

Knight Realms™

Unabridged Adventurer's Guide

Knight Realms™ Second Edition Complete Rulebook

(Version 2.1 – Updated 28 September 2018)

Preface

Knight Realms was started in April of 1998. For 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 now 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 and has worked closely with me for over two years to bring to you a product that I truly feel is worthy of being our ruleset for the twentieth anniversary of Knight Realms. 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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Knight Realms is welcoming of all players, regardless of race, religion, or gender identity. While any player may choose to portray a character of any race or class, for the purpose of this rulebook, gendered pronouns have been used to distinguish between the users and targets of abilities. The subject of all passages is referred to with feminine pronouns, while the object or target of those passages is referred to with masculine pronouns.

Introduction

Arawyn is a world built on the backs of the heroes who shape it. The defeat of the Demon Lord Xualla, and his armies in the year 1215 marked the beginning of the Fourth Age of Man: the Age of Heroes. From that moment onwards, the mortal heroes of the world became even more prevalent, seeking adventure to bring fame, fortune, and wealth back home, and hopefully avoiding dangers that ended in an untimely demise.

Whether you have prepared for this day your whole life, or recently discovered your untapped potential, it has come time for you to venture out into the world and find your purpose. What that may be, only you can discover.. Your journey might lead you to become a triumphant knight, facing off against the greatest villains Arawyn has seen, or perhaps to become one of those villains. You could be a powerful master of the Weave, manipulating the forces of the universe to unlock its greatest secrets, or even just a simple scholar. The choice is in your hands; you need only explore what avenues lay before you in the story that is your life.

Monsters, thieves, brigands, and political strife lie ahead as the challenges which you will face in your adventure. How will you overcome them? Read on, hero, and decide how you will face these hardships, complete your quests, and claim the treasures you have rightfully earned – or taken.

It is up to you to seek out your destiny and uncover the answer to Arawyn's greatest question:

Who will you be?

CHAPTER I: 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 coin, 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 playing an adventurer in the world of Arawyn is to create 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 character information, abilities, and statistics – in reality, a character is so much more. Beyond being 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 her own story in which the player can immerse herself.

Before reading the remainder of this section, think about the kind of character that would be exciting to play. Is she 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. It's always possible for a character to grow and change, and if it just isn't working out, a player may rewrite her character.

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

Choose a Race

There are a variety of playable *races* to choose from in the Knight Realms world. In addition to several cultures of *humans*, players can choose from races of *elves*, *faeriekin*, *goblinoids*, *hillfolk*, or *katta*. Chapter II contains information on every playable creature type in the game.

Choose a Class

The next step in character creation is to choose a *starting class*. Knight Realms offers an assortment of playable character classes (also called *lists*) that can be divided into four archetypes: *warrior*, *caster*, *rogue*, and *support*. Each category contains more specialized classes; though some may share abilities, each has its own individual role in the game world. Chapter III contains information on every playable standard and master class in the game.

Finishing Touches

A well-rounded character is more than her race and class. There are many aspects that may be incorporated into a character to add depth. The basics to set a character apart from others with similar statistics are described here, but players are always encouraged to add more; to name a few: ties, character flaws, ideals, and goals are all things to consider.

Write a Character History

Every character should have a brief history describing where she comes from and what her motivations are. Cultural information on each race can be found on the Knight Realms Wiki. A player should submit her character's history as a Character Chronicle entry in the Card System for approval within two months of beginning play; she may not act on any information in her history before it is approved. Histories may not give a character political ties or mechanical advantages.

While a player is not required to submit a history, if she chooses not to, she may not roleplay or act on any information about her character before she entered play. If a player does submit a history, storytellers may access and use the information she provides to run related content.

Religion

The people of Arawyn worship a variety of different Gods and Goddesses. Most races have patron deities, though a character of any race may choose to belong to any religion, or no religion at all. However, certain races have no religious beliefs, and it is very rare that a character of those races will turn to the divine. Some characters choose to dedicate themselves to other powerful beings aside from the Gods of Eodra, but gain no mechanical benefit from choosing to do so. Information on deities and minor religions can be found in Codex D.

Choose a Name

While different races may have different naming conventions, most have a first and last name. Example names can be found in each race's description. A character's given name, or *true* name, should be the one listed on her character card, even if she prefers to use an alias. 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 the player to change it.

Character Advancement

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

This section describes how a player may advance her character both to and past level one as she grows as an adventurer and a hero. Information on level and earning Build can be found in Codex A.

Learning Abilities

All characters begin at level one with fifty points of Build to spend on abilities. Abilities can be purchased from classes or the *Common list*. Chapter III contains a list of all standard and master classes, the abilities available to them, and the Build cost of each ability.

Abilities must be learned in-game from another character who possesses the ability. The lesson should last for two minutes per the ability's Build cost. The teacher and student are not required to share a common class. Abilities may also be learned from *tomes*, but at twice the time requirement; the item card must be presented to a marshal to have the lesson signed off on the player's character card. When learning from another character, the teacher must sign off the lesson on the student's card. A character's starting Build may be spent on skills prior to her first time in play without need for a teacher.

Once a character possesses an ability, if applicable, she may purchase additional uses of it at twice its previously purchased cost without need for a teacher. Any ability, whether purchased for the first time or subsequent times, can be used at the next event following its purchase. A character may learn no more per event than one new skill or class and one additional purchase of a skill she has already learned.

Body Points

Each character begins with a set number of Body points based on her class, which may be increased by purchasing additional classes. This number represents how much damage a character can take before becoming incapacitated. When a character reaches zero Body points, she falls into the Serious stage of her Death Count.

Retraining

A character may *unlearn* up to two skills, or one class, per event. The Build is refunded to her and may be spent immediately. She may not retrain out of abilities or classes that would cause her to lack a prerequisite for another ability she possesses. If a player is not happy with a character she has created, she may fully rewrite her statistics – even into an entirely new character – with no penalty within the first six events she plays the character. After this time, to rewrite, she must retire. Information on retirement may be found in Codex C.

CHAPTER II: RACES

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 motley, but closely-knit, band you've become. Your closest friend hails from Quinaria, a kingdom where learning magic is as critical to the people as learning to walk; one comrade comes from a life of travelling the deserts, a Namierra tired of trying to fit in among the humans of the sands; your third ally – a troublemaker indeed, but a dear friend nonetheless – straight from the ports of Coast Haven, always knowing where to find a good mug of ale and some kind of excitement.

You gaze around the room as your meal arrives to 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.

Overview

Each race's entry begins with a brief description of its culture. These pages are only a glance into the surface of each race; more detailed information can be found on the Knight Realms Wiki.

Following the description is a list of roleplaying, costuming, and makeup requirements that players of each race must adhere to. If a player wishes to deviate from what is in the rulebook, she must obtain approval. If a player fails to portray her race appropriately, the Director reserves the right to ask her to play a different race that her character represents more accurately.

Every race has four *racial abilities* available to its players. These abilities are inherently known by any character of the specified race. Some races include a *detriment*, a minor continuous effect on the character that may never be cured. A list of each race's racial abilities can be found in its entry; abilities not unique to the race are described in full in Chapter IV. Unique abilities are marked with an asterisk.

Additionally, all characters gain access to their culture's literacy for free; *Anterran* for Humans, *Deurgan* for Hillfolk, *Faeryhen* for Faeriekin, *Tyrelian* for Elves, *Kaejish* for Katta, and *Vardakk* for Goblinoids. Information on Literacies may be found in the Ability Supplements section of Chapter IV.

Elves

Elves are long-lived creatures born of an ancient and powerful bloodline. Descended from the Tyrelian royals, three prominent elven races inhabit Palmydia: the guarded *Elthiirians*, denizens of the Darkholme beneath the surface lands; the *Selendrians* of the forests, bound to preserve the natural order of the world; and the ardent *Quinarians*, whose ties to the magics of the Weave are unmatched by any other race. Though the races lived together long ago as one kingdom, they are now frequently at odds – not necessarily warring, but nonetheless distrustful and disdainful of each other.

Many of the elven races still hold to the old traditions of their ancient roots, though each have taken to adapting these within their own cultures. Tradition is a major facet of the elven species, and it shapes a great deal of how their kingdoms have been structured. The royal houses, for at least the Selendrian and Quinarian elves, are deeply rooted in the lineage of the original Tyrelian elves, and they do their best to keep the legacy of the children of King Vylarus alive.

Elves live to about three hundred years old and take great pride in the chronicling of their history, making down all the experiences they have had. Theirs are the hands who have written many of the world's history books and have seen more than most others. Rarely will an adventurer find an elf who is not wise beyond her years.

Creature Type Ability: Evanesce

This ability allows the character to instantly enter concealment as per the skill *Stealth* when targeted by an attack.

Periodic (Racial), Reaction

Elthiirian

Banished long ago to the Darkholme, the subterranean land beneath the continent of Palmydia, the *Elthiirians* are a reclusive race with great contempt for surface-dwellers. Often trained from birth as assassins, other races are typically apprehensive of their presence, particularly at night.

Roleplay Guidelines

Elthiirians tend use caution in all situations, never knowing who is trustworthy and who will poison their drinks when they turn their backs. Careful observation and planning before committing to a situation, even when it seems there is a clear and obvious choice, is typical of the majority of the race. However, once their minds are set, they seldom abandon a task or a friend, making them extremely loyal allies when won over.

Though Elthiirians appreciate competent company, they are often quite solitary, preferring to work quickly and quietly with less chance of anyone getting in the way of getting a job done.

Example Names

Ardis, Chastel, Drak'nar, Ny'thria, Ryld, Veldrin

Costuming and Makeup

Basic: You must cover all exposed skin in makeup ranging from gray to dark jewel tones and wear short to medium-length prosthetic ear tips. You may choose to decorate your face with ornate tattoos in a color of your choice. Your hair should be white, silver, or black.

Advanced: Elthiirians almost exclusively wear dark colors that allow them to blend in with the shadowed cave systems of the Darkholme. Spidersilk and the hides of lizards are some of the more popular materials used in their clothing. Elthiirian-crafted armor and robes are incredibly geometric, typically with many scallops and spikes incorporated into the design. Intricate tattoos and spider motifs are often found to be decorating their skin and armor.

Racial Ability: Curse of Darkness

This ability afflicts the target with a *Curse* that renders him *Blind*.

Periodic (Racial), Attack (Naming)

Bonus Racial Ability: Keen Senses

This ability pierces a *Concealment* skill within twenty-five feet of the character.

Periodic, Attack (Naming), Concealment (Detection)

Quinarian

Along the mysterious Bay of Lune lies the magically-charged kingdom of Quinaria. Considered to be one of the most intelligent races of Arawyn, and certain to make sure everyone knows it, Quinarians are incredibly passionate but somewhat abrasive, leading to a reputation of arrogance.

Roleplay Guidelines

Fancying their culture the pinnacle of mortal achievements, Quinarians are never keen to admit they – or their homeland – are wrong about something. Other cultures simply do not understand their advancements; they view technology as quaint imitations of the power of the Weave. They take great pride in their connection to magic and integrate it into almost every aspect of their lives.

Quinarians have a great and insatiable curiosity to learn the finer details of things that others may find dry, often leading to losing the interest of their companions when speaking about a topic of their passion.

Example Names

Aria, Faltiria, Ilyias, Melitorel, Shaye'lyrina

Costuming and Makeup

Basic: You must wear medium-length prosthetic ear tips that point upwards. You may choose to wear odd-colored contact lenses or makeup that gives your skin a slight opalescent glow.

Advanced: Quinarians are an incredibly fashion-conscious race, favoring appearance over functionality in almost all cases. They prefer the finest quality fabrics and the most expensive dyes, viewing clothing as a symbol of status. High collars, billowing cloaks, and large sleeves are common among city fashion, as well as ornate decorations and jewellery from ear tip to toe. Many scribe arcane runes on their clothing to enhance their connection to the Weave.

Racial Ability: Mana Infusion

This ability creates an item after ten minutes of work which refreshes one use of a periodic skill to the imbiber. If the imbiber is Quinarian, using this item does not count against her refreshment limit.

Periodic (Racial), Crafting (Consumable)

Selendrian

Deep in the forests on the western coast of Palmydia reside the Selendrian elves. Having sworn off magical artes long ago, the people have a strong connection to both Arawyn and the Primal Spirits that guard it. Selendrians despise large cities and other unnatural environments, choosing to live off the land with a healthy respect for the earth.

Roleplay Guidelines

Children of the forests, Selendrian elves are born and will die among the natural forces of the world. Many are sent out into the world in their younger years to learn about other cultures, tasked to return after several decades to share their new wisdom with their tribes. Wary of outsiders, they seldom share their customs and culture with any who have not earned the right to it.

Having denounced magic long ago, Selendrians heavily distrust those who rely too heavily on its addictive power, as well as technology that destroys the land they are so connected with. Large settlements are offputting to most Selendrians that are not socialized to them.

Example Names

Elsirdon, Izzuri, Sadriel, Vidomiru, Zahara

Costuming and Makeup

Basic: You must wear short prosthetic ear tips that point backwards. You may choose to wear warpaint and natural decorations in your hair and ears.

Advanced: Selendrians primarily wear leather and furs for clothing and armor. Refined metals and manufactured cloth are rarities only used by those who have integrated into the society of another race. Every Selendrian tribe bears a primal symbol or tattoo proclaiming its connection to Arawyn – some display this symbol proudly, while others choose to hide it. Some choose to wear trophies and trinkets of their successful hunts in their clothing and hair, and many decorate their skin with natural paints.

Racial Ability: Woodland Stride

This ability defends the character from an attempt to render her *Pinned*, *Hobbled*, *Bound*, or *Imprisoned*.

Periodic (Racial), Reaction (Defense)

Faeriekin

The descendants and remnants of great and ancient faeries, the *faeriekin* are once-immortal creatures that have since lost much of the innate power that set them apart from the mortal races of the world. Now inhabiting the unsettled lands of Arawyn, many fight viciously to protect their primordial homes from the ever-growing expanses of modern civilization.

Faeriekin have a bit of an otherworldly air to them, due to their powerful ancestry, and are very naïve to the workings of the mortal world. Concepts such as physical wealth, social etiquette, and morality are completely foreign to them, but most are incredibly curious to learn and emulate the things mortals do, although they seldom understand or really care for the explanations they are given about them.

The average lifespan of a faeriekin is difficult to ascertain – due to their former status as immortal beings, general rarity, and uncaring attitude toward the passage of time, no one can be sure how “old” they really are. It is estimated that faeriekin are capable of living somewhere from one to two centuries once they reach adulthood.

Creature Type Ability: Meld with Nature

This ability allows the character to meld with the elements around her, placing her under concealment for up to thirty minutes. While concealed, the character is immune to all effects except for *Area Effect* attacks and restores one-quarter of her maximum Body point total per minute. If the character becomes *Incapacitated*, the concealment is dispelled.

Periodic (Racial), Concealment, Self

Dryad

Deep in the hearts of glades and groves across Arawyn dwell the spirits of forests, the *Dryads*. Dryads respect and revere nature and think of themselves as its children, protecting their glades and homes to their deaths. Dryads are curious, good-natured beings who are generally wary of modern civilizations and scientific advancements that may hurt their homes.

Roleplay Guidelines

Dryads have a childlike innocence and despise all things that would cause a living thing harm. They can be shy and reserved among strangers, but are generally curious and want to make connections with regular mortals, even if they do not necessarily understand the concept of “friends.” Any human who respects the natural order is a good candidate for a Dryad to approach.

Example Names

Elm, Birch, Oak, Oryx, Seed, Teag

inhabited plant. You may choose to wear prosthetic horns or other pieces that convey the appearance of a nature spirit.

Advanced: Clothing is not something worn by most Dryads, except for those who have chosen to enter a more settled civilization. Most simply train their own foliage to grow in a clothing-like pattern, rather than craft something out of other plantlife. The Dryads that do prefer clothing exclusively wear naturally-sourced items, accepting only what was willingly given by nature.

Costuming and Makeup

Basic: You must cover all exposed skin in makeup giving the illusion of the character’s

Racial Ability: Fruit of Life

This ability creates an item after ten minutes of work which restores the imbiber to her maximum Body point total. A character may benefit from this item no more than once per event.

Periodic (Racial), Crafting (Consumable)

Bonus Racial Ability: Entwine with Vines

This ability renders the target *Imprisoned*.

Periodic, Attack (Metaphysical)

Nyad

Deep in the waters of Arawyn's rivers and seas live creatures known as *Nyads*, tricksters known for their general distaste towards the surface. Unpredictable as an ocean current, Nyads are known to do whatever it takes to get their way, even if it involves the loss of a friend.

Roleplay Guidelines

Nyads are spontaneous creatures with little interest in mortal morality. Their selfishness is unparalleled by any other race; it is likely for this reason they were stripped of their immortality. River nyads are typically kinder and more free-flowing than their deep-sea brethren, whose tumultuous and spiteful nature are a shock to most.

Nyads are resistant to authority and rebel against those who assume power without proving their worth. Even if a Nyad does come to trust the leadership of another being, if anything happens to break that trust, it will take a very long time to regain it – there are no second chances in the sea.

Example Names

Aelania, Deluna, Laquatus, Lasarrus, Salius

Costuming and Makeup

Basic: You must cover all exposed skin in makeup giving the illusion of water or

aquatic scales and wear prosthetic fins on your ears. You may choose to wear prosthetic fins, webbed hands, gills, or other fishlike body parts. Your hair should be a cool-toned color or match the coloration of your scales.

Advanced: Nyads often adopt attire appropriate to the surface regions they visit or inhabit. Always incorporating whatever they find to be fascinating into their wardrobes, Nyads typically prefer clothing that flows like water or that is sparse enough to not restrict their movement. Seashells, pearls, and even equipment “reclaimed” from fishing vessels often work their way into a Nyad's surface-dwelling dress.

Racial Ability: Fluid Body

This ability defends the character from an attempt to render her limb *Broken* and renders her immune versus *Broken Limb* for a duration of five minutes.

Periodic (Racial), Reaction (Defense)

Bonus Racial Ability: Asphyxiate

This ability renders the target *Hindered*.

Periodic, Attack (Metaphysical)

Satyr

Possessing the horns and lower body of goats and deer, *Satyrs* are earthen faeriekin that are as charismatic as they are happy. Known for their ability to charm away even the most uninspired of beings, Satyrs are a race devoted to merriment and mirth. Some Satyrs choose to take a more serious path in life, practicing the art of war and keeping a watchful eye over the herds in which where they live.

Roleplay Guidelines

Satyrs will try to bring humor to all but the most somber of situations. Pranks as well jokes and teasing are among the things that make up their daily routine. The allure of strong drink is almost impossible for a Satyr to ignore. A Satyr will generally set aside all other priorities and goals if confronted with an opportunity to drink any kind of spirits. Most Satyrs will almost always seek to avoid combat, though some Satyrs train to become fearsome warriors.

Example Names

Dion, Bromius, Pelocles, Rispah, Eos, Ceres

Costuming and Makeup

Basic: You must wear makeup giving the illusion of a goat, deer, or similar animal's face, as well as prosthetic horns or antlers. If your legs are exposed, you must wear fur pants, which may be padded. You may choose to wear prosthetic faun ear tips and shoes that give the illusion of hooved feet.

Advanced: Some Satyrs prefer to stay closer to nature and make their clothing out of leaves and natural materials, while others herds prefer clothing made of well-woven fabrics and supple leathers. Armor is where Satyrs often display their craftsmanship, with beautifully built leather pieces, etched and painted in intricate designs. Many satyrs take great pride in their horns, and will often decorate them with jewellery and flowers.

Racial Ability: Satyr's Wine

This ability creates an item after ten minutes of work which grants the imbiber use of the skill *Charm*. Additionally, the imbiber is *Charmed* to the first being she sees after consuming this item.

Periodic (Racial), Crafting (Consumable), Augment

Bonus Racial Ability: Sleep

This ability renders the target *Unconscious*.

Periodic, Attack (Metaphysical)

Sylph

Recently freed from slavery to the Dark fairies and forced to renounce their immorality to survive, Sylphs were once a graceful and caring race descended from Air Fairies that became twisted and corrupted after centuries of enslavement. Most of the sylphs have now secluded themselves in hiding, but some have decided to begin to venture into civilized areas, trying to learn about other cultures and enjoy their newfound freedom.

Roleplay Guidelines

Sylphs are immensely curious but typically very naive when it comes to the workings of the civilized world. Having been recently freed from enslavement, they want to learn much about the things that they do not understand, and will almost always want to participate in new activities.

Following their enslavement, some Sylphs retained a cold and cynical view of the world, and hold on to the sins of their past deeds. Others healed faster, being more willing to move away from the past and look forward to the future.

Example Names

Aisling, Ciela, Eldan, Faolan, Zomi

Costuming and Makeup

Basic: You must wear long prosthetic pointed ear tips and cover all exposed skin in glittery scroll-like patterns of makeup. You may choose to wear approved faery wings.

Advanced: Sylphs often prefer clothing of bright gossamer fabrics which flow easily in the wind. Some prefer to wear short tunics and dresses, while others elect longer, fluid robes. Their clothing decorations often draw inspiration from nature around them, featuring embroidered and beaded images like leaves, flowers, butterflies, and birds. Those without wings typically wear draped capes from their shoulders instead.

Racial Ability: Levitate

This ability allows the character to move twenty feet up or down in the air and return to her original position without suffering any ill effects. While levitating, the character must stand with her arms out to her sides, palms facing the ground.

Periodic (Racial), Movement, Self

Bonus Racial Ability: Featherweight

This ability causes the recipient to be treated as an object for purposes of movement.

Periodic

Goblinoids

Hailing from the Militaristic Empire of Gaaldron, the Hobgoblins rule the structured empire of Orcs, Goblins and Ogres with a firm fist. Those of Gaaldron live in much the same way as other civilized races, operating under the laws set by their god. Hobgoblins live long, fulfilling lives among their comforts, of about eighty years, while orcs and ogres live to about forty years due to a high mortality rate from war. Goblins live a meager few decades because of ambitious experimentation done to them by the hobgoblin leadership.

The very clear and marked hierarchy of social standing within Gaaldron has shaped much of how the goblinoid races adapted over time, including from the time when the orcs were infused with chaotic energies to make them stronger soldiers. The hobgoblins are above nothing when it comes to expanding the military prowess of their nation. It must be stated though, that they would be nowhere without the innumerable amount of goblins, orcs and ogres they have at their disposal.

The imperial goblinoids remain as a well oiled machine of war, each playing a vital part, whether they wish to be in the position or not, in the inner workings of the goblinoid society.

Creature Type Ability: Blood Fury

This ability allows the character to instantly perform a *Killing Blow* on an *Incapacitated* target and grants her +1 Damage versus the next target with whom she enters combat.

Periodic (Racial), Augment

Goblin

Goblins are savage and tribal beings faring from the empires of Gaaldron and New Gaaldron. Uncivilized and less intelligent compared to their Hobgoblin leaders, some attempt to achieve military fame in the empire, while most are used as foot soldiers and military fodder and treated as disposable. They are a cowardly race who would run and hide from a fight, given the opportunity.

Roleplay Guidelines

Goblins avoid a straightforward and fair fight, instead relying on dirty tactics to turn the situations to their advantage. They generally do not believe in stepping up and issuing or accepting challenges, and will do everything they can to get out of the confrontation, but will certainly seek revenge when their enemy isn't looking.

Goblins are underhanded; they are not above making friends with someone at one moment and then slitting their throat the next. They will do whatever is necessary to get themselves ahead and live to see another year in their short lives.

Example Names

Sizzik, Kazz, Runt, Bryk, Izzia, Teeka

Costuming and Makeup

Basic: You must wear medium to long prosthetic ear tips that point backwards and cover all exposed skin with green makeup. You may choose to wear a twisted or long prosthetic nose.

Advanced: Goblins wear whatever kind of clothing is available, piecing their outfits together from rags, scraps, and leftover skins from their kills. While accessories are a luxury most can't afford, many Goblins will adorn their clothing with bones, teeth, and fur. They often will wear crude trophies, such as vertebrae, teeth, or other unusual tokens taken from the adversaries they have beaten, to denote status among each other.

Racial Ability: Lab Rat

This ability allows the character to instantly invoke her choice of one of the following abilities: *Poison Bomb*, *Ichor Bomb*, *Plague Bomb*, or *Atrophic Bomb* as if she had used a Talent Slot.

Periodic (Racial)

Bonus Racial Ability: Flee

This ability allows the character to instantly move up to twenty paces away from another being. She must end movement at least five feet away from hostile beings if at all possible.

Periodic, Movement

☿Hobgoblin

Military leaders of the empires of Gaaldron and New Gaaldron, Hobgoblins are eloquent and often driven beings who view all things in life as theirs for the taking. They are far more intelligent than other goblinoids, as is noticeable by their strong posture and often-delicate use of speech. Hobgoblins pride themselves on their diplomacy and fighting ability, but these worldly attributes are of nothing when compared to the “Laws of Enax.” Hobgoblins are a militaristic and highly religious people who hold their connection to Enax in the highest regard.

Roleplay Guidelines

Hobgoblins believe that their intelligence, posture, and military acumen are what most crucially separate them from others. They will always try to maintain the outward appearance of superiority, and will seek to destroy anyone who makes them appear stupid. They are not fools, however, and will not immediately seek such revenge unless the opportunity is worthy.

Hobgoblins pride themselves on their superior military knowledge. They care little for acknowledging the achievements of others unless they have something to gain from it.

Example Names

Arkos, Ravik, Vark, Zinnavyae

Costuming and Makeup

Basic: You must wear medium-length prosthetic ear tips that point upwards and cover all exposed skin with medium to dark green makeup. You may choose to wear prosthetic fangs on your upper and lower canines.

Advanced: Hobgoblins wear only the finest of clothing, and take great pride in their appearance. They favor high collars, well tailored vests, jackets, and tunics in rich fabrics and eye-catching colors and ensure that they appear pristine in all situations. Armor plays a huge role in their fashion, taking great care to ensure their armor is in peak shape, to flaunt the idea of untouchable combat prowess.

Racial Ability: Tactical Strikes

This ability allows the character to double the weapon damage of the next five attacks she makes. This ability does not affect *Attack* skills.

Periodic (Racial), Augment, Combo, Procedure

Bonus Racial Ability: Enslave

This ability renders the target *Dominated* to the character.

Periodic, Attack (Metaphysical), Influential

Ogre

Ogres are huge, massively built creatures with yellow skin who once wandered the northern wastes, but have now become exploited by the Empires of Gaaldron. Most Ogres are raised and trained to be mining slaves under the empire, but there are the lucky few that are trained as warriors for the imperial army. Their ferocity in battle is legendary, and their size and strength make them all the more formidable.

Roleplay Guidelines

Ogres are honorable in their own way. They will often follow an ideal (though occasionally a person or land) with great dedication, doing what they feel fits that ideal best. If the ogre feels the person, land or ideal is no longer worthy of their dedication, they will break with it and find something else worth their efforts.

Ogres are strong and brave combatants, unafraid of battle and bloodshed. They often afford their opponents a chance to fight back, and even goad them with crude insults to ensure an even exchange of blows.

Example Names

Blade, Hagga, Nosh, Ogar, Shee, Thog

Costuming and Makeup

Basic: You must cover all exposed skin with yellow makeup. You may choose to wear a

prosthetic horn in the middle of your forehead.

Advanced: Ogres favor simple and practical clothing that can hold up to fierce combat and extensive wear. They select the armor they use for practicality, not appearance, and mix and match their armaments for which is the most useful, not the most visually pleasing. They tend to highlight their clothing with markings drawn in the blood of beaten enemies who they deemed challenging to intimidate others. Many ogres wear warpaint of some kind to denote their tribes when going into battle.

Racial Ability: Tough Hide

This ability renders the character *Highly Resistant* to the next five attacks by which she is targeted.

Periodic (Racial), Procedure, Self

Bonus Racial Ability: Break Limb

This ability renders the target limb *Broken*.

Periodic, Attack (Melee), Pinpoint (Limb)

Orc

Fearsome warriors and relentless hunters, Orcs share a yearning to spill the blood of their enemies. It is more than an act of violence to them: it is a calling. Spilling an enemy's blood is an act of honor, both for themselves and for their victims. The Orcs of New Gaaldron hold a healthy respect for the authority within the goblinoid empires. They enjoy a fulfilled life, treated with respect and are provided with their own forces to command as well as lavish comforts and opportunities to satiate their bloodlust.

Roleplay Guidelines

An Orc does not quit a fight once they have gotten involved in one, except if they are the last person on their side that is still standing, or if all others on their side are in the act of retreating. Orcs are unafraid of combat and almost never back down from the challenge of a fight.

They are powerful hunters, and once an Orc finds their mark not much can stand in their way. Many take joy in their hunt, turning it into a game for themselves, shouting with raucous excitement to terrorize their prey. They will turn any hunt or fight into a competition with the warbands they fight alongside when they're confident in victory.

Example Names

Daghar, Gera, Gortar, Kada, Korr, Saeyrlei

Costuming and Makeup

Basic: You must cover all exposed skin with green makeup. Additionally, you must wear prosthetic tusks on your lower teeth and short pointed ears. You may choose to wear a full face mask instead of prosthetic pieces, in which case other color variants may be approved.

Advanced: Orcs consider armor to be the only important attire. Often adorned with skulls and other trophies from their kills, imperial orcs usually dress in leather, fur, and bone. Despite this apparent distaste for typical fashion, Orcs take great care with their appearances, attempting to appear the most fearsome rather than anything else. Some have been known to ritually scar themselves to further their terrifying visages.

Racial Ability: Rampage

This ability increases the Burst multiplier of an attack with which it is coupled by one.

Periodic (Racial), Combo

Bonus Racial Ability: Intimidate

This ability renders the target *Fearful* versus the character.

Periodic, Attack (Naming), Influential (Social)

Hillfolk

The original *hillfolk* were a stout and hard-working race that lived in the mountains of the early world. Over the years, the various families moved outwards and settled into different areas, growing and adapting into the cultures they have today. While vastly different from each other, all have retained a natural talent for arts and creating new things. Because of their hearty constitution, Dwarves live for about a century and a half. Gnomes and Halflings aren't as stout as their mountain dwelling brethren, and only live to be about a century.

These three types of hillfolk all adapted in wondrous ways. While the dwarves of the mountains became stronger and more durable due to the centuries of mountain carving, the halflings of the hills shaped to have a more enduring stamina for travel and everyday activity, causing many to sleep maybe every other day under normal activity. The gnomes, however, adapted in a much different way, turning to their technology and even replacing parts of themselves when they could not adapt.

In all, the hillfolk persevere more through their industrious natures than through persistent adaptation. There is rarely a situation that they cannot overcome by applying the advancements in construction, technology, or even culinary aptitude that they have perfected over the years.

Creature Type Ability: Grounded

This ability defends an attack which would render the character *Tripped* or move her against her will and reflects it upon the attacker.

Periodic (Racial), Reaction (Defense)

Dwarf

Hailing from deep beneath the mountains in the Kingdom of Calisvorin, Dwarves are strong, stocky folk known around the world for their tremendous ability with the working of rare metals and gems. Dwarves believe in working hard during the day, followed by great revelry at night with enough tankards of ale and hard spirits to drown an army.

Roleplay Guidelines

Dwarves believe that everything that a person does or creates is reflective of their virtue as a person. Consequently, a Dwarf will find it nearly impossible to do something without committing their full effort to it, or make something without applying care and dedication.

Generally good-natured, but very agreeable, a Dwarf will typically not be the first to make a decision. Once someone else has offered a solution she prefers, however, she will support it wholeheartedly and to the best of her ability.

Example Names

Colborn, Dorn, Baela, Talga, Maedera

Costuming and Makeup

Basic: You must wear a long prosthetic beard or hair with braids and attempt to appear more stout than the average human. You may choose to wear prosthetics to convey rounder ears or a large nose.

Advanced: Most Dwarves incorporate some amount of leather or armor into their everyday dress. Kidney belts and straight, shapeless tunics are among the common fashion trends, as the race in general is typically rounder in the middle. The hair and beards of Dwarves are their pride and joy and are groomed meticulously, often plaited and adorned with small pieces of jewellery.

Racial Ability: Sturdy

This ability defends an attempt to render an armament wielded by the character *Destroyed* and renders that armament immune versus *Destroyed* for five minutes.

Periodic (Racial), Reaction (Defense)

Bonus Racial Ability: Resilience

This ability renders the character Resistant versus an attack by which she is targeted.

Periodic, Reaction (Defense)

Gnome

Thought to be wiped out from the devastation of Uelrog, the Gnomes have actually been living out their lives in the Arcanarium on the continent of VIS. Brilliant inventors, the Gnomes perfected the combination of magic and technology, which has supported their civilization for a great many years. With their use of the Gates of Passage, they've traversed out into the world for inspiration toward new inventions.

Roleplay Guidelines

Gnomes are highly advanced from both a technological standpoint and a magical one, and have merged the two art forms into what they believe is a perfect harmony referred to as Magi-tech. They often act fun loving, carefree, and playful, however there is an underlying hint of cynicism and deviousness that sometimes manages to peek through their personality which is awkward and sometimes even creepy. Gnomes prize innovation over anything else- a life is expendable, while magi-technological advancement is not.

Example Names

Akran, Alenda, Tezai, Traevor, Sheza, Zindamin

Costuming and Makeup

Basic: You must cover all exposed skin with white makeup and red tattoo-like patterns. You may choose to wear short prosthetic pointed ear tips.

Advanced: Gnomes have a rather quirky style of dress in the eyes of most other races. They prefer fitted tops to avoid accidents while working and often wear scarves, masks, and goggles for protection. Many replace parts of their bodies with magi-technology, either out of necessity, to improve functionality, or to make a fashion statement. It is not uncommon to see Gnomish clothing adorned with working mechanical pieces, or accessories made out of spare parts of salvaged inventions.

Racial Ability: Tinkerer

This ability allows the character to instantly invoke her choice of one of the following abilities: *Trinket of Heroism*, *Trinket of Reflex*, *Adamantine Talisman*, or *Focusing Talisman* as if she had used a Talent Slot.

Periodic (Racial)

Bonus Racial Ability: Avoid

This ability allows the character to resist an item or *Area Effect* attack.

Periodic, Reaction (Defense)

Halfling

The inhabitants of the Shires, the Halflings, are an incredibly friendly folk with a love for lush green hills and a good meal. Most prefer a simple and comfortable lifestyle, tending to their modest farms or trading crafted goods, yet many still crave the adventures they hear about in stories told by the fireside. Though Halflings are among the most hospitable and kind races of Arawyn, it's said that their burgling skills are so great, none have ever been caught in the act.

Roleplay Guidelines

Halflings are happy, jolly folk who love to have a good time. Most prefer the comfort of their homes over jumping into an adventure; they welcome a warm fire, delicious food, an enthralling story, and company with whom to share it. Halflings get along with almost anyone, preferring a nice talk and cup of tea to conflict.

Good food and drink are almost impossible for a Halfling to ignore, and they will generally set their other priorities aside if provided the opportunity for some tasty food or nice beverage.

Example Names

Fletcher, Gerald, Gerdia, Maggie, Penelope, Wilson

Costuming and Makeup

Basic: You must wear short prosthetic ear tips that point upwards and attempt to appear smaller than the average human. You may choose to wear shoes that give the illusion of bare feet.

Advanced: Halflings primarily wear clothing that elongates the appearance of their legs, with high-waisted pants and dresses being the height of fashion. Because of this choice, suspenders and vests are more commonplace than belts among the race. Though their preferred attire is chosen for comfort over aesthetics, Halflings always dress their best – you never know when you'll have a surprise guest for afternoon tea, after all.

Racial Ability: Bountiful Feast

This item grants the imbiber five unhealable Body points for the next encounter in which she participates. If another being consumes his own *Bountiful Feast* at the same time as the imbiber, they each gain an additional five Body points, to a maximum of twenty.

Periodic (Racial), Crafting (Consumable)

Humans

Humans are the most populous humanoid creature on Arawyn, with many distinct cultures spread across the lands. There are eight prominent cultures thought to be the most widely encountered: the *Argenti*, nomads whose ancestral home was destroyed long ago; the *Costadori*, inhabitants of the port kingdom of Coast Haven; *Hibernians*, the clans of the northern plains; *Khitanese*, the people of the warring Empires of Khitan; *Kormyrians*, subjects of the lawful kingdom of Kormyre; *Londwynians*, the innovators and academics of Londwyn; *Nordejar*, the northern tribes of the mountains; and the *Z'Hadeem*, the denizens of the deserts of Amon'Zad.

