



UNITY 7.1.0

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INTRODUCTION

Welcome to Larp. The basic idea is to play out what you'd expect to happen in a typical roleplaying game, be that tabletop or videogame, but with the players dressed up as the characters in vaguely fantasy-esque costume, and using padded weapons for the combat. We then split into two teams, the players and the monsters. The players are the heroes (of the story at least, they need not be terribly heroic) who play characters they create and group together in pursuit of some goal. The monsters each play many roles, both as opponents and literal monsters for the players to fight against, and other people they may encounter on their travels. There's a heavy emphasis on roleplaying, and the players making decisions, both in the kind of characters they create and how they play them, but also in how they approach the problems they are faced with. The whole affair is organised by the ref, who writes the plot and the rules, and controls what's going to happen each adventure. Everybody has a character that they play, and everyone takes a turn at being a monster, so you get to experience both sides throughout your adventures.

There's always a risk of your character dying on the course of their adventures. If this happens then you can start playing a new character and try something different for the remainder of the year. In Larp dying is just part of the experience.

You don't need any of your own equipment, or any previous experience to participate. The society has a range of weapons, armour and costume for the use of all members.

LARPING SAFELY

As we'll be fighting, there are some important rules to keep everyone safe:

- **Pull your blows, don't hit too hard.** There will be safety training provided for all new players to demonstrate this. Remember that you only need to hit hard enough to make the other person aware that they've been struck.
- **Never stab** with a weapon unless it's been specifically designated as stab safe. The weapons we use contain rigid cores cushioned with foam. While they're perfectly safe when striking with the edges, stabbing could cause the core to break through the foam, which will completely ruin the weapon as well as creating a potentially sharp edge. In addition, don't do anything that might damage the tips of weapons, such as pressing the tip against the ground or standing a weapon on the tip.
- **Do not hit the head** or other sensitive areas. This ought to go without saying, really.
- **Do not throw weapons** unless they have been specifically designated as safe to throw.
- **Do not attempt to parry arrows** with your weapon. The arrows we use have padded tips, but other areas could still injure if the arrow is knocked off course. If you or anyone else is actually injured then call "man down". If you hear this call then stop fighting immediately and find a first aider if necessary. Do not use the words "man down" under any circumstances unless there is a real injury.

BASIC RULES

These rules will be explained and demonstrated to new players when you first arrive, so don't worry too much about trying to memorise every detail if you've never larded before.

HIT POINTS AND DYING

Unity uses a global hit points system for combat, with "hits" representing a mix of your character's vitality, resolve, armaments and so on. You must remember how many hits you have at any one time. Obtaining hits in certain ways can grant your hits a special quality - for example, purchasing an armour skill gives you the *Armoured* quality. These qualities might give you special abilities or make you resistant to certain types of damage.

Being hit by a weapon under normal circumstances deals one point of damage, no matter where you are hit and whether the blow strikes your armour or clothing. If it hits any part of your body, armour or clothing (excluding cloaks), then it counts as a hit. However, unless there are special circumstances only one hit per weapon counts per second. If you are hit more frequently with the same weapon, then you only take one point of damage per weapon per second.

If at any point you have no hits remaining then you immediately fall to your deathcount. You must immediately fall to the ground, and **may not move or use skills** (except those which specifically state they may be used while on your deathcount). For the **first 10 seconds you are conscious as normal and may call for help**, but after that you must remain quiet. **Your deathcount lasts for 60 seconds** in total, at the end of which you die if you have not been saved. Do not count your deathcount time out loud. **This time pauses while any skill that could revive you is being used**, and the time resumes if it fails. You are revived and may continue as normal if you regain any hits. **If you take any damage while you are on your deathcount, you skip 5 seconds of your timer. Taking damage also unpauses your deathcount if you were Stabilised.**

COMBAT CALLS

Certain skills grant access to **Combat Calls**, such as spells or special weapon strikes. A weapon call, such as "Cleaving Blow" must be clearly spoken out loud to be used and is considered to be out of character, not your actual character speaking, but rather you as a player informing your opponent of the effect. Your character is not considered to have spoken, and anything that stops you from speaking does not stop you from using combat calls. Only one combat call may be used per weapon swing. If you would have some means of using two calls at the same time, you must pick only one.

Certain skills or effects may allow you to *Resist* or be *Immune* to other effects. Resisting is used to indicate that at least part of the effect the opponent has called will not take place, such as the Agility skill allowing you to resist being knocked over.

You must call “*Resist*” out loud, possibly followed by the name of the effect you are resisting in confusing circumstances. **Resisting is a conscious effort**, and **Resisting an effect interrupts anything that requires concentration**, such as a spell you may be part way through casting.

Being *Immune* is similar, in that it stops the effect from taking place, but it does not require any effort or interrupt whatever you are doing. For example, certain mindless creatures are *Immune* to mind effects, as they have no mind to influence.

Anybody who has a hand raised in the air is either invisible, or not actually present and should be ignored.

