters and Non-Player Characters

Beings that exist within the Knight Realms game world are called **characters**.

- While there is a clear out-of-game distinction between **player characters** (characters created by players) and **non-player characters** (characters created by storytellers and other game staff), in-game, all characters are beings with their own free will and objectives.
- While individuals retain ownership of player characters they create within the Knight Realms universe, Knight Realms reserves the right to use the name and likeness of any character that has appeared within the game world.

Heroes are beings born with powerful souls possessing the ability to increase substantially in power. A hero's growth in their lifetime is exceptional compared to that of the common person. This is represented by earning build and learning new skills past level 1.

- All player characters – even those who do not participate in conventionally “heroic” activities – are considered to be heroes.

If a player knows information about the game world, characters that exist, or events that have occurred within it, they may choose to have their character also know this information.

- This includes any lore posted on official Knight Realms pages, storylines run at events, and information shared between players between events.

Roleplaying

Roleplaying is the act of playing as a character different from yourself. Characters have the capacity to have emotions and motivations far different from the player that portrays them and it is encouraged for players to explore this difference as they play the game.

- While it is not required to do so, it is highly recommended to come up with several points to distinguish character from player in your roleplay.
- Knight Realms follows a philosophy of “play what you want.” Your character can be a warrior whose strength comes from a magical bloodline rather than training, a mage who

weaves spells using divine power, or anything else that fits within the confines of the world!

In addition to developing your character, you will often find yourself engaged in roleplay with others, interacting with the environment, or working with a storyteller to achieve a goal. In these situations, you are free to describe your character doing just about anything, as long as it doesn't give them power beyond their card or over another player.

For example, if your character is a warrior, you might use some of these ideas:

- Your character is skilled in surviving in the wilderness. They can easily make camp, find food and water, and build a fire from very little.
- Your character has studied the art of swordplay and can perform deft maneuvers, such as cutting objects in half midair.
- Your character has seen many battles and is able to withstand most pain. They can easily make an improvised weapon out of almost anything.
- Your character has a high tolerance for liquor or other intoxicating substances.

If your character is a rogue, you might use some of these ideas:

- Your character always has a trick up their sleeve. They can produce small objects from unseen places.
- Your character can perform feats of accuracy, such as knife throwing or shooting an apple off someone's head.
- Your character is skilled in simple sleight of hand tricks, such as street magic and card tricks.
- Your character is dextrous and can perform feats of acrobatics, such as gymnastics or walking a tightrope.

If your character is a spellcaster, you might use some of these ideas:

- Your character can perform minor mystical tricks, such as summoning dancing lights or sounds, changing the color of an object, or cleaning a dirty spot off their clothing.
- Your character has an animal or mystical familiar, which they can summon at any time.
- Your character has power over natural elements and can cause plants to grow or wither, or alter the weather around a person.
- Your character can manipulate light objects from afar.

If your character is a support class, you might use some of these ideas:

- Your character studies a variety of mediums and can develop minor creations, such as concentrated alcohol, preservation solutions, or small clockwork objects.

- Your character has experienced many experiments gone wrong and can withstand smells and sights more grotesque than most can handle, such as sulphur, viscera, or other ghastly concoctions.
- Your character is always prepared to work on a project and can usually produce tools and spare parts, or find something close enough to do the job.
- Your character is learned and understands advanced arithmetic, geometry, astronomy, and music.

These ideas are merely suggestions and guidelines, not rules – you can either use them as-is or take inspiration from them to form your roleplay. However, if you are performing a roleplay effect that affects another character, they must consent to the act for it to succeed.

- If you are uncomfortable at any time with another player’s roleplay, you are always free to leave a scene using the **Lookdown** rule (p.), or report the offending player to game staff if they are causing issues.

Casting Roleplay Guidelines

Tools to Help Improve Your Casting

Introduction

At Knight Realms, we offer many ways to pursue your character’s roleplay, including the manner in which you cast spells. It may feel intimidating to conceptualize how to do this. However, we are all here for the same reasons; To have fun and immerse ourselves in a world beyond our own! If you get nervous don't worry, take things at your own pace and feel free to ask for help. Whether it's diving in feet first or slowly wading in, we are here to support you and help you tell the story you wish to tell. We hope this guide will assist you in that endeavour.

Methods of Casting

Casting a spell takes three seconds of uninterrupted roleplay. The questions to ask yourself are: What is most comfortable for me? And what is most appropriate to my character? The goal is, of course, to be comfortable doing so in front of a crowd of people. After all, we are roleplaying, we are always on stage!

In the examples, we will outline the three most common methods of casting spells.

Verbal Casting

In the fantasy world, we hear mystical incantations and words of power to activate spells, or perhaps invoke prayers to a deity. It may feel strange when you are not comfortable with what you want. Writing them in a spell tome can help with anxiety, reading from a book can feel like a shield between you and the listeners and help with that awkwardness (after all, you are reading it, not making it up on the spot!).

Casting should be impactful. It is important to make sure that your verbal feels appropriate. One method would be writing your verbal down, and practice timing yourself with a stopwatch. Your goal here is for your speech to feel natural, not too long nor to trip over words getting to the end. Another option would be making your verbals mystical words that are one second per word, to give yourself a clearcut metric for your spellcasting time.