Exceptionally diverse creatures that can survive in almost any environment, humans are generally considered the most adaptable of the common mortal species. With an average natural lifespan of about eighty years – though it is, tragically, not uncommon for a human to attend the funeral of a young but great hero – humans may not be the most long-lived, but value the preservation of their cultures long past their deaths; they will pass on histories and legends to their younger kin, whether it be through oral or written traditions. The thought of immortality drives many humans to attempt grand adventures in search of it; or at least, the thought of being immortalized in stories and songs to come.

Humans are a generally altruistic creature, at least in the context of helping fellow humans, and are highly social, typically preferring to live in groups and travel with friends rather than alone. In general, human cultures are extremely accepting of outsiders – and it is not uncommon to see members of even the more monstrous-looking species working alongside them as friends and allies, even within the walls of their greatest cities or around a familial fire.

Creature Type Ability: Wanderlust

This ability reduces the duration of the character's next Rest by five minutes.

Periodic (Racial), Self

Argenti

The *Argenti* people are a nomadic race with a rich history passed down through myth and folklore. Their ancestral home, the ancient kingdom of Argentia, was destroyed long ago; now, they wander, cursed to never build a home larger than the *kumpania* with which they travel.

Roleplay Guidelines

Having no kingdom, Argenti band together with their families, or *kumpania*, supporting and sharing in each others' experiences. Blood is prized above all else, and an Argenti will often hold even her most distant relatives in high esteem. Though it is rare, *kumpania* have sometimes been known to welcome outsiders who have proven themselves family into their flocks.

Stories, songs, and superstitions are important to most Argenti, and each *kumpania* has a few of its own to share. Separating folklore and fairytale from the facts of history, however, is a task none seem to care to perform.

Example Names

Inidya, Nadia, Nikolai, Viktor, Rikard

Costuming and Makeup

Argenti fashion is an amalgamation of many different styles from many different cultures. Clothing is loose and layered, designed to be comfortable, practical, and easy to move and travel in. Many Argenti believe that colors hold power and reflect this in their textiles.

Different *kumpania* favor different styles of dress, with the primary concern being the ability to pack up and move at any time. For this reason, many Argenti have only a few wardrobe pieces, layering and wearing most of them at once in case the family decides to move. However, they are proud of their heritage, and will often proudly display tokens that represent their culture as jewellery, accessories, or sewn directly to their clothing.

Racial Ability: Death Curse

This ability afflicts the target with a *Curse* which reduces his maximum Body total by half, to a maximum of two hundred Body points lost. This skill may additionally be used as a *Reaction* against an attacker who has rendered the character *Incapacitated*.

Periodic (Racial), Attack (Naming), Reaction

Costadori

Hailing from the kingdom of Coast Haven, aptly named for its location on the coast of Palmydia, the *Costadori* are typically thought to be an underhanded and amoral people. A barely existent central structure links the city-states, leading each to more or less govern itself, where bribery and blackmail are often the only ways to rise to power.

Roleplay Guidelines

Morality is an interesting thing for most Costadori, who tend to develop their own codes; the “laws” of each city-state are vastly different because of this. They take great offense to challenges to their beliefs and consider such to be a personal offense.

Costadori – particularly the *montolvi*, the mercantile and nobility classes – greatly appreciate fine arts and entertainment. Poetry, theatre, and even gladiatorial exhibition are common pastimes for the upper crust, whether they be participating themselves or simply watching from the audience.

Example Names

Arturo, Darius, Delfina, Kesara, Sofia

Costuming and Makeup

The clothing styles of Costadori are diverse, varying in popularity between the *montolvi* and the *vaceti*, the working and naval class people. Breathable and flowing clothing is preferred by the *montolvi*, often in rich colors and imported fabrics that drape luxuriously.

On the other hand, the *vaceti* favor practicality over fashion: clothing is functional, designed to protect from the sun and the sea, and is often repurposed and mended repeatedly. Bold colors are hard to maintain under sun and salt water, so neutral and faded tones are common daily wear.

Racial Ability: Venin Blood

This ability defends the character from an attack which inflicts the *Diseased* or *Poisoned* status. The character gains three invokable uses of the attack which must be used within five minutes.

Periodic (Racial), Reaction (Defense)

Hibernian

Hibernians are a light hearted yet fiercely defensive people that typically inhabit the northern plains and highlands of Palmydia, though clans and villages might be found in any number of places. They feel a closeness to the earth and pass down stories of their ancient ancestors, legendary heroes, and the mythical Fey, to whom they are wholly devoted.

Roleplay Guidelines

Hibernians are good-hearted and honorable, enjoying revelry and contest, but finding lying and underhandedness offensive and intolerable. The people are hard-working and honest to a fault, always willing to help out a clansman or a kind stranger in need.

Proud of who they are, a Hibernian is sure to defend to the death any insult to her family, her honor, or her heritage. This can cause her to become a bit hot-headed at times, often too quickly jumping to a defensive stance over even the smallest perceived insult.

Example Names

Alena, Brogan, Catelyn, Moira, Orion

Costuming and Makeup

Each Hibernian Clan has a specific tartan, sigil, or color that they associate with, and

they wear these with great pride. Specific fashion varies by clan, but they consistently favor warm wools and light linens in their clothing. Kilts are a common sight found on Hibernians who have earned them, as well as simple dresses, shirts, and tunics.

Hibernians typically avoid stiff corsets or highly restrictive garments that impede their ability to work, instead looking for practicality and durability for day to day life in their clothing. When preparing for battle, it is common for Hibernians to decorate themselves in patterns of blue woad in honor of the fey.

Racial Ability: Mystic Woad

This ability creates an item after ten minutes of work which renders the user Immune versus the *Enraged* and *Feared* statuses.

Periodic (Racial), Crafting (Consumable), Augment

Khitanese

To the east of the continent of Palmydia, across the Anteries Sea, lie the *Khitanese* Empires. Three distinct kingdoms – the Empires of Jade, Sun, and Night – share extremely similar cultures, but are heavily divided in philosophy and often war with each other over it. The Empire of Jade is by far the largest kingdom, boasting the finest navy and richest trade in the Anteries.

Roleplay Guidelines

Patient and focused, any person raised with Khitanese ideals is certain to see through to the end any task she starts, even if it winds up taking a lot longer than she initially thought. This serenity leads to Khitanese being incredibly willing to understand the motives of other beings; honor and dishonor are more concrete concepts to them than good and evil morality.

Violent outbursts are unbecoming of a responsible person, and Khitanese will always try to remain calm and collected in all situations, even removing themselves if necessary to regain composure.

Example Names

Eito, Kamei, Kenzou, Nari, Wou Tou, Yuri

Costuming and Makeup

Khitanese fashion typically features layered, richly colored robes and gowns with wide, flowing sleeves, made of fine fabrics such as Khitanese silks. Their clothing is often loose, flowing, and beautifully detailed, with beads, precious metals, and detailed embroidery even gracing the wardrobes of the working classes.

In the areas with harsher climates, particularly the Empire of Sun, clothing is often layered with thick furs, leather, and wool to stave off the cold. Pants and tunics are more practical for weathering storms, and the people of these areas favor lacquered armor to withstand the elements.

Racial Ability: Transfer Essence

This ability allows the character to change the delivery method of an incoming attack to any of the following: *Piercing*, *Physical*, *Metaphysical*, *Naming*. She must still defend or succumb to the effect.

Periodic (Racial), Reaction

Kormyrian

The Kingdom of *Kormyre* is the largest human kingdom on Palmydia, and home to the greatest population of heroes on Arawyn. The people of Kormyre – from the lowest farmers to the highest nobles – are proud of and loyal to their home, and hold it in high regard.

Roleplay Guidelines

Kormyrians are often drawn to the call of the unknown, and do not shy away from new experiences. Even with their aspirations of adventures and heroics, Kormyrians always remember where they came from; usually having at least a few things or places that they hold in high sentimental value.

Most young Kormyrians idolize the idea of becoming a hero of legend and will jump at any opportunity to prove themselves. However, once a Kormyrian has been wronged, she will typically hold nothing back until she feels vindicated.

Example Names

Adriana, Arlington, Melarius, William

Costuming and Makeup

Non-noble Kormyrians commonly wear round necklines, layered tunics, and large cowls, with the most experienced of adventurers carrying all the equipment they might need with them at all times on belts or in pouches. Medium weight armor in metals and leather are often paired with rich-colored tunics or dresses cut to allow free movement – functionality is key.

The fashion of Kormyrian nobility combines rich patterns and textured fabrics with the bold colors, often accented by gemstones, precious metals, and fine furs. Kormyrian soldiers typically wear tunics and gambesons in maroon or blue, proudly displaying the heraldry of their kingdom.

Racial Ability: Adventurer's Kit

This ability allows the character to invoke one additional periodic material benefit over her maximum from a piece of equipment on her person.

Periodic (Racial)

Londwynian

Londwynians come from a kingdom that prizes innovation and advancement over connections with nature. With a wide divide between the sophisticated society of Crownhurst and the working class of the Dread Hills, many Londwynians have very vocal and differing opinions and outlooks on where they come from and what their kingdom stands for.

Roleplay Guidelines

Londwynians are an extremely academic race of people, and do not trust what they cannot see with their eyes or prove with rigorous experimentation. Their studious nature leads to an air of shrewdness and condescension when dealing with other cultures, who they generally view as charming countryfolk that couldn't possibly understand their level of advancement.

Due to their scrutiny in dealing with unobservable phenomena, the culture as a whole does not have much in the way of practical experience with mystic artes or the Divine, and is skeptical to put any faith in such forces.

Example Names

Abigail, Gideon, Grace, Jonas, Victoria

Costuming and Makeup

To the Londwynian upper crust, fashion is an indication of status and a reflection of wealth. Silky satins, plush velvet, intricate lace, pressed ruffles, and finely woven tweeds feature heavily in their fashions, with high collars and fitted tailoring creating a long, lean silhouette.

For the working class, clothing is chosen for its durability and functionality. Roughly woven fabrics are predominant, and are often patched or repaired to hide wear and tear. Practical vests, coats, trousers, skirts, shirts, and boots are the staple of the working class closet.

No matter the class, it is typically considered impolite for Londwynians to be seen in public without a hat or veil.

Racial Ability: Interchangeable Parts

This ability allows the character to create or assist in the creation of a Consumable item without spending a component. All other requirements must be fulfilled.

Periodic (Racial)

Nordejar

Fierce in spirit, the *Nordejar* make their home in the great Mountains of the Maw in small villages with their tribes. Some Nordejar clans are nomadic, following the herds of animals that survive in the icy north and living off the land, while others live in small villages, tending flocks, hunting, and fishing. Nordejar are confident fighters, and take pride in their melee prowess.

Roleplay Guidelines

The Nordejar are people of their principles – once they have made a promise, they will seldom go back on it unless they have been betrayed or deceived in some way. Always willing to help those who approach them, their welcoming nature often affords too many second chances to those who would take advantage of their camaraderie.

Nordejar respect the right of the strongest – whether it be in physical might or cautious wisdom – to lead. The subtle politics and interpersonal tension of other cultures, however, are of little interest; disputes are better and more easily settled with *voejitav*, an honorable battle between two parties at odds.

Example Names

Bjorn, Brynn, Fogrom, Ravyn, Torkos

Costuming and Makeup

Nordejar clothing focuses on functionality, practicality, and remaining close with the natural order. The fashions vary per tribe based on what they have readily available. Many craft their clothing out of the hides of their hunts, leaving nothing to waste once their people have been fed. Some tribes tend flocks, weaving wool and natural fibers to create warm fabrics. Nordejar armor is typically comprised of toughened leather, roughly forged metals, and thick scales; living in the harsh mountains and never knowing what to expect, it is rare to see any Nordejar capable of wielding a weapon out of armor in case of attack by Frost giants or wildlife.

Racial Ability: Primal Fortitude

This ability defends an attack that deals *Crystal*, *Fire*, *Ice*, or *Lightning* damage.

Periodic (Racial), *Reaction (Defense)*

Z'Hadeem

The *Z'Hadeem* are an ancient culture of humans from in the harsh climate of the southern deserts of Amon'Zad and the jungles of Jorgan'Fen. Adept at surviving off of very little, they are a reserved and secret people who have quietly existed through the Ages. Because of their strong connection to flame, Bedouin are sometimes said to be descendants of fire elementals.

Roleplay Guidelines

Ranging from wealthy merchants to vile assassins, very few *Z'Hadeem* tribes make themselves known to the rest of the civilized world. The arrogant Scharazad merchants, the jovial Kahli nomads, and the secretive Amu-Set are the most well-known of the sands. Despite impressions, the *Z'Hadeem* are generally regarded as peaceful, as they know their are greater dangers in the deserts than other peoples.

The *Z'Hadeem* take great pains in order to be respectful and knowledgeable of all cultures, which has lead to them being well-regarded by most.

Example Names

Alai, Ammun, Caius, Kamari, Sahar, Hiba

Costuming and Makeup

Due to the extreme climate of the desert, the *Z'Hadeem* favor light fabrics made into loose robes, tunics, and turbans that protect them from the heat, sand, and sun. Though many are seemingly unaffected by the harsh cold of the nighttime, those not used to travelling the dunes after dark wear thicker robes and veils from head to toe and carry tonics of fire with them.

From light tones meant to keep the heat of the sunlight at bay to rich colors as displays of status, the *Z'Hadeem* tribes are incredibly diverse in their dress. Amon'Zad's dyes are among its greatest exports, with the wealthiest of kingdoms and households investing heavily in the market.

Racial Ability: Hand of Fate

This ability allows the character to instantly invoke her choice of one of the following abilities: *Inspect*, *Revelation*, *Sanctuary*, or *Imprison* as if she had used a Spell Slot.

Periodic (Racial)

Katta

Once, long ago, a race of cat-men inhabited nearly every part of the continent. The katta are the remaining species of a nearly extinct breed of feline. The two species of Katta – the Jaxuarians and Namierra – have long and legendary histories that pre-date much of the Human kingdoms' own histories. Katta have endured harsh lives on the road and in the jungles, causing their lifespan to be just a little only sixty years.

For the preservation of their kind, the katta split into different factions. Where one group ventured out into the world to integrate themselves with the varying nations of the world, the other fell further into seclusion deep into the jungles of Xithinthax to avoid the world that almost wiped them out. Both factions found some semblance of success in their choices, evolving to fit their new ways of life.

For the Jaxuarian, their seclusion made them less trusting of other races, simply because they have less experience with them, but the Namierran have gained the opposite. Namierran integrate themselves into other societies and often trust more than they likely should.

Creature Type Ability: Claws

This ability allows the character to use small or medium weapon-sized claws for an encounter. The claws are Immune versus *Disarmed*, but if *Destroyed*, the claw may not be used again until the character completes a Rest.

Periodic (Racial)

Jaxuarian

Hailing from the southern jungles of Jorgan'Fen are a race of feline warriors known as the Jaxuarians. These Katta inhabit great cities of stone within their kingdom, Xithinthax, believed to be gifted to them by the Sun God. With instincts and power to rival that of the panthers of the jungle, the Jaxuarians are a fearsome yet respected race that values strength and honor above all else.

Roleplay Guidelines

Honest and honorable, Jaxuarians care far more for doing the right thing than doing what is best for them. They will stand by their moral judgements and are hesitant to trust those who have proven to be disloyal in the past.

Jaxuarians are a prideful race, carrying themselves with poise and avoiding distraction whenever possible.

Example Names

Garrun, So'de'sen, Ixiat, Set'essa, Cassia, Reina

Costuming and Makeup

Basic: You must cover all exposed skin with makeup or costuming giving the illusion of

fur and a feline face. Additionally, you must wear painted prosthetic ear tips and a facial prosthetic that conveys the brow and nose of a jungle cat. Jaxuarians do not have tails.

Advanced: Jaxuarians often wear little clothing, living in the hot and humid climate of the jungle. What they do wear is primitive in style, with far more focus on practicality than fashion. Soft leather and natural weaves of cloth are the most commonly used materials, though many Jaxuarian warriors choose instead to wear thick hide armor and little else.

Racial Ability: Swipe

This ability deals ten times the character's highest Burst multiplier as damage.

Periodic (Racial), Attack (Melee)

Bonus Racial Ability: Stealth

This ability conceals the character. While concealed, the character may move at up to a normal walking pace. The concealment is dispelled if she takes any action affecting another being or that she would be unable to perform while concealed and lasts for a maximum of thirty minutes. See *Adventuring and Using Skills* in *Codex A* for information on concealment.

Periodic, Procedure, Concealment, Self

Namierra

Scattered throughout the continent of Palmydia are clusters of a race of Katta known as the Namierra. What Namierra lack in an ancestral home is made up for in their ability to adapt to almost any climate or terrain. As such, the race tends to “borrow” from cultures they settle near, creating a unique blended culture that is vastly different from tribe to tribe.

Roleplay Guidelines

While a good challenge is quite tempting for any Namierra to overcome, they are very evasive when their honor or an offense they have given is called into question. A well-placed distraction and a clever excuse are worth far more than any of the risks facing the issue directly would run.

Namierra are an incredibly curious race, often leading to a perception of absent-mindedness due to their tendency to quickly change tasks to get to the bottom of a situation.

Example Names

Hassid, Josalin, Katriel, Krasus, Selina, Tyr

Costuming and Makeup

Basic: You must cover all exposed skin with makeup or costuming giving the illusion of fur and a feline face. Additionally, you must wear painted prosthetic ear tips; you may choose to wear cat ears instead only if your real ears remain covered at all times.

Advanced: Namierra tend to adopt the dress of the regions they live in, often wearing whatever they find interesting, but taking care to borrow elements of their neighboring cultures to blend with their own. Many choose to wear facial veils or masks while dealing with other races in an attempt to appear more human-like. Namierra with tails are typically very fond of them, and will decorate them with bells, rings, or other small trinkets, but the practice of cropping tails at a young age is common.

Racial Ability: Pounce

This ability allows the character to instantly move up to ten paces in any direction, including moving up to twenty feet vertically over the course of her movement.

Periodic (Racial), Movement

Bonus Racial Ability: Keen Senses

This ability pierces a *Concealment* skill within twenty-five feet of the character.

Periodic, Attack (Naming), Concealment (Detection)

Fringe Races

In addition to the common creatures of Arawyn, there exist a number of species mostly unknown to the civilized world. These beings are collectively referred to as the *fringe* races, due to their tendency to exist only in the outer edges of civilized society or general rarity.

Playing a Fringe Race

All fringe characters must be approved before they may be created. A list of existing Fringe races, as well as information on submitting a new Fringe character, is available online on the Knight Realms website. All fringe submissions must include a character history as well as photos or imagery of costuming and makeup the player intends to wear. The submission must also include proposed racial abilities and a detailed write-up of the lore and culture of the race, if they do not already exist. If a fringe character is created of an already approved race, the character must abide by the previously written rules and mechanics.

Because playing a fringe race requires a comprehensive understanding of certain facets of the Knight Realms lore, a player must have attended twenty-four Knight Realms weekend events before submitting a new fringe race. Any player may seek approval to play a race that already exists within the world of Arawyn, but will be held to the highest standards of costuming and roleplay.

Racial Abilities

Fringe races gain racial abilities in the same way that standard races do. When a fringe race is approved, the creature will be assigned racial skills. These racial skills will be used by all future players of that race.

If a fringe race is of an existing creature type, such as a nonstandard type of elf, or even grouped in the same creature type category as an existing fringe race, the new race will use the Creature Type Ability of that type. If the fringe race has a heavy makeup requirement, it gains a Bonus Racial Ability from the standard ability list.

Finally, all races gain one unique periodic ability. This ability will be assigned to the race after it is submitted; no two races may have the same unique ability.

CHAPTER III: CLASSES

Throughout your years of adventuring together, you've come to admire your elven friend. 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 your friend to teach you, if only just to supplement the skillset you've already been cultivating.

With a wide grin, your companion struggles to contain her enthusiasm at the prospect of sharing her knowledge with you. She immediately launches into an animated description of spellcasting theory, complete with wild hand gestures as she scribes illusory runes on the table between you. As she discusses the tomes and texts you will be reading to learn the history of magic, you realize these lessons will not be easy, but you are excited nonetheless to begin.

Overview

A *class* is a representation of the skillset a character pursues. Each class has a set of roleplay guidelines attached to it. There are many unique ways to play a class, and the roleplay text should be used merely as a basis from which to create an interesting character.

A character may know up to four standard classes at a time, spending ten Build to gain each. To learn a second class, the character must first reach level five; she may learn her third class at level eight, and her fourth and final standard class at level twelve. Every class has Unique abilities marked with an asterisk that represent the pinnacle of the abilities it has to offer.

Build Costs and Diminishing Returns

All abilities have a listed *initial Build cost* in their adjacent columns. This number describes the first price at which that ability is purchased. Many skills may be purchased more than once. Each time a character learns an ability after its initial purchase, the cost is doubled – a skill that starts at five Build will cost ten for the second purchase, twenty for the third, and so on.

Skill Overlap

When a character learns a class, whether it is a new class or a second purchase of one she already has, there is a chance of the class having access to the same skills as her previous class, which may seem redundant. This is called *skill overlap*. When a skill overlaps with itself, it may then be purchased from the second class at its initial cost a second time, effectively allowing the character to learn two per cost tier for the same price. Proficiency skills are the only abilities which do not gain the benefit of skill overlap.

Proficiencies

Whenever a character learns a class, she gains a specified number of Body points and an increase to the class's associated weapon damage and Burst multiplier. Additionally, she gains *proficiencies* associated with that class, which may include equipment (explanations of which can be found in Chapter V), combat styles, literacies (Chapter IV), and alignments.

Florentine

Some classes grant the character proficiency in *Basic Florentine*. This proficiency allows the character to dual wield weapons. One weapon must be a small weapon; the other weapon may be either a small or medium weapon.

Additionally, some classes grant proficiency in *Expert Florentine*. This proficiency allows the character to dual wield weapons of up to medium size.

Burst

Every non-support class (and some Support Paragons) grant the character a *Burst multiplier* of one of three types: *Piercing*, *Melee*, or *Metaphysical*. A character's Burst starts at zero in all categories until she learns a class that grants it. Any class skill that deals damage or heals Body points is based off multiplying the character's Burst, which is typically a number from one to four, by the damage of the skill, which typically ranges from five to twenty-five in increments of five.

Paragon Skills

Every class has a *paragon skill*, a skill that represents the pinnacle of achievement within that profession. Paragon skills have four options, one of which must be selected when the character learns the ability. Additionally, the name of the paragon skill is a title which may be used by characters that have learned it. Characters that do not possess the specified paragon skill may not use these titles in game.

As the paragon skill is an indication of achievement within a class, a character must first learn the skills that embody the essence of that class. To learn a paragon skill, the character must possess her *class unique skill*, marked on the skill list with an asterisk (*), and all skills under the *Continuous Abilities* heading for that class. Caster and support classes do not have class unique skills and characters with these lists must instead learn two domains to learn their paragon skills.

A character that has purchased a class more than once may learn her paragon skill an additional time, but must choose a different option for the ability.

Common List

The *Common list* is a collection of skills available to every character, regardless of class.

Passive Abilities

Attribute	5	<i>Gain ability in strength, dexterity or wisdom</i>
Literacy, Advanced	1	<i>Gain the ability to use scrolls and use trinkets</i>
Literacy (Culture)	2	<i>Learn the language of a creature type</i>
Lore (Any)	5	<i>Learn information on a topic</i>
Shield, Small	2	<i>May use a small shield</i>
Trade	5	<i>Learn a trade, which yields commodities</i>

Continuous Abilities

Climb	10	<i>Move twenty feet up or down a vertical surface</i>
First Aid/Assess	10	<i>Assess the condition of a target or bind his wounds</i>
Intercept	10	<i>Protect an ally from an incoming attack</i>
Research	10	<i>Gather information on a topic</i>

Periodic Abilities

Willpower	4	<i>Defends against an influential attack</i>
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Caster Classes

Casters engage their enemies from a distance with powerful offensive abilities. Some instead provide support from behind the front lines, healing and empowering their allies. Casters are fragile but mobile and boast unique complements of casted effects, enabling them to augment themselves and their allies with supernatural power to turn the tides of battle.

Domains and Spell Slots

Every caster class has access to five *domains* worth of spells. A character may purchase a domain for five Build, listed under the class's skill list as *X Spells*, where X is the name of the class. This ability may be purchased up to five times per caster class, granting the character one additional domain each time.

Purchasing a domain grants the character the ability to cast all the spells of that domain by expending a use of a *spell slot* of the appropriate rank. Spell slots may be purchased as periodic skills. More information on spell slots and casting can be found in Chapter IV.

Aspected Damage

Some spells described in Chapter III deal *aspected* damage. This means that the spell deals a different type of damage for each class that has access to it. The aspected damage types are as follows: *Aether* for *Hexer* and *Shaman*; *Mystic* for *Mage*, *Spellsworn*, *Cleric* and *Priest*; *Sonic* for *Bard* and *Psionicist*, and *Starlight* for *Druid*, *Ranger*, and *Healer*.

Bard

A *Bard* manipulates the Weave with her Spellspoons, gaining some control over the Threads of Fate and the themes of life. The Bard is the entertainer that can touch one's soul in a very literal sense, turning the tides of battle or lifting the spirits of the downtrodden. She is the heralding trumpet, the drums of war, the one telling the stories to the crowd. While many see blades as their armaments of choice, a Bard knows her true weapons are a finely tuned instrument, a clear voice, and a sharp wit.

Proficiencies

Upon learning this class, the character gains the following:

- +5 Body Points
- +2 Metaphysical damage
- +1 Burst (Metaphysical) multiplier
- Equipment Proficiencies:* Casting Phokus
- Literacies:* Prophecy

Continuous Abilities

- | | | |
|-------------|---|--|
| Bard Spells | 5 | Gain access to one domain of Bard spells |
|-------------|---|--|

Charm 10 *Charm a target after one minute of interaction*

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Troubadour 10 *Choose one of the following:*

Blink

This ability allows the character to spend a *Rank II Spell Slot* to cast *Blink*. *Blink* instantly moves the target twenty paces in a direction of the character’s choosing.

Spell (Rank II, Unique), Attack (Metaphysical), Movement

Inspirational Storyteller

This ability allows the character grant a number of beings equal to the sum of the ranks of Spell Slots she spends an invokable use of one of the following spells: *Featherweight, Relocate, True Sight, or Invisibility*. She must perform for a minimum of thirty seconds per recipient to activate this ability; a being may benefit from this skill no more than once per encounter.

Continuous, Augment, Influential (Social)

Spellsinger

This ability allows the character to cast up to four spells in rapid succession. She must spend the combined casting time of the desired spells, at the end of which she may deliver each spell with no casting or cooldown time. If the character is interrupted, she retains all spell slots, but must restart her casting from the beginning.

Continuous, Combo

Songweaver

This ability allows the character to cast *Combo* spells as *Prepared* spells. Doing so requires her to spend the full casting time for the spell, but causes it to affect the following three spells she activates, excluding *Combo* and *Reaction* spells.

Continuous

Cantrip

In addition to her spells, the Bard may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Bard may create a minor illusion, such as an ethereal image of an object or creature no larger than ten feet in any dimension. This apparition is visibly harmless and may be passed through as if it were empty air.
- The Bard may summon a mundane object with no mechanical purpose, such as a chalice, a rope, or a chair.

- The Bard may create a small sensory effect, such as sparkling lights or a quiet melody.

Cadences

In mundane terms, *cadence* refers to the closing sequence of a musical piece. To the Bard, these are the spellsongs she utilizes to quickly bring an end to any conundrum in which she has found herself in. Whether she disables her enemies or discovers a more creative solution, a clever use of Cadences can be quite the powerful tool in any Bard's repertoire.

I:	Enigmatic Strike (Cacophony)	<i>Deal low Sonic damage</i>
II:	Relocate	<i>Escape from combat</i>
III:	Sleep	<i>Knock the target unconscious</i>
IV:	Enslave	<i>Dominate the target</i>

Sagas

Epic tales of heroic deeds performed by would-be champions and adventurers of times past are known as Sagas. These spellsongs inspire heroes to live up to their potential in combat and avoid an untimely fate by imbuing them with the strength to persevere. Often considered the staple of Bardic themes, and certainly the mark of a great legend, many adventurers vie to one day have a Saga written about them.

I:	Cure Wounds	<i>Heal minor Body points</i>
II:	Reverberate*	<i>Deal phokus damage and trip in an area</i>
III:	True Sight	<i>Detect concealed targets</i>
IV:	Fanfare of Victory*	<i>Grant immunity to knockback and destruction</i>

Scherzo

The Scherzo theme is the collected spellsongs of mischief and trickery, allowing the Bard to fill a unique role in her party. These beguiling cants and enthralling rhymes enable the performer to affect the time, space, and perceptions around her. Capable of manipulating luck in almost any situation to turn it to her favor, the versatility of the Scherzo remains an invaluable cornerstone of any Bardic repertoire.

I:	Featherweight	<i>Cause the target to count as an object</i>
II:	Shared Fate*	<i>Force an attacker to suffer his own effect</i>
III:	Asphyxiate	<i>Hinder the target</i>
IV:	Invisibility	<i>Conceal the caster</i>

Sonatas

Enduring and dominant, Sonatas are the defensive spellsongs at the heart of any Bard's catalog. Traditionally played rather than sung, contemporary Bards have learned to utilize their voices in lieu of an instrument. The early Sonatas are complimentary, harmonized to protect and defend,

while the later forms are predominantly harsh and dissonant, composed to disable any who would threaten the Bard and her companions.

I:	Panic*	<i>Deal minor Sonic damage and fear</i>
II:	Spotlight*	<i>Force the target to be unable to hide</i>
III:	Thunderclap	<i>Stun the target</i>
IV:	Resonance*	<i>Caster is immune to interruption for the duration</i>

Tempo

Everything in the world has a Tempo that it follows if you listen closely enough: water dripping from a leaf, footsteps on the open road, the pulse of a heart. When you can find a song in anything, you can find the means to change the tune to the beat you need. The Bard uses these spellsongs to find the place between those beats to skip, add, or completely erase.

I:	Haste	<i>Decrease the casting time of a spell</i>
II:	Accelerando*	<i>Increase speed in an area around the caster</i>
III:	Martyr's Lament	<i>Halt passage of death around the caster</i>
IV:	Fortune's Dance*	<i>Prevent a trap from being triggered</i>

Druid

A *Druid* seeks to understand the natural cycle and maintain the balance that keeps the world thriving. Tapping into primal energies of the Weave, she takes on traits of the wilds around her to invoke her powers. Arawyn's energy courses through all natural things; it is this energy which Druids manipulate. Using the influences of nature, Druids are the heralds of life, death, and everything in between. *Possessing this list causes the character to have the Order alignment.*

Proficiencies

Upon learning this class, the character gains the following:

- +5 Body Points
- +2 Metaphysical damage
- +1 Burst (Metaphysical) multiplier
- Equipment Proficiencies:* Casting Phokus
- Literacies:* Primal
- Alignment:* Order

Continuous Abilities

Druid Spells	5	<i>Gain access to one domain of Druid spells</i>
Evocation	10	<i>Increase casting efficiency</i>

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Hierophant 10 *Choose one of the following:*

Cycle of Seasons

This ability allows the character to refresh one *Spell Slot* of any rank when she casts four Druid spells in succession, provided none of the spells are from the same domain. This ability bypasses the limit on refreshment.

Continuous

Grove Warden

This ability allows the character to take one action while maintaining a *Channeled* ability without dispelling the ability.

Continuous

Invigorating Roots

This ability allows the character to instantly cast the spell *Cure Wounds* for free any time she casts a high rank spell.

Cantrip

In addition to her spells, the Druid may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Druid may cause a flower to bloom, a withered plant to spring to life, or an organic object to decay into the earth.
- The Druid may create minor sensory effects that alter the weather around her, such as small gusts of wind, light fog, or gentle rain.
- The Druid may summon an ethereal animal spirit that is intangible to all other beings, but not to objects and terrain. The spirit may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.

Continuous

Transmute Form

This ability allows the character to transform into any beast or avian creature up to CR 4. While transmuted, she loses access to her regular character card and instead gains the stats of her chosen form. Power Templates may not be added to Transmute Form stats. Monster cards may be obtained from Logistics at any time during an event, but are only valid for the event in which they were written.

Continuous

Decay

Many may fear the loss of life, but Druids that use the powers of the Decay influence, the end of the wheel, understand all energy must one day return to Arawyn to begin the cycle again. This influence helps a Druid harness the natural process of decomposition to debilitate foes and shift the flow of primal energy to invigorate herself or her allies for a short time.

I:	Feign Death	<i>Appear dead to all detection</i>
II:	Death Scent*	<i>Kill a target and grant Bane versus that creature</i>
III:	Feast of Crows*	<i>Cause blindness and fear in an area</i>
IV:	Leeching Bloom*	<i>Allow recipient to drain body points</i>

Fauna

A Druid that studies the influence of Fauna utilizes the natural adaptations of the animals around her to her advantage. These canticles often mimic a variety of animals from the humble tortoise to the mighty bear, but may also allow the Druid to use the energy flowing through any creature to control what their bodies feel and their mind perceives.

I:	Enigmatic Strike (Talon Strike)	<i>Deal low Starlight damage</i>
II:	Summon (Animal Companion)	<i>Tame or summon a natural creature</i>
III:	True Sight	<i>Detect concealed targets</i>
IV:	Maul*	<i>Break the target's legs</i>

Flora

When one looks at a rose, often the intricacies of such a thing are overlooked. The thorns that protect it, the possible concoctions it may be used in to heal or harm a person, or even the variety of its colors and why they exist. A Druid that uses the influence of Flora sees and understands those natural intricacies in all plant life. These canticles poison and hinder an opponent while creating barriers of sturdy thorns and shifting flora around a Druid to her advantage.

I:	Grasp with Roots*	<i>Pin the target</i>
II:	Wall of Thorns*	<i>Create a barrier of thorns in front of the caster</i>
III:	Cleansing Spores*	<i>Cure poison in an area around the caster</i>
IV:	Imprison (Entwine with Vines)	<i>Imprison the target</i>

Tempest

The Tempest is not just a connection to primal energies, but rather a combination of energies in perpetual motion. A Druid of this influence is able to use this motion to keep pace with her allies or herself and her allies going or bring a maelstrom upon her enemies.

I:	Stasis	<i>Defend from knockback or knockdown</i>
II:	Relocate	<i>Escape from combat</i>
III:	Thunderclap	<i>Stun the target</i>

IV: Cloak of Wind* *Defend from a ranged attack*

Vitality

A Druid of this influence uses the energy around her to mend wounds and grant physical, heightened defenses. When mastered, this influence may even be used to invigorate a fading life, returning it from the brink of death.

I: Cure Wounds *Heal minor Body points*
 II: Purify *Heal a status effect*
 III: Mend *Heal moderate Body points*
 IV: Revive *Heal from the critical condition*

☪ Healer

A *Healer* is an extraordinary person who manipulates Order more effectively than the average mortal. Healers can be found in any natural race of Arawyn and are capable of curing devastating injuries; the strongest of her abilities bringing creatures back from the brink of death or beyond. Her connection to Order and mastery over this source of power also makes her anathema to those incorporeal creatures that would do her friends harm.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points
 +2 Metaphysical damage
 +1 Burst (Metaphysical) multiplier
Equipment Proficiencies: Casting Phoku
Literacies: Spirit
Alignment: Order

Continuous Abilities

Healer Spells	5	<i>Gain access to one domain of Healer spells</i>
Resurrection	10	<i>Allows the character to resurrect a spirit</i>

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Warden	10	<i>Choose one of the following:</i>
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Martyr

This ability allows the character to cure any detrimental effect from which the target is suffering, excluding the *Cursed*, *Critical*, *Dead*, or *Spirit* statuses. She may not cure a status from which she is already suffering. The character immediately suffers the effect for its full duration or one minute, whichever is shorter. Additionally, she may choose to spend her own Body points to heal the target; for every Body point she spends, the target is healed for a number equalling her total purchases of the Healer class.

Continuous

Protectorate

This ability allows the character to cast the spell *Sanctuary* on a willing target, allowing him to instantly invoke the effect as if he had cast it himself. This may be done on up

to two targets at a time. Additionally, all beings within a *Sanctuary* she is channeling are healed two Body points per five seconds at no cost.

Continuous

Redeemer

This ability increases the number of targets of all spells that restore Body points or cure status effects by one.

Continuous, Combo

Radiance

This ability allows the character to deliver spells that restore Body points or cure status effects as *Naming* within fifty feet, including casting while she is *Incapacitated*; she may not target herself while *Incapacitated*.