ADVENTURING

Each weekly larp is referred to as an Adventure. Adventures are made up of Encounters, with each encounter representing a particular interaction with the monster party. Some encounters may consist of multiple combats or interactions, but it should be fairly clear when an encounter is complete, as this normally, but not necessarily, means moving to a different location. Unless you have been informed that the area you are in is highly dangerous, when you are between encounters you may shorten any resting you need to do to 1 minute of roleplaying. After this assume the time has passed for you to have recovered as much as possible.

Everyone present for an adventure normally earns 1XP to spend on their character whether they played on the party or as a monster, and players may receive other rewards as well.

The space in between each week of LARPs is called downtimes for your character. During your downtimes you may teach or learn lores, work or do a variety of other things.

CHARACTER

The following rules allow you to create a character to use in Unity, as well as providing a list of the skills you may purchase and which might be used against you. There are 2 main forms of currency in character creation: Trinkets (TR) and Experience (XP). **XP is earned when you turn up to a LARPing session**, and TR can be given as a reward when your character completes an adventure.

TR can be used to buy physical items, lore and are sometimes a requirement for skills. **XP is used to buy skills**.

If your character dies then you lose all the XP you had spent on them, but keep any unspent XP you have earned after character creation for your next character. Your character also loses their TR value.

Characters start off with **3 hits, 1 basic lore and 10 starting XP** to spend on any skill they meet the requirements for, as well as certain **free starting skills and the ability to use a basic one handed weapon** in their main hand.

If you are generating a character beyond week 1, refer to Appendix C for additional bonuses. While Unity is very flexible, characters will fall into one of the “classes” of Martial, Alchemist, Artificer, Priest or Mage.

There is also the opportunity to roleplay on the society forums with your character if you so choose. Sometimes plot related actions may also take place over downtimes.

As well as regular adventures a party may choose to undertake a Quest. This is a special adventure in search of some important item, person or piece of knowledge. Quests are the main way of acquiring the Specialised lore skills that are required to advance your abilities in certain fields, and certain other actions require quests, for example fully devoting yourself to a magical dedication. Quests may relate to the plot, as dictated by the ref, but **players are encouraged to suggest their own ideas for the quests** relating to their own characters. Quests require an entire party, as usual, and all players participating may gain the benefit of the quest as long as they can justify why the goal is relevant for their character. If the target of the quest is a certain piece of lore, however, then this may not be of use to anybody except the character who initiated the quest. For a quest to count as an ascension quest which is listed under certain skills then the character wishing to ascend must achieve a specific goal important to them or their faction. Think carefully about the type of quest your character would undertake, and which quests it is appropriate for them to take part in. Certain sections of the rules and lore list sample quests to bear in mind.

Another thing to note about quests is that they tend to be far more hazardous than a typical adventure. If you wish your character to initiate a quest, or accompany others on one then be prepared for a difficult time ahead. It is also entirely possible to fail a quest and not gain the results you were after even if the party survives.

- **Tend: 0XP**

You pause a dying character's deathcount for as long as you remain in contact with them, tending to their wounds and not fighting. **After 15 seconds of Tending, you may use the call *Stabilise*** to pause the creature's deathcount until they next take damage.

- **Subdue: 0XP**

You may use the combat call Subdue when striking with any weapon. If a hit from Subdue would start a target's deathcount then they instead fall to the ground unconscious, and awaken after 10 minutes. They are considered to have a single hit remaining during this time, so any further damage will still cause their deathcount to start as normal.

- **Rest: 0XP**

When out of combat, you may spend a minute to rest. If you have at least 1 hit point, you regain all of your hits and will points. **If you're stuck with no healer**, you may roleplaying resting for some time until someone comes. This will have roleplay effects and you may waste significant time waiting for someone willing to heal you.

ALIGNMENT

Alignment represents your characters culture; it is influenced by where they grew up and where they make their home. All characters must choose one of the following alignments:

- **Deeps.** You feel most at home in the world's deep place. The Deeps is a network of underground caverns lit by glowing mushrooms. Although it under the world, it is always teeming with life, and home to some of the friendliest cultists on the continent.
- **Surface.** As a Surface dweller you are most familiar with the Surface itself. Most ordinary people live on the Surface and suffer minor ill effects when traveling to extremes of high or deep.
- **Void.** You feel most at home when close to the Void, in the world's high places. The Void is the opposite of the Deeps. Settlements built up high mountains often experience the effects of being close to the sky. Emotions and magical effects tend to be siphoned off, draining people and objects to husks.
- **Lawless.** You feel no real attachment to any one place, you follow what your heart desires be it coin or violence. To you the void, the surface, and the deeps are just places for you to get work done.

MARTIAL SKILLS



kills can be bought with Experience earned from turning up to LARP sessions. Some of them have requirements. The requirements must be met before the purchase of the skill. Other skills have a trinket cost added to them. This represents the cost of additional materials, such as Additional Armouring.

WEAPONS

- **Offhand Weapons Use: 1XP**
You may dual wield a dagger in your offhand in addition to your main hand weapon. If you have the appropriate skills, you may instead dual wield a pistol in your offhand.
- **