Examples of Verbal Casting

If you are unsure of what you want to use, here are some examples of common verbals:

Bards: **When considering spells for a bard, research appropriate poetry or song lyrics. About three lines should suffice to match your time. Narrative storytelling can also be a fun and interesting way to play a bard (ie. “The monster raised its blade to strike the hero, but the sound of battle confused it! -Cacophony-)**

Druids: “By the immense power of nature’s most sacred wish, I cast/summon...”

Empyrean: “I beckon the gale force of the northern Anteries winds to summon...”

“I command the might and magic of the solid earth to summon forth...”

“I call upon the volcanic powers from the eternal plane of fire to cast...”

“I beckon the mercurial power of the northern tides to summon...”

Hexer: “From the deepest shadows, in the realm of eternal darkness, I cast...”

“I invade the sanctity of spirits, and defy the laws of death to cast/summon...”

Mage: “With the absolute ruse and deceptions of light, I conjure trickery to cast...”

“By the arcane powers of the weave, I summon forth the power to cast/summon...”

Priest: **For Arawyn, the 12 Eodran Gods can have holy words associated with each

Aguara: Bellum, Clamor, Labor, Laboriostus, Adflictatio

Andorra: Amare, Carus, Amentir, Fertilis, Amplexor

Brazen: Incito, Molior, Creo, Propositum, Erigo
Chronicler: Tempus, Fatum, Historia, Exubitor, Fatidicus
Enax: Pareo, Imperu, Regnum, Dominatus, Compenso
Gaia: Victus, Aetus, Humanus, Terranus, Tellus
Galladel: Ferox, Defensor, Consilium, Praesidium, Nutricius
Galmachis: Exilus, Inceptum, Mortem, Mors ad, Caducus
Glomm: Pravus, Decipio, Vitiosus, Mutatio, Vicissitudo
Malyc: Obscurtis, Tenebrae, Confusus, Pertubatus, Caligo
Valos: Iustus, Claris, Lumen, Inlustrate, Ferentarius
Visigalis: Multis, Deorum, Partum, Unum, Consilium

Somatic Casting

Somatic casting is the use of motion to cast your spells. The sky's the limit when it comes to how you can represent your spells in the physical space. This might be an easier way to cast your spells if you, or your character are shy or uncertain in public. You do not need to speak and, you can use props such as a wand to cast your spells.

When somatic casting, the gestures or movements should be clear enough for others to see. It might take some practice, and is recommended that the movements feel natural to you. Moving more naturally will help you improvise actions and visual displays because you will be acting in a way that is comfortable for you

Examples of Somatic Casting

Here are a few examples of common ways to cast somatically:

Hand Gestures: A player could use hand gestures to indicate the action of casting which can flow easily into the throwing of a packet or the swinging of a sword for weapon casting. This can appear as drawing runes or symbols in the air or on a weapon, or making interconnected movements with your hands akin to “Finger-tutting”.

Psions: A psion may motion with their hands compressing the ambient energy around them into form before casting out the spell.

Mage: A mage might draw a runic symbol in the air with meticulous precision before activating it and throwing the spell.

Healer: A healer may wave their hands over the area injured while concentrating to let energy flow from them to heal the wound.

“Prop Assisted”: This refers to using a staff, wand, or other kinds of casting phoki. In this fashion, the player might wave a wand in a specific pattern or hold out a casting phokus and make a demonstrative motion with it.

Bard: **Do you play a musical instrument? Show off your skill by playing! we strongly suggest not using your most expensive instruments in case of damage!

Priest: A priest might hold out their holy symbol and brace it to channel the power of their god into whatever spell they may be casting.

Empyrean: An Empyrean might hold out something connected to the element they are channeling, or touch the element such as placing their hand on the ground to channel an earth spell.

Component Casting

This is the least common method, yet simple to pick up if you are interested in having a more tactile experience when casting your spells. Component casting uses props to achieve your spellcasting, such as bottles of dust, leaves, liquid, or other disposable items.

Component casting may take more forethought in building up your supplies, however it adds a new depth to the way you play your character. That does not mean you have to buy expensive props to dispose of every time! Collect ash from a firepit to represent grave dust, or sand for ground diamond, or even crushed dried leaves to represent herbs will still give the same value without any cost!

Examples of Component Casting

Consider your spell packets as part of your roleplay. These packets are not simply representations of your spell, they *are* the spell. Carry a satchel or pouch of packets, roleplay adding these vials and catalysts to them. You can use different items you’ve picked up to act as though you are making your spell concoction in the moments before throwing the packet!

This takes the form of a more practical magic rather than a metaphysical magic, but is still just as viable as the other. And while you put these things together, you can just as easily count down in your head the time you spend performing the action.

Some examples:

Druid: Power comes from the land itself, so when ready to cast the spell, the druid takes components from the terrain around them and presses it into the pouch together with the enchanted sap or ash they carry on them before throwing the packet at their enemies.