Continuous, Combo

Cantrip

In addition to her spells, the Healer may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Healer may close any natural wound or scar not reflected in the target's soul.
- The Healer may share the pain of any natural being within her reach; this does not neutralize the pain entirely, but may make it more manageable.
- The Healer may conjure a perfectly accurate illusory map of the night sky of any location on Arawyn she has visited.

Convalescence

Studying the circle of Convalescence trains a Healer how to channel her power in a steady flow or short bursts. These powers manifest more in the ways of restorative abilities, giving herself or her allies respite in their times of need.

I: Cure Wounds

Heal minor Body points

II: Coalesce*

Cause a targets' healing received to double

III: Mend

Heal moderate Body points

IV: Revitalize*

Heal massive Body points within an area

Guardian

Healer primarily revitalize the mind and body, but those who practice the spells of the Guardian circle learn to use that power in a more physical form. The Healer learns that she may also protect her allies from attacks and a variety of conditions. When determination meets compassion, a Healer can create a multitude of defensive wards.

I:	Slow	<i>Hobble the target</i>
II:	Relocate	<i>Escape from combat</i>
III:	Sanctuary	<i>Create a sanctuary around the caster</i>
IV:	Supernova*	<i>Reduce damage and knock the attacker back</i>

Lifeshaping

With their strong connection to Order, a Healer can affect the world around her in many ways. Whether imbuing an ally with energy to sustain them, or projecting energy to harm a foe, a Healer who learns the spells of Lifeshaping is able to do miraculous, including bringing people back from the brink of death.

I:	Inspect	<i>Inform the caster of the target's resistances</i>
II:	Lifestream*	<i>Deal minor damage and increase healing done</i>
III:	Martyr's Lament	<i>Halt passage of death around the caster</i>
IV:	Revive	<i>Heal from the critical condition</i>

Restoration

A Healer of the Restoration circle looks at something broken and knows deep inside that what is destroyed may be renewed if one is determined enough to make it so. To her, there is no ailment too great to reverse or injury too serious to mend.

I:	Stasis	<i>Defend from knockback or knockdown</i>
II:	Purify	<i>Heal a status effect</i>
III:	Replenish Essence*	<i>Refresh a periodic skill</i>
IV:	Panacea*	<i>Heal status effects and low Body points</i>

Spirit

A Healer who learns spells of the circle of Spirit has a better understanding of her connection to the Spirit Realm and its effect on the Material Plane. She is able to manifest that power into a form that can be wielded against her enemies. To a Healer, the spiritual energy around her is a brilliant light she may use to engulf her enemies or warm the souls of her allies.

I:	Brilliant Spray	<i>Daze targets in an area</i>
II:	Temper Soul*	<i>Double a target's critical count</i>
III:	True Sight	<i>Detect a concealed target</i>

IV: Falling Star*

Deal low damage and heal low Body points

Hexer

A Hexer is someone who has delved far into the darker powers of the world and come out in control. She fuels her foul artes with chaotic energies to unleash a multitude of destructive and terrifying feats. Many turn a disdainful gaze at the Hexer for the necromantic and abyssal powers she deal in, but few can say that to have one as an ally would be a poor choice.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Metaphysical damage

+1 Burst (Metaphysical) multiplier

Equipment Proficiencies: Casting Phokus

Literacies: Abyssal

Alignment: Chaos

Continuous Abilities

Hexer Spells	5	<i>Gain access to one domain of Hexer spells</i>
Resurrection	10	<i>Allow the character to resurrect a spirit</i>

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Doomcaller	10	<i>Choose one of the following:</i>
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Chaotic Champion

This ability allows the character to transform any being on whom she has used the skill *Resurrection* into a negative energy creature up to CR 4. While transformed, the being loses access to his regular character card and instead gains the stats of the chosen form. Power Templates may not be added to Chaotic Champion stats. Monster cards may be obtained from Logistics at any time

during an event, but are only valid for the event in which they were written.

Continuous

Harvester

This ability allows the character to instantly autohit a spell that deals damage on a target within ten feet whenever she is rendered *Incapacitated*. If the attack is successful, she is healed to one Body point.

Continuous, Combo

Summoner

This ability increases the challenge rating of Chaotic servants summoned by the character by two.

Continuous

Shadow Covenant

This ability grants the character one periodic *Spell Slot* of each rank, representing spells

her familiar may cast. Additionally, she may double her casting time when using these spell slots to cast the spells as an autohit within twenty-five feet. Spell Slots gained from Shadow Covenant may only be refreshed when the character completes a Rest.

Continuous

Cantrip

In addition to her spells, the Hexer may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Hexer may extinguish a nearby light source no larger than a torch.
- The Hexer may summon her familiar, a shadowy creature that is intangible to all other beings, but not to objects and terrain. The familiar may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.
- The Hexer may cause a wound to rot and fester, a plant or tiny creature to wither and die, or small amount of fertile earth to become desolate.

Demonology

Demonology is the dominion over power drawn from the Abyss, Arawyn's most central plane and home to the foul creatures from which the domain takes its name. The power of Demonology primarily lies in its ability to influence others and invoke the crushing force of the Abyss itself.

I:	Fiendish Whip*	<i>Deal minor Aether damage to an attacker</i>
II:	Summon (Shadow Call)	<i>Control or summon a chaotic servant</i>
III:	Nightmare*	<i>Cure the caster of unconsciousness</i>
IV:	Enslave	<i>Dominate the target</i>

Entropy

Entropy is the dominion over energy from the Void, the vast nothingness that exists between the planes of Arawyn. Neither destructive nor controlling in its power, Entropy is silent, terrific, and infinite, sometimes incorrectly referred to as shadow magic. Dominion over this, the purest form of chaos, proves a Hexer is capable of attempting to utilize its powers.

I:	Void Bolt*	<i>Deal minor Aether damage and blindness</i>
II:	Despair	<i>Cause fear in an area</i>
III:	Spellbind (Netherbind)	<i>Bind the target</i>

IV: Invisibility *Conceal the caster*

Necromancy

Necromancy is the dominion over death and its vile undoing. The Necromancer's abilities are often distrusted, as they are the most visibly unnatural abilities in a Hexer's repertoire. However, between its dark healing artes, powerful attack spells, and indomitable protection, the versatility of the domain is all but unmatched.

I: Feign Death *Appear dead to all detection*
 II: Corrode* *Reduce the target's burst damage*
 III: Reap Soul* *Deal low Aether damage and gain a use of Revive*
 IV: Imprison (Shadow Cage) *Imprison the target*

Pestilence

Pestilence is the dominion over plague and blight. Its focus is the corruption of the biology of living things and exploitation the decrepit health of the hexer's victims, causing disaster and rot among the ranks of her enemies. The hexer who controls this dominion is a force not unlike the Great Plague, and should be feared for her power over diseases.

I: Deteriorate *Reduce the target's weapon damage*
 II: Enigmatic Lance (Rot Flesh) *Deal moderate Aether damage*
 III: Enfeeble *Cause a disease that removes access to a skill*
 IV: Contagion* *Cause a disease in an area that causes bleeding*

Ruination

Ruination is the dominion over destruction and agony. Raw Abyssal energy, though extremely dangerous to the user in this unrefined form, can be channeled by the Hexer to release devastating and even deadly force upon her unfortunate victims. Ruination is often considered the most difficult to master due to the high casualty rate in practice by novices.

I: Embrittle* *Make an item susceptible to destruction*
 II: Blast *Destroy an item*
 III: Overwhelm *Increase a spell's damage and cause bleeding*
 IV: Apocalypse* *Cause a spell effect to become a curse*

Mage

A *Mage* is a practitioner of one of the oldest supernatural artes given to the world. Originally taught to mortalkind by the Fey, Magic is an incredible power that individuals dedicate their entire life to studying. The most studious Mages have discovered impressive techniques to utilize the teachings of magic in more diverse ways, enhancing the Fey-taught schools into something far greater.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points
 +2 Metaphysical damage
 +1 Burst (Metaphysical) multiplier
Equipment Proficiencies: Casting Phokus
Literacies: Magic

Continuous Abilities

Evocation	10	<i>Increase casting efficiency</i>
Mage Spells	5	<i>Gain access to one domain of Mage spells</i>

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Archmage	10	<i>Choose one of the following:</i>
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Illusionist

This ability allows the character to immediately cast the spell *Invisibility* any time she uses a *Reaction* ability by spending a *Rank IV Spell Slot*.

Continuous

Phokus Mastery

This ability allows the character to use a large-sized casting phokus, such as a staff or large tome. A large phokus requires two hands to use, one of which may be kept free but may not hold or wield any other item. While using a large phokus, once per minute, the character gains a free casting of *Chromatic Orb* (Enigmatic Strike) as an instantaneous autohit within the range of her phokus attacks.

Continuous

Sigil Master

This ability allows the character to choose one spell she is capable of casting. This spell gains the *Reaction* trait and can no longer be cast normally, but may be activated whenever the character is attacked. If the chosen spell is an *Attack*, it is considered to autohit the being that triggered the reaction.

Continuous

Critical Spell

This ability reduces the casting time of spell attacks used by the character against targets suffering the effect of one of her abilities by one second, to a minimum of one. Additionally, these spells deal *Bane* damage.

Continuous

Cantrip

In addition to her spells, the Mage may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Mage may cause runes, images, and writing to appear on any surface within her reach.
- The Mage may summon an ethereal hand to perform simple mundane tasks she is ordinarily capable of, such as retrieving objects or interacting with the environment.
- The Mage may create minor signs of her power, such as summoning sparkling lights, temporarily changing the color of an object, or instantly cleaning or soiling a surface.

Arcane

The ability to manipulate arcane power is fundamental to every school of magic. The Arcane school provides a basic collection of necessary tools for every Mage's survival in the world. She who masters this sphere is among the more useful magic users for her adventuring party.

I:	Memorize	<i>Memorize an item</i>
II:	Obscurement*	<i>Defend against detection</i>
III:	Sleep	<i>Knock the target unconscious</i>
IV:	Invisibility	<i>Conceal the caster</i>

Blood

Blood has always been a powerful component of many mystic artes, and the mage has studied the most effective uses of it. Weaving the innate powers of blood with their own magical energies, the mage can unleash a series of debilitating or restorative powers with just a drop.

I:	Heartseeker	<i>Increase a spell's damage</i>
II:	Sanguine Bolt*	<i>Deal minor Mystic damage and cause bleeding</i>
III:	Enfeeble	<i>Cause a disease that removes access to a skill</i>
IV:	Sacrifice*	<i>Deal low Mystic damage and grant Body points</i>

Geomancy

Crystals are recognized for their vibrant colors, resilience, and an array of other special properties. Mages have learned to mimic the potential of crystals in their magic, creating the school of Geomancy. This school specializes in creating crystallized wards, resonating effects, and brilliant spells that refract magic to the Mage's will.

I:	Clarity	<i>Defend from daze</i>
II:	Prismatic Bolt*	<i>Deal minor Mystic damage and prevent detection</i>
III:	Meteor Storm	<i>Deal low Fire damage and trip in an area</i>
IV:	Refraction*	<i>Increase the area of a spell attack</i>

Proelimancy

The school of Proelimancy is where a Mage's ability in combat shines through that veil of frailty. Considered to be one of the most important schools in a battle-mage's repertoire, Proelimancy combines opposing forces of magic to create the most destructive and disruptive spells.

I:	Enigmatic Strike (Chromatic Orb)	<i>Deal low Mystic damage</i>
II:	Magic Missile*	<i>Deal minor Mystic damage in an area</i>
III:	Asphyxiate	<i>Hinder the target</i>
IV:	Enigmatic Ray (Annihilate)	<i>Deal massive Mystic damage</i>

Telemancy

All of Arawyn is constantly in motion. Whether or not it is realized, between the erratic movements of the Planes, there are patterns and rules to it all. A skilled Telemancer uses the Weave to follow those patterns, transporting the mage, her allies, or her enemies across the field of battle at her whim.

I:	Haste	<i>Decrease the casting time of a spell</i>
II:	Inhibit*	<i>End a movement skill that passes the caster</i>
III:	Disruption*	<i>Dispel a channeled effect</i>
IV:	Speedcast	<i>Cause a spell to be cast instantaneously</i>

Priest

The *Priest* is the voice of the gods on Arawyn. Her purpose is to carry out the will of her deity. A Priest tends to show respect to all the gods in some way or another, but only devotes herself entirely to one god. This devotion is what gives the priest the connection needed to speak and act for her god in the mortal world.

Proficiencies

Upon learning this class, the character gains the following:

- +5 Body Points
- +2 Metaphysical damage
- +1 Burst (Metaphysical) multiplier
- Equipment Proficiencies:* Casting Phokus
- Literacies:* Celestial
- Alignment:* Varies; gain the alignment of the worshipped deity

Continuous Abilities

Priest Spells	5	<i>Gain access to one domain of Priest spells</i>
Resurrection	10	<i>Allows the character to resurrect a spirit</i>

Periodic Abilities

Negate	6	<i>Defends a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Casts a Rank I spell</i>
Spell Slot, Rank II	1	<i>Casts a Rank II spell</i>
Spell Slot, Rank III	2	<i>Casts a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Casts a Rank IV spell</i>

Paragon Skill

Oracle	10	<i>Choose one of the following:</i>
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Chain Spell

This ability allows the character to add an additional target to her spells, called as *Chain Spell*; the additional target must be within reach of the initial target.

Continuous, Combo

Devoted

This ability allows the character to deal her chosen deity’s associated damage type with all attacks, as well as granting her resistance to that damage type. Additionally, she may choose one non-unique spell from *Chapter IV* and cast it as if it appeared on her Priest spell list.

Continuous

Divine Retaliation

This ability allows the character to instantly use an *Attack (Metaphysical)* ability against

a target who has placed an ally within ten feet of her into combat without spending a *Spell Slot*.

Continuous, Reaction

Holy Word

This ability allows up to three targets, which may include the character, to sacrifice one use of a periodic skill. Each target may invoke his choice of the sacrificed skills once over the course of the following encounter. A being may only benefit from this ability once per encounter.

Continuous, Influential (Social), Augment

Cantrip

In addition to her spells, the Priest may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Priest may bless or baptise any object or willing being in the name of her deity.
- The Priest may create a serving of food and drink large enough to feed one adult humanoid creature.
- The Priest may invoke a minor illusion related to her deity, such as ethereal wings bathed in a holy glow. This apparition is harmless and can be passed through as if it were empty air.

Blessings

Bolstering the flock and helping them to weather the worst of the storm is, to many Priests, their most important duty. They may want to shield them for danger or give them the means to meet it face on, but, in the end, the core ideal is keeping the flock prepared. Prayers in the Aspect of Blessings allow a Priest to grant protections against a variety of attacks and augment abilities of herself and her allies.

I:	Vertigo	<i>Trip the target</i>
II:	Miracle*	<i>Cause the next attack to heal the recipient</i>
III:	Beacon of Hope*	<i>Grant immunity to fear in an area</i>
IV:	Mystic Bulwark*	<i>Grant resistance to physical attacks in an area</i>

Holiness

A Goddess needs her followers, and it the Priest's mission to mend those of her flock so they may continue their worship. Many Priests will extend this aid to her allies or those she sees fit based on her Deity's teachings. Prayers of Holiness are the clearest divine powers meant to restore others, the most powerful of these Prayers able to save someone from the brink of death.

I:	Wield Faith	<i>Channel fear against one target</i>
II:	Chastise*	<i>Force target to charge the next attack</i>
III:	Mend	<i>Heal moderate Body points</i>
IV:	Soothing Mercy	<i>Charm an attacker</i>

Prophecy

A Priest's power manifests in many forms, sometimes in ways that are meant to be interpreted for the future yet to come. The aspect of Prophecy allows a Priest to seek guidance from the heavens, providing a myriad of defensive and supporting spells that could prevent a bleak future for her and her allies.

I:	Inspect	<i>Inform the caster of the target's resistances</i>
II:	Revelation*	<i>Reveal a concealed target</i>
III:	Sanctuary	<i>Create a sanctuary around the caster</i>
IV:	Imprison (Isolation)	<i>Imprison the target</i>

Sanctification

The prayers and needs of the Priest's flock take precedence and there is no such thing as a small miracle. The aspect of Sanctification contains prayers that aid the Priest and her allies in various situations. They grant minor protections, cause debilitating effects, and can create barriers that protect the Priest or shackle her target to meet divine judgement as she deems necessary.

I:	Slow	<i>Hobble the target</i>
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II:	Atonement*	<i>Become immune to killing blows</i>
III:	Martyr's Lament	<i>Halt passage of death around the caster</i>
IV:	Divine Force*	<i>Knock targets back in an area</i>

Wrath

Granting protections and invigorating the flock are important tasks for a Priest, but there are times the blade and cudgel must be raised to defend the people or strike down their foes. The prayers of Wrath bless allies to act as the divine fist of the deities that have bestowed them their gifts to unleash swift reparations for the acts that have been committed against their followers.

I:	Paralyze	<i>Slow the target's attacks</i>
II:	Enigmatic Lance (Blessed Lance)	<i>Deal moderate Mystic damage</i>
III:	Spellbind (Judgement)	<i>Bind the target</i>
IV:	Curse of Penance*	<i>Force the target to suffer effects for full durations</i>

Psionicist

A Psionicist has an uncanny ability to be able to touch the world with her mind by controlling the astral energy bound to the Weave by the Wyrd Monolith. This grants her the ability to subtly affect the space of reality around her, tricking the minds of others into what she needs them to believe in and manifesting astral energy in different spells.

Proficiencies

Upon learning this class, the character gains the following:

- +5 Body Points
- +2 Metaphysical damage
- +1 Burst (Metaphysical) multiplier
- Equipment Proficiencies:* Casting Phokus
- Literacies:* Astral

Continuous Abilities

Courage	10	<i>Reduce fear effects to five seconds</i>
Psionicist Spells	5	<i>Gain access to one domain of Psionicist spells</i>

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Esper

10 Choose one of the following:

Force of Will

This ability extends the character's range while using a casting phokus by ten feet.

Continuous

Indomitable Will

This ability renders the character immune versus *Dominated*.

Continuous

Iron Will

This ability allows the character to activate the skill *Willpower* as *Iron Will*. Iron Will defends an *Influential* attack and renders the

character Immune versus the defended skill for a duration of one minute.

Continuous, Reaction (Defense), Influential

Weaken Will

This ability allows the character to spend a *Rank II Spell Slot* to cast *Weaken Will*. *Weaken Will* forces the target to spend a defense that would resist an *Influential* attack, if he has one available.

Spell (Rank II, Unique), Attack (Metaphysical, Naming), Influential

Cantrip

In addition to her spells, the Psionicist may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Psionicist may manipulate objects around her to perform simple mundane tasks she is ordinarily capable of, such as levitating objects or interacting with the environment.
- The Psionicist may create a minor illusion, such as an ethereal image of an object or creature no larger than ten feet in any dimension. This apparition is harmless and can be passed through as if it were empty air.
- The Psionicist may cause a being to have a dream or daydream of her design. The affected being may awaken herself from the dream at any time.

Clairvoyance

The discipline of Clairvoyance grants a Psionicist a stronger link to astral energy, obtaining a level of heightened extra-sensory perception that, to an extent, she can share with her allies. These spells allow a Psionicist to mimic an eidetic memory, observe details others would have trouble perceiving, and even see a moments into their immediate future to prepare for an attack.

I: Memorize

Memorize an item

II: Mind Blank*

Blind and daze a target

III: Sleep

Knock a target unconscious

IV: Premonition*

Become immune to the next attack

Empathy

Many Psionicists choose to master the Empathy discipline in order to control the whirlwind of thoughts and emotions they experience. Connected to the energy of those around them, the study of Empathy focuses on recognizing and influencing the emotions of others, allowing a Psionicist to calm her allies or confuse her foes.

I:	Mind Probe	<i>Learn or influence the target's surface thoughts</i>
II:	Despair	<i>Cause fear in an area</i>
III:	Seething Fury*	<i>Enrage a target and force him to turn around</i>
IV:	Soothing Mercy	<i>Charm an attacker</i>

Manifestation

The Psionicist who studies the Manifestation discipline learns how to turn astral energy into a pure, tangible form. These spells cause the energy to coalesce in a way that allows the Psionicist to change energy around her into something new, manipulating the weave directly, creating powerful barriers and devastating effects.

I:	Deteriorate	<i>Reduce the target's weapon damage</i>
II:	Static	<i>Disarm the target</i>
III:	Spellbind (Kinetic Shackle)	<i>Bind the target</i>
IV:	Curse of Malice*	<i>Force the target to use only violent attacks</i>

Manipulation

When a Psionicist studies the Manipulation discipline, she acquires a deeper understanding of the physical forms. This gives her the ability to change her body, mold the shape of those around her, and sculpt the environment. She becomes a defensive boon to her allies and an effective deterrent to her enemies, using their own bodies to accomplish her needs.

I:	Paralyze	<i>Slow the target's attacks</i>
II:	Seismic Crash*	<i>Deal minor Sonic damage and break the target limb</i>
III:	Thunderclap	<i>Stun the target</i>
IV:	Invisibility	<i>Conceal the caster</i>

Projection

A Psionicist that learns the discipline of Projection knows reality is often based on perception. The Psion uses her own force of will to reach out to her allies and burden her foes, eventually being able to force her will upon them to change their thoughts.

I:	Vertigo	<i>Trip the target</i>
II:	Telepathy*	<i>Send a telepathic message</i>
III:	Curse of the Fool*	<i>Target may not use Influential skills</i>
IV:	Enslave	<i>Dominate the target</i>

Shaman

Wielder of devastating elemental energy, the *Shaman* is someone who make pacts with extraplanar creatures in exchange for her power. Fey, demons, and elementals are the shaman's main creatures of choice when looking for favors. The shaman is commonly feared by those who do not understand path, but those who do respect the immense amount of power she commands.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Metaphysical damage

+1 Burst (Metaphysical) multiplier

Equipment Proficiencies: Casting Phokus

Literacies: Elemental

Alignment: Fey and elementals do not confer alignment. Demonic pacts are Chaos-aligned. Storyteller-granted pacts may vary.

Continuous Abilities

Evocation	10	<i>Increase casting efficiency</i>
Shaman Spells	5	<i>Gain access to one domain of Shaman spells</i>

Periodic Abilities

Negate	6	<i>Defend a metaphysical attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Spell Slot, Rank IV	2	<i>Cast a Rank IV spell</i>

Paragon Skill

Stormcaller	10	<i>Choose one of the following:</i>
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Favored Pact

This ability allows the character to choose one spell domain she knows, permanently reducing the casting or cooldown time of all spells from that domain by one second.

Continuous

Mana Siphon

This ability allows the character to temporarily reduce a target's maximum Body point total by five to refresh a *Spell*

Slot of any rank. This ability may be used on any willing being with at least five Body points; if it would reduce the target's maximum Body point total to zero, it instead reduces it to one. Body points spent in this way may not be recovered until the target completes a rest.

Continuous

Overload

This ability allows the character to spend a *Rank II Spell Slot* to cast *Overload*. *Overload* is cast in combination with another spell, causing it to become *Bane* versus the target.

Continuous, Combo

seconds of suffering the *Incapacitated* condition without being healed or targeted with a *Killing Blow*. This ability may be used no more than once per encounter.

Continuous, Self

Reincarnate

This ability allows the character to heal herself to one *Body* point after thirty

Cantrip

In addition to her spells, the Shaman may perform any of the following atmospheric effects. These effects have no mechanical implications except where a storyteller deems them appropriate.

- The Shaman may cause a minor elemental effect, such as manipulating water or causing a mundane object to burst into flames.
- The Shaman may imbue her body or an object with elemental energy, causing it to feel warm, cold, rough, or staticky to the touch.
- The Shaman may summon a visage of her patron as an ethereal creature that is intangible to all other beings, but not to objects and terrain. The visage may perform simple mundane tasks the caster is ordinarily capable of, such as retrieving objects or interacting with the environment.

Aqueous

Granting the Shaman access to the powers of the Plane of Water, *Aqueous* provides Favors of flowing water and piercing ice. Just as water has the ability to be soothing or overwhelming, this Pact gives the Shaman the ability to aid her allies to escape a bad situation and control the battlefield, freezing her enemies in their tracks.

I:	Permafrost*	<i>Cause a spell to trip the target</i>
II:	Acid Bolt*	<i>Deal minor Ice damage and poison</i>
III:	Asphyxiate	<i>Hinder the target</i>
IV:	Curse of the Drowned*	<i>Reduce the target's maximum Body points</i>

Empyreas

Empyreas is the Planar pact that lifts the veil, bridging the gap between the Material Plane to the Elemental Planes the Shaman seeks to wield the powers of. These Favors are utilitarian, with no particular tie to any Plane, that allow the Shaman to touch on the Inner Planes and the fringes of those beyond.

- | | | |
|------|--------------------------------|--|
| I: | Enigmatic Strike (Warp Strike) | <i>Deal low Aether damage</i> |
| II: | Enigmatic Lance (Planar Lance) | <i>Deal moderate Aether damage</i> |
| III: | Fulminate* | <i>Allow rapid assault with a casting phokus</i> |
| IV: | Enigmatic Ray (Cataclysm) | <i>Deal massive Aether damage</i> |

Igneus

Granting access to the powers of the Plane of Fire, Igneus allows a Shaman to harness the favors of flame. While a fire can be inviting, these Favors completely focus on the scorching pyre. The Shaman unleashes her destructive blaze on her enemies, reducing their armaments to ash and leaving their defenses burned away.

- | | | |
|------|--------------|--|
| I: | Heartseeker | <i>Increase a spell's damage</i> |
| II: | Immolate* | <i>Make the target weak to Fire damage</i> |
| III: | Meteor Storm | <i>Deal low Fire damage and trip in an area</i> |
| IV: | Incinerate* | <i>Destroy an item and deal moderate Fire damage</i> |

Terrestris

Granting access to the powers of the Plane of Earth, Terrestris reinforces a Shaman's defenses with Favors of soil and stone. With the resilience of mountains, the Shaman provides a variety of protections to her allies to weather the attacks of their enemies.

- | | | |
|------|-------------------------|---|
| I: | Clarity | <i>Defend from a daze attack</i> |
| II: | Summon (Call Elemental) | <i>Control or summon an elemental</i> |
| III: | Overwhelm | <i>Increase a spell's damage and cause bleeding</i> |
| IV: | Rockslide* | <i>Deal minor Crystal damage in a large area</i> |

Ventusus

Granting access to the Plane of Air, Ventusus shares with the Shaman the Favors of wind and lightning. A Shaman who make this Pact keeps her allies light on their feet while making herself difficult to catch as the winds carry her and the storms keep her enemies at bay.

- | | | |
|------|------------------|--|
| I: | Featherweight | <i>Cause the target to count as an object</i> |
| II: | Static | <i>Disarm the target</i> |
| III: | Lightning Storm* | <i>Deal low Lightning damage and daze in an area</i> |
| IV: | Speedcast | <i>Cause a spell to be cast instantaneously</i> |

Hybrid Classes

Rather than specializing in a single archetype, some heroes choose to pursue paths that allow for more versatility. By blending the abilities of casters, warriors, or rogues with each other, practitioners of multiple paths become unpredictable and dangerously effective in combat.

Though many consider those who hybridize skillsets to be experts of nothing, those who do so believe that it is far better to be versed in many artes than to be a master of only one.

A character with a *Hybrid Caster class* (Cleric, Ranger, or Spellsworn) may choose her associated casting source when she learns the class. This allows her to gain the Literacy, Cantrips, and, if applicable, alignment that would be conferred by learning the casting class associated with that source.

Bounty Hunter

Whether the prize be on two legs, four, or more, the *Bounty Hunter* is always willing to go on the hunt for a price. Through cunning intuition, she has a keen understanding of what tools are needed to get the job done. Between stealth, patience, and the tools of her trade, none can escape the Bounty Hunter once she's set her sights on her prey. *Strengths: Skirmisher, Fatigue. Hybrid Rogue/Warrior*

Proficiencies

Upon learning this class, the character gains the following:

- +10 Body Points
- +1 Piercing damage
- +1 Burst (Melee) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Expert Florentine, Large Shield

Continuous Abilities

Detect Weakness	10	<i>Determine a target's weakness after thirty seconds</i>
Set/Disarm Traps	10	<i>Set or disarm a trap</i>

Periodic Abilities

Dodge	6	<i>Defend a piercing attack</i>
Garrote	4	<i>Hinder the target</i>
Harpoon*	5	<i>Trip the target and pull him to the character</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Rend	3	<i>Deal low Melee damage</i>
Stealth	6	<i>Enter concealment</i>
Stunning Blow	6	<i>Stun the target</i>
Waylay	5	<i>Knock the target unconscious</i>

Paragon Skill

Sentinel	10	<i>Choose one of the following:</i>
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Capture

This ability renders the target *Bound* and *Dazed* as long as the character remains in

contact with him. The target must be willing or *Incapacitated* and may take no action other than speaking and invoking latent

abilities for the duration. If used on an *Incapacitated* target, he is healed to one Body point. This ability is instantaneous if the target is Stunned.

Continuous, Procedure

Gift of the Predator

This ability allows the character to activate the skill *Keen Senses* as *Gift of the Predator*. Gift of the Predator allows the character to pierce all concealment abilities within twenty-five feet of her for five minutes.

Continuous, Attack (Naming), Concealment (Detection)

Hunting Party

This ability allows the character to utilize *Tracking* against a target. While doing so,

she may activate *Keen Senses* against him on behalf of any ally, provided the target and ally are each within twenty-five feet of her. Information on *Tracking* can be found in *Interacting With Abilities* in *Codex A*.

Continuous

Unyielding Pursuit

This ability allows the character to activate the skill *Harpoon* as *Unyielding Pursuit*. *Unyielding Pursuit* allows the character to follow a *Movement* skill used within ten feet of her, placing her directly behind the being who used the skill.

Continuous, Reaction, Movement

Cleric

The *Cleric* is a warrior of divine fury, dedicating her life to fighting the enemies of her faith wherever they may be. She upholds a divine vow to defend the faithful and enforce the will of those she worships. The cleric is salvation to the flock who take shelter behind her and retribution to those who stand against her and her faith. *Strengths: Healer, Defensive. Hybrid Caster/Warrior*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Melee damage

+1 Burst (Metaphysical) multiplier

Equipment Proficiencies: Casting Phokus, Expert Florentine, Large Shield

Literacies: Choice*

Continuous Abilities

Courage	10	<i>Reduce fear effects to five seconds</i>
Cleric Spells	10	<i>Gain access to the Cleric spell list</i>

Periodic Abilities

Deflect	6	<i>Defend a melee attack</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>

Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Spell Slot, Rank III	2	<i>Cast a Rank III spell</i>
Smite*	5	<i>Deal damage and instantly cast a spell</i>
Stunning Blow	6	<i>Stun the target</i>

Paragon Skill

Disciple	10	<i>Choose one of the following:</i>
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Acolyte

This ability allows the character to gain one Domain of spells from her chosen casting source.

Continuous

Celestial Guidance

This ability allows the character to spend thirty seconds concentrating on a target. For the duration of the encounter, any time she attacks the target, she restores one Body point.

Continuous, Augment

Shepherd

This ability allows the character to restore to herself half the number of Body points granted by any healing spell she activates on another being.

Continuous, Combo

Zealot

This ability increases the damage dealt by the character's *Smite* by five times her Burst (Metaphysical) multiplier.

Continuous

Cleric Spells

I:	Brilliant Spray	<i>Daze targets in an area</i>
	Cure Wounds	<i>Heal minor Body points</i>
	Stasis	<i>Defend from knockback or knockdown</i>
	Clarity	<i>Defend from daze</i>
	Wield Faith	<i>Channel fear against one target</i>
II:	Enigmatic Lance (Blessed Lance)	<i>Deal moderate aspected damage</i>
	Enigmatic Blade (Prowess)	<i>Allow the caster to deal aspected damage</i>
	Relocate	<i>Escape from combat</i>
	Purify	<i>Heal a status effect</i>
	Blast	<i>Destroy an item</i>
III:	Mend	<i>Heal moderate Body points</i>
	True Sight	<i>Detect a concealed target</i>

Ranger

The *Ranger* is a scout who has become more in tune with her natural surroundings. She specializes in harnessing primal energy to augment her innate guile. Take care when entering the

ranger's domain – every step could unleash a torrent of primal spells, or simply find you victim to the stealth aim of the ranger's blade. *Strengths: Skirmisher, Offensive. Hybrid Rogue/Caster*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Piercing damage

+1 Burst (Metaphysical) multiplier

Equipment Proficiencies: Casting Phokus, Complex Ranged Weapon, Basic Florentine

Literacies: Choice*

Continuous Abilities

Ranger Spells	10	<i>Gain access to the Ranger spell list</i>
Set/Disarm Traps	10	<i>Set or disarm a trap</i>

Periodic Abilities

Dodge	6	<i>Defend a piercing attack</i>
Garrote	4	<i>Hinder the target</i>
Primal Trapper*	4	<i>Conceal a trap and adds a spell effect</i>
Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>
Stealth	6	<i>Enter yellow concealment in certain terrain</i>
Stealth Strike	4	<i>Strike a target from concealment</i>

Paragon Skill

Beastmaster	10	<i>Choose one of the following:</i>
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Acolyte

This ability allows the character to gain one Domain of spells from her chosen casting source.

Continuous

Balance of the Primate

This ability allows the character to use her hands to perform actions while using the skill *Climb*.

Continuous

Falcon Strike

This ability allows the character to activate the skill *Garrote* as *Falcon Strike*. Falcon

Strike allows the character to pierce all concealment abilities used by the target, as well as utilize *Tracking* against him. The target must be visible to the character when the ability is invoked. Information on *Tracking* can be found in *Interacting With Abilities* in *Codex A*.

Continuous, Attack (Piercing), Augment

Catlike Grace

This ability renders the character Immune versus the *Tripped* and *Hobbled* statuses while in woodland terrain or foliage large enough to accommodate her.

Continuous

Ranger Spells

I:	Featherweight	<i>Cause the target to count as an object</i>
	Feign Death	<i>Appear dead to all detection</i>
	Haste	<i>Decrease the casting time of a spell</i>
	Enigmatic Strike (Talon Strike)	<i>Deal low aspected damage</i>
	Heartseeker	<i>Increase a spell's damage</i>
II:	Battlecast	<i>Quickly weaponcast a low rank spell</i>
	Enigmatic Blade (Mark of the Wild)	<i>Allow the caster to deal Starlight damage</i>
	Summon (Animal Companion)	<i>Tame or summon a natural creature</i>
	Enigmatic Lance (Nature's Wrath)	<i>Deal moderate aspected damage</i>
	Static	<i>Disarm the target</i>

Spellsword

The *Spellsword's* focus is combining martial prowess with magical power to overcome whatever foe she faces. The weapon of the Spellsword is her ultimate tool by which she utilizes her magic spells and finesse to unleash a flurry of counterattacks. Between her sword and spells, she is a highly mobile and formidable enemy to face. *Strengths: Fatigue, Control. Hybrid Warrior/Caster*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+2 Metaphysical damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Casting Phokus, Expert Florentine, Large Shield

Literacies: Choice*

Continuous Abilities

Spellsword Spells	5	<i>Gain access to the Spellsword spell list</i>
Stone Fists	10	<i>Defend incoming attacks with forearms</i>

Periodic Abilities

Deflect	6	<i>Defend a melee attack</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Rapid Assault	5	<i>Instantly strike the target with a second attack</i>
Rend	3	<i>Deal low melee damage</i>
Replicate*	5	<i>Reflect an attack as a spell</i>

Spell Slot, Rank I	1	<i>Cast a Rank I spell</i>
Spell Slot, Rank II	1	<i>Cast a Rank II spell</i>

Paragon Skill

Runeblade	10	<i>Choose one of the following:</i>
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Acolyte

This ability allows the character to gain one Domain of spells from her chosen casting source.

Continuous

Dancing Blade

This ability allows the character to increase her Melee damage by +1 per purchase of the Spellsword class as long as she is wielding a casting phokus in one hand.

Continuous

Eldritch Beam

This ability allows the character to activate the skill *Rend* as *Eldritch Beam*. Eldritch Beam deals ten times the character's Burst (Melee) damage as aspected damage.

Continuous, Attack (Metaphysical)

Spell Defilier

This ability allows the character to physically block metaphysical attacks with her weapon.

Continuous

Spellsword Spells

I:	Deteriorate	<i>Reduce the target's weapon damage</i>
	Slow	<i>Hobble the target</i>
	Vertigo	<i>Trip the target</i>
	Paralyze	<i>Slow the target's attacks</i>
	Clarity	<i>Defend from daze</i>
II:	Battlecast	<i>Quickly weaponcast a low rank spell</i>
	Enigmatic Blade (Eldritch Sigil)	<i>Allow the caster to deal Mystic damage</i>
	Static	<i>Disarm the target</i>
	Despair	<i>Cause fear in an area</i>
	Blast	<i>Destroy an item</i>

Witch Hunter

When something sinister goes bump in the night, it is the *Witch Hunter* who bumps back. She carries an assortment of tools particularly effective for fighting chaotic beasts. For some, the thrill of the hunt is what keeps them stalking until sunrise, and for many others, this path is a very lucrative business that caters to the morally ambiguous. *Strengths: Stamina, Evasion.*
Hybrid Warrior/Rogue

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Melee damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Expert Florentine, Large Shield

Alignment: Order

Continuous Abilities

Detect Weakness	10	<i>Determine a targets weakness after thirty seconds</i>
Set/Disarm Traps	10	<i>Set or disarms a trap</i>

Periodic Abilities

Camouflage	4	<i>Defend from yellow detection ability</i>
Deflect	6	<i>Defend a melee attack</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Rapid Assault	5	<i>Instantly strike the target with a second attack</i>
Puncture	3	<i>Deal minor Piercing damage</i>
Stealth	6	<i>Enter concealment</i>
Stake*	5	<i>Deal low Silver damage and pin the target</i>
Eviscerate	6	<i>Deal massive melee damage</i>

Paragon Skill

Shattenjäger	10	<i>Choose one of the following:</i>
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Chaos Hunter

This ability reduces the duration of any status effect inflicted upon the character by a Negative Energy creature by one tier, to a minimum of five seconds.

Continuous

Demon Hunter

This ability allows the character to instantly autohit a skill on any target who moves within her reach while he is using a movement ability.

Continuous

Lycan Hunter

This ability allows the character activate the skill *Stake* as *Silver Bolt*. Silver Bolt deals

five times the character's combined Burst (Melee) and Burst (Piercing) multipliers as *Silver Piercing* damage and renders the target *Poisoned*.

Continuous, Attack (Piercing)

Vampire Hunter

This ability allows the character to deal Drain damage whenever she uses the skill *Puncture*.

Continuous

Rogue Classes

Masters of surprise, *rogues* lie in wait for the perfect opportunity to exploit the weaknesses of their foes. Rogues are unparalleled in dexterity and typically strike their enemies from behind or from a distance. Making up for what they lack in strength with stealth and speed, rogues also employ traps and poisons to their advantage to gain the upper hand over their enemies.

Acrobat

An *Acrobat* stands among the most nimble combatants on the face of Arawyn. Boasting talents that enable her to skillfully dance around her opponents while leaving their heads spinning as they try to keep up with her bounding and flipping, she is a hard adversary to keep in one place without her doing so of her own volition. *Strengths: Evasion, Skirmisher*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Piercing damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

Entry/Escape	10	<i>Enter or exit a closed area</i>
Sleight of Hand	10	<i>Pick a lock or a target's pockets</i>

Periodic Abilities

Avoid	4	<i>Resist the effects of a trap or bomb</i>
Camouflage	4	<i>Defend a detection ability</i>
Dodge	6	<i>Defend a piercing attack</i>
Flee	4	<i>Escape from combat</i>
Leg Sweep*	3	<i>Trip multiple targets</i>
Nail	4	<i>Pin a target's limb</i>
Puncture	3	<i>Deal minor Piercing damage</i>
Stealth	6	<i>Enter concealment</i>

Paragon Skill

Daredevil	10	<i>Choose one of the following:</i>
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Escape Artist

This ability allows the character to free herself from restraints or the Bound status

after five seconds of concentration and reduces falling damage by one tier.

Continuous

Fleet-footed

This ability reduces the duration of Tripped to one second and halves the distance of any Knock Back ability by which the character is targeted.

Continuous

Agility

This ability allows the character to ignore any condition on an attack requiring her to

be behind a target as long as the target is *Tripped*.

Continuous

Athletic Feat

This ability allows the character to autohit an attack on a target within impact range when using the skill *Flee* to escape combat with him.

Continuous, Combo

Assassin

The *Assassin* is the master of patience and precision. She is trained to know exactly where to strike to get the job done and take down her enemies most efficiently and quietly. Poisoning and vanishing without a trace, she can ensure that no one ever knows where she is, or who her next target will be. Her true talents are lying in silence, shortly followed by someone dying.
Strengths: Murder, Evasion

Proficiencies

Upon learning this class, the character gains the following:

- +10 Body Points
- +1 Piercing damage
- +1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

Detect Weakness	10	<i>Determine a target's weakness after thirty seconds</i>
Entry/Escape	10	<i>Enter or exit a closed area</i>

Periodic Abilities

Assail	5	<i>Deal moderate Piercing damage</i>
Camouflage	4	<i>Defend a detection ability</i>
Dodge	6	<i>Defend a piercing attack</i>
Eviscerate	6	<i>Deal major Piercing damage</i>
Stealth	6	<i>Enter concealment</i>
Stealth Strike	4	<i>Strike a target from concealment</i>
Silence*	5	<i>Hinders and silences in an area</i>
Waylay	5	<i>Knock a target unconscious</i>

Paragon Skill

Executioner 10 Choose one of the following:

Assassinate

This ability causes any *Killing Blow* performed by the character to be instantaneous and instead have a five second cooldown. Additionally, the character may perform a *Killing Blow* on an *Unconscious* or *Bound* target. This effect may not be redirected.

Continuous

Bleeding Strike

This ability allows the character to add the *Bleeding* status to the first attack she activates against a target on whom she has used the skill *Detect Weakness*.

Continuous, Combo

Vanish

This ability allows the character to use the skill *Stealth* with no concentration time within five seconds of rendering a target incapacitated.

Continuous

Venomous

This ability causes the character's *Attack (Piercing)* skills that deal damage to also render the target *Poisoned*.

Continuous

Buccaneer

Whether a scoundrel flying the black flag, or a sailor on a right-to-do naval mission, the *Buccaneer* is the foremost proficient in the ways of the seas. The buccaneer employs crafty tricks learned at sea to gain the upper hand when a fight breaks out, relying heavily on a sword and arquebus style of combat. *Strengths: Skirmisher, Murder*

Proficiencies

Upon learning this class, the character gains the following:

- +10 Body Points
- +1 Piercing damage
- +1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

- Courage 10 *Reduce fear effects to five seconds*
- Sleight of Hand 10 *Pick a lock or a target's pockets*

Periodic Abilities

- Assail 5 *Deal moderate Piercing damage*
- Black Spot* 6 *Disease that makes target weak to Piercing*
- Dodge 6 *Defend a piercing attack*
- Incite 4 *Enrage the target to attack the character*
- Intimidate 3 *Cause a target to recoil in fear*

Stealth	6	<i>Enter concealment</i>
Quick Bind	5	<i>Bind the target</i>
Waylay	5	<i>Knock the target unconscious</i>

Paragon Skill

Marauder	10	<i>Choose one of the following:</i>
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Curse of the Mariner

This ability allows the character to activate the skill *Black Spot* as *Curse of the Mariner*. *Curse of the Mariner* renders the target weak versus all attacks that deal damage.

Continuous

Infamy

This ability allows the character to deal +1 damage versus any target who is *Feared* or *Enraged* to her.

Continuous, Augment

Pistol Whip

This ability allows the character to activate the skill *Waylay* as *Pistol Whip*. *Pistol Whip*

deals five times the character's Burst (Piercing) multiplier as Piercing damage and renders the target *Dazed*.

Continuous, Attack (Piercing)

Virulent

This ability allows the character to cure herself of any disease from which she is suffering after being affected by it for at least one minute.

Continuous

Gambler

The *Gambler* isn't necessarily a particularly skilled individual, but instead, she always seems to have luck on her side, knowing just the right tricks to make sure she's the one who ends up on top. Most say that this level of luck, but rather you are born with it or you are not, and it follows you for your whole life. In some cases her fortune is so great that one must wonder if supernatural forces are involved... *Strengths: Evasion*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Piercing damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Literacies: Prophecy

Continuous Abilities

Charm	10	<i>Charm a target after one minute of interaction</i>
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Sleight of Hand 10 *Pick a lock or a target's pockets*

Periodic Abilities

Avoid 4 *Resist the effects of a trap or bomb*
 Camouflage 4 *Defend against detection*
 Dodge 6 *Defend a piercing attack*
 Garrote 4 *Hinder the target*
 Factotum* 5 *Use an item regardless of prerequisites*
 Puncture 3 *Deal minor Piercing damage*
 Stealth 6 *Enter concealment*
 Trip 3 *Trip the target*

Paragon Skill

Maverick 10 *Choose one of the following:*

Game Master

This ability allows the character to reroll her result on any out-of-game chart. She must use the new result.

Continuous

Luck

This ability increases the character's chosen attribute by one and allows her to activate it as *Luck*. Luck can be used on its own or as any other attribute. A marshal may require the character to perform an act of chance such as a die roll or coin toss to determine if Luck succeeds.

Continuous

Retreat

This ability allows the character to activate the skill *Stealth* as *Retreat*. Retreat instantly conceals the character and allows her to move up to twenty paces away from another being; she must end movement at least five feet away from hostile beings if at all possible. At the end of her movement, the character must follow all rules of *Stealth*.

Continuous, Concealment, Movement

Charmed Life

This ability extends the natural duration of the character's *Critical* stage by one minute.

Continuous

Marksman

The *Marksman* is the expert of ranged combat and sniper tactics, always favoring the advantage of firing from cover. This agile combatant trains with any projectile from bows to arquebuses, and can fire anything with deadly precision that could cause even the most hearty of foes to soon have a very bad day. *Strengths: Murder, Skirmisher*

Proficiencies

Upon learning this class, the character gains the following:

- +10 Body Points
- +1 Piercing damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

Determination	10	<i>Perform limited activity with broken limbs</i>
Set/Disarm Traps	10	<i>Set or disarm a trap</i>

Periodic Abilities

Achilles Shot*	3	<i>Trip and hobble the target</i>
Assail	5	<i>Deal moderate Piercing damage</i>
Dodge	6	<i>Defend from a piercing attack</i>
Eviscerate	6	<i>Deal major Piercing damage</i>
Flee	4	<i>Escape from combat</i>
Rapid Assault	5	<i>Instantly strike the target with a second attack</i>
Stealth	6	<i>Enter concealment</i>
Stealth Strike	4	<i>Strike a target from concealment</i>

Paragon Skill

Sharpshooter	10	<i>Choose one of the following:</i>
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Deadeye

This ability allows the character to detect all concealed targets within twenty-five feet while she is using the skill *Stealth*. She may activate this ability no more than once per target per use of *Stealth*.

Continuous, Attack (Naming), Concealment (Detection)

Disengage

This ability allows the character to activate the skill *Flee* as *Disengage*. *Disengage* functions identically to *Flee* and additionally renders the target *Pinned*.

Continuous, Reaction, Movement

Headcrack

This ability allows the character to activate the skill *Eviscerate* as *Headcrack*. *Headcrack* renders the target *Stunned* and may be delivered as an *Impact* attack while the character is wielding a ranged weapon.

Continuous, Attack (Piercing), Impact

Sniper

This ability allows the character to spend ten seconds of concentration with the skill *Stealth Strike* to deliver the attack as an autohit within fifty feet.

Continuous

Racketeer

In every organization, there is someone pulling the strings. Most of the time, it's a cunning *Racketeer* who knows how to manage the system – even if she isn't the one on top. She has a distinct knack of who the right people are to rub elbows with so that she can keep her thugs, or

herself, out of trouble. This mastermind of society is never the kind of person you want find yourself on the bad side of. *Strengths: Evasion, Murder*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Piercing damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

Charm	10	<i>Charm a target after one minute of interaction</i>
Detect Weakness	10	<i>Determine a target's weakness after thirty seconds</i>

Periodic Abilities

Assail	5	<i>Deal moderate Piercing damage</i>
Dodge	6	<i>Defend from a piercing attack</i>
Incite	4	<i>Enrage the target to attack the character</i>
Intimidate	3	<i>Cause a target to recoil in fear</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Stealth	6	<i>Enter concealment</i>
Master Plan*	6	<i>Devise a plan for a group of people</i>
Waylay	5	<i>Knock the target unconscious</i>

Paragon Skill

Tactician

Choose one of the following:

Blackmail

This ability allows the character to activate the skill *Intimidate* as *Blackmail*. Blackmail allows the character to issue a one-sentence command to the target, which he must carry out as if he were *Dominated*. Blackmail may be resisted and cured as a *Feared* effect and lasts for one minute or until the command is completed.

Continuous, Attack (Naming), Influential (Social)

Instigate

This ability allows the character to activate the skill *Incite* as *Instigate*. Instigate renders the target *Enraged* against a being who is visible to both the character and the target.

Continuous, Attack (Naming), Influential (Social)

Death Wish

This ability allows the character to choose up to two allies when she uses the skill *Detect Weakness*. For the duration of the encounter, she and the chosen allies may ignore any condition on attacks they use which would require them to be behind the

target. The character may maintain no more than one *Death Wish* at a time and may change her target only if the first target is defeated or has fled the encounter.

Continuous

Backup Plan

This ability grants all participants an invokable use of the skill *Flee* when the character uses *Master Plan*.

Continuous

Spy

A *Spy* is more quick in wit than on her feet. Her dextrous personality is what allows her to manage her immaculate performance of the role she puts forth – so convincing, that any passerby would never think twice. Masters of disguise and intelligence gathering, spies are the most charismatic when it comes to learning what needs happen to complete their missions. *Strengths: Skirmisher*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Piercing damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

Entry/Escape	10	<i>Enter or exit a closed area</i>
Sleight of Hand	10	<i>Pick a lock or a target's pockets</i>

Periodic Abilities

Distract*	4	<i>Force the target to ignore you</i>
Dodge	6	<i>Defend a piercing attack</i>
Garrote	4	<i>Hinder the target</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Nail	4	<i>Pin a target's limb</i>
Puncture	3	<i>Deal minor Piercing damage</i>
Stealth	6	<i>Enter concealment</i>
Waylay	5	<i>Knock the target unconscious</i>

Paragon Skill

Spymaster	10	<i>Choose one of the following:</i>
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Captivate

This ability renders the target *Charmed* to the character after thirty seconds of interaction. For the duration of the Charm, the target may not focus any attention on

any other being unless the character directs him to. If defended, the character may not attempt to use this ability on the same target for five minutes.

Continuous, Attack (Naming), Influential (Social)

Deception

This ability allows the character to disguise herself as another being of any race or create or detect a forged document. Information on disguises and documents can be found in the *Ability Supplements*.

Continuous, Influential (Social)

Diversion

This ability allows the character to spend two uses of the skill *Distract* to activate

Diversion. *Diversion* functions identically to *Distract*, but affects all beings within five feet of the initial target.

Continuous, Attack (Naming), Influential (Social)

Manipulate

This ability allows the character to use *Reaction* skills on behalf of any being within her reach in response to abilities with the *Influential (Social)* trait, including *Attack (Naming)* skills.

Continuous, Influential (Social)

Thief

The *Thief* might be the dungeon delver, tomb raider, or explorer, or she may just be the petty criminal nabbing at the coin pouches of unsuspecting passersby. A thief's skills make her the perfect choice for breaking and entering, whether exhuming lost treasures or simply liberating a choice item from an unattended shop. No matter the case, the thief is always in and out before anyone even notices she is there. *Strengths: Skirmisher, Evasion*

Proficiencies

Upon learning this class, the character gains the following:

+10 Body Points

+1 Piercing damage

+1 Burst (Piercing) multiplier

Equipment Proficiencies: Complex Ranged Weapon, Basic Florentine

Continuous Abilities

Set/Disarm Traps	10	<i>Set or disarm a trap</i>
Sleight of Hand	10	<i>Pick a lock or a target's pockets</i>

Periodic Abilities

Avoid	4	<i>Resist the effects of a trap or item</i>
Camouflage	4	<i>Defend against a detection ability</i>
Dodge	6	<i>Defend a piercing attack</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Nail	4	<i>Pin a target's limb</i>
Quick Bind	5	<i>Bind the target</i>

Stealth	6	<i>Enter concealment</i>
Trap Attack*	4	<i>Activate a trap within ten feet to attack a target</i>

Paragon Skill

Dungeoneer	10	<i>Choose one of the following:</i>
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Bypass

This ability allows the character to pass through any barrier of less than five feet in thickness with space that can accommodate her on the other side after ten seconds of concentration, including *Channeled (Barrier)* effects.

Continuous

Flanking Strike

This ability allows the character to add five times her Burst (Piercing) multiplier as Piercing damage to any Piercing attack skill she delivers against a target who is engaged in combat with any other being. Both the character and the other being must be within impact range of the target to use this ability.

Continuous, Combo

Smoke Bomb

This ability allows the character to activate the skill *Stealth* as *Smoke Bomb*. Smoke Bomb renders all beings within five feet of the character *Blind* and immediately places her under concealment as per *Stealth*.

Continuous, Attack (Piercing), Area Effect, Concealment

Cutpurse

This ability increases the amount of Gold gained from the skill *Sleight of Hand* by twenty percent when used to pick a target's pockets.

Continuous

Warrior Classes

Whether they choose to fight with finesse or pure strength, *warriors* excel in the art of melee combat. Many wear armor and train their bodies to withstand assault far beyond what ordinary folk can take. Between disabling their foes, quickly striking them down, or simply outlasting them in combat, warriors are sturdy and fearsome adversaries in battle.

Berserker

Savage, brutal, and reckless are all accurate descriptors of the *Berserker*. This wild fighter surrenders herself to a trance-like frenzy as she charges into battle, decimating her enemies in great sweeping blows. The Berserker is an incredibly effective fighter to unleash onto an organized unit, letting loose a whirlwind of carnage wherever she goes. *Strengths: Stamina*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Continuous Abilities

Blind Fighting	10	<i>May use melee skills while blind</i>
Determination	10	<i>Perform limited activity with broken limbs</i>

Periodic Abilities

Berserker Rage*	5	<i>Enrage the character to gain damage and armor</i>
Deflect	6	<i>Defend a melee attack</i>
Intimidate	3	<i>Cause a target to recoil in fear</i>
Impale	5	<i>Deal moderate melee damage</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Slaughter	6	<i>Deal massive melee damage</i>
Shatter	4	<i>Destroy the target item</i>
Stunning Blow	6	<i>Stun the target</i>

Paragon Skill

Ravager	10	<i>Choose one of the following:</i>
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Blood Thirst

This ability increases the damage gained by the skill *Berserker Rage* by one.

Continuous

Critical Attack

This ability increases the character's Burst (Melee) multiplier by one whenever her present Body point total is under half her maximum before armor.

Continuous

Imposing Presence

This ability grants the character a free use of the skill *Intimidate* that must be used within five seconds whenever she renders a target incapacitated.

Continuous

Savagery

This ability renders the character immune versus *Feared*, *Unconscious*, and abilities with the *Influential (Social)* trait while suffering the *Enraged* status.

Continuous

Brute

For every leader, there is an underling willing to get her hands dirty. For every bar fight, there is always an instigator. The Brute is this person. While not known for her subtlety, she boasts a strong skillset in the ways of both cunning tricks and ruthless force. If there ever were a door that needed kicking in, you can always count on the Brute to be the first in line. *Strengths: Stamina, Defensive*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Continuous Abilities

Detect Weakness	10	<i>Determine a target's weakness after thirty seconds</i>
Stone Fists	10	<i>Defend incoming attacks with forearms</i>

Periodic Abilities

Break Limb	5	<i>Break a target's limb</i>
Deflect	6	<i>Defend a melee attack</i>
Intimidate	3	<i>Cause a target to recoil in fear</i>
Parry	3	<i>Defend a basic weapon attack</i>
Shatter	4	<i>Destroy the target item</i>
Slaughter	6	<i>Deal massive melee damage</i>
Subdue*	3	<i>Bind and hold a target in place</i>
Throw	4	<i>Forcibly moves the target ten feet</i>

Paragon Skill

Enforcer	10	<i>Choose one of the following:</i>
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Body Block

This ability increases the number of targets the character may affect when using the skill *Throw* by one.

Continuou

Dirty Fighting

This ability allows the character to activate the skill *Deflect* as *Human Shield* on a target under the effects of her *Subdue*. *Human Shield* defends the character from an attack and redirects the attack to the target.

Continuous, Reaction (Defense)

Shattering Force

This ability allows the character to activate the skill *Shatter* as *Shattering Force*.

Shattering Force destroys all traps on an object without activating them. This ability may be used defensively against a trap that the character can see.

Continuous, Attack (Melee), Reaction (Defense), Pinpoint (Item)

Bash

This ability allows the character to activate the skill *Break Limb* as *Bash*. *Bash* renders the target *Unconscious*.

Continuous, Attack (Melee)

Cavalier

A *Cavalier* stands as the banner of hope, often acting as commander on the battlefield. She strives to uphold her code of honor and protects those around her – for some, by any means necessary. To many, the *Cavalier* is a guardian, and to others, a relentless combatant. *Strengths: Defensive*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Alignment: Order

Continuous Abilities

Courage	10	<i>Reduce fear effects to five seconds</i>
Defensive Fighting	10	<i>Defend with broken armaments</i>

Periodic Abilities

Battle Cry*	5	<i>Heal ten Body points to allies who hear it</i>
Deflect	6	<i>Defend a melee attack</i>
Hindering Strike	4	<i>Hinder the target</i>
Incite	4	<i>Enrage the target to attack the character</i>
Parry	3	<i>Defend a basic weapon attack</i>

Rend	3	<i>Deal low melee damage</i>
Resilience	6	<i>Reduce incoming damage by half</i>
Throw	4	<i>Forcibly move the target ten feet</i>

Paragon Skill

Vindicator	10	<i>Choose one of the following:</i>
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Aegis

This ability allows the character to activate the skill *Resilience* as *Aegis*. *Aegis* defends any attack that would place the character into her Death count; this may only be used if the character's present Body point total is over half her maximum before armor.

Continuous

King's Guard

This ability allows the character to resist with a single defense all instances of the same attack against which she has used the skill *Intercept* within the previous five seconds.

Continuous

Inspiring Presence

This ability places all allies within five feet of the character under the effect of the skill *Courage*, provided she is otherwise able to interact with them.

Continuous

Chivalry

This ability restores five times the character's Burst (Melee) multiplier to her as Body points every time she uses the skill *Intercept* and successfully defends the attack.

Continuous

Dragoon

The *Dragoon* an armored fighter who claims to have the blood of a Dragon flowing through her veins. A formidable fighter to face, her otherworldly vigor in the thick of a fight poses a great threat to any who attempt to bring harm to her or her charge. *Strengths: Defensive, Stamina. Possessing this list may cause the character to have the Light or Dark alignment, depending on the Dragon Spirit chosen. See the Ability Supplements for more information.*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Literacies: Draconic

Alignment: Diamond spirits are Light-aligned; Obsidian spirits are Dark-aligned

Continuous Abilities

Blind Fighting	10	<i>May use melee skills while blind</i>
Defensive Fighting	10	<i>Defend with broken armaments</i>

Periodic Abilities

Rend	3	<i>Deal low melee damage</i>
Deflect	6	<i>Defend a melee attack</i>
Dragon Strike*	5	<i>Deal low melee damage and dazes the target</i>
Keen Senses	4	<i>Pierce concealment within twenty-five feet</i>
Hindering Strike	4	<i>Hinder the target</i>
Impale	5	<i>Deal moderate melee damage</i>
Rapid Assault	5	<i>Instantly strike the target with a second attack</i>
Resilience	6	<i>Reduce incoming damage by half</i>

Paragon Skill

Myrmidon	10	<i>Choose one of the following:</i>
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Dragon Breath

This ability allows the character to activate the skill *Dragon Strike* as *Dragon Breath*. *Dragon Breath* functions identically to *Dragon Strike* but affects up to three targets as a metaphysical attack and renders them *Feared*.

Continuous, Attack (Metaphysical), Area Effect

Protector

This ability allows the character to choose a friendly target to protect. She is resistant to any damage taken whenever she uses the skill *Intercept* for that target and does not defend the attack.

Continuous, Combo

Draconic Glyph

This ability allows the character to temporarily reduce her maximum Body

point total by ten points to instantly cure herself of any *Timed* status effect or fifteen Body points to cure herself of any *Enduring* status effect. Body points spent in this way may not be recovered until she completes a rest.

Continuous

Spirit of the Dragon

This ability allows the character to deal her dragon chroma's associated damage type with all attacks, as well as granting her resistance to that damage type. Additionally, her Burst (Melee) multiplier for the skill *Dragon Strike* is increased by one per purchase of the Dragon class.

Continuous

Dreadnought

Capable of tapping into the chaotic energies that permeate the material world, the *Dreadnought* harnesses this power as a bulwark against her enemies. She uses the force of chaos to terrify her foes and bolster herself, fashioning herself into a much hardier fighter than any normal mortal could. *Strengths: Defensive, Fatigue. Possessing this list causes the character to have the Chaos alignment.*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Literacies: Abyssal

Alignment: Chaos

Continuous Abilities

Courage	10	<i>Reduces fear effects to five seconds</i>
Determination	10	<i>Perform limited activity with broken limbs</i>

Periodic Abilities

Break Limb	5	<i>Break a target's limb</i>
Chaotic Alteration*	4	<i>Enrage the target and grants him Chaotic power</i>
Deflect	6	<i>Defend a melee attack</i>
Intimidate	3	<i>Cause a target to recoil in fear</i>
Hindering Strike	4	<i>Hinder the target</i>
Rend	3	<i>Deal low melee damage</i>
Resilience	6	<i>Reduce incoming damage by half</i>
Shatter	4	<i>Destroy the target item</i>

Paragon Skill

Void Reaver	10	<i>Choose one of the following:</i>
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Chaos Blast

This ability allows the character to activate the skill *Shatter* as the spell *Blast*.

Continuous

Cloak of Chaos

This ability renders the character highly resistant versus the first attack by which she

is targeted from any enemy with whom she initiates combat.

Continuous

Entropic Shield

This ability allows the character to temporarily reduce her maximum Body point total by five points to gain ten unhealable Body points, stacking up to forty

Body points at a time. Body points spent in this way may not be recovered until she completes a rest.

Continuous, Augment

Mark of the Abyss

This ability renders the character Resistant versus a specialty damage type of her choice after thirty seconds of concentration. For the

duration of the encounter, she is rendered weak versus all other specialty damage types. This effect may be cancelled with thirty seconds of concentration, but may not be invoked again until the character completes a rest.

Continuous, Augment

Gladiator

The *Gladiator* is a diverse and highly aggressive combatant who is unfazed at the prospect of overwhelming odds. Whether with shield, greatsword, or even her fists, the Gladiator's determination only increases with the number of her opponents. *Strengths: Fatigue*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Continuous Abilities

Stone Fists	10	<i>Defend incoming attacks with forearms</i>
Determination	10	<i>Perform limited activity with broken limbs</i>

Periodic Abilities

Break Limb	5	<i>Break a target's limb</i>
Deflect	6	<i>Defend a melee attack</i>
Hamstring*	4	<i>Hobble and daze the target</i>
Hindering Strike	4	<i>Hinder the target</i>
Disarm	4	<i>Disarm the target</i>
Rend	3	<i>Deal low melee damage</i>
Stunning Blow	6	<i>Stun the target</i>
Throw	4	<i>Forcibly move the target ten feet</i>

Paragon Skill

Champion	10	<i>Choose one of the following:</i>
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Arena Fighter

This ability grants the character an additional use of any non-damaging melee attack she uses. The additional attack expires after five seconds and may not be used on the same target.

Continuous, Combo

Combat Awareness

This ability renders the character resistant versus attacks that strike her from behind while she is actively engaged in combat with at least one other being within melee range.

Continuous

Unstoppable Force

This ability allows the character to cure herself of the *Pinned* or *Hobbled* status after five seconds of concentration.

Continuous

Weapon Mastery

This ability allows the character to fight with one melee weapon of up to Medium size and one melee weapon of up to Large size, provided it does not exceed sixty inches in length. Weapons must be safety checked specifically for use with this skill; the Director reserves the right to deny individual players access to this skill due to safety concerns.

Continuous

Monk

A *Monk* is one who has chosen the path of mental and physical discipline, believing her body to be a powerful tool in the art of combat. From a physical being as strong as iron, to senses sharper than the most well-crafted blade, a monk is a balanced master of offensive and defensive techniques. *Strengths: Fatigue, Stamina*

Proficiencies

Upon learning this class, the character gains the following:

+15 Body Points

+1 Melee damage

+1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Continuous Abilities

Blind Fighting 10 *May use melee skills while blind*

Stone Fists 10 *Defend incoming attacks with forearms*

Periodic Abilities

Break Limb 5 *Break a target's limb*

Deflect 6 *Defend a melee attack*

Disarm	4	<i>Disarm the target</i>
Hindering Strike	4	<i>Hinder the target</i>
Impale	5	<i>Deal moderate melee damage</i>
Meditate*	4	<i>Concentrate to restore Body points</i>
Throw	4	<i>Forcibly move the target ten feet</i>
Rapid Assault	5	<i>Instantly strike the target with a second attack</i>

Paragon Skill

Pugilist 10 *Choose one of the following:*

Inner Reflection

This ability allows the character to refresh one use of a periodic ability whenever she uses the skill *Meditate*.

Continuous

Eagle Style

This ability allows the character to activate the skill *Rapid Assault* as *Eagle Style*. Eagle Style allows the character to autohit any non-damaging attack skill against the attacker when combined with a *Reaction (Defense)* ability.

Continuous, Reaction, Combo

Iron Palm

This ability allows the character to activate the skill *Throw* as *Iron Palm*. Iron Palm

instantly moves the target four paces in a direction of the character's choosing and renders him *Dazed*.

Continuous, Attack (Melee), Impact

Harmonious Senses

This ability allows the character to pierce all *Concealment* abilities while suffering the *Blind* status. At any time, she may choose to render herself *Blind* for one minute after five seconds of concentration.

Continuous, Augment

Swashbuckler

A *Swashbuckler* is skilled in the artes of dueling and boasts a repertoire of deft maneuvers to best her opponents in combat. Whether she takes great joy in showing off her talents, humiliating her opponents, or merely seeking the fastest route to victory, it's always best to strike first before the swashbuckler gains the upper hand between clever tricks and quick counters. *Strengths: Fatigue, Defensive*

Proficiencies

Upon learning this class, the character gains the following:

- +15 Body Points
- +1 Melee damage
- +1 Burst (Melee) multiplier

Equipment Proficiencies: Expert Florentine, Large Shield

Continuous Abilities

Charm	10	<i>Charms a target after one minute of interaction</i>
Defensive Fighting	10	<i>Defend with broken armaments</i>

Periodic Abilities

Bravado*	5	<i>Defend and reflect a naming attack</i>
Deflect	6	<i>Defend a melee attack</i>
Disarm	4	<i>Disarm a target</i>
Hindering Strike	4	<i>Hinder the target</i>
Incite	4	<i>Enrage the target to attack the character</i>
Parry	3	<i>Defend a basic weapon attack</i>
Rapid Assault	5	<i>Instantly strike the target with a second attack</i>
Rend	3	<i>Deal low melee damage</i>

Paragon Skill

Duelist	10	<i>Choose one of the following:</i>
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Fencer

This ability renders the character immune versus *Disarmed*.

Continuous

Riposte

This ability allows the character to autohit her weapon damage on her attacker any time she uses a *Reaction (Defense)* ability.

Continuous, Attack (Melee), Combo

Expert Parry

This ability allows the character to activate the skill *Parry* as *Expert Parry*. *Expert Parry* functions identically to *Parry*, but additionally defends the previous base

damage attack by which the character has been targeted, provided it was used by the same being and affected her within the previous five seconds.

Continuous, Reaction (Defense)

Insult

This ability allows the character to activate the skill *Incite* as *Insult*. *Insult* functions identically to *Incite*, but additionally grants the character +1 damage against the target for the duration. The character must roleplay insulting the target to use this ability.

Continuous, Attack (Naming), Augment

Support Classes

While the heroes of legend are typically great gladiators, powerful mages, or cunning assassins, those lost to the stories are often equally as skilled. Many would-be adventurers find themselves disinterested in the artes of combat and instead study other valuable skill sets that allows them to create useful things or perform complex tasks. Without support from the “less extraordinary,” adventurers would surely be more likely to meet grim ends – many would argue this makes these artes the most extraordinary of all.

Domains and Talent Slots

Every support class has access to five *domains* worth of talents. A character may purchase a domain for five Build, listed under the class’s skill list as *X Talents*, where X is the name of the class. This ability may be purchased up to five times per support class, granting the character one additional domain each time.

Purchasing a domain grants the character the ability to use all the talents of that domain by expending a use of a *talent slot* of the appropriate rank. Talent slots may be purchased as periodic skills. More information on talent slots and crafting can be found in Chapter IV.

Alchemist

An *Alchemist* takes time to study the flora and minerals of Arawyn to distill them into powerful brews and salves through commonly thought only to dabble in mixing a few herbs and liquids, the Alchemist has a far more versatile and potent repertoire of tricks and concoctions up her sleeve. Through relentless experimentation, she learns new techniques and discovers what the natural world can do when pieced together in just the right way.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Oculum Items

Equipment Proficiencies: Basic Florentine, Oculum

Continuous Abilities

Alchemist Talents	5	<i>Gain access to one domain of Alchemist abilities</i>
Reanimation	10	<i>Revive a dead target</i>

Periodic Abilities

Camouflage	4	<i>Defend from detection</i>
Talent Slot, Rank I	1	<i>Perform a Rank I talent</i>
Talent Slot, Rank II	1	<i>Perform a Rank II talent</i>
Talent Slot, Rank III	2	<i>Perform a Rank III talent</i>
Talent Slot, Rank IV	2	<i>Perform a Rank IV talent</i>

Paragon Skill

Occultist	10	<i>Choose one of the following:</i>
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Transmutation

This ability performs a procedure to change one unit of material into one unit of the previous tier, or two units of material into one unit of the next tier. Additionally, it may be performed on a piece of equipment to change its effective material type into any other standard material for a duration of five minutes.

Talent (Rank IV)

Cauldron

This ability performs a procedure that allows up to five people to gain the effect of a single consumable item as a *Latent* ability.

The effect expires after an hour or the recipient's next rest.

Talent (Rank IV)

Rogue Affinity

This ability grants the character +1 Piercing damage and +1 Burst (Piercing) multiplier. Additionally, she gains proficiency in *Complex Ranged Weapon*.

Continuous

Suppress Essence

This ability allows the character to unequip an Attuned relic or artifact from a willing being who is out of combat after five

minutes of work. A being other than the character may only benefit from this procedure once per event. *Continuous, Procedure*

Distillation

- I: Potion of Expertise *Increase an attribute by +1*
- II: Healing Elixir *Heal five Body points*
- III: Refreshment Potion *Refresh a periodic skill to the imbiber*
- IV: Cloaker Tonic *Grant concealment*

Toxicology

- I: Poison Bomb *Deal poison*
- II: Ichor Bomb *Inflict disease which causes weakness to Fire*
- III: Plague Bomb *Inflict disease which causes bleeding*
- IV: Atrophic Bomb *Inflict disease to require more energy*

Hermetics

- I: Adhesive Bomb *Pin a target to the ground*
- II: Potion of Spider Climb *Grant the ability to climb quickly*
- III: Enigmatic Tonic *Cause attacks to deal a specialty damage type*
- IV: Rust Bomb *Destroy a target's armor*

Mysticism

- I: Create Relic *Create a relic*
- II: Holistic Talisman *Defend a disease or poison*
- III: Talisman of Searing Heat *Defend imprison or bound*
- IV: Potion of Victory *Grant imbiber Body points and power*

Engineer

An *Engineer* tinkers with mechanisms and technology, dreaming up new inventions and technologies to make them a reality. Achieving advanced accomplishments of the modern world, the Engineer takes common tools and expands on them. Using her wits and imagination, she builds interesting devices, complex machines, and deadly firearms. An Engineer is always thinking about the next improvement, the next invention, or the best way to build a solution to a problem.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Oculum Items

Equipment Proficiencies: Complex Ranged Weapon, Oculum

Continuous Abilities

Engineer Talents	5	<i>Gain access to one domain of Engineer abilities</i>
Set/Disarm Traps	10	<i>Set or disarm a trap</i>

Periodic Abilities

Avoid	4	<i>Resist the effect of an item or area effect</i>
Talent Slot, Rank I	1	<i>Perform a Rank I talent</i>
Talent Slot, Rank II	1	<i>Perform a Rank II talent</i>
Talent Slot, Rank III	2	<i>Perform a Rank III talent</i>
Talent Slot, Rank IV	2	<i>Perform a Rank IV talent</i>

Paragon Skill

Technician	10	<i>Choose one of the following:</i>
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Trap Kits

This ability performs a procedure to add one bomb, scroll, or oil into a *Trap Kit*. Additionally, the following effects may be incorporated: (1) *Alarm* – when triggered, the trap creates a loud noise of about three to five seconds in length. The character that triggered the trap, or a marshal, must shout “Alarm!” as loud as possible; (2) *Resetting Switch* – the character that set the trap may spend five seconds to reset the trap after it was used, making it active again, no more than once per *Resetting Switch* included in

the *Trap Kit*; (3) *Large Trigger* – the trigger size may be increased by one cubic foot per *Large Trigger* included in the *Trap Kit*; (4) *Area Trap* – increases the number of targets of the trap effect by one per *Area Trap* included in the *Trap Kit*. The additional target is the being closest to the being that triggered the trap. Information on traps can be found in Chapter V.