Hexer: A pinch of grave dust, a scraping of dried blood, mixed with the bile of some vile creature. The Hexer smears it over the blade of a sword to enchant it for a devastating strike.

Healer: Over the wound, the healer mixes purified water with a crystalline substance into a cataplasm so their healing energy will react more efficiently.

Psion: The psion draws a small crystal from the air or their pouch and hands it to their ally. Both focus on it to activate and summon forth the power contained within, granting that ally a mystical benefit.

We hope this guide helps you with your spellcasting and makes playing the game feel more immersive. As always we encourage discussion and sharing of ideas that might help other players as well on our discord and community pages!

Headbands and Safety

Knight Realms uses colored headbands and hand signs to denote different states of being, which are outlined here.

- **White** headbands signify that the player is **out-of-game**. Characters should treat the player as if they are not there.
 - If you do not have a white headband, you may instead touch your closed fist or weapon to the top of your head. This should be done for short periods of time only.
 - You should always carry a white headband on your person during an event.
- **Green** headbands signify that a player is **non-combat**. Other players may not strike them with spell packet or weapon attacks (p.).
 - A player wearing a green headband may not participate in melee combat, but may use ranged weapons and spell packets.
 - The non-combat state exists solely for the comfort and safety of players. At any time during an event, you may choose to put on or take off a green headband according to your level of comfort with combat at that time.
- **Red** headbands signify that the character is **CONCEALED** (p.). Other characters should treat the concealed character as if they cannot see them.

- If you do not have a red headband, you may instead bend your arm at a right angle over the lower half of your face, as if holding a cloak or sheet in front of it, to denote concealment.
- **Blue** headbands signify that the character is a **spirit** (p.).

In addition to these headbands and associated signs, Knight Realms uses several additional safety systems.

- At any point, a player may call “Hold” to immediately pause all gameplay within earshot.
 - This may be used for safety or by game staff for a variety of other reasons.
 - While in a Hold, all players must remain in place and quiet, unless it is necessary for them to do otherwise (such as giving instructions or moving for safety reasons.) You may not take IG actions while in a Hold.
 - During a hold, all in-game timers are paused.
 - When the Hold is resolved, the player who called it should call “3-2-1 Lay on!” to resume gameplay.

Because calling a Hold can be disruptive to the game, if you can accomplish what you need to without calling one, you are encouraged to do so. To help avoid frequent holds, Knight Realms uses several hand sign systems.

- **OK Check In**¹ is designed for players to check in with each other if a participant in the scene seems uncomfortable. To check in, make the “OK” hand sign (making a circle with your thumb and pointer finger) in front of your chest.
 - If a player responds with a thumbs up (“I am OK”), continue the scene as normal.
 - If a player responds with a thumbs down (“I am not OK”), immediately end the scene. Ask the player if they need to be taken to an OOG area to decompress.
 - If a player responds with a flat or waved hand (“I am unsure”), still ask the player if they need to be taken to an OOG area to decompress.
- **Lookdown**² is a bow-out system designed for players to gracefully exit a scene.
 - If you are no longer OOG comfortable participating in a scene, you may bow your head and place your open hand a few inches in front of your eyes. Be sure to not obscure your vision when doing so.
 - Immediately exit the scene.

¹ Designed by Maury Brown, Sarah Lynne Bowman, and Harrison Greene.

² Designed by Johanna Koljonen and Trine Lise Lindahl.

- If a player exits a scene using Lookdown, no other players should follow them. The player will not receive any IG consequences as a result of leaving, but may not use this system as a way of avoiding other IG consequences.

Periods

When a scheduled npc shift begins every character regains all spent periodic skills and natural armor. Unless stated in the description of a skill, all **Latent Enhancement** and **Augment** effects end.

Resting

After a long and arduous encounter, most adventurers want nothing more than to relax and recuperate their strength. **Resting** allows the character to regain any 10 spent periodic skills or the effect of a passive augment.

To complete a rest, a character must remain in a single area for a half hour.

- During this time, they may not use any skills.
- If the character's rest is interrupted by combat, their rest timer is paused but they do not regain any skills.
- If the character leaves the visual range of the area in which they start their rest, their rest time is reset.

When a character has rested, they are ready to take on the next adventure.

- All non-passive **Augment** and **Enhancement** skills benefiting them are dispelled.
 - Most **Latent** abilities, unless otherwise specified, persist through rests.

Retirement

Retirement is the process by which a player may entirely rewrite a character's statistics into a new character.

- When a character is retired, all earned **build** is transferred to a brand new character.
 - Characters created from retirement do not gain starting **build**.
- The new character retains all wealth from the retired character. Items may be turned in for a gold piece value or kept as is, with the exception of unique plot items.

- A character may be brought out of retirement at any time, but begins play again at starting level unless the player retires another character into them.

If the player wishes to pre-script a retirement scene with a story runner, they may do so. The resulting character loses 25% of their total **build** and wealth, which may never be recovered, even if the character is brought out of retirement. A character retired this may not be brought out of retirement for at least one year.

- If a player wishes to bring a character retired in cooperation with a story runner back into the game, they must work with the story runner prior to doing so.

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