Talent (Rank IV)

Augment Ammunition

This ability allows the character to deliver her *Innovated* bomb attacks through a

ranged weapon. Additionally, she may perform a procedure to turn any bomb into a compound deliverable through a ranged weapon; the properties of the item are otherwise unaffected.

Continuous, Talent (Rank IV)

Rogue Affinity

This ability grants the character +1 Piercing damage and +1 Burst (Piercing) multiplier. Additionally, she gains proficiency in *Basic Florentine*.

Explosives

- | | |
|-----------------------|---|
| I: Concussive Bomb | <i>Knock the target back</i> |
| II: Blasting Bomb | <i>Destroy an item</i> |
| III: Neutralizer Bomb | <i>Prevent usage of material properties</i> |
| IV: Explosive Bomb | <i>Stun the target</i> |

Inventions

- | | |
|--------------------------|---|
| I: Trinket of Heroism | <i>Defend fear or rage</i> |
| II: Trinket of Reflex | <i>Defend against an autohit attack</i> |
| III: Adamantine Talisman | <i>Defend from a broken limb</i> |
| IV: Focusing Talisman | <i>Resist a Stun</i> |

Projectiles

- | | |
|------------------------|---|
| I: Tar Bomb | <i>Hobble the target</i> |
| II: Flash Bomb | <i>Daze all targets around the user</i> |
| III: Tranquilizer Bomb | <i>Cause a target to sleep</i> |
| IV: Banishment Bomb | <i>Force a target out of an area</i> |

Tinkering

- | | |
|--------------------------------|--|
| I: Anodize Weapon | <i>Increase a piercing attack's damage</i> |
| II: Forge/Repair Ranged Weapon | <i>Create or repairs a ranged weapon</i> |
| III: Magnetize Ammunition | <i>Increase the range of autohit abilities</i> |
| IV: Create Oculum | <i>Create an oculum</i> |

Continuous

Demolitionist

This ability allows the character to deal an additional five damage with her *Innovated* bomb attacks per purchase of the Engineer class.

Continuous, Combo

Physician

A *Physician* sees to the varied health issues of the populace, working diligently to ensure wellness. They are the doctors and medics; the people who devote themselves to studying the medical artes. Whether the farmer who learns to set a limb, the hero who labors to keep her friends alive, or the surgeon who works for hours in a clinic; Physicians are the miracle workers who employ medicine and skill to aid their fellow countrymen.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Oculum Items

Equipment Proficiencies: Basic Florentine, Oculum

Continuous Abilities

Physician Talents	5	<i>Gain access to one domain of Physician abilities</i>
Reanimation	10	<i>Revive a dead target</i>

Periodic Abilities

Waylay	5	<i>Knock the target unconscious</i>
Talent Slot, Rank I	1	<i>Perform a Rank I talent</i>
Talent Slot, Rank II	1	<i>Perform a Rank II talent</i>
Talent Slot, Rank III	2	<i>Perform a Rank III talent</i>
Talent Slot, Rank IV	2	<i>Perform a Rank IV talent</i>

Paragon Skill

Surgeon	10	<i>Choose one of the following:</i>
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ΨHypnosis

This ability renders the target *Dominated* to the character.

Talent (Rank IV), Attack (Naming), Influential

⚔Surgical Alteration

This ability performs a procedure resulting in one of several effects. An individual may have no more than one of each procedure affecting her at a given time. The character may: (1) Add or remove one unnatural item from the target's body. The item must be noted on the target's character card; (2) Install a false tooth containing one dose of an ingested medicine or compound. The

character must be conscious to ingest it; (3) Implant a subdermal trinket, noted on the subject's character card, that may be invoked at any time; (4) Perform another procedure at the discretion of a storyteller or marshal. The results of the procedure are determined by the observing marshal.

Talent (Rank IV)

⚖Triage

This ability allows the character to double the numerical effect of any elixir she administers to a target or procedure she

performs that restores Body points or cure status effects.

Continuous, Combo

character continues to perform the procedure.

Continuous, Procedure

Field Medic

This ability restores one Body point to the recipient per five seconds as long as the

Surgery

I: Bind Wounds

Heal target's Body points

II: Rehabilitate

Cure any status effect except Curses

III: Corpse Study

Defend against a creature's abilities

IV: Resuscitate

Cure imbiber from Critical stage

Pharmacology

I: Inviolat Elixir

Cure a disease or poison

II: Detoxification Serum

Remove a restrained target's augments

III: Greater Healing Elixir

Heal twenty Body points

IV: Adrenaline Shot

Instantly complete a rest

Preventative Care

I: Physical Therapy

Allow character to be more active while resting

II: Booster Shot

Allow a recipient to stack two of a trinket

III: Inoculate

Immunize to poison or a disease

IV: Talisman of Protection

Defend an Enduring Status Effect

Psychology

I: Heal Mind

Cure an influenced person

II: Suppress/Reveal Memory

Suppresses or reveals a memory

III: Relaxation

Reduce the time required to rest

IV: Talisman of Self-Control

Defend a Charm or Dominate

Scholar

A *Scholar* studies the mysteries of the world, both great and small, seeking the answers about the inner workings of the cosmos, legends of the past, and practices of the world's cultures. She can be found studying tirelessly over a pile of books or out in the field, looking to explore and discover those mysteries still unknown. Over time, she masters many lores and languages and learns to create items that help her other others in the pursuit of knowledge.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Oculum Items

Equipment Proficiencies: Casting Phokus, Oculum

Continuous Abilities

Scholar Talents	5	<i>Gain access to one domain of Scholar abilities</i>
Etymologist	10	<i>Read and write in any known language</i>

Periodic Abilities

Flee	4	<i>Escape from combat</i>
Talent Slot, Rank I	1	<i>Perform a Rank I talent</i>
Talent Slot, Rank II	1	<i>Perform a Rank II talent</i>
Talent Slot, Rank III	2	<i>Perform a Rank III talent</i>
Talent Slot, Rank IV	2	<i>Perform a Rank IV talent</i>

Paragon Skill

Sage	10	<i>Choose one of the following:</i>
------	----	-------------------------------------

Diplomacy

This ability allows the character to converse with a target intelligent creature. Both parties fully understand each other as if they were both speaking and understanding Common. For the duration of the conversation, which may not exceed thirty minutes, neither party may take hostile action against the other.

Talent (Rank IV), Attack (Naming), Influential (Social)

Inscription

This ability allows the character to create an invokable Scroll of a non-unique spell either

she or an assistant are capable of casting. She must spend a Talent slot of equal rank to the spell, as well as a component of equal or higher rank, in its creation.

Continuous, Procedure, Crafting

Caster Affinity

This ability grants the character +2 Metaphysical damage and +1 Burst (Metaphysical) multiplier.

Continuous

Perceptive

This ability allows the character to petition a storyteller for the answer to one question

related to an encounter in which she is currently participating. The character must complete a rest before she may use this ability again. If the storyteller declines to

answer the question, the ability is not considered used.

Continuous

Academics

I: Quadrivium	<i>Grant +1 rank in a Lore</i>
II: Enhanced Retraining	<i>Double the amount that can be retrained</i>
III: Critique	<i>Allow one to use a skill more frequently</i>
IV: Professor	<i>Allow improved teaching of any ability</i>

Archaeology

I: Trinket of Free Action	<i>Defend Hobble or Pin</i>
II: Identification	<i>Allow for detailed identification of items</i>
III: Echo Talisman	<i>Defend a Hinder</i>
IV: Hematite Talisman	<i>Defend a Curse</i>

Illumination

I: Scroll of Terror	<i>Fear the target</i>
II: Disorienting Scroll	<i>Blind and hobble the target</i>
III: Scroll of Restriction	<i>Bind and trips a target</i>
IV: Scroll of Tremors	<i>Curse the target to not use consumable items</i>

Astrology

I: Realign Phokus	<i>Increase a metaphysical attack's damage</i>
II: Forge/Repair Phokus	<i>Forge or repairs a casting phokus</i>
III: Star Globe	<i>Prevents concealment around the user</i>
IV: Create Grimoire	<i>Allow casting more quickly</i>

Smith

A Smith is arguably the most versatile of crafters, possessing the knowledge to work with a variety of ores, textiles, and natural materials to create implements for both ordinary and extraordinary circumstances. She is most adept at using metals for many different applications, such as repairing armaments, forging tools, and reinforcing the homes and keeps of the commonfolk and nobility. A Smith deals with all kinds; she is an essential part to keeping any economy thriving.

Proficiencies

Upon learning this class, the character gains the following:

+5 Body Points

+2 Oculum Items

Equipment Proficiencies: Large Shield, Oculum

Continuous Abilities

Smith Talents	5	<i>Gain access to one domain of Smith abilities</i>
Defensive Fighting	10	<i>Defend with broken armaments</i>

Periodic Abilities

Parry	3	<i>Defend a basic weapon attack</i>
Talent Slot, Rank I	1	<i>Perform a Rank I talent</i>
Talent Slot, Rank II	1	<i>Perform a Rank II talent</i>
Talent Slot, Rank III	2	<i>Perform a Rank III talent</i>
Talent Slot, Rank IV	2	<i>Perform a Rank IV talent</i>

Paragon Skill

Innovator	10	<i>Choose one of the following:</i>
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Volatile Flux

This ability allows the character to use a consumable item as the component in crafting an armament. The armament gains a periodic use of the consumable item as its material benefit. Use of Volatile Flux counts as a special material; the resulting item is considered *Unsalvageable*.

Continuous

Metallurgy

This ability allows the character to combine one unit of two standard materials of any rank into one unit of a smelted material.

Smelted materials have all the properties of their base materials and are considered to be special materials.

Talent (Rank IV)

Warrior Affinity

This ability grants the character +1 Melee damage and +1 Burst (Melee) multiplier. Additionally, she gains proficiency in *Expert Florentine*.

Continuous

Item Maintenance

Talent (Rank IV)

This ability allows the character to refresh an item's material benefit. An item may benefit from this effect no more than once per encounter.

Blacksmithing

- | | | |
|------|-----------------------|--|
| I: | Hone Weapon | <i>Increase a melee attack's damage</i> |
| II: | Forge/Repair Armament | <i>Create or repair a melee weapon</i> |
| III: | Balance Armor | <i>Increase an armor piece's protection</i> |
| IV: | Create Buckler | <i>Create a shield that straps to an arm</i> |

Salvaging

- | | | |
|------|-----------------------|---|
| I: | Scrap | <i>Destroy an item to reduce component cost</i> |
| II: | Trinket of Durability | <i>Defend a destructive attack</i> |
| III: | Field Repair | <i>Repair any Destroyed item</i> |
| IV: | Smelt Materials | <i>Combine two like materials into one</i> |

Tools

- | | | |
|------|----------------------|--|
| I: | Skeleton Key | <i>Open a lock</i> |
| II: | Trinket of Retention | <i>Defend a disarming attack</i> |
| III: | Anchoring Spike | <i>Become pinned and immune to knockback</i> |
| IV: | Uproot Barrier | <i>Reposition a barrier</i> |

Weapon Oils

- | | | |
|------|---------------------|---|
| I: | Oil of Slipperiness | <i>Trip the target</i> |
| II: | Blistering Oil | <i>Enrage the target</i> |
| III: | Fuming Oil | <i>Knock the target unconscious</i> |
| IV: | Razor Oil | <i>Disarm the target and cause him to bleed</i> |

Mastery

With each passing day in this new place, you never stop training, pushing yourself further and further in practice until you master the skills you need to be successful as an adventurer and as a ranger. Your teacher, a grizzled man whom you're quite sure has seen scores of hunting seasons, has been working with you for the last year. Reflecting back on your first adventure, you recognize the progress you've made since then has been great, and it's clear your teacher is as pleased as you are with how far you've come.

Without so much as a breath's notice, he lets loose an arrow towards you, which you instinctively evade. It's no doubt in your mind that it would have punctured your leather armor, had it met its mark. Though your training is tiring, you've no doubt that mastering these advanced techniques will be worth it in the end.

Beyond the standard classes that characters may learn exist four *master classes*. A master class allows the character to train in more advanced techniques than what is available to her from a standard class list. All classes of a single archetype feed into the same master class – casters into *Thaumaturge*, rogues into *Nightblade*, warriors into *Centurion*, and support into *Artisan*. Hybrid classes may choose their master class as per the rules described in the Hybrid section.

To learn a master class, a character must first learn her class's Paragon skill. This is called *mastering* the class. Mastery of standard class allows the character to qualify for only one purchase of a master class. Additionally, the character must have attended twelve or more events prior to learning any master class, six or more months must have passed since she initially learned the standard class.

When a character learns a master class, she may choose only one ability at each rank per purchase of the class; however, there is no limit on how many times she may purchase the chosen ability. The sole exception to this is the Rank I Artisan skills, which may each only be purchased one time.

If the character learns a second purchase of a master class she already possesses, she may choose to learn a second ability per rank, to access an ability at a rank a second time, or a combination of the two. Accessing an ability more than once provides the same benefits as described for standard classes at the start of this chapter.

Artisan

The *Artisan* is a master of her work, be it constructing a home, building a weapon, concocting a potion, or sewing a wound. As such, she takes great pride in her work and employs a series of techniques that make her wares and ways more effective. To heroes, however, her more frequently sought after crafts are runes, which enhance relics and provide exceptional benefits.

Requirements

Artisan is the master class for characters of the *support* archetype. To learn this class, a character must first fill all the criteria for learning a master class, listed above.

Due to the nature of support classes, instead of learning two Unique Abilities, the character must instead learn the Rank IV abilities of two trees.

Rank I

Curate	10	<i>Remove a rune or extend the duration of a relic</i>
Efficiency	10	<i>Gain the benefit of items as they are crafted</i>
Masterwork	10	<i>Combine talent slots to perform higher talents</i>

Rank II

Rune of Levitation	7	<i>Move an immobilized target</i>
Rune of Warding	7	<i>Defend against unconscious and grants immunity</i>
Skill Storing Rune	7	<i>Expend a skill to save it for the next encounter</i>

Rank III

Reload Oculum	7	<i>Instantly reload an Oculum</i>
Indomitable Focus	7	<i>Defend an interruption while crafting</i>
Inspiration	7	<i>Instantly create and use a rune</i>

Centurion

The Centurion is the unrivaled master of armed – or unarmed – combat. She boasts a range of skills that make her a force to be reckoned with in a fight and a devastating foe to take down. Her abilities would give cause for concern to any foe she faces against.

Requirements

Centurion is the master class for characters of the *warrior* archetype. To learn this class, a character must first fill all the criteria for learning a master class, listed above.

Rank I

Critical Fortitude	10	<i>Increase Critical stage count by one minute</i>
Counter	10	<i>Counter an attack once per minute</i>
Last Stand	10	<i>Make a final assault before falling</i>

Rank II

Crushing Blow	7	<i>Destroy an armament and the limb wielding it</i>
Haymaker	7	<i>Daze and stun the target</i>
Devastate	7	<i>Deal one hundred damage</i>

Rank III

Immaculate Defense	7	<i>Defend and grant immunity to harm</i>
Defiant Cover	7	<i>Become resistant to attacks</i>
Persistence	7	<i>Defend damage but suffer an effect</i>

Nightblade

The Nightblade is a master of precision and clever tricks. She employs less stalwart tools to achieve her goals, but never undersells her results. The Nightblade is one who rarely ever faces a foe head on, but is sure to make any enemy's head spin as she dashes around landing crippling blows.

Requirements

Nightblade is the master class for characters of the *rogue* archetype. To learn this class, a character must first fill all the criteria for learning a master class, listed above.

Rank I

Nightstalker	10	<i>Move more quickly when concealed</i>
Ambush	10	<i>Conceal allies</i>
Sneak Attack	10	<i>Perform more powerful surprise attacks</i>

Rank II

Gouge	7	<i>Daze the target to allow backstab attacks</i>
Feint	7	<i>Attack twice in one strike</i>
Poison Needles	7	<i>Deal sixty Piercing and inflict poison in a spray</i>

Rank III

Evasion	7	<i>Defend an attack and allows movement</i>
Fade	7	<i>Exit combat and instantly enter concealment</i>
Quick Reflexes	7	<i>Defend a ranged attack within twenty-five feet</i>

Thaumaturge

A master of the Weave, the Thaumaturge manipulates the strands in ways unparalleled. She can turn the tides of battle by augmenting the way her powers travel through the network of strands in order to perform feats of greater skill or impenetrable defense.

Requirements

Thaumaturge is the master class for characters of the *caster* archetype. To learn this class, a character must first fill all the criteria for learning a master class, listed above.

Due to the nature of caster classes, instead of the standard skill requirements, the character must learn the class's Paragon ability and at least one spell domain to qualify for Thaumaturge. A character with a hybrid caster class follows the standard requirements instead.

Rank I

Spell Holding	10	<i>Turn a spell into a prepared ability</i>
Touchcast	10	<i>Deliver spells in impact range</i>
Mana Mastery	10	<i>Combine spell slots to cast higher spells</i>

Rank II

Drain Essence	7	<i>Deal sixty damage and refresh a spell slot</i>
Perfect Aim	7	<i>Autohit an ability within one hundred feet</i>
Spell Mirror	7	<i>Mimic a spell effect</i>

Rank III

Resist	7	<i>Defend a spell and gain immunity</i>
Retribution	7	<i>Reflect a damaging attack</i>
Counterspell	7	<i>Nullify a spell used within range</i>

CHAPTER IV: ABILITIES

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

As the orc tries to follow your scent, you examine him more closely. Piercing his entropic armor 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 bear

trap, concealing it with fallen leaves. Letting out a breath, you cup your hands to your mouth and shout at your enemy, inciting him to come after you. You ready your blade as he falls into your trap, howling in pain, and prepare to face him.

Abilities are the in-game actions taken by characters with out-of-game mechanics dictating their result. This chapter details the rules of every skill, including periodic, spell, talent, passive, and continuous abilities. Each section describes in further detail a breakdown of how abilities of that type function.

Traits and Keywords

Keywords

Some terminology is used frequently within descriptions of skills. These terms are known as *keywords*. While there are many terms useful to know, the most commonly used phrases are included in this section.

Ability – An action taken by a character with explicit mechanical guidelines. Also *skill*.

Action – Any IG activity performed by a character, such as moving, speaking, or using abilities.

Activate – To use an ability, regardless of whether the target is affected by it. The ability is only considered activated if it is successful or if the target defends or is immune to it. Also *use*.

Aspected – The damage type of the ability is determined by the character's class. See Chapter III for a list of aspected damage types.

Autohit – The character is considered to successfully strike her target without touching him OOG.

Barrier – An impenetrable obstruction through which nothing can pass unless otherwise specified.

Cast – To activate a spell.

Concentration – Time spent uninterrupted to activate or maintain an ability. If the character succumbs to any effect or takes any action other than invoking Latent defenses, the time is reset.

Consumable – An item that expires after it is used a specified number of times.

Detect – To be given an OOG report on the object of detection; the character is aware of the report IG but no other characters are aware of the information gained.

Encounter – A period of time beginning when the character first enters combat, uses a skill, or interacts with a marshalled mechanic, and ending when she next completes a rest.

Enemy – The being intends to take offensive action against the character or her allies or is unwilling to be affected by the character's abilities.

Friendly – The being is not intending to take immediate offensive action against the character or her allies or is willing to be affected by the character's abilities.

High Rank – A Rank III or higher talent or spell.

Highly Resistant – The being suffers only half the inflicted damage from attacks of the specified damage type, to a maximum of ten points of damage.

IG – In-game; in-character; denotes how an action taken is perceived by characters that witness it, regardless of OOG mechanics.

Immune – The character is unaffected by the specified effect. A character may not be

immune to an effect of which she is willingly the target. Also *immunity*.

Invoke – To activate a Latent ability or an ability from an item.

Low Rank – A Rank II or lower talent or spell.

OOG – Out-of-game; out-of-character; denotes mechanics of gameplay taken by a player, regardless of how the action is perceived IG.

Pace – A unit of measure equalling two and a half feet.

Pierce – To trump one ability with another ability.

Rank – The level of an ability, such as a spell, talent, or master skill, which must be learned in order from lowest to highest.

Reach – A distance up to as far as a character could touch a target with her hand or strike him with a melee weapon she is wielding.

Recipient – The beneficiary of a Latent ability; the being that decides at what point an ability will be used.

Redirect – To change the intended target of an ability. Unless specified, an attack may not be redirected to the being that initially used it. An attack may be redirected no more than once.

Reflect – To redirect an ability to the being that initially used it.

Resistant – The being suffers only half the inflicted damage from attacks of the specified damage type. Also *resistance*.

Render – The ability inflicts a status effect or other condition upon the target. See Codex C for a description of all status effects and their durations.

Skill – See *ability*.

Successful – Having activated an ability and forcing the target to succumb to it. Also *successfully*.

Stack – To have a persisting effect apply to the same target more than once at a time.

Strike – To physically hit the target with a weapon or spell packet.

Target – The being or object on or against which an ability is being used.

Use – See *activate*. May also refer to one purchase of a periodic skill.

Verbal Count – The player using the ability must count the effect OOG at a speaking volume or louder, with each count lasting at least one second. If the count is interrupted, it must be started from the beginning.

Weak – The being must count all attacks that include the specified damage type as Bane and suffers double the effect from damage of that type. Also *weakness*.

Wield – To carry an armament in a combat-ready state.

Traits

Every ability, or *skill*, in Knight Realms contains a line of descriptive terms known as *traits*. These terms describe many technical facets of abilities, such as how they are delivered, how they may be defended, what source they are powered by, and so on. Though traits do not replace crucial information from the description of an ability, they act as descriptors of information that is common between all skills that share that trait.

Type

The *type* traits of an ability describe basic information regarding its use. The first trait that appears in the ability description indicates how often it may be used; these traits are explained under the *Basic Type* heading. The *Sub-Type* describes how an ability may be used.

Basic Type

Continuous – The ability may be activated continuously by the character.

Passive – The ability benefits the character naturally at all times.

Periodic – The ability may be activated once per encounter per purchase.

Spell – The ability is activated by using a spell slot of a designated rank, noted to the left of this trait.

Talent – The ability is activated by spending time or components. The time and tier of components required to activate the talent are located to the left of this trait.

Sub-Type

Attack (*Piercing, Melee, Metaphysical, Naming*) – The ability offensively affects a target. Any ability targeting a character against her will gain the attack trait. *Piercing* and *Melee* attacks require the character to make contact with the target with her weapon to be successful; *melee* attacks may not be delivered with ranged

weapons. *Metaphysical* attacks require the character to make contact with the target or an armament on his person with a spell packet to be successful. *Naming* attacks autohit the target and may only be delivered within ten feet; there is no maximum range when targeting allies with beneficial effects. *Naming* abilities bypass Barriers and cannot be redirected.

Crafting (*Consumable, Equipment*) – The ability creates an item.

Procedure – The ability requires a specified amount of time to activate and immediately takes effect upon the conclusion of the activation time. Abilities with no time listed require five seconds of concentration.

Reaction (*Defense*) – The ability may only be used reactively to an effect targeting or being used near the character. Reactions autohit their target where applicable. *Defenses* counter all or part of an attack. A character may use only one reaction per ability, unless the reaction is a defense.

Nature

The *nature* traits of an ability describe all other information relevant to a skill.

Area Effect – The ability affects multiple targets within a specified area. If no area is specified, the character must strike each target individually.

Augment – The ability grants a benefit to the character or item for the duration of an encounter. A character may never have her weapon damage augmented by more than one or her Body points by more than sixty.

Combo – The ability is designed to be used in conjunction with another ability; no more than one Combo ability may be used to alter a single activation of a skill.

Channeled (*Aura, Barrier*) – The character may not take any action while maintaining the ability except invoking Latent or Prepared effects. Any Channeled skill may be maintained for a maximum of thirty minutes per use. If the *aura* sub-trait is present, the ability affects all targets within reach of the character. If the *barrier* sub-trait is present, the character must hold her arm perpendicular to her body, palm facing out, to represent the ability.

Concealment (*Detection*) – The ability requires or pierces abilities that use a red headband or string. The character does not need to suspect IG that a target is concealed to use detection.

Impact – The ability autohits a target within reach of the character.

Influential (*Social*) – The ability influences the target’s behavior.

Latent – The ability is applied to a recipient and held in reserve until the character chooses to invoke it, unless otherwise specified. Latent abilities expire at the recipient’s next Rest.

Movement – The ability instantaneously transports the character the specified distance; other beings may not react until she has finished moving.

Pinpoint (*Backstab, Limb, Item*) – The ability must strike the target in the specified area, listed as a sub-trait, to be successful. If the *backstab* trait is present but the character is concealed from the target, it may be ignored.

Prepared – The ability must be performed by the character ahead of time and held in reserve until she chooses to invoke it. Prepared abilities expire after five minutes unless the character concentrates on maintaining them; the concentration is instantly broken and may not be resumed if she takes any action other than speaking or moving.

Self – The character may only use the ability on herself.

Class Skills

This section includes the description of every standard and master class skill.

Spells, Spellcasting, and Talents

Casting a spell or activating a talent takes five seconds of concentration, during which the character should engage in actions related to her class; a Bard might recite a poem, a Mage might draw mystic symbols in the air, or an Engineer might activate a clockwork device. The nature of the spellcasting activity is entirely up to the player, but must include either a verbal or somatic component – an onlooker should be able to tell that she is preparing to use an ability. During her concentration time, the character may take no action other than moving, invoking latent effects, or using abilities that specifically function while concentrating.

A spell or talent's *rank* is a measure of how much power or effort must be spent in order to activate the ability. To cast a spell, the character must spend a *spell slot* of equal rank, or to activate a talent, she must spend a *talent slot* of equal rank, both which may be found before the traits of the given abilities.

After five seconds, the character may throw a spell packet if the ability has the *metaphysical* trait, gesture towards her target for an autohit or friendly ability, or, if the ability is an offensive spell, she may choose to instead *weaponcast*. Weaponcasting allows the character to deliver a spell through a simple weapon she is wielding and capable of using. A weaponcast spell is still considered a metaphysical attack, but must connect with a legal striking surface on the target to be successfully delivered – physically blocking a weaponcast spell will stop it from connecting, and allow the character to retain the use of the spell slot used.

Concentration is susceptible to *interruption*. If the character is struck with an attack while concentrating and is unable to defend it with an effect that she may utilize while concentrating, the spell is considered interrupted. She spends no slots, but must begin concentrating from the beginning if she wishes to attempt to use it again. Additionally, the same applies if the spell is successfully cast, but she fails to throw a packet or attempt a weaponcast within five seconds.

Accelerando

This ability reduces the concentration time of all *Procedure* abilities and spellcasting by half when activated within reach of the character.

Spell (Rank II, Unique), Channeled (Aura)

Periodic (Unique), Attack (Piercing)

Acid Bolt

This ability deals five times the character's Burst (Metaphysical) multiplier as Ice damage and renders the target *Poisoned*.

Spell (Rank II, Unique), Attack (Metaphysical)

Achilles Shot

This ability renders the target *Hobbled* and *Tripped*.

Adrenaline Shot

This ability instantly completes a willing recipient's Rest. A being may benefit from this ability no more than once per event.

Talent (Rank IV), Procedure

Ambush

This ability allows the character to spend ten seconds and a use of the skill *Stealth* to place a willing target under its effect.

Continuous

Anodize Weapon

This ability increases the recipient's Burst (Piercing) modifier by one for a single ability.

Talent (Rank I), Procedure, Augment, Combo, Latent

Apocalypse

This ability causes a non-damaging spell attack with which it is coupled to become a *Curse*. This ability may not be combined with Tier 3 *Timed* status effects.

Spell (Rank IV, Unique), Combo

Asphyxiate

This ability renders the target *Hindered*.

Spell (Rank III), Attack (Metaphysical)

Assail

This ability deals fifteen times the character's Burst (Piercing) multiplier as Piercing damage.

Periodic, Attack (Piercing), Pinpoint (Backstab)

Attribute

This ability increases an attribute of the character's choice by one. A character may only ever learn one type of attribute; further details can be found in Codex A.

Passive

Atonement

This ability renders the character immune versus *Killing Blows* for ten minutes.

Spell (Rank II), Augment

Avoid

This ability allows the character to resist an item or *Area Effect* attack.

Periodic, Reaction (Defense)

Balance Armor

This ability grants the recipient ten healable Body points for the duration of the encounter. He must be wearing armor that grants at least ten Body points to benefit from this ability.

Talent (Rank III), Augment, Procedure

Battle Cry

This ability heals all allies of the character who hear her for ten Body points. The character must spend five seconds verbally activating this ability.

Periodic, Procedure, Naming

Battlecast

This ability causes a low rank spell with which it is coupled to be cast with no concentration time. The spell must be delivered via weaponcast and may be combined with one additional *Combo* skill, including those that typically only function with *Melee* or *Piercing* abilities.

Spell (Rank II), Combo

Beacon of Hope

This ability renders all beings within reach of the character Immune versus *Fear*.

Spell (Rank III, Unique), Channeled (Aura)

Berserker Rage

This ability allows the character to render herself *Enraged* versus a target to gain +1

Melee damage against him and ten times her Burst (Melee) multiplier as Body points. This skill may be used even if she is Enraged by other means. Body points gained from using this skill do not stack.

Periodic (Unique), Augment, Self

Bind Wounds

This ability restores one Body point to the recipient per five seconds as long as does not move or attempt to use any abilities.

Talent (Rank I), Procedure

Black Spot

This ability afflicts the target with a Disease that renders him Weak versus attacks that deal Piercing damage.

Periodic (Unique), Attack (Piercing)

Blast

This ability renders an armament wielded by the target *Destroyed*, specified by the character. It may also be used to destroy an item of similar size that is not wielded by a being.

Spell (Rank II), Attack (Metaphysical)

Blind Fighting

This ability allows the character to use *Attack (Melee)* abilities and make weapon attacks while *Blind*.

Continuous

Booster Shot

This ability allows the recipient to stack one additional use of a Trinket or Talisman upon herself, specified when this effect is received.

Talent (Rank I), Augment, Procedure

Bravado

This ability defends the character from an *Attack (Naming)* ability and reflects it.

Periodic (Unique), Reaction (Defense)

Brilliant Spray

This ability renders three targets *Dazed*.

Spell (Rank I), Attack (Metaphysical), Area Effect

Break Limb

This ability renders the target limb *Broken*.

Periodic, Attack (Melee), Pinpoint (Limb)

Camouflage

This ability defends the character from a *Concealment (Detection)* ability and renders the character *Immune* versus *Concealment (Detection)* skills for one minute or until she takes action affecting another being.

Periodic, Reaction (Defense)

Chaotic Alteration

This ability renders the target *Charmed* towards the character and *Enraged* versus all other beings. Additionally, the target's attack deal Bane damage versus all creatures for the duration.

Periodic (Unique), Attack (Naming), Augment, Influential

Charm

This ability renders the target *Charmed* to the character after one minute of interaction. If this ability is defended, the character may not use it again on any target for five minutes.

Continuous, Attack (Naming), Procedure, Influential (Social)

Chastise

This ability forces the target to spend ten additional seconds concentrating in order to activate the next ability he attempts to use.

Spell (Rank II), Attack (Metaphysical)

Clarity

This ability defends an attack which would render the character *Dazed*.

Spell (Rank I), Reaction (Defense)

Cleansing Spores

This ability renders all beings within reach of the character Immune versus *Poisoned*, persisting up to thirty seconds after they leave the area.

Spell (Rank III, Unique), Channeled (Aura)

Cloak of Wind

This ability defends an *Attack (Metaphysical)* ability or an attack delivered with a Ranged weapon.

Spell (Rank IV), Reaction (Defense)

Climb

This ability allows the character to move twenty feet up or down a vertical surface after ten seconds of concentration.

Continuous, Procedure, Movement

Coalesce

This ability causes the recipient to receive twice as many Body points from the next healing ability from which she benefits.

Spell (Rank II), Augment

Contagion

This ability afflicts three targets with a disease that renders them *Bleeding*.

Spell (Rank IV, Unique), Attack (Metaphysical), Area Effect

Corpse Study

This ability allows the character to study a creature that has been *Dead* for less than five minutes and grant a recipient an invokable defense against any attack used by a being of the same creature type.

Talent (Rank III), Reaction (Defense) Procedure, Latent

Corrode

This ability reduces the target's Burst multipliers by one, to a minimum of one, for a duration of five minutes.

Spell (Rank II, Unique), Attack (Metaphysical)

Counter

This ability allows the character to spend a use of an *Attack (Melee)* skill as a *Reaction (Defense)* against the same attack. This ability has a one minute cooldown.

Continuous, Reaction (Defense)

Counterspell

This ability nullifies a spell used within twenty-five feet of the character; the attempt to cast it is unsuccessful, but the spell slot is still spent.

Periodic, Reaction

Courage

This ability reduces the duration of effects that inflict the Feared status upon the character to five seconds.

Continuous

Critical Fortitude

This ability increases the duration of the character's natural *Critical* stage by one minute.

Continuous

Critique

This ability refreshes one use of a periodic skill known by the recipient.

Talent (Rank III), Procedure

Crushing Blow

This ability renders the target armament *Destroyed* and the limb wielding it *Broken*.

Periodic, Attack (Melee), Pinpoint (Item)

Curate

This ability allows the character to remove a rune from a relic, rendering the relic *Destroyed*. Additionally, the character may spend one *Exceptional* component to increase the duration of a relic by one year.

Continuous

Cure Wounds

This ability restores five times the character's Burst (Metaphysical) multiplier to the recipient as Body points.

Spell (Rank I)

Curse of Malice

This ability afflicts the target with a curse that causes him to be unable to use attacks that do not deal damage.

Spell (Rank IV, Unique), Attack (Metaphysical)

Curse of Penance

This ability afflicts the target with a curse that causes him to be unable to benefit from abilities that would heal status effects from which he is suffering, with the exception of curing this curse.

Spell (Rank IV, Unique), Attack (Metaphysical)

Curse of the Drowned

This ability afflicts the target with a curse that reduces his maximum Body point total by half, to a maximum of four hundred Body points lost.

Spell (Rank IV, Unique), Attack (Metaphysical)

Curse of the Fool

This ability afflicts the target with a curse that causes him to be unable to use or benefit from *Influential* abilities.

Spell (Rank IV), Attack (Metaphysical)

Death Scent

This ability strikes the target with a *Killing Blow* and grants the character the ability to deal Bane damage versus the next target she attacks, provided the target is of the same creature type as the defeated creature.

Spell (Rank II, Unique), Augment

Defensive Fighting

This ability allows the character to use *Destroyed* armaments to defend incoming weapon attacks.

Continuous

Defiant Cover

This ability allows the character to render herself *Dazed*. For the duration, she becomes *Highly Resistant* versus all attacks. This ability may be used as a *Reaction* to an incoming attack.

Periodic, Reaction, Augment, Self

Deflect

This ability defends the character from an *Attack (Melee)* ability.

Periodic, Reaction (Defense)

Despair

This ability renders three targets *Feared* to the character.

Spell (Rank II), Attack (Metaphysical), Area Effect

Detect Weakness

This ability allows the character to determine to what damage type the target is Weak, if any, after thirty seconds of concentration.

Continuous, Attack (Naming), Procedure

Deteriorate

This ability reduces the target's weapon damage by one for a duration of five minutes.

Spell (Rank II), Attack (Metaphysical)

Determination

This ability allows the character to perform limited activity with broken limbs. With a broken arm, she may still carry objects and engage in combat, dealing minus one weapon damage and half her skill damage. With a broken leg, she may move at up to a walking pace without assistance. With two broken legs, she is functionally *Hobbled*.

Continuous

Devastate

This ability deals one hundred damage.

Periodic, Attack (Melee)

Disarm

This ability renders the target *Disarmed*. This ability must strike a weapon and has no effect on a target wielding his weapon in two hands.

Periodic, Attack (Melee), Pinpoint (Item)

Disruption

This ability interrupts a *Channeled* effect, instantly ending the ability.

Spell (Rank III, Unique), Attack (Metaphysical)

Distract

This ability renders the target unable to perceive the character for one minute or until she takes action that directly affects him.

Periodic (Unique), Attack (Naming), Influential (Social)

Divine Force

This ability forces three targets to suffer a twenty pace *Knockback*.

Spell (Rank IV, Unique), Attack (Metaphysical), Area Effect

Dodge

This ability defends the character from an *Attack (Piercing)* ability.

Periodic, Reaction (Defense)

Dragon Strike

This ability deals five times the character's Burst (Melee) multiplier as damage and renders the target *Dazed*.

Periodic (Unique), Attack, Physical (Melee)

Drain Essence

This ability deals sixty aspected damage to the target and refreshes a spell slot of any rank. This ability bypasses the limits on refreshments.

Periodic

Efficiency

This ability allows the character to apply the effect of any trinket, talisman, tonic, potion, or elixir to herself without expending the item when she crafts it. The item must be *Salvageable* in order to activate this effect.

Continuous

Embrittle

This ability removes an object's immunity versus *Destroyed* for a duration of five minutes.

Spell (Rank I), Attack (Metaphysical)

Enfeeble

This ability afflicts the target with a disease that removes his access to an ability specified by the character. If the target does not know the ability, this spell has no effect.

Spell (Rank III), Attack (Metaphysical)

Enhanced Retraining

This ability doubles the amount that the recipient can retrain during that event.

Talent (Rank II), Procedure

Enigmatic Blade

This ability imbues a weapon to deal the character's aspected damage for the duration of an encounter.

Spell (Rank II), Augment

Enigmatic Lance

This ability deals fifteen times the character's Burst (Metaphysical) multiplier as aspected damage.

Spell (Rank II), Attack (Metaphysical)

Enigmatic Ray

This ability deals twenty-five times the character's Burst (Metaphysical) multiplier as aspected damage.

Spell (Rank IV), Attack (Metaphysical)

Enigmatic Strike

This ability deals ten times the character's Burst (Metaphysical) multiplier as aspected damage.

Spell (Rank I), Attack (Metaphysical)

Enslave

This ability renders the target *Dominated* to the character.

Spell (Rank IV), Attack (Metaphysical), Influential

Entry/Escape

This ability allows the character to enter or exit a closed area by way of an unsecured window or similar opening after five seconds of concentration, or any other opening she can fit at least her fist through after thirty seconds of concentration.

Continuous, Procedure, Movement

Evasion

This ability defends an *Attack (Piercing)* or trap effect and instantly moves the character four paces away from the attacker as per the skill *Flee*.

Periodic, Reaction (Defense), Movement

Eviscerate

This ability deals twenty times the character's Burst (Piercing) multiplier as Piercing damage.

Periodic, Attack (Piercing), Pinpoint (Backstab)

Evocation

This ability allows the character to refresh one *Spell Slot* of any rank when she casts four spells in ascending rank order, starting from Rank I and ending with Rank IV. This ability bypasses the limit on refreshment.

Continuous

Factotum

This ability allows the character to use an item for which she does not qualify to use for the duration of an encounter, or invoke one use of such an item, if it is consumable.

Periodic (Unique)

Fade

This ability removes the character from combat with all targets and immediately places her under concealment as per the skill *Stealth* for up to five minutes.

Periodic, Concealment

Falling Star

This ability deals ten times the character's Burst (Metaphysical) multiplier as Starlight damage and restores an equivalent amount of Body points to a recipient within her reach.

Spell (Rank IV, Unique), Attack (Metaphysical)

Fanfare of Victory

This ability renders all beings within reach of the character Immune versus *Destroyed* and *Knockback*.

Spell (Rank IV, Unique), Augment, Channeled (Aura)

ƒ Feast of Crows

This ability renders three targets *Blind* and *Feared* to the character.

Spell (Rank III, Unique), Attack (Metaphysical), Area Effect

ƒ Featherweight

This ability causes the recipient to be treated as an object for purposes of movement.

Spell (Rank I)

ƒ Feign Death

This ability causes the recipient to appear *Dead* to all means of detecting her health until she takes any action. Any being that attempts to interact with the recipient believes her to be beyond the help of healing and must treat her as a corpse; she is not a valid target for abilities except those which would affect corpses.

Spell (Rank I)

ƒ Feint

This ability causes an attack with which it is coupled to affect the target twice.

Periodic, Combo

ƒ Field Repair

This ability allows the character to repair any *Destroyed* item.

Talent (Rank III), Procedure

ƒ Fiendish Whip

This ability deals five times the character's Burst (Metaphysical) multiplier as Aether damage to a target by whom she has just been attacked.

Spell (Rank I, Unique), Reaction

ƒ First Aid/Assess

This ability detects a friendly target's current and maximum Body point total, as well as any status effects from which he is suffering,

after ten seconds of concentration. The character may also spend one minute binding the wounds of an *Incapacitated* target to restore five Body points to him.

Continuous, Procedure

ƒ Flee

This ability allows the character to instantly move up to twenty paces away from another being. She must end movement at least five feet away from hostile beings if at all possible.

Periodic, Movement

ƒ Fortune's Dance

This ability causes a trap activated within five feet of the character to be negated and reset as if it were never activated in the first place. If the trap was concealed, its concealment is broken.

Spell (Rank IV, Unique), Reaction (Defense)

ƒ Fulminate

This ability causes the following three casting phokus attack used by the character to trigger no cooldown.

Spell (Rank III, Unique), Augment

ƒ Garrote

This ability renders the target *Hindered*.

Periodic, Attack (Piercing)

ƒ Grasp with Roots

This ability renders the target's limb *Pinned*, specified by the character.

Spell (Rank I, Unique), Attack (Metaphysical)

ƒ Hamstring

This ability renders the target *Hobbled* and *Dazed*.

Periodic (Unique), Attack (Melee)

⚔Harpoon

This ability forces the target to move directly in front of the character and renders him *Tripped*. This ability may be used as a *Reaction* to a target using a *Movement* skill within ten feet of the character.

Periodic (Unique), Attack (Piercing), Reaction, Movement

⚔Haste

This ability decreases the spellcasting time of a spell with which it is coupled by one second.

Spell (Rank I), Combo

⚔Haymaker

This ability renders the target *Dazed* and *Stunned*.

Periodic, Attack (Melee)

⚔Heal Mind

This ability cures the target of the *Fear*, *Enraged*, *Charmed*, or *Dominated* status, as well as any harmful *Influential* effect afflicting him.

Talent (Rank II), Procedure

⚔Heartseeker

This ability increases the *Burst* (Metaphysical) multiplier of a spell with which it is coupled by one.

Spell (Rank I), Combo

⚔Hindering Strike

This ability renders the target *Hindered*.

Periodic, Attack (Melee)

⚔Hone Weapon

This ability increases the recipient's *Burst* (Melee) modifier by one for a single ability.

Talent (Rank I), Procedure, Augment, Combo, Latent

Identification

This ability allows the character to petition a storyteller for more information regarding an item.

Talent (Rank II), Procedure

Immaculate Defense

This ability defends an *Attack* (Melee) ability and renders the character *Immune* versus the next attack by which she is targeted. This ability may be used to defend two consecutive attacks from the same being, even if both attacks are activated before it is called, provided they were activated simultaneously as the result of another ability.

Periodic, Reaction (Defense)

Immolate

This ability afflicts the target with a disease that renders him *Weak* versus Fire damage.

Spell (Rank II, Unique), Attack (Metaphysical)

Impale

This ability deals ten times the character's *Burst* (Melee) multiplier as damage.

Periodic, Attack (Melee)

Imprison

This ability renders the target *Imprisoned*.

Spell (Rank IV), Attack (Metaphysical)

Incinerate

This ability deals fifteen times the character's *Burst* (Metaphysical) multiplier as Fire damage and renders an armament wielded by the target *Destroyed*, specified by the character.

Spell (Rank IV, Unique), Attack (Metaphysical)

Incite

This ability renders the target *Enraged* versus the character.

Periodic, Attack (Naming), Influential (Social)

Indomitable Focus

This ability defends any attack which would interrupt the character while performing a *Crafting* talent and renders her immune to all other abilities for the duration of the talent, for a maximum of ten minutes.

Periodic, Reaction (Defense)

Inhibit

This ability ends a *Movement* skill that passes within ten feet of the character.

Spell (Rank II, Unique), Reaction

Innovation

This ability allows the character to instantly create and use any consumable item she is capable of crafting with no time or component cost. The item must be used within five seconds.

Periodic, Crafting

Inoculate

This ability renders the recipient Immune versus the *Poisoned* status or a specific disease for the duration of the event. If the disease is not a standard skill in the rulebook, this ability requires the approval of a storyteller.

Talent (Rank III), Procedure

Inspect

This ability informs the character of the creature type and maximum Body point total of the target, as well as his Resistances and Immunities, if applicable.

Spell (Rank I), Attack (Naming)

Inspiration

This ability allows the character to *innovate* the effect of a Rune she is capable of crafting.

Periodic

Intercept

This skill allows the character to redirect an attack upon herself instead of its intended target, provided the target is within reach.

Continuous, Reaction, Impact

Intimidate

This ability renders the target *Feared* versus the character.

Periodic, Attack (Naming), Influential (Social)

Invisibility

This ability conceals the character. While concealed, the character may move at up to a normal walking pace. The concealment is dispelled if she takes any action affecting another being or that she would be unable to perform while concealed and lasts for a maximum of thirty minutes. See *Adventuring and Using Skills* in *Codex A* for information on concealment.

Spell (Rank IV), Concealment, Self

Keen Senses

This ability pierces a *Concealment* skill within twenty-five feet of the character.

Periodic, Attack (Naming), Concealment (Detection)

Last Stand

This ability allows the character ten seconds to make attacks against a target that has rendered her incapacitated. She may not move from her location while doing so. The character must complete a rest before she may use this ability again.

Continuous

Leeching Bloom

This ability causes the recipient's next attack to deal Drain damage.

Spell (Rank IV, Unique), Augment

Leg Sweep

This ability renders three targets within range of the character *Tripped*.

Periodic (Unique), Attack (Piercing), Area Effect

Lifestream

This ability deals five times the character's Burst (Metaphysical) multiplier as Starlight damage and increases her Burst (Metaphysical) multiplier by one for the next healing spell she casts.

Spell (Rank I, Unique), Attack (Metaphysical), Augment

Lightning Storm

This ability deals ten times the character's Burst (Metaphysical) multiplier as Lightning damage to three targets and renders them *Dazed*.

Spell (Rank III, Unique), Attack (Metaphysical), Area Effect

Literacy, Advanced

This ability allows the character to invoke scrolls and trinkets.

Passive

Literacy, Culture

This ability allows the character to read and write the specified language.

Passive

Lore

This ability allows the character to petition a storyteller for information that relates to the subject. Information on Lore's can be found in the Ability Supplements section.

Passive

Magic Missile

This ability deals five times the character's Burst (Metaphysical) multiplier as Mystic damage to three targets.

Spell (Rank II, Unique), Attack (Metaphysical)

Magnetize Ammunition

This ability doubles the range of autohit abilities used by the recipient, calculated before any other augments.

Talent (Rank I), Procedure, Augment

Mana Mastery

This ability allows the character to activate up to four spell slots simultaneously, adding their ranks together to cast a spell of equal rank to the sum.

Continuous

Master Plan

This ability allows the user and up to four other recipients to each gain an additional use of a periodic skill for the next encounter in which they participate after thirty seconds of concentration spent discussing a plan for the encounter.

Periodic (Unique), Procedure, Influential (Social)

Masterwork

This ability allows the character to activate up to three talent slots simultaneously, adding their ranks together to use a talent of equal or lower rank. Any extra ranks are lost.

Continuous

Martyr's Lament

This ability halts the Death count of all beings within reach of the character.

Spell (Rank III), Channeled (Aura)

Maul

This ability renders the target's legs *Broken*.

Spell (Rank IV, Unique), Attack (Metaphysical)

Meditate

This ability allows the character to render herself *Tripped* for one minute. At the end

of the duration, she is healed to her maximum Body point total. The time is reset if she takes any action while meditating.

Periodic (Unique), Procedure

Memorize

This ability allows the character to commit to memory the contents, appearance, and location of up to five items or pages of text or images. The character may keep an OOG copy of the memorized targets. The objects must be noted on her character card.

Spell (Rank I)

Mend

This ability restores fifteen times the character's Burst (Metaphysical) multiplier to the recipient as Body points.

Spell (Rank III)

Meteor Storm

This ability deals ten times the character's Burst (Metaphysical) multiplier as Fire damage to three targets and renders them *Tripped*.

Spell (Rank III), Attack (Metaphysical), Area Effect

Mind Blank

This ability renders the target *Blind* and *Dazed*.

Spell (Rank I, Unique), Attack (Metaphysical)

Mind Probe

This ability informs the character of the target's surface thoughts or allows her to plant a suggestion in his mind. The target must roleplay the suggestion as a natural thought of his, but is not forced to act on it. The target may choose to suffer ten damage instead of either effect.

Spell (Rank I, Unique), Attack (Metaphysical)

Miracle

This ability instantly restores ten Body points to the recipient the next time he takes damage.

Spell (Rank II, Unique), Augment

Mystic Bulwark

This ability renders all beings within reach of the character Resistant versus physical attacks.

Spell (Rank IV, Unique), Channeled (Aura)

Nail

This ability renders the target's limb *Pinned*, specified by the character. The target limb must be within five feet of the surface to which it is being pinned.

Periodic, Attack (Piercing)

Negate

This ability defends the character from an *Attack (Metaphysical)* ability.

Periodic, Reaction (Defense)

Nightmare

This ability cures the character of the *Unconscious* status while she is suffering its effects.

Spell (Rank III, Unique)

Nightstalker

This ability allows the character to move at any pace while concealed.

Continuous

Obscurement

This ability defends a *Concealment (Detection)* effect.

Spell (Rank II, Unique), Reaction (Defense)

Overwhelm

This ability increases the Burst (Metaphysical) multiplier of a spell by one

and, if the spell is an attack, causes it to inflict the *Bleeding* status.

Spell (Rank III), Combo

☪ Panacea

This ability cures all Enduring and Timed status effects from which the recipient is suffering, excluding the *Cursed* status, and restores to him ten times the character's Burst (Metaphysical) multiplier as Body points.

Spell (Rank IV, Unique)

☪ Panic

This ability deals five times the character's Burst (Metaphysical) multiplier as Sonic damage and renders the target *Feared* to her.

Spell (Rank I, Unique), Attack (Metaphysical)

☪ Paralyze

This ability causes all skills used by the target to trigger a five second cooldown for a duration of five minutes.

Spell (Rank I), Attack (Metaphysical)

☪ Parry

This ability defends the character from an attack that deals basic weapon damage.

Periodic, Reaction (Defense)

☪ Perfect Aim

This ability changes the delivery method of a spell with which it is coupled to *Naming* within one hundred feet.

Periodic, Combo

☪ Permafrost

This ability causes a spell with which it is coupled to render the target *Tripped*.

Spell (Rank I), Combo

☪ Persistence

This ability allows the character to defend a damaging attack and instead take one of the

following effects. If the attack dealt fifty damage or less, the character is rendered Disarmed. If the attack dealt more than fifty damage, the character is rendered Dazed.

Periodic, Reaction (Defense)

☪ Physical Therapy

This ability doubles the amount of time the recipient may remain active during his next Rest.

Talent (Rank I), Augment, Procedure

☪ Poison Needles

This ability deals sixty Piercing damage to three targets within reach of the character and renders them *Poisoned*.

Periodic, Attack (Piercing), Area Effect, Impact

☪ Premonition

This ability renders the character Immune versus the next attack that would strike her.

Spell (Rank IV, Unique), Prepared

☪ Primal Trapper

This ability places a trap under *Concealment* and allows the character to use a spell she knows as its effect.

Periodic (Unique), Crafting

☪ Prismatic Bolt

This ability deals five times the character's Burst (Metaphysical) multiplier as Mystic damage and renders the target unable to use *Concealment (Detection)* abilities for a duration of five minutes.

Spell (Rank II, Unique), Attack (Metaphysical)

☪ Professor

This ability allows the character to teach any skill available to a standard or master class. Additionally, she may teach one skill beyond a student's normal limit on learning skills per event.

Talent (Rank IV), Procedure

Puncture

This ability deals five times the character's Burst (Piercing) multiplier as Piercing damage.

Periodic, Attack (Piercing), Pinpoint (Backstab)

Purify

This ability cures the recipient of one *Enduring* or *Timed* status effect from which he is suffering, specified by the character, including the *Cursed* status.

Spell (Rank II)

Quick Bind

This ability renders the target *Bound*.

Periodic, Attack (Piercing), Impact

Quick Reflexes

This ability defends an *Attack (Piercing)* effect targeting a being within twenty-five feet of the character, including herself.

Periodic, Reaction (Defense)

Quadrivium

This ability temporarily increases a Lore known by the recipient by one point.

Talent (Rank I), Augment, Procedure

Rapid Assault

This ability allows the character to autohit the target with a second attack after successfully striking him.

Periodic, Combo

Realign Phokus

This ability increases the recipient's Burst (Metaphysical) modifier by one for a single ability.

Talent (Rank I), Procedure, Augment, Combo, Latent

Reap Soul

This ability deals ten times the character's Burst (Metaphysical) multiplier as Aether damage to a target who is incapacitated, willing, or under the effect of a spell cast by the character. If successful, she is instantly granted an invokable use of the ability *Revive*.

Spell (Rank III, Unique), Augment

Refraction

This ability increases the number of targets of a spell by two.

Spell (Rank IV, Unique), Combo

Rehabilitate

This ability cures the recipient of one *Enduring* or *Timed* status effect he is suffering, specified by the character.

Talent (Rank II), Procedure

Reload Oculum

This ability allows the character to instantly add up to half her maximum Oculum items into her Oculum without spending the normal concentration time.

Periodic

Relocate

This ability allows the character to instantly move up to twenty paces away from another being without interrupting her concentration or channeling of any *Spell* abilities. She must end movement at least five feet away from hostile beings if at all possible.

Spell (Rank II), Movement

Relaxation

This ability reduces the time required for the recipient to complete his next Rest by ten minutes.

Talent (Rank III), Augment, Procedure

Replenish Essence

This ability refreshes a periodic skill to the target.

Spell (Rank III, Unique)

Replicate

This ability reflects an *Attack (Melee)* ability as an *Attack (Metaphysical)* ability, dealing the character's aspected damage if applicable. The character must still defend or succumb to the attack.

Periodic (Unique), Reaction, Combo

Rend

This ability deals five times the character's Burst (Melee) multiplier as damage.

Periodic, Attack (Melee)

Resilience

This ability renders the character Resistant versus an attack by which she is targeted.

Periodic, Reaction (Defense)

Resist

This ability defends an *Attack (Metaphysical)* effect and renders the character Immune versus that skill for the duration of the encounter.

Periodic, Reaction (Defense), Augment

Resonance

This ability defends an attack which would interrupt the character while spellcasting and renders her Immune versus interruption for the duration of the ability.

Spell (Rank IV, Unique), Combo, Reaction (Defense)

Resurrection

This ability allows the character to resurrect a spirit after fifteen minutes of concentration while she is out of combat. She may freely interact with the Spirit while concentrating.

Continuous, Procedure

Resuscitate

This ability cures the recipient of the *Critical* condition and restores him to his maximum Body point total.

Talent (Rank IV), Procedure

Retribution

This ability defends an attack that deals damage as its sole effect and reflects it.

Periodic, Reaction (Defense)

Reverberate

This ability deals the character's metaphysical weapon damage to three targets and renders them *Tripped*.

Spell (Rank II, Unique), Attack (Metaphysical), Area Effect

Revive

This ability cures the recipient of the *Critical* condition and restores him to his maximum Body point total.

Spell (Rank IV)

Revitalize

This ability grants the character a healing pool of twenty-five times her Burst (Metaphysical) multiplier, which may be used to restore Body points to recipients within her reach. The points expire if unused after ten seconds.

Spell (Rank IV, Unique)

Revelation

This ability instantly dispels a target's concealment. The character need not detect the target in order to use this ability.

Spell (Rank II, Unique), Attack (Metaphysical)

Rockslide

This ability deals five times the character's Burst (Metaphysical) multiplier as Crystal damage to five targets.

Spell (Rank IV, Unique), Attack (Metaphysical), Area Effect

Sacrifice

This ability deals ten times the character's Burst (Metaphysical) multiplier as Drain damage. Body points gained by this ability may exceed the character's maximum Body point total by up to ten points.

Spell (Rank IV, Unique), Attack (Metaphysical), Augment

Sanctuary

This ability creates an impenetrable barrier around the character and up to one willing or incapacitated being within reach. The additional occupant may leave at any time, but may not reenter.

Spell (Rank III), Channeled (Barrier)

Sanguine Bolt

This ability deals five times the character's Burst (Metaphysical) multiplier as Mystic damage and renders the target *Bleeding*.

Spell (Rank II, Unique), Attack (Metaphysical)

Scrap

This ability renders a *Salvageable* item *Destroyed* and reduces the component cost of the next item created by the character by one rank, to a minimum of *Common*.

Talent (Rank I), Procedure

Seething Fury

This ability renders the target *Enraged* and forces him to face in the opposite direction of the character for a minimum of five seconds.

Spell (Rank III, Unique), Attack (Metaphysical)

Seismic Crash

This ability deals five times the character's Burst (Metaphysical) multiplier as Sonic damage and renders a limb of the target's choice *Broken*. The effects of this attack may be defended as one rank of falling damage.

Spell (Rank II, Unique), Attack (Metaphysical)

Set/Disarm Traps

This ability allows the character to set a trap after five seconds or disarm a trap after ten seconds of concentration. Information on traps can be found in Chapter V.

Continuous

Shatter

This ability renders the target armament or item of similar size *Destroyed*.

Periodic, Attack (Melee), Pinpoint (Item)

Shared Fate

This ability reflects a status effect targeting the character; she must still defend or succumb to the attack.

Spell (Rank II, Unique), Reaction

Shield, Small

This ability allows the character to use a small shield.

Passive

Silence

This ability renders three targets within range of the character *Hindered*. For the duration, they are rendered unable to speak or use any abilities that require verbal activation.

Periodic (Unique), Attack (Piercing), Area Effect

Slaughter

This ability deals fifteen times the character's Burst (Melee) multiplier as damage.

Periodic, Attack (Physical)

Sleep

This ability renders the target *Unconscious*.

Spell (Rank III), Attack (Metaphysical)

Sleight of Hand

This ability allows the character to pick a target's pockets or open a lock. Information on theft and lockpicking can be found in Chapter V.

Continuous, Procedure

Slow

This ability renders the target *Hobbled*.

Spell (Rank I), Attack (Metaphysical)

Smelt Materials

This ability allows the character to combine one unit of two standard materials of the same rank into one unit of a smelted material. Smelted materials have all the properties of their base materials and are considered to be special materials.

Talent (Rank IV), Procedure

Smite

This ability deals ten times the character's Burst (Metaphysical) multiplier as Mystic damage and allows her to instantly cast a spell on a target within ten feet.

Periodic (Unique), Attack (Melee), Combo

Sneak Attack

This ability increases the damage of the first weapon attack the character uses against a target by +5 Piercing, or the Burst multiplier of the first Piercing attack skill by +1. The

character must be out of combat with the target in order to gain this benefit.

Continuous

Soothing Mercy

This ability renders an attacker *Charmed* to the character the next time she would be struck by an attack. If the target succumbs to the *Charm*, the attack used on the character is not spent.

Spell (Rank IV), Reaction, Prepared

Speedcast

This ability causes a spell with which it is coupled to be cast with no concentration time.

Spell (Rank IV), Combo

Spell Slot

Spell Slots allow the character to cast spells of a rank equivalent to the Spell Slot being activated. For more information, see the *Spells, Spellcasting, and Talents* section of Chapter IV.

Periodic

Spellbind

This ability renders the target *Bound*.

Spell (Rank III), Attack (Metaphysical)

Spell Holding

This ability allows the character to choose one spell she is capable of casting. For the duration of the encounter, she may cast the spell as a *Prepared* ability.

Continuous

Spell Mirror

This ability allows the character to mimic the effect of a spell cast within twenty-five feet that does not have the *Reaction* or *Attack* trait and instantly invoke its effect.

Periodic

Spotlight

This ability renders the target unable to activate *Concealment* abilities for a duration of five minutes.

Spell (Rank II, Unique), Attack (Metaphysical)

Stake

This ability deals ten times the character's Burst (Melee) multiplier as Silver damage and renders the target *Pinned*.

Periodic (Unique), Attack (Melee)

Stasis

This ability defends an attack which would inflict *Knockback* or *Tripped*.

Spell (Rank I), Reaction (Defense)

Static

This ability renders the target *Disarmed*.

Spell (Rank II), Attack (Metaphysical)

Stealth

This ability conceals the character. While concealed, the character may move at up to a normal walking pace. The concealment is dispelled if she takes any action affecting another being or that she would be unable to perform while concealed and lasts for a maximum of thirty minutes. See *Adventuring and Using Skills* in *Codex A* for information on concealment.

Periodic, Procedure, Concealment, Self

Stealth Strike

This ability allows the character to make an attack while using a *Concealment* ability without ending the concealment.

Periodic, Combo

Stone Fists

This ability allows the character to use her forearms to defend incoming weapon attacks as if they were Brawling physreps.

Continuous

Stunning Blow

This ability renders the target *Stunned*.

Periodic, Attack (Melee)

Subdue

This ability renders the target *Bound*. If the character maintains contact with the target with one hand, she gains +1 Melee damage against him.

Periodic (Unique), Attack (Melee)

Suppress/Reveal Memory

This ability forces the target to forget a memory of up to thirty minutes in length. The memory must have been experienced within the previous twenty-four hours. Additionally, the character may use this ability force the target to remember a suppressed memory.

Talent (Rank II), Attack (Naming)

Summon

See the *Ability Supplements* for more information on this ability.

Spell (Rank II), Attack (Metaphysical)

Supernova

This ability renders the character Highly Resistant versus an attack by which she is targeted and forces the attacker to suffer a twenty pace *Knockback*.

Spell (Rank IV), Reaction (Defense)

Talent Slot

Talent Slots allow the character to activate procedures of a rank equivalent to the Talent Slot being activated. For more information, see the *Spells, Spellcasting, and Talents* section, as well as the *Crafting* section, of Chapter IV.

Periodic

Temper Soul

This ability extends the duration of the recipient's *Critical* count by one minute.

Spell (Rank II), Augment

Telepathy

This ability allows the character to speak a single sentence message into the mind of another being of which she is on the same plane of existence and with whom she has conversed. The being may immediately respond with a sentence.

Spell (Rank II, Unique)

Throw

This ability instantly moves the target four paces in a direction of the character's choosing and renders him *Tripped*.

Periodic, Attack (Melee), Impact

Thunderclap

This ability renders the target *Stunned*.

Spell (Rank III), Attack (Metaphysical)

Touchcast

This ability allows the character to deliver a spell as an *Impact* attack. This ability has a one minute cooldown.

Continuous

Trade

This ability allows the character to collect one commodity of a chosen type per event, per purchase. Information on trades and commodities can be found in Codex A.

Passive

Trap Attack

This ability allows the character to choose a target within ten feet of a trap she has set and remotely trigger it as an autohit attack

against him. The character must be within ten feet of her trap to do so. Information on traps can be found in Chapter V.

Periodic (Unique), Attack (Piercing)

Trip

This ability renders the target *Tripped*.

Periodic, Attack (Piercing)

True Sight

This ability allows the character to detect a concealed target within twenty-five feet.

Spell (Rank III), Attack (Naming), Concealment (Detection)

Uproot Barrier

This ability allows the character to move a being maintaining a *Channeled (Barrier)* effect up to four paces in a direction and facing of her choosing. The barrier is not dispelled and any beings within i, if applicable, are moved as well.

Talent (Rank IV), Procedure, Movement

Vertigo

This ability renders the target *Tripped*.

Spell (Rank I), Attack (Metaphysical)

Void Bolt

This ability deals five times the character's Burst (Metaphysical) multiplier as Aether damage and renders the target *Blind*.

Spell (Rank I, Unique), Attack (Metaphysical)

Wall of Thorns

This ability creates an impenetrable ten-foot high barrier extending five feet in either direction from the character's outstretched hand.

Spell (Rank II, Unique), Channeled (Barrier)

Waylay

This ability renders the target *Unconscious*.

Periodic, Attack (Piercing), Pinpoint (Backstab)

Wield Faith

This ability renders the target *Feared* for as long as the character remains presenting her holy symbol towards him. This ability functions as Bane if used on a being with the opposite alignment of the character.

Spell (Rank I), Attack (Metaphysical)

Willpower

This ability defends an Influential attack.
Periodic, Reaction (Defense), Influential

Crafting

This section includes the description of every standard *talent* that creates an item. Activating a low rank talent takes five minutes; a high rank talent is activated after ten minutes. During this concentration time, the character should engage in actions related to her class; a Smith might work metal at a forge, a Scholar might mill herbs to create ink for a scroll, or a Physician might bandage a patient's wounds. The nature of the crafting activity is entirely up to the player, but must include some sort of visual component, such that an onlooker can tell she is using a talent. If the character stops concentrating on a talent for more than thirty seconds, she must start her time over from the beginning.

Each ability has a *component* cost, an indicator of what will be turned into the item being crafted. Rank I talents require a *Common* component; Rank II, *Uncommon*; Rank III, *Rare*; Rank IV; *Exceptional*. Information on components may be found in Chapter V. A character may always use a higher rank component than an ability requires.

While crafting, a character may benefit from up to one *assistant*. By utilizing an assistant, her crafting time is reduced by one-quarter of the total time required to make an item. Assisting another being in crafting counts as using an ability, even if the character is not normally capable of creating the item.

When a player creates an item, she must fill out and sign an item card denoting it. She may store as many doses or uses of one item in the individual object as she would like – a card may have any number of an identical compound on it. When a card is filled out, the player must be sure to cross out any checkboxes in excess of the number of uses she has crafted; each time a use is invoked, the user should mark one of the available boxes until there are no uses left.

A character may use a Talent Slot of the same rank as a crafting talent to *innovate* the item, instantly creating it at no component cost. An innovated item must be used within five seconds; if the item is *Latent*, its effect expires at the end of the encounter in which it was applied.

Adamantine Talisman

This item defends an attack which would render the user's limb *Broken*.

Talent (Rank III), Reaction (Defense), Crafting, Latent

Adhesive Bomb

This item renders the target's limb *Pinned*, specified by the user.

Talent (Rank I), Attack (Piercing), Crafting

Anchoring Spike

This item renders the user *Pinned* and *Immune* to abilities that would move her against her will.

Talent (Rank III), Crafting

Atrophic Bomb

This item afflicts the target with a disease which causes him to spend twice the periodic uses of all abilities he activates, if he has the additional uses available.

Talent (Rank IV), Attack (Piercing), Crafting

Banishment Bomb

This item forces the target to the other side of a wall less than five feet in thickness. The target must be within two paces of the wall for this item to have any effect.

Talent (Rank IV), Attack (Piercing), Crafting, Movement

Blasting Bomb

This item renders an armament wielded by the target *Destroyed*, specified by the user. It may also be used to destroy an item of similar size that is not wielded by a being.

Talent (Rank II), Attack (Piercing), Crafting

Blistering Oil

This item renders the target *Enraged* to the user.

Talent (Rank II), Attack (Melee), Crafting

Cloaker Tonic

This item conceals the imbiber. While concealed, the imbiber may move at up to a normal walking pace. The concealment is dispelled if she takes any action affecting another being or that she would be unable to perform while concealed and lasts for a maximum of thirty minutes. See *Adventuring and Using Skills* in *Codex A* for information on concealment.

Talent (Rank IV), Crafting, Concealment

Concussive Bomb

This item instantly moves the target four paces in a direction of the user's choosing.

Talent (Rank I), Attack (Piercing), Crafting, Movement

Create Buckler

See Chapter V for information on Bucklers.

Talent (Rank IV), Crafting

Create Grimoire

See Chapter V for information on Grimoires.

Talent (Rank IV), Crafting

Create Oculum

See Chapter V for information on Oculus.

Talent (Rank IV), Crafting

Create Relic

See Chapter V for information on Relics.

Talent (Rank I), Crafting

Detoxification Serum

This item ends all *Augments* affecting a *Bound*, *Incapacitated*, or *Dominated* being to whom it is administered; it cannot be resisted in any way.

Talent (Rank II), Crafting

Disorienting Scroll

This item renders the target *Blind* and *Hobbled*.

Talent (Rank I), Attack (Metaphysical), Crafting

Echo Talisman

This item defends an attack which inflicts the *Hindered* status.

Talent (Rank III), Reaction (Defense), Crafting, Latent

Enigmatic Tonic

This item allows the imbiber to add any specialty damage type to her attacks, chosen at the time of use.

Talent (Rank III), Augment, Crafting

Explosive Bomb

This item renders the target *Stunned*.

Talent (Rank IV), Attack (Piercing), Crafting

Flash Bomb

This item renders all beings within reach of the user *Dazed*.

Talent (Rank II), Attack (Piercing), Crafting, Area Effect

Focusing Talisman

This item defends an attack which inflicts the *Stunned* status.

Talent (Rank IV), Reaction (Defense), Crafting, Latent

Forge/Repair Armament

See Chapter V for more information.

Talent (Rank II), Crafting

Forge/Repair Phokus

See Chapter V for more information.

Talent (Rank II), Crafting

Forge/Repair Ranged Weapon

See Chapter V for more information.

Talent (Rank II), Crafting

Fuming Oil

This item renders the target *Unconscious*.

Talent (Rank I), Attack (Melee), Crafting

Greater Healing Elixir

This item restores twenty Body points to the imbiber.

Talent (Rank III), Crafting

Healing Elixir

This item restores five Body points to the imbiber.

Talent (Rank II), Crafting

Hematite Talisman

This item defends an attack which inflicts a *Curse*.

Talent (Rank IV), Reaction (Defense), Crafting, Latent

Holistic Talisman

This item defends an attack which inflicts a disease or the *Poisoned* status.

Talent (Rank II), Reaction (Defense), Crafting, Latent

Ichor Bomb

This item afflicts the target with a disease that renders him *Weak* versus Fire until cured.

Talent (Rank II), Attack (Piercing), Crafting

Inviolate Elixir

This item cures the *Poisoned* status or a disease afflicting the imbiber.

Talent (Rank I), Crafting

Neutralizer Bomb

This item prevents the user from invoking any material benefits for a duration of five minutes.

Talent (Rank III), Attack (Piercing), Crafting

Oil of Slipperiness

This item renders the target *Tripped*.

Talent (Rank I), Attack (Melee), Crafting

Poison Bomb

This item renders the target *Poisoned*.

Talent (Rank I), Attack (Piercing), Crafting

Potion of Expertise

This item temporarily increases the imbiber's known attribute by one point.

Talent (Rank I), Augment, Crafting

Potion of Spider Climb

This item allows the imbiber to use the skill *Climb* with no concentration time.

Talent (Rank II), Augment, Crafting

Potion of Victory

This item grants the imbiber +1 damage and renders her Immune versus the *Charmed*, *Dominated*, and *Feared* statuses.

Talent (Rank IV), Augment, Crafting

Plague Bomb

This item afflicts the target with a disease that renders him *Bleeding* until cured.

Talent (Rank III), Attack (Piercing), Crafting

Razor Oil

This item renders the target *Disarmed* and *Bleeding*.

Talent (Rank IV), Attack (Melee), Crafting

Refreshment Potion

This item refreshes one use of a periodic skill to the imbiber.

Talent (Rank III), Crafting

Rust Bomb

This item deals damage equal to the target's Body points gained from armor. If the target's present Body point total is below his maximum before armor, or he is not wearing armor, this ability has no effect. Additionally, this ability has no effect on the bonus Body points granted by Mythril.

Talent (Rank IV), Attack (Piercing), Crafting

Rune of Levitation

This item allows the user to move a target without using a hand for five minutes, including an *Imprisoned* target. This item must be slotted in a relic currently *Attuned* to the user in order to be activated.

Periodic, Crafting

Rune of Warding

This item defends an attack which would inflict the *Unconscious* status and renders the user Immune to it for five minutes. This item must be slotted in a relic currently *Attuned* to the user in order to be activated.

Periodic, Reaction (Defense), Crafting

Scroll of Restriction

This item renders the target *Bound* and *Tripped*.

Talent (Rank III), Attack (Metaphysical), Crafting

Scroll of Terror

This item renders the target *Feared* to the character.

Talent (Rank I), Attack (Metaphysical), Crafting

Scroll of Tremors

This item afflicts the target with a *Curse* that prevents him from using any consumable items until cured.

Talent (Rank IV), Attack (Metaphysical), Crafting

Skeleton Key

This item opens a basic lock.

Talent (Rank I), Crafting

Skill Storing Rune

This item allows the user to expend a use of a periodic skill to transfer it to the next encounter in which she participates. This item must be slotted in a relic currently *Attuned* to the user in order to be activated.

Periodic, Crafting

Star Globe

This item creates an aura around the user that dispels any active concealment abilities within its radius and prevents such skills from being activated. If defended, the target must leave the radius and may not reenter until his concealment has ended.

Talent (Rank III), Attack (Metaphysical), Area Effect, Channeled (Aura)

Talisman of Protection

This item defends an attack which inflicts an *Enduring* status.

Talent (Rank IV), Reaction (Defense), Crafting, Latent

Talisman of Searing Heat

This item defends an attack which inflicts the *Bound* or *Imprisoned* status.

Talent (Rank III), Reaction (Defense), Crafting, Latent

Talisman of Self-Control

This item defends an attack which inflicts the *Charmed* or *Dominated* status.

Talent (Rank IV), Reaction (Defense), Crafting, Latent

Tar Bomb

This item renders the target *Hobbled*.

Talent (Rank I), Attack (Piercing), Crafting

Tranquilizer Bomb

This item renders the target *Unconscious*.

Talent (Rank III), Attack (Piercing), Crafting

Trinket of Durability

This item defends an attack which inflicts the *Destroyed* status.

Talent (Rank II), Reaction (Defense), Crafting, Latent

Trinket of Free Action

This item defends an attack which inflicts the *Hobbled* or *Pinned* status.

Talent (Rank I), Reaction (Defense), Crafting, Latent

Trinket of Heroism

This item defends an attack which inflicts the *Fearful* or *Enraged* status.

Talent (Rank I), Reaction (Defense), Crafting, Latent

Trinket of Reflex

This item defends an attack which would autohit the character.

Talent (Rank II), Reaction (Defense), Crafting, Latent

Trinket of Retention

This item defends an attack which inflicts the *Disarmed* status.

Talent (Rank II), Reaction (Defense), Crafting, Latent

Ability Supplements

This section contains expanded descriptions on skills which require more information to utilize properly, but are not directly related to a core mechanic detailed in a Codex.

Deception

A character with this ability may use it to disguise herself, create a forged document, or determine if a document is forged.

To create a disguise, the character must spend ten minutes masking her appearance through costume, makeup, or other means. Once applied, the disguise lasts two hours before she must reapply it. The disguise must be noticeably different from the character's normal appearance.

To create a forgery, the character must spend ten minutes drafting the document. Doing so requires her to be in possession of a sample of writing from the being whose writing the character is copying. A forged document must have a footnote that reads "Forgery," followed by the creator's signature, character card number, and the date it was created. Likewise, an authentic document should have a footnote that reads "Authentic," followed by the creator's signature, character card number, and the date it was created. This ability may be used only to forge handwriting and does not allow the character to forge an official seal of any kind.

A character with this ability may detect a forgery by spending ten minutes comparing it to an authentic sample of writing from the being whose writing has been forged.

Devoted

The associated damage types of the most common deities are as follows. If the being to whom the character is devoted is not listed here, a Storyteller must decide for the player what damage type is granted.

Any *Light-aligned* deity, such as Valos, Andorra, Gaia, or Galladel, grants the character *Sacred* damage.

Any *Dark-aligned* deity, such as Malyc, Agaurra, Galmachis, or Glomm, grants the character *Shadow* damage.

Any *Order-aligned* deity, such as Chronicler, Visigalis, Enax, Brazen, or any *Kolator*, grants the character *Silver* damage.

Any *Chaos-aligned* deity, such as Uelrog or any demon, grants the character *Aether* damage.

Any *Primal Spirit* or *Mak'het* grants the character *Starlight* damage.

Any *Fey* grants the character *Mystic* damage.

Any Dragon grants the character the damage associated with its Chroma, detailed in the *Spirit of the Dragon* section.

Literacy

Culture Literacies include the six common languages of Arawyn: *Anterran* for Humans, *Deurgan* for Hillfolk, *Faeryhen* for Faeriekin, *Tyrelian* for Elves, *Kaejish* for Katta, and *Vardakk* for Goblinoids. Any character that is created gains the literacy associated with her creature type for free. Source literacies include: *Abyssal*, *Astral*, *Celestial*, *Draconic*, *Elemental*, *Magic*, *Primal*, *Prophecy*, and *Spirit* and allow the character to read, write, and identify the specified source.

Note that there is no spoken language mechanic at Knight Realms. The skill *Literacy* does not grant the character the ability to speak the language, nor does any other skill.

Lore

A Lore is an ability learned by a character that represents her gaining higher than average knowledge in a specific discipline, chosen from the following list: *Academics*, *Creatures*, *Cultures*, *Geography*, and *History*. Though they ordinarily provide no mechanical benefit to the character, at any time she feels it is appropriate during an encounter, a player may inform the storyteller or NPC she is interacting with that she has ranks in a specific Lore, if she feels it is relevant to information she may be able to ascertain, such as the type of creature she is facing, her geographical location, or historical references to a subject.

Set/Disarm Traps

This ability allows the character to set or disarm a trap. A character may spend five seconds arming a trap by expending a Bomb, Scroll, or Weapon Oil, and clearly marking a trigger with brown (or yellow, if the trap has the *Concealed* component) yarn. The trap's trigger may be no larger than one cubic foot, and a card denoting the trap must be placed within the trigger area. Once a trap is set, it will last until it is triggered or the end of the event, whichever comes first. No more than one trap may be placed on a single trigger location without use of a *Trap Kit*.

Any individual who enters the area of a trap's trigger, excluding the character who set the trap, sets off its effect. If the item used has the *Area Effect* trait, it only targets the individual who set off the trap. Once a trap has been triggered, it is rendered inert unless it has the *Resetting Switch* component.

A character can only disarm a trap which she can see. Disarming a trap takes ten seconds of concentration.

Sleight of Hand

This ability allows the character to pick an eligible target's pockets. Valid targets are indicated by black clothespins attached to their clothing. To successfully perform this ability, the character

must steal the clothespin off the target without him noticing; she may then turn the clothespin in to Logistics to receive her reward.

Clothespins are considered an OOG mechanic and may not be observed by any character. However, if a character is seen in the act of stealing a clothespin off of a target, any observing character or the target himself may react accordingly as if the character were fishing around in his pockets.

Additionally, Sleight of Hand may be used to pick a lock. The character may spend one minute per rank of lock to open it; if she is interrupted, she must start over from the beginning.

Spirit of the Dragon

Each Chroma has two associated personality traits that the dragon spirit embodies – players are encouraged to choose a spirit Chroma with at least one trait that coincides with the way they portray their characters.

Amber

Amber dragon spirits are adventurous and meticulous, granting the character Mystic damage.

Amethyst

Amethyst dragon spirits are honorable and competitive, granting the character Aether damage.

Diamond

Diamond dragon spirits are stalwart and benevolent, granting the character Sacred damage and the Light alignment.

Emerald

Emerald dragon spirits are daring and unpredictable, granting the character Starlight damage.

Obsidian

Obsidian dragon spirits are spiteful and ambitious, granting the character Shadow damage and the Dark alignment.

Opal

Opal dragon spirits are empathetic and eager, granting the character Silver damage.

Ruby

Ruby dragon spirits are passionate and warlike, granting the character Fire damage.

Sapphire

Sapphire dragon spirits are protective and vindictive, granting the character Ice damage.

Sardonyx

Sardonyx dragon spirits are apathetic and patient, granting the character Sonic damage.

Topaz

Topaz dragon spirits are curious and impulsive, granting the character Lightning damage.

Quartz

Quartz dragon spirits are gregarious and decisive, granting the character Crystal damage.

Summon

When using the spell *Summon*, the character may summon a creature appropriate to her class, up to CR 2. A Druid or Ranger may summon any beast or avian creature; a Hexer may summon any negative energy creature; a Shaman may summon any elemental. Monster cards may be obtained from Logistics only if the character has provided her own NPC.

CHAPTER V: EQUIPMENT

After a long and arduous day of adventure, you return to town, pockets heavy with coin collected from your client for dealing with that orc. Your earlier battle has 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. Stopping at a blade of glowing green stone, you lift it to take a closer look. It evokes the feeling of the night sky, and you recognize it as twilight shard, the finest choice for besting the blighted creatures you hunt. For a modest price of fifteen gold pieces, you strap your new weapon to your belt and move on to the next shop.

Components and Armaments

All crafting and talents in Knight Realms utilize *components*. Described in this section are the standard components that exist within the game, as well as their effects in the various armaments they can create.

Components

Common (Rank I)

Aerobark	<i>Lightning</i> Damage	Continuous (Weapon)
Copper	<i>Fire</i> Damage	Continuous (Weapon)
Crystal	<i>Crystal</i> Damage	Continuous (Weapon)
Gryphon Hide	Invokable <i>Unhinder</i>	Periodic
Kobold Bone	<i>Ice</i> Damage	Continuous (Weapon)
Nightshade	Invokable <i>Inviolable Elixir*</i> (self-only)	Periodic
Tamaril Fur	Invokable <i>Reorient</i>	Periodic

Uncommon (Rank II)

Creeping Dusk	Invokable <i>Unbind</i>	Periodic
Demonbone	<i>Aether</i> Damage	Continuous (Weapon)
Drake Scale	Invokable <i>Thick Skull</i>	Periodic

Glimmerwood	<i>Mystic</i> Damage	Continuous (Weapon)
Harpy Feather	Invokable <i>Glide</i>	Periodic
Initrium	<i>Sonic</i> Damage	Continuous (Weapon)
Twilight Shard	<i>Starlight</i> Damage	Continuous (Weapon)
Rare (Rank III)		
Dire Beast Hide	Invokable <i>Dodge</i> *	Periodic
Faery Moss	Chosen Spell or Talent gains <i>Command</i>	Continuous
Kapren Carapace	Invokable <i>Deflect</i> *	Periodic
Meteorite	Chosen Periodic gains <i>Velocity</i>	Continuous
Riftsilk	Invokable <i>Willpower</i> *	Periodic
Silver	<i>Silver</i> Damage	Continuous (Weapon)
Wytchwood	Invokable <i>Negate</i> *	Periodic
Exceptional (Rank IV)		
Corpsewood	Invokable <i>Field Repair</i> * (specific item only)	Periodic (Non-Relic)
Lycanbone	Reduce non-status debuffs by one minute	Continuous
Manaleaf	Invokable <i>Refreshment Potion</i> * (self-only)	Periodic
Mythril	Immune versus <i>Destroyed</i>	Continuous
Runic Weave	Invokable <i>Fragment Essence</i>	Periodic
Sphinx Heart	Double Body point value from an Armor piece	Continuous (Armor)
Wyvern Scale	Invokable <i>Poison Strike</i>	Periodic

Special Components

In certain stages of her adventure, a character may come across rare and special components. Some of these components function identically to normal materials, but may not be smelted, combined, or otherwise augmented unless the mechanics for the item explicitly state otherwise.

No matter the material, an armament may be made of no more than two distinct components. For this purpose, smelted materials count as two components, as do most special components.

Armor

Armor is a worn armament that covers half or more of the specified location. A hero may wear one of four different *types*, or *weights*, of armor; the heavier the armor, the more protection it provides in combat. Every armor location provides a specified amount of *base Body points* (BP) that are combined into the wearer's armor point total. Details can be found in the section describing each armor type. Armor can be made of any material; plate armor made of a cloth component is considered to be made of steel with an ornate cloth decoration, for example. Armor and shields are created by the talent *Forge/Repair Armor* – the number of units of component each piece requires is listed below.

A character may stack up to one layer of each armor type per *location*. An armor location describes the position in which it is worn on her body. If the location can describe more than one position on the character, such as both her left shoulder and right shoulder, each position is considered separately – a character wearing two spaulders would gain one BP from each.

Finally, no matter how much armor a character wears, she may never gain more total Body points from armor than her maximum Body point total.

Helm (One Unit)

Helm armor grants one BP. Helm armor includes helmets, coifs, hoods, and other armor that covers the top of the head.

Neck (One Unit)

Neck armor grants one BP. Neck armor includes gorgets, aventails, and other armor that covers the throat.

Shoulder (One Unit)

Shoulder armor grants one BP. Shoulder armor includes pauldrons, mantles, and other armor that covers the shoulder or upper arm.

Forearm (One Unit)

Forearm armor grants one BP. Forearm armor includes bracers, gloves, and other armor that covers the wrists or lower arms.

Upper Leg (One Unit)

Upper leg armor grants one BP. Upper leg armor includes tassets, pants, and other armor that covers the thighs.

Lower Leg (One Unit)

Lower leg armor grants one BP. Lower leg armor includes boots, greaves, and other armor that covers the shins.

Chest (Two Units)

Chest armor grants two BP. Chest armor includes cuirasses, hauberks, and other armor that covers the torso.

Shield (Two Units)

Shields grant no armor, but gain the material benefit.

Cloth Armor

The lightest armor type includes anything made of cloth, gambeson, or lightweight soft leather. A piece of cloth armor grants double the BP value of its location. Cloth armor must be a secondary layer on top of the character's normal clothing; a robe, mantle, or arming jacket could be considered cloth armor, but a simple shirt could not.

Leather Armor

The first of two medium-weight armor types includes anything made of hard leather, hide, or heavyweight soft leather. A piece of leather armor grants triple the BP value of its location.

Maille Armor

The second medium-weight armor type includes anything made of metal chain or scale. A piece of maille armor grants triple the BP value of its location.

Plate Armor

The heaviest armor type includes anything made of metal plate. A piece of plate armor grants quadruple the BP value of its location.

Material Benefits

When wearing at least two pieces of armor made from the same material, the wearer gains the armor's material type ability. Actively wielding a piece of primary equipment or a shield also grants the material benefit of the armament. A character may be affected by up to two material benefits from her armor or equipment per encounter and may never invoke more than two of the same benefit without completing a rest, even if the material benefit is refreshed.

A piece of primary equipment made out of a material listed as *Continuous (Weapon)* does not count against the limit on invoking material benefits during the course of an encounter. A list of material benefits can be found below. Any material benefit listed in the component chart with an asterisk (*) can be found in the *Class Skills* or *Crafting* section of Chapter IV.

Command (Faery Moss)

This ability allows the character to choose one Spell or Talent. For the duration of the encounter, the chosen ability is activated by a single command word, which must be spoken at conversational volume or louder, instead of by concentration time.

Continuous, Augment

Fragment Essence (Runic Weave)

This ability allows the character to spend a Spell or Talent Slot and gain any number of Slots with a sum of ranks equal to the rank of Slot spent.

Periodic, Procedure

Glide (Harpy Feather)

This ability allows the character to choose which direction she moves when targeted by an attack that would knock her back or displace her. She must move the full distance of the effect.

Periodic, Reaction

Poison Strike (Wyvern Scale)

This ability deals five times the character's choice of Burst multiplier as damage and renders the target *Poisoned*. This ability should be called as "Poison Strike X," followed by the amount of damage, where X is either *Piercing*, *Melee*, or *Metaphysical*, based on the Burst multiplier used.

Periodic, Attack

Reorient (Tamaril Fur)

This ability allows the character to cure herself of the *Dazed* status after five seconds of concentration.

Periodic, Self

Thick Skull (Drake Scale)

This ability defends an attack which would render the character *Stunned* and instead renders her *Dazed*.

Periodic, Reaction (Defense)

Unbind (Creeping Dusk)

This ability allows the character to cure herself of the *Bound* status.

Periodic, Procedure, Self

Unhinder (Gryphon Hide)

This ability allows the character to cure herself of the *Hindered* status.

Periodic, Procedure, Self

Velocity (Meteoric)

This ability allows the character to choose one Periodic skill. For the duration of the encounter, any time she activates that skill, she gains +1 damage on her next weapon damage attack, stacking up to five times.

Continuous, Augment

Primary Equipment

A character's *primary equipment* includes her weapons or other tools crucial to performing her primary combat role. Primary equipment can be made of any type of material; a sword made of a leather material, for example, is simply considered to be made of steel with an ornate leather grip. Small, medium, and thrown weapons cost one unit of material and all other primary equipment costs two units of material to create.

A piece of primary equipment made of basic materials, such as a steel sword or wooden staff, does not require an item card to use. However, a character may only carry as many basic weapons on her person as she has physreps. For more information on weapon physreps and safety, see Codex B.

Simple Weapon

Simple weapons, sometimes called *melee* weapons, do not require a skill to use. This category includes *small weapons* (such as daggers), *medium weapons* (such as shortswords, maces, and brawling), *large weapons* (such as greatswords, warhammers, and polearms), *shafted weapons* (such as staves and spears), *thrown weapons*, and *javelins*. Simple weapons are created by the talent *Forge/Repair Weapon*.

Complex Weapon

Complex weapons, sometimes called *ranged* weapons, require a skill to use. This category includes *bows*, *crossbows*, and *arquebuses*. Arquebuses autohit their damage at up to a twenty-five foot range and the cap must go off for the gun to fire; this attack has a five second

cooldown. Ranged weapons may not be used in melee combat or to block attacks. Ranged weapons are created by the talent *Forge/Repair Ranged Weapon*.

Casting Phokus

Casting phoki require a skill to use. This category can include anything from wands, gems, tarot cards, holy symbols, or any other item to allow the caster to focus her power through it. Casting phoku autohit their damage at up to a ten foot range, augmented by the character's aspected damage type; this attack has a five second cooldown. Use of a casting phokus requires at least one free hand or for the phokus itself to be wielded in hand; they may not be used in melee combat or to block attacks. This item is created by the Scholar talent, *Forge/Repair Casting Phokus*.

Oculum

Oculus require a skill to use. This item allows the character to select one consumable item and prepare it for use by clipping it to her character card. At any time, she may invoke the prepared items without needing to hold them in hand and without spending the normal activation time. Use of an oculum requires at least one free hand. This item is created by the Engineer talent, *Create Oculum*.

Secondary Equipment

Weapons are not the only tools used by heroes. Below are additional armaments a character may wield, which do not require a skill to use. These armaments do not gain the benefits of any components used in their creation.

Grimoire

A grimoire is a book or other written document that requires a hand to use. Grimoires reduce the casting time of all spells by one second. This item is created by the Scholar talent, *Create Grimoire*.

Buckler

A buckler allows the character to strap a shield to her arm of no more than twelve inches in any dimension and block attacks with it. The character may still use her hand for any other actions while using the buckler. This item is created by the Smith talent, *Create Buckler*.

Relics, Runes, and Artifacts

More than just arms and armor, adventurers may come across items of great power in their journeys. This section details the information a player needs to understand the basics of relics, runes, artifacts, and legacy items. However, there always exists the possibility of a hero encountering items outside the scope of what is described here in the course of her adventures.

Relics

Relics are accessory items, generally smaller than armor pieces. Relics do not provide anything in the way of protection against physical blows, but offer the wearer the natural abilities of the materials they are made of.

A relic can be almost any worn accessory, such as a circlet, belt, brooch, ring, necklace, veil, scarf, or mask. An item that would be considered primary equipment or a piece of armor that grants the wearer armor points would not be considered a relic. All relics, with the exception of some rare and special items, expire one year from the month in which they were created.

Attunement

Any character may *attune* a relic to her person at any time during an event by noting it in the designated section of her character card. An attuned relic may not be removed from her person unless she chooses so of her own volition, even if she is not conscious. A character may have no more than two relics attuned to her at a time; once attuned, a relic may not be unattuned for the duration of the weekend, but automatically becomes unattuned at the end of the event. Attuning a relic allows the wearer to benefit from its *runes*, information on which can be found in the following section. A character may have up to two relics attuned per event.

Components

Relics gain the natural benefit of the component used to create them. An individual relic may be made of one material only, but may be made out of a special material. The material benefit of a relic may be the same benefit as conferred by any other armament, but cannot exceed the maximum of two identical benefits per encounter. See the *Components* section above for a list of their benefits.

Runes

Every relic, regardless of its source, may have up to five levels of *runes* added to it before enhancing it further will have no effect. Runes are crafted by certain beings, such as Artisans, to add power to relics and they may also be found on adventures. While a relic can store five runes of average level, certain powerful runes may put more strain on the item than others, causing a relic to be at capacity with only one rune.

A character may choose at any time to destroy all runes in a relic that is attuned to her. If a relic expires with runes in it, the runes are destroyed.

Artifacts

Artifacts are rare items of great power that can be found within the world. Virtually anything can be an artifact: weapons, armor, baubles, jewellery, and even “common” objects might find

themselves enchanted to something far more extraordinary, whether they be permanent or temporary.

A character may attune an artifact for the duration of an event just as she would a relic; she may use no more than one artifact at a given time. Often, the enchantments held within artifacts are far more powerful than those of runes.

Legacy Items

Rarely, a hero may come across something known as a *legacy* item. These items are similar to artifacts, but are bound to a character's soul. Legacy items are not bound by the restrictions of any other item type and are personal to the characters that wield them. Legacy items typically grow in power when their wielder reaches milestones in her journey, though this is not always the case.

A character may only obtain one legacy item, ever. This item may never be lost, stolen, traded, or otherwise removed from the possession of the character it belongs to, except if the storyteller in charge of the legacy chooses to allow it to be passed on to another character.

Consumable Items

In addition to her equipment, a hero may employ many single-use *consumable* items in her arsenal. These items provide a wide array of utilities to any adventurer looking to augment her kit.

Potions, Tonics, and Elixirs

Potions, *tonics*, and *elixirs* are liquid compounds meant to be ingested to take effect. Any being may take five seconds to drink a liquid compound, during which she may take no other action. Additionally, they may be administered to willing *Bound* or *Incapacitated* beings. Typically, potions and tonics augment the strengths of their imbiber, while elixirs provide healing benefits.

Trinkets and Talismans

Baubles meant to provide protection to their wearers, *trinkets* and *talismans* are small but powerful items ranging from jewels to sachets to good luck charms. A character may spend five seconds affixing a trinket or talisman to her person, granting herself its power as a *Latent* effect. Once applied, the effect will persist until invoked, or the end of the event, whichever comes first. A character may stack the effect of single a trinket or talisman on herself no more than once at a time.

Bombs, Scrolls, and Weapon Oils

Some crafted items are more volatile, used to violent or incendiary effects. *Bombs* are explosives that will burst on contact with their target, considered *Piercing* attacks; *scrolls* are mystical documents infused with supernatural energy, considered *Metaphysical* attacks; *oils* are dangerous compounds applied to weapons, considered *Melee* attacks.

CODEX A: CORE RULES

The following section describes the basic rules and mechanics of the game. In essence, there are three main components to participating in any Knight Realms event – *roleplay*, which describes any IG interaction your character has with another character or the environment, on which the mechanics of the game have little impact; *combat*, which describes any live activity where two characters with statistics are using those statistics to engage each other; and *story*, which describes an interaction between an OOG storyteller and a character experiencing something or attempting to accomplish some feat. These three things together form the basis of the game we play.

The Knight Realms Community

Interacting with the Rules

The Knight Realms community is a large and diverse group of individuals. Every player has a different interpretation of how a mechanic works or what a ruling means. This section discusses how players can interact with the mechanical guidelines of the game, in addition to the text of any given rule.

In general, it's always assumed that a specific ruling contained in the text of one skill takes precedence over a general ruling that applies to the whole book. For example, a latent effect may typically be held in reserve until invoked, but certain latent abilities state that they automatically trigger on a certain condition, overruling certain mechanics of the Latent trait.

Additionally, any time a rule asks the player to divide a number, she should always round that result in whichever direction benefits her, unless the ability states otherwise. For example, an ability that reduces the cost of a three-Mana point spell by half will reduce it to only one point.

Interpreting Rules

In any case, a player should always assume that a skill does no more than it explicitly states in its description. Any marshal or Officer, or a storyteller facilitating an encounter, has the authority to make a ruling on any mechanic she witnesses if she feels it is against the spirit of the rules.

In all cases, the intent of the rule is more important to its interpretation than its written word. When in doubt, players should always ask for clarification on a rule. A marshal's ruling will always stand for the remainder of the event in which they are made, unless an Officer or the Director overturn it; appeals must be made in writing after an event.

Attempting an Action Without a Skill

As a general rule, a character may only accomplish feats that her abilities dictate she may, or which the player is capable of performing out-of-game. Certain skills – namely, Climb, Disguise,

Entry/Escape, Forgery, Quick Bind, Sleight of Hand, and Trip – may not be duplicated by a player unless she is using a skill that accomplishes the effect.

Under the supervision of a storyteller, a character may be able to perform certain feats that she ordinarily could not. This does not create a precedent for future circumstances; any encounter in which this may occur is entirely at the discretion of the storyteller facilitating the encounter.

Interacting with Other Players

Knight Realms is more than just a game – it is a community of real people behind the characters they play. When interacting with other players, both in-game and out-of-game, you should always remember that they are their own individuals. Players are here to join together and have fun with each other, and behaving in a way that intentionally causes others to have a bad time or be made uncomfortable is grounds for punishment.

If you are interacting in-game with another player and are uncomfortable with the situation, you are always allowed to break character, either by calling a Hold or putting your hand over your head to indicate that you are out-of-game (Holds are explained in the next section of this codex). You may either explain to the other player that their behavior is uncomfortable and ask them to stop, or you may remove yourself from the situation entirely.

Always remember to keep in-game feelings in-game and out-of-game feelings out-of-game. If a player you are interacting with is visibly becoming upset or your interaction is particularly intense, you are encouraged to break character and check in with that player before continuing the scene and after the interaction has concluded.

Starting and Stopping Roleplay

Roleplaying is the core feature of Knight Realms. Every player creates a persona to act out within the game, portraying and sticking to that character for the full duration of the weekend event. When roleplaying, a player should consider the ways her character would react to a situation, rather than how she would personally react. Perhaps the player has little tolerance for liars, but her character is a natural storyteller whose tales rival the greatest writers; perhaps the player is normally quite shy and reserved, but her character takes a more bold and active approach to situations. Whatever the case, roleplaying is meant to be a fun and immersive experience for all parties involved.

Hold and Lay-On

Whenever a “Hold” is called everyone hearing the call must immediately stop what they are doing and repeat the call until everyone in the vicinity has stopped playing. There should be no talking or any in-game actions taking place during a hold. When the hold has been resolved someone will call “3-2-1- Lay-on!” to resume the game. A hold may be called for other reasons, such as a storyteller explaining the effects of an explosion or to describe what an area looks like.

For whatever reason whenever a hold is called, a player must stop what she is doing and be quiet, so that she can hear what is happening and get back to playing ASAP.

When Lay-On is called, the player should be in the exact same pose and state that she was in when it was called – i.e., she may not ready a weapon, collect spell packets, or otherwise prepare herself during the Hold.

Because calling a hold is disruptive to the game, it is asked that a player not call it unless there is an issue or emergency that affects everyone around her. If she can do what she needs to without disrupting the game, it is encouraged, so that others are not caught in a Hold.

In-Game, Out-of-Game, and Headbands

Knight Realms is a twenty-four hour game. This means that from the moment Layon is called to the moment Layoff is called, all players are considered to be *in-game* (IG) unless noted otherwise. While IG, a player should act as her character only and participate in roleplay activities.

A player may generally only go *out-of-game* (OOG) in the event of an emergency, to ask for clarification, while travelling to or from her NPC duty, or for medical reasons – in order to sleep OOG, she must have a medical note on her character card describing the reason. In no other circumstance should a player be acting in an OOG manner during the live game time while in an IG area. OOG players may not interact with IG characters or items, and vice versa, unless the OOG player is a marshal or a storyteller facilitating an encounter.

In-Game and Out-of-Game Areas

While at a Knight Realms event, all areas are considered to be IG unless specifically noted otherwise. The only areas that are consistently OOG are parking lots, restrooms, and Logistics.

If an area other than those listed above is considered OOG for any reason, it must have a sign clearly displayed on the door or upon entering that states “This Area is OOG” and be signed by the Director or an Officer.

Headbands

Knight Realms uses colored headbands to denote several states of being, outlined here. Certain abilities require the player to don a headband; she must put the headband on as soon as possible after calling the ability. If she cannot produce a headband within five seconds of calling the ability, it fails, and is not considered used.

- A *white* headband signifies a player is OOG. This state may also be indicated by a player holding her closed fist or weapon physrep over her head for short periods of time only. Players should always carry white headbands on their persons.

- A *green* headband signifies the player is non-combat and may not be targeted by weapon strikes or use offensive abilities. When targeting a non-combat character, all attacks should be delivered using impact delivery.
- A *blue* headband signifies the character is on another plane of existence, typically the Spirit realm; this is also used when a character dies. Players should always carry blue headbands on their persons.
- A *red* headband signifies the character is concealed.

Adventuring and Using Skills

Whether it be exploring a new place, locking in battle with a great foe, or simply enjoying a drink at the tavern with comrades, adventuring is at the core of a character's experience in Knight Realms. This section explains how a character can use her abilities to interact with the game world around her.

Using Skills

Skills are actions taken by characters with explicit mechanical guidelines within the rules, as described in Chapter IV. To use a skill, the character must first ensure she meets all its requirements. Some attacks may only be used with certain weapons, some abilities require concentration before activating them, and defenses may only be used in reaction to attacks. If the character fills all the criteria, she may use the skill by simply stating its name at a normal conversational volume or louder.

When a character uses a periodic skill, casts a spell, or invokes an ability from her equipment, the skill or Mana points are considered spent for the duration of the encounter. Some skills and augments persist for a full encounter, granting the recipient their abilities for a period of time. Even if a character remains active herself for longer than the action around her, any such effect will expire if an hour has passed since it was first used.

Using Skills on Other Targets

While some abilities only affect the characters using them, other abilities target beings other than the user. When using an attack, the player must first strike the target, then call the skill as soon as possible afterwards, within five seconds. The player must also call the amount of damage dealt by the attack, if applicable. It is important that the skill is called loud enough for the affected player to hear it. A character may use no more than one offensive skill per target per second.

When an ability is used on or within range of a character, he has five seconds to respond with a reaction skill. After five seconds, it becomes too late for any abilities to be used in response to the initial attack. If the character does not call a defense, he must succumb to the effect of the ability.

Counts and Concentration

Some skills and actions require a *verbal count* in order to use. This means that the effect must be counted aloud in seconds. A verbal count, along with any other concentration time, must take one second or longer per count. Any observing or affected player reserves the right to ask a player to start his count over if he is counting too quickly.

Invoking Abilities

Throughout her adventures, a character may make an ally of a spellcaster who weaves mystical protections upon her; she may enter an area with structural enhancements that she utilizes to her benefit; or she may even come into possession of rare and unusual items that grant her powers beyond the scope of her natural abilities. Whichever the case, if a character has latent effects upon her person that she did not cast herself or wishes to use an item that grants her an ability, she may activate the effect by calling *Invoke X*, where *X* is the name of the skill to be used.

Attributes

An *attribute* is an ability learned by a character that represents her gaining higher than average power in a specific discipline. Only heroes can learn attributes, and even then, a hero may only ever learn one – she must choose between *strength*, representing her physical power and vigor; *dexterity*, representing her agility and nimbleness; and *wisdom*, representing her knowledge and worldly experience. Though they ordinarily provide no mechanical benefit to the character, at any time she feels it is appropriate during an encounter, a player may inform the storyteller facilitating the encounter that she wishes to accomplish a feat and state her attribute total, if it is relevant to the feat.

Encounters

If an adventure is a meal, then an *encounter* is the plate on which it is served. Encounters encompass a variety of different situations, but in general, can be defined as where the main action and excitement of a Knight Realms event happen.

Many encounters involve combat, details on which can be found in Codex B. Using skills is not a requisite for participation in an encounter, but is often the means to its end goal.

Local Encounters

Local encounters take place in the site of the live game world. Any character that happens upon a local encounter can immediately begin participating, and likewise, any character that no longer wishes to participate may leave at any time.

World Encounters

World encounters take place at a site that is separate from the live game world; their location is far away, such that any player not aware of how to get to the site cannot simply walk onto the encounter. A character participating in a world encounter cannot leave the location until an opportunity to travel back to the live game world is presented to her.

Wandering Encounters

Wandering encounters are smaller, random encounters that happen around the site of the live game world. Roaming monsters, travelling merchants, and devious bandits are all common sights to see within the world of Arawyn; heroes should expect to see any amount of allies, enemies, and ne'er-do-wells at any time.

Resting and Refreshment

After a long and arduous encounter, most adventurers want nothing more than to relax and recuperate their strength. *Resting* is the action taken by a character to regain spent skills, as well as restoring Body points lost in combat.

During a rest, a character may only take actions no more strenuous than eating and drinking, reading, talking, or walking short distances without leaving the area in which she is resting. After thirty minutes, the character is considered *rested*, and her skills and Body points are restored to full. Any lingering augments, latents, or other effects upon her from the previous encounter, whether helpful or harmful, are dispelled. Certain status effects persist through rests, details on which can be found in Codex C.

If a character's rest is interrupted, she must begin again to gain the benefit of resting. However, if the interruption is less than one minute of activity, the character may continue her rest; she should continue tracking time from just before the interruption. During this period of time, if the character attempts to utilize any non-passive abilities, any time spent resting is lost and she must start over again from the beginning.

Certain items and abilities may allow a character to *refresh* skills. Refreshing an ability instantly restores one periodic use to the character. Refreshment may not ever grant a character uses or points over the maximum amount she presently has learned. Finally, a character may benefit from no more than one refreshment item and one refreshment skill per period.

Interacting With Abilities

As a character experiences the game, she may come across other beings using abilities that affect how she may interact with them. This section describes some of those abilities, how characters using them should behave, and how to properly interact with those characters.

Concealment Abilities

When a character uses a concealment ability, she should immediately don a red headband. However, if a headband is unavailable or doing so would cause an unnecessary interruption to another player, she may instead indicate that she is using a concealment ability with a hand gesture. By raising her arm, bent at a ninety degree angle, in front of her lower face, the character signifies that she is hidden and must be treated as such by all other beings.

When a character is in the presence of a concealed being or object that she notices OOG, the player must roleplay as if she cannot see the target at all. However, any sounds made by a

concealed being – with the exception of OOG speech, such as calling a skill or clarifying the ability being used – may be heard and responded to as normal. While a character may never know for certain unless she uses a detection skill that a concealed being is present, it is reasonable and acceptable to move away from such noises of unknown origin.

If a character wishes to use a detection ability on a concealed target, she must call the skill and receive acknowledgement from the concealed being or marshal. If the target is an object and no marshal is present, the ability automatically succeeds; a marshal may have additional steps or information for the character. If the target is a being, he must respond immediately by either affirming the used skill pierces his concealment or calling a defense.

If a concealed character takes action that affects another being, her concealment is immediately dispelled. This includes attacking, healing, or trading items with another being. Concealment (Detection) skills may be used while concealed without ending use of the ability.

Movement Abilities

When a character uses a movement ability, she must raise her weapon or closed fist straight into the air over her head and immediately walk to her destination as quickly as possible without stopping; she must walk in a straight line only, and may not navigate around obstacles or terrain. Upon arriving at her destination, she should put down her hand and call *Lay On*, but does not need to count down in order to do so. While using a movement ability, the character may not take any action whatsoever except for travelling to her destination.

If a being uses a movement ability in front of a character, she must ignore the being until the conclusion of the ability and may not move in the same direction until she calls *Lay On*. The character may choose to either continue interacting with beings around her, disengage from the being using the skill and walk in a direction opposite him, or freeze in place until *Lay On* is called.

There are several reaction abilities that may be used in response to movement skills. A being using a movement skill may only be targeted by abilities that specify use against a movement skill. To use one of these abilities, the character must be within ten feet of the target, or closer, if the ability has a shorter range. Additionally, movement skills may be called as reactions to other movement skills. If the character wishes to use a movement skill of her own, she should not wait for *Lay On* and should instead perform the ability at the same time as the other being.

Player Characters and Non-Player Characters

Beings that exist within the Knight Realms game world are called *characters*. Characters have the capacity to have emotions and motivations far different from the player that portrays them. While there is a clear out-of-game distinction between player characters and non-player characters, 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, the staff and storytellers reserve the right to use the name and likeness of any character that has appeared within the game world.

Heroes and Commoners

Heroes are beings born with powerful souls possessing the ability to increase substantially in power. A hero's growth in her lifetime is exceptional compared to that of the commonfolk of Arawyn. All player characters – even those who do not participate in conventionally “heroic” activities – are considered to be heroes.

Player Characters

A *player character*, also known as a PC, is a character created and controlled by a player. Her thoughts and feelings, as well as the way in which she is portrayed, are entirely up to the player. A player typically spends the majority of her event portraying her PC.

Non-Player Characters

A *non-player character*, also known as an NPC, is a character created and controlled by plot. Her thoughts and feelings, as well as the way in which she is portrayed, are up to the storyteller that created her, and deciding how much freedom the player portraying the character may have is entirely at the storyteller's discretion. NPCs can be anything from peasants and monsters to foreign nobility and dastardly villains, all existing with the purpose of entertaining the playerbase in mind.

All players are expected to perform some amount of NPC duty at each event they attend. In this way, the community takes turns providing entertainment for each other. Up-to-date information on NPC duty and shifts can be found on the Knight Realms website.

Build, Trades, and Commodities

Earning Build

There are several ways a character can earn Build. Any character that is paid for at a Knight Realms event is considered to be *in attendance*, regardless of how long she is played or if the player is actively present. The following methods apply only to standard Knight Realms events; special events may have specific rules regarding Build, listed when they are announced.

Base: Every character in attendance at a Knight Realms event earns five Build. During special events, a character may earn more than five Build.

Bought: At any Knight Realms event, a player may choose to purchase up to five Build at check in, applied to all of her characters in attendance at that event. Any other purchased Build is applied to a single character only.

Lifestyle: A character may collect one of each *commodity* and turn them in to receive one Build per event she is in attendance and actively present in-game. Commodity cards should be turned in to a marshal before the end of an event; loose cards may not be turned in with character cards. A character may earn no more than one Lifestyle Build per event and may not collect Lifestyle Build at special events.

Roleplay: Players may earn *roleplaying points*, or *RP points*, from marshals or fellow players for performing exceptional roleplay. RP points can be added to one character's card, and when a character accumulates ten, she earns one Build. RP point cards should be turned in to a marshal before the end of an event; loose cards may not be turned in with character cards.

Character Level

As a character spends Build, her *level* increases; level two requires the character to spend eleven more Build, level three requires twelve more Build, and so on. If a character's spent Build total decreases, her level decreases accordingly.

Trades and Commodities

A *trade* is an activity or hobby learned by a character. It may be how she sustains her livelihood, it may be how she spends her spare time, or it may be a familial profession passed down her line through generations of learning. Trades can be anything from tailoring to carpentry to cartography, but should not mimic the niche of any classes. A character may never learn more than one trade.

When a character learns a trade, she must also choose the nature of the tradeskill she is learning and its associated *commodity* type. There are four types of commodities in Knight Realms: *consumable*, *durable*, *luxury*, and *wearable*. There is no mechanical difference between the four commodity types, but a character may turn in one of each kind before the end of an event in order to collect Lifestyle Build. Commodities may have a description of the item or paperwork they represent written on the card.

CODEX B: COMBAT AND SAFETY

This codex describes everything a player needs to know before participating in combat or other physical contact at Knight Realms.

Combat Safety 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 he has 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 – the targeted player should ignore any skills or damage called against him from one of these strikes and inform the offending player that she is not following the combat safety rules. If necessary, he may ask for her name and report her to a marshal for unsafe combat; continuous reports of unsafe combat regarding one player may result in disciplinary action, including a suspension or revocation of combat privileges.

Even beyond combat, Knight Realms is a *no contact* game. A player may never physically touch another player without his express affirmative consent. Even with a player's consent, physical contact greater than touching someone's shoulder or offering him a hand to stand up should never occur during combat or where the terrain may be unsafe. In a situation where a player needs to touch someone to get his attention for safety reasons, she should touch him on the shoulder or arm only.

Melee Combat and Weapons

The most common form of combat at Knight Realms is, by far, melee combat. To engage in melee combat, players use padded *boffer* or *latex* weapons. As long as the combat safety rules described in the above section are followed, as well as the procedures specific to melee weapons outlined here, combat is a perfectly safe and fun aspect of the game.

When using a melee weapon of any size, the player must swing the weapon in an arc of at least sixty degrees, but no more than one hundred twenty degrees, between each strike. This should result in the weapon being at least six inches away from the target before each strike, depending on the size of the weapon wielded, with larger weapons moving farther away than smaller weapons. *Machine-gunning*, or using rapid strikes that do not meet the minimum requirement of a sixty degree arc, is expressly forbidden, as are massive swings larger than one hundred twenty degrees. Players may not thrust with melee weapons.

A player should never use her hands in melee combat for any purpose other than wielding her weapons. Grabbing another player's weapon, for example, is unsafe and not allowed.

Additionally, hooking weapons or striking them with excessive force in an attempt to disarm an opponent is forbidden.

For information on using skills during combat, see the *Adventuring and Using Skills* section of Codex A.

Weapon Guidelines

Weapons must be made with a foam striking surface of at least one-half inch in thickness. At each end of the core, there should be at least two inches of padding to prevent the core from poking through. Acceptable core materials include fiberglass, carbon fiber, and PVC, as well as other materials specifically designed for use in larp combat by professional weapon companies – materials such as metal, wood, and plastic may not be used in melee weapons.

All weapons, including those that are professionally made, must be inspected by a marshal prior to use in combat at Knight Realms. Weapons that are deemed unsafe or become damaged, even if they previously passed an inspection, must be removed from play immediately.

Small Weapons

Small weapons may be up to eighteen inches in length. The striking surface – the length of the weapon excluding the grip – must be no shorter than ten inches. Small weapons may be wielded in one hand only, deal a base of one damage to the front of the target or two damage to the target's back, and are augmented by Piercing damage proficiencies when striking the target's back, receiving double the damage from proficiency bonuses. Claws and Unarmed physreps follow the size rules for Small Weapons but the damage rules for Medium Weapons.

Medium Weapons

Medium weapons, including one-handed edged or blunt weapons, must be between eighteen and forty-eight inches in length. Medium weapons may be wielded in one hand or two, deal a base of one damage, and are augmented by Melee damage proficiencies. Melee weapons may be augmented by Piercing damage proficiencies when striking the target's back.

Shafted Weapons

Spears and short staves must be between thirty and sixty inches in length and may be wielded in one hand or two; they follow the damage rules for Medium Weapons.

Polearms and long staves, which count as large weapons for all purposes, must be between sixty and seventy-two inches in length. Polearms must be wielded in two hands; a polearm wielded in one hand may be used defensively only and may not be used to strike a target. These weapons follow the damage rules for Large Weapons.

Large Weapons

Large weapons must be between forty-two and sixty inches in length and must be wielded in two hands. A large weapon wielded in one hand may be used defensively only and may not be used

to strike a target. These weapons deal a base of two damage and are augmented by Melee damage proficiencies, receiving double the damage per proficiency bonus. Additionally, Large weapons gain +1 to their Burst (Melee) multiplier, provided the character wielding the weapon has a Burst (Melee) multiplier of at least one.

Ranged Combat and Weapons

In addition to melee, Knight Realms offers several options for ranged combat. The regulations on each type of ranged combat are very different; each weapon style's description may be found below. No ranged combat other than what is included here is permitted at Knight Realms.

As a rule, no ranged weapon may ever be used in melee combat. Weapons, particularly bows and arrows, that are deemed unsafe or become damaged must be removed from play immediately.

Archery

Knight Realms allows archery using arrows (and crossbow bolts) with padded tips; no other forms of archery are permitted. Arrows and bolts must be professionally made and designed specifically for larp combat. An arrow may not be fired at a target unless he is more than fifteen feet away from the archer.

If an archer has an arrow nocked or her crossbow loaded, for safety reasons, she may not be targeted by weapon strikes and should be treated as a non-combat target, as described in the *In-Game, Out-of-Game, and Headbands* section. If an archer has her bow drawn and an enemy approaches her, she must immediately cease fire and lower the bow to her side. She must remove herself from melee range before attempting to fire again.

Finally, it should be noted by all players that attempting to parry or hit an arrow with a weapon is prohibited. Only shields may be used to block incoming arrows.

Bows

Bows must be simple recurve bows with a maximum draw length of twenty-eight inches; arrows used should be fitted for this length. The maximum draw weight of any bow used at Knight Realms is twenty-six pounds. Bows deal a base of two damage and are augmented by Piercing damage proficiencies.

Crossbows

This section will be included in the next version of the Rulebook. Crossbows deal a base of two damage and are augmented by Piercing damage proficiencies.

Arquebus

Arquebuses must be period-appropriate flintlock percussion cap guns. All arquebus physreps must be approved by the Director before entering play. Arquebuses may not be drawn or fired

within three feet of other players and may not be swung around. Arquebuses deal a base of two damage and are augmented by Piercing damage proficiencies.

Thrown Weapons and Spell Packets

This section describes combat with thrown items. Under no circumstances should any weapon or item not listed in this section be thrown at another player.

Thrown Weapons

Thrown weapons must be no more than twelve inches in any dimension. Thrown weapons may not have any type of core. Thrown Weapons deal a base of two damage and are augmented by Piercing damage proficiencies.

A thrown physrep for a bomb or other compound may be no more than three inches in diameter.

Javelins

Javelins must be between twelve and thirty-six inches in length. Though they may be constructed with denser foam in the center, they may not have a solid core. The tip of a javelin that is the striking surface must be open-cell foam. Javelins deal a base of two damage and are augmented by Piercing damage proficiencies.

Spell Packets

Spell packets may be no more than one and one-half inch in any dimension. Spell packets may be constructed out of natural fabric pouches full of birdseed and sewn closed or tied with string. Rubber bands are not acceptable methods of sealing spell packets. Spell packets may be any color; bright colors that stand out when on the ground are encouraged.

Players may also use approved thrown spell physreps of no more than three inches in diameter.

Dealing and Taking Damage

Whether a hero swings her sword to fell a hulking beast or is scorched by the touch of a demon's hellfire, the act of inflicting or receiving wounds is represented as *damage* applied to the injured being's 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 she is inflicting.

To deal damage, a character need not use a skill. A character may strike with a weapon she is capable of using and simply call her *weapon damage*, which is a combination of the base damage of the weapon and her Proficiencies. For example, if the combined total of these values is three, she would strike her target and call “three damage” at a volume loud enough for him to hear.

Taking and Healing Damage

Every character and creature in the Knight Realms world has a *Body point total*, which represents how much damage she can take before becoming incapacitated. A character with ten Body points may suffer ten points of damage, and so on.

When a character is struck with an effect that deals damage, she subtracts the damage number from her Body point total. The number that remains is her new *present Body point total*; she should now apply any damage taken to this number instead of her maximum. If a character receives *healing*, she adds it to her present Body point total. She may not exceed her maximum Body point total with regular healing, though certain effects may grant her temporary Body points. Any points of healing received past her maximum Body points are considered lost.

When a character reaches zero Body points, she immediately falls, incapacitated, to the Serious stage of her Death count, and must begin silently counting the condition. Information on death and dying can be found in Codex C. A character may never fall below zero Body points, even if she takes damage greater than her present Body point total.

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.
- The *Elemental* damage types are *Fire*, *Ice*, *Crystal*, and *Lightning* – fire, water, earth, and air, respectively. These damage types are frequently used by elementals; creatures tied to one element are typically weak to another.
- *Mystic* is the damage type of the outer planes, frequently used by celestials and mystical creatures. Aberrations are weak to Mystic 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 undead and other negative energy beings with physical forms.
- *Sonic* is the damage of force and sound, frequently used by illithids and exians. Natural creatures such as beasts are weak to Sonic damage.
- *Starlight* is the damage of order and life on Arawyn, frequently used by ethereal and primal beings. Corrupt creatures, such as blights and wraiths, are weak to Starlight damage.

Occasionally, a character may encounter other interesting 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, which is typically specific to a creature or creature type, 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 him to reduce the damage taken.
- *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.
- *Piercing* damage does not deal any additional effects, but must be treated as a Piercing attack and can only be defended as such.

Falling Damage

A hero's adventure might see her scale great mountains, fight along a chasm, or even simply fall from her perch in a tree. When a character falls a height greater than ten feet, she takes *falling damage* equal to the number of feet she falls – for example, if the character falls twenty-five feet, she takes twenty-five damage. If the damage taken would incapacitate her, she immediately begins her Death count at the beginning of her Critical stage.

For every fifty feet a character falls, she also takes one Broken limb of her choosing. Each fifty feet is considered one *tier* – an ability that reduces falling damage by a tier allows the character to subtract fifty feet from the damage she would take before calculating the result. A character that falls two hundred feet or more instantly enters the Dead stage, bypassing her Death count entirely, unless she is completely immune to falling damage. Even characters immune to falling damage may suffer adverse effects when falling from heights greater than two hundred feet; these effects are determined by the storyteller facilitating the encounter.

Interacting with Incapacitated Targets

There are certain special actions that may be taken on an enemy who has been defeated in combat or a fallen ally. This section describes how a player may interact with such targets.

Killing Blows

When an enemy has been bested, a character may perform a *killing blow* to finish him off. The character must clearly show her intent to kill the target, either verbally or visually, and spend ten seconds roleplaying doing so. She might spend time to line up a perfect shot, speak last rites over the body or performing lethal damage. At the end of the ten seconds, she must call “Killing Blow,” at which point the target is immediately placed into the Critical stage of his Death count. A killing blow is not considered an attack and cannot be defended in any way.

This time is considered concentration time and may not be shortened by any means; if the character stops for any reason, invokes any abilities, or suffers any attacks, the Killing Blow is interrupted and must be restarted from the beginning.

Searching

A character may search any incapacitated or unconscious target for possessions. She must spend thirty seconds standing or kneeling over the target, during which time she must roleplay searching the target. This time is considered concentration time and may not be shortened by any means; if interrupted, the character must start again.

If the target has loot to give up, after the thirty seconds, he must surrender it to the character searching him. For information on searching other player characters, see Codex E.

Carrying an Incapacitated or Injured Target

A hero may find a fallen friend and need to make a quick escape or apprehend an enemy and want to take him in for questioning. Either way, she may represent carrying a target by placing her hand on his shoulder or elbow and walking next to him. A player should never physically lift or carry another player.

A character may carry only one target at a time, regardless of her strength or how many open hands she has. The only exception to this rule is if a target is under the effects of the spell *Featherweight* or a similar effect – in this case, she may carry one target that counts as an object in addition to one other target. While carrying a target, the character may move no faster than a walking pace.

CODEX C: LIFE, DEATH, AND IN-BETWEEN

A hero's journey is never without risk of injury or even death. This codex contains information pertaining to afflictions a character may face throughout her lifetime, including the inevitability of one day facing the end. Whether it be from a character dying to a grievous wound or the simple fact of a player wishing to move on to a different story, this codex also details the process of creating a new character once a player has decided to hang up her old character's gear and retire her.

Status Effects

Throughout an adventure, a hero may find herself afflicted with any number of strange conditions adverse to her health. This section describes the most commonly encountered *status effects*, including how they impact a character, how long they affect her for, and even what may cure them.

Enduring Status Effects

Enduring status effects last until cured, persisting even through a period of rest.

Blind – The character cannot see. She may move no faster than a walking pace, and she may not use any abilities except latent effects and those that are delivered by touch. A player of a blind character should ensure her out-of-game vision is not obstructed in any way.

Bleeding – The character is bleeding heavily. The effect of all healing towards her Body points is halved until she is healed to her maximum Body point score or the status is cured.

Broken Limb – The character's limb is broken and may not be used for any purpose. A broken arm may not wield a weapon or carry any object, and a broken leg may not be used to walk. A character with one broken leg may not move without assistance; with two broken legs, she must be carried.

Cursed – The character is suffering the effects of a Curse, specified in the ability used to cause it. Curses may only be healed by abilities that specifically cure Curses.

Destroyed – The item is broken and may not be used for any purpose. A broken armament may not be used to block attacks; any effect that strikes the item is considered to hit the character wielding it.

Diseased – The character is suffering the effects of a Disease, specified in the ability used to cause it.

Poisoned – The character may not benefit from healing towards her Body point score until cured.

Death Status Effects

Death status effects last until cured or until they have been suffered long enough to pass into the next stage. The first two, *Serious* and *Critical*, are also known as the character's *Death count*. While under the effects of any Death status, the character cannot be affected by Naming abilities.

Incapacitated – The character has a Body point score of zero. A character in the Incapacitated stage must remain on the ground in a barely-conscious state; she may not move from her position unless carried, and may not resist any actions taken towards her. Incapacitated characters may speak no louder than a quiet conversational volume.

Critical – The character has a Body point score of zero and may not be healed or targeted by any abilities except those that affect the Critical stage. A character in this stage must remain on the ground and may not speak or otherwise interact with her surroundings. After one minute in this stage, the character becomes *Dead*. All active Augment abilities upon a character end upon entering the Critical stage.

Dead – The character is dead. She may not be healed by any means. The character may

remain as a corpse for up to two hours, during which time she may be healed by some specific abilities. After two hours, or at any earlier time, the player must don a blue headband, entering the Spirit stage. Death must be noted on the player's character card, as well as the means of healing her from it, if applicable.

Spirit – The character is a Spirit. The player must wear a blue headband to indicate this status; she may only be healed out of this stage by the *Resurrection* ability, use of which must be noted on her character card. Spirits may interact only with other spirits and beings with *Resurrection*; see the *Death, Reanimation, and Resurrection* section for full details.

Timed Status Effects

Timed status effects last until their duration ends or until they are cured, whichever comes first. There are three tiers of status effects. Tier one effects persist for five seconds, tier two for one minute, tier three for five minutes.

Tier One

Disarmed – The character must drop her weapon to the ground and may not pick it up or draw a new one for five seconds.

Tripped – The character must fall to the ground and cannot stand for five seconds.

Stunned – The character may not take any action whatsoever.

Tier Two

Bound – The character may not move her limbs or take any action but is otherwise interactive with her surroundings.

Dazed – The character may take no offensive action, but may still move and defend herself.

Enraged – The character perceives the subjects of her rage as enemies after her life and must attack them. While Enraged, the

character may not use any abilities that require concentration unless the abilities are attacks.

Feared – The character must avoid the subject of her fear and may not take any action against him whatsoever except for fleeing.

Hindered – The character may not use any periodic skills.

Pinned – The character's limb is affixed to a surface and may not be moved or used for any reason.

Tier Three

Charmed – The character must behave in a friendly way towards the being to whom she is Charmed. The subject of the Charm may not command her to act in any specific manner, but she must regard the being as she would any close friend and may not take hostile action towards him. This effect ends instantly if the subject attacks the character.

Dominated – The character is under the complete control of another being. She must fulfill the commands of the being who has Dominated her, but cannot speak and may only perform actions that being is aware she is capable of.

Hobbled – The character may move no faster than a heel-to-toe pace and cannot use movement abilities.

Imprisoned – The character may not take any action whatsoever, but is aware of her surroundings. While Imprisoned, the character may not be affected by anything, and the timers of all active effects and her Critical count are halted. If the character has Imprisoned herself, she may dispel it at any time.

Unconscious – The character must fall to the ground and may not take any action whatsoever. While Unconscious, she is unaware of her surroundings and cannot be affected by *Social* abilities.

Death, Reanimation, and Resurrection

When a character reaches the end of the Critical stage of her Death count, she is considered to be dead. Though this would be the end for ordinary beings, heroes' immortal souls are not so easily bested. Certain abilities may help a character return to the land of the living once she has passed.

Characters in the *Spirit* stage, as described in the above section, may be healed from this condition by the skill *Resurrection*. While a spirit, the character is instinctively drawn towards any beings with this ability, and they towards her; a spirit may communicate with a being capable of resurrection, but this conversation cannot be perceived by any onlookers. After fifteen minutes of passing through the veils of the Spirit Realm to return to the material plane with the help of one of these beings, the character is considered to have *resurrected*, and must note such on her character card before returning to play. The player of the character must report to Logistics to roll on the *Resurrection Chart* as soon as possible in order to determine any potential side effects of her resurrection. Until she rolls, the character suffers *Resurrection Sickness*, which increases her Rest time to one hour. A character suffering Resurrection Sickness cannot have her Rest time shortened by any means.

When a player dies, she may choose to remain as a corpse – described in the *Dead* status of the Death status effects above – for up to two hours, during which time she may receive the benefit of the skill *Reanimate*. A character may be reanimated no more than once per event; she is returned to life and does not suffer Resurrection Sickness. Once a character becomes a Spirit, she may not be reanimated, even if two hours have not passed since her death.

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, the player retains her earned Build, which is immediately transferred to a new character. Characters created from retirement do not gain starting Build. She also retains the character's total wealth, calculated from her Bank account, items, and coin, as well as any Personal abilities acquired through OOG service or monetary donation. Personal abilities acquired through other means are added to the character's wealth value.

If the player of a retired character changes her mind, she may choose to return as that character. However, a player may choose to coordinate with a storyteller to pre-script a retirement scene. If she chooses this option, she loses one quarter of her total Build and wealth, which may never be recovered, even if she brings the character out of retirement at a later date. A character retired in cooperation with a storyteller may not be brought out of retirement for one year, and the player must work with the storyteller before doing so.

CODEx D: RELIGIONS OF ARAWYN

Religion and divinity are more than just a belief system for heroes of Arawyn. Beyond the power of deities being invocable by their most devout followers, some heroes can even claim to have seen these divine beings with their own eyes. This section describes the most commonly worshipped beings in the Knight Realms universe.

The Eodran Pantheon

Eodra is the celestial plane, the heavens that bridge the space between the Spirit realm and the Astral. This divine land is the home of the twelve Gods of Eodra, the most commonly worshipped beings in all of Arawyn. Beyond reverence, these deities have been known to directly intervene in the affairs of the mortal world where necessary to ensure its survival.

Agaura, the Aspect of War

Goddess of mischief, lost items, noise, patience, misery, vengeance, and honor in battle

Associations

Ravens; the color of fresh blood; masks; chains; daggers

Born in Blood

From the first drop of blood spilled on a battlefield, Agaura's rites are invoked. It is from this blood drawn that she is empowered. Servants of the Lady of Chains follow the philosophy of blood and war. Pain is the ultimate test of life and one cannot experience life without the pain of the flesh. Both sadistically and self-inflicted, it is the pleasure of the flesh only enlightened can see as real experience.

War is the ceremony of blood that pays homage to her ways. In battle, the blood which is shed in her name feeds her power. It is the bath in which she bathes, soaking in the hate and rage of her servants. So too must her followers soak in the blood, for blood carries the wisdom of the divine.

The Divine Truth

The Queen of Blades only demands one rule from all. The written laws of mortal kind hold no place in her courts. A war is chaos, but a war may also restore order. The battlefield is where all of her rituals and rites are performed. The ceremonies in her name, the disputes of houses, the tests of one's deserving of life are all determined through the rites of blood and battle. To the victor goes the heart for consumption and thus the perpetuation of wisdom and enlightenment continue.

Andorra, the Aspect of Hope

Goddess of freedom, compassion, familial bonds, childbirth, defiance, peace, and springtime

Associations

Bears; the color of budding roses; keys; thorned briars; staves

A Merciful Hand

Compassion in all things begets peace. It is in the soldier who stays his hand to let an enemy return home; one who invites the enemy to be redeemed. It is in the clergyman who understands and accepts that he cannot force someone to change their life. Compassion for mortal kind is acceptance of the differences that breed experience. The compassionate hand is an invitation that offers entry into the light.

The Mother will never turn away the lost or broken. In her highest regard are held those who find the light on their own path; never forced. Holding mercy and compassion in one's heart ensures that there will never be a need for oppression or force to sway the minds of others.

A Caring Heart

Hope in all its forms is a power greater than the strongest shield or sharpest sword. It has the power to move mountains and turn the wicked towards the Light, even in the darkest hours. It is hope for oneself that encourages growth in ambitions and will. It is hope for others that build the strongest bonds, creating the greatest bulwark against all troubles. Peace is the noblest aspiration, but to preserve it, one must be willing to fight against those that would strive to take it away, those who would bring harm to what is held most dear, and those who would take advantage of Her mercy.

Brazen, the Aspect of Experience

God of the arts, music, fine craftsmanship, fire, gluttony, perseverance, and charity

Associations

Draft horses; the color of glowing embers; artisan tools; hearty ale; hammers

Forged for a King

Followers of the Forge Father should always hold their craft, forged by hand or trained by book, to the highest standards. No work should ever be less than the best possible accomplishment. To His servants, nothing but the best work will ever suffice. However, no work should ever be scorned for being of less quality than others, for only the craftsman can truly know what is the best she can create.

In all works, nothing is truly perfect. Perfection leads to the belief that there is no longer room for improvement and thus leaves room for doubt and depreciation of the craft. For every creation, there is a lesson to be learned, a mistake to be understood and cherished. The imperfections are what make each work unique and far grander than any replication, and so everything should be treated as a masterpiece.

The Truth of Experience

Strength of heart and mind is equally as important as the strength of body, for without those, the body is merely a shield to be struck down. Servants of the Forge Father must show strength in all aspects of their being to prove their worth. It is through this display of strength that others are inspired, and through inspiration, the greatest creations in all the world are born.

Chronicler, the Aspect of Knowledge

Goddess of wisdom, temper, enlightenment, prophesy, sacrifice, good fortune, and timeliness

Associations

Foxes; the color of glinting gold; feather quills; bells; tarot cards

A Necessary Purpose

Chronicler has one purpose; to record the Great Story. To this end Chronicler has consented to be known to the world, so that those who are inspired to, may use their quills to assist her in this endeavor. Chronicler believes all knowledge is important, and it all has its reason to be known. Chronicler wants the great story to be complete, from all sides, not taking a stand on the moral worth of a being when recording their actions and what drives them.

A Piece of the Whole

To be outside the Great Story is to be outside of all realms, and so all beings play an integral part of the story in some regard, for the story would be incomplete without every account. In this, even the servants who strive to only record, have a story of their own. In their story, it is not possible nor encouraged to remain a silent observer. As forces exist to destroy records and knowledge, the scribes of Chronicler must protect it.

Enax, the Aspect of Authority

God of sovereignty, empires, prowess, ambition, discipline, and advisement

Associations

Vultures; the color of worn steel; polished armor; closed fist; broadswords

Power Rules

Power is held by the strongest in all rights, for the strong lead the weak to victory in battle, and in turn, life. The strong rule implicitly and their word is law, for only the strong are capable of building the greatest and most secure of structures. Everyone serves as part of the whole from the strongest to the weakest, but those in power alone are allowed to direct it. The weak are too feeble to know what the system needs to improve it or command it to function.

A clever mind means nothing if it can be pummeled into the dirt. Force must be used to rule, because a clever mind alone cannot punish the insolent. Through force, obedience is commanded; through obedience, the system thrives; when the system thrives, the will of Enax grows strongest.

The Divine Authority

Never allow the weak to control, for they will lead the system to its end. It is through trial of strength and force that true rulers are chosen. They stand above the countless heathens who tried to claim the throne of power. The weak seek to subvert this rule, and thus turn from the Divine Authority. Those who do so must be purged as broken pieces to be replaced.

Gaia, the Aspect of Life

Goddess of the harvest, celebration, envy, passion, protection, autumn, and hospitality

Associations

Deer; the color of autumn leaves; towering trees; compasses; sickles

The Breath of Life

All life and all each life has to offer in this world is sacred. Every being that has come to exist has reason for life and a purpose known or unknown to serve. It is the duty of all beings to seek out and serve that purpose, but the duty of Gaia's followers to aid others find that purpose.

Disease, plague, and illness are the tools of blasphemy against Her gifts, only serving to twist and destroy her most precious creations. In good health, one is capable of achieving their goals; life can be lived. Sickness only strips away the gift given to all mortal kind, inviting the unfortunate preemptive end before purpose may be fulfilled.

The Great Journey

More than just simply living life and fulfilling a purpose, the servant seeks something greater, to expand, explore and experience. Life is given to be experienced. To stagnate invites sickness into the soul, allowing death to reap. All beings should be encouraged to experience all that Gaia has given. Life is not simply purpose and duty, but growth and influence. Just as the tree sprouts from a seed into a tall towering form which shades the adventurer underneath its leaves, so to must the servant grow to be part of the greater living world.

Galladel, the Aspect of Purity

God of memory, travel, temperance, fables, funerals, equity, and arbitrators

Associations

Falcons; the color of twilight; balanced scales; lanterns; flanged maces

Sanctity of the Soul

The soul is the most pure form of the self, reflecting all actions and behaviors. It is the soul that exists beyond the mortal realm and all things within, and continues on long after the mortal form has ceased. True spiritual purity is achieved not from within the mortal world; rather, it is obtained from outside of it when the physical no longer has control of what the self chooses. Beyond greed, beyond vanity, beyond ignorance, purity comes when the self transcends these hindrances of mortality. The physical world is like clouded glass, blocking the sight of the self.

Embrace the Spirit

The light of twilight is the beacon that all are judged against but it is also the light that inspires and brings enlightenment. The light of twilight is hope. It is the force that drives all mortal kind to achieve great deeds, or continue to fight against the impurities of their own soul. Souls are sacred and each deserve the respect that one would give their own self.

All beings need something to guide them along their journey. Aspire to be the guiding light that aids those who have wandered from their path. Beyond the physical, all are as one. Treat the soul as the body; nourish and care for it, regardless of the physical form it has taken. Act to cleanse oneself by cleansing others, letting their light reflect back.

Galmachis, the Aspect of Death

God of strategy, winter, drought, inevitability, the elderly, quiet nights, and misfortune

Associations

Owls; the color of the new moon; skulls; precious jewels; khopeshes

The Inevitable End

In the eyes of the Lord of the Dead, there is but one truth to the world: All things must die. Galmachis seeks to see that all beings meet this end at or before their destined time, but never afterward. Those who cheat the god of death and break from the Wheel of Fate are among his most detested enemies.

A being whose spirit remains strong and continues to thrive and fight for survival still serve the Lord of Death, willingly or not. Flesh wounds and injuries are not the end, however a grievous and mortal wound is the doorway to his realm.

Weight of the Soul

The clergy of death understand the trade of life for life in this action and pay the price owed. The strength of a soul is valued and serves as the weight upon which the dead turn to him. A weaker being may not be traded for stronger, but equal or greater trade, as offerings to the lord have been deemed acceptable.

While the lord of the dead does not outwardly spurn the necromantic creations, they are regarded with disdain. A body or soul temporarily stripped from his realm, by any other than his own servants, is viewed as an insult to his name.

Glomm, the Aspect of Mystery

Goddess of performance, corruption, secrets, avarice, wealth, opportunity, and efficiency

Associations

Snakes; the color of putrid poison; insects; coins; woodsman's axes

The Serpent's Whisper

In the world of mortal kind, lies are spoken every day. No one is free from it, even those who claim to be truthful in all regards. To Glomm, there is only one lie that stands above all others; one to which all people are held accountable whether they believe it or not. This is the belief that a being truly knows herself. No one is above everything, and everyone has a price. It is the serpent who finds its way into those dark corners to exploit that price.

Temptation is the manifestation of the desires from the underlying thoughts of all minds. Indulge in it and grow. Desire drives empires to emerge, wars to be fought, love to be founded, and all the greatest achievements in history.

The Rot

Corruption feeds to the soul through lies, deception, subterfuge, and other trickeries. In turn the Rot that exists in everyone grows, bringing enlightenment to those who embrace it. The rot in turn imparts secrets, symbiotically. For every indulgence, every secret, every trick, every lie, and every impulse perpetrated, the Rot grows and the bond between mortal and god becomes ever closer.

Malyc, the Aspect of Instinct

God of survival, thunderstorms, madness, broken objects, hunting, motion, and capriciousness

Associations

Coyotes; the color of flashing lightning; open eyes; hunting traps; wands

The Reckless Hand

The strong survive and the weak remain as corpses for the rest to trample upon. Structure brings about complacency and those who become complacent fall stagnant. In striving to avoid routine and patterns, every experience is new and unpredictable. Each moment becomes a test of survival. Every action should be new and unknown. Anarchy ensures freedom from self-imposed rules and the rules of others.

Mayhem and Disorder are a wild force with no direction, and so should be His servants. A storm is a force without pattern or plan that wreaks havoc upon everything in its path. The servant must thrive on impulsive action and with that, become as wild and powerful as the storm itself. By abandoning a single path of rules and values, every moment becomes a step forward. Without ordered structure, there can be no regression.

A Prison of Fear

Power belongs to those who hold the upper hand in all matters, and the upper hand is claimed by those who cast away their fear with reckless abandon. Fear is a tool used to control the weak and feeble minded masses. To live without fear is to escape the binding force that breeds complacency, order, and conformity. Without fear, there is no room in the heart for doubt or question, only freedom from the constraints that all beings are shackled to at birth. Fearlessness and Lawlessness are the only true path to freedom.

Valos, the Aspect of Justice

God of daytime, virtue, courageous action, inquisition, athletics, pride, and summertime

Associations

Lions; the color of the brightest light; courts; crowns; spears

A King Reborn

Those who worship the King of the Light believe in truth and justice above all. Truth in word and deed exemplify the ideal that one need not ever deceive another to do what is right, especially in battle. One who upholds truth becomes a beacon for all to rally behind and becomes a sign of inspiration for others.

A holy servant serves justice equally and fairly to all, regardless of their creed in life. Justice serves to protect the innocent from harm that may come to them. A just warrior carries out the God King's will against injustice, shedding the light of truth before the force of the righteous hammer.

The Scales of Balance

To serve justice without law, is the promotion of Vigilantism. To serve law without justice, is the promotion of Tyranny. Neither will put any soul on the righteous path, and so the scales of Judgment must be balanced in Law and Justice. As it is He who writes the Divine Law, the righteous must uphold and protect it. The righteous must seek to abolish the weights that break the balance of the scales, so that the law of man is ever closer to the Divine.

Visigalis, the Seeker of the Aspects

Divine force of mortality, balance, unity, growth, introspection, doom, and prosperity

Associations

Dragonflies; the color of refracted light; acorns; waterfalls; faceted pendants

Exploration of the Aspects

Seek to understand the aspects of the world and find new ways to view and interpret them. While other divine forces in the world put emphasis and focus on the most common aspects, but others are still ripe to learn from as well, such as greed, luck, innovation, and philosophy. A follower of the Seeker must seek out their own aspects to focus on within themselves and explore them until she finds there is no more to understand. Stagnation is the death of the soul, and true worship can only be achieved by constantly learning and honoring the aspects.

Inward Reflection

Not all is learned by balancing the dichotomy of the world. In fact, much more is learned by reflecting upon the lessons and experiences one has during their journey. For the Seeker, understanding oneself in whole brings the follower closer to the true teachings of Him. A Visigalan should always seek to find the deeper, inner meaning behind her own actions and understand their purpose through life.

Minor Religions

Though the Gods of Eodra are the most commonly known, there are other frequently worshipped beings across the world. Some of the most well known minor and cultural religions are included here. While these beings do not typically grant their followers powers like the Eodran deities, they are revered all the same by various races and sects of people.

Primal Spirits of Arawyn

Great animal spirits, such as Tarkien'Aman, the Great Bear of the North, and Mog'Thul, the Raging Beast of the Plains, are worshipped by many cultures that choose to live off the land. Often, an entire tribe or village will dedicate itself to just one of these spirits, centering the daily culture of its people around the traits their chosen Primal Spirit represents.

Kolator, the Wandering Patrons

The Kolator are a mysterious group, often worshipped by the nomadic peoples of the world, such as the Argenti. Seen as guardian spirits rather than deities, a patron's name is invoked only in areas of her influence, such as Taylos to grant wealth and good fortune, or Kyari to bring revelry and song.

Ma'khet, Families of the Crossroads

The Ma'khet are beings more often bargained with than worshipped. They are commonly venerated by the seafaring Costadori, as well as other merchant castes – even those that do not necessarily believe in the Ma'khet often pay homage to the family anyway, on the chance that they may one day come face to face with their wrath.

Fey and the Seasonal Courts

Arguably more powerful than the Eodran gods, the Fey helped shape the world in its beginnings and granted the powers of Magic to mortalkind. As such, they are often worshipped by the races that remember and celebrate their gifts, such as the Hibernians. Having long since removed themselves from Arawyn, they do not directly interfere with mortal affairs, but their influence can still be seen among those they have touched.

Uelrog, the Ravager

Heralded by the more savage and barbaric goblinoid races – typically those who do not live under the command of Hobgoblins – is Uelrog, the Ravager, the calamity many believe caused the formation of the Great Rift through Palmydia. It is said among his followers that he will one day rise from the Rift and bring about a new age of destruction and prosperity for goblinkind.

CODEx E: PLAYER VERSUS PLAYER ACTIVITY

This section will be included in the next major update to the Rulebook. Until such a time as this section is released, no Player versus Player activity is permitted at Knight Realms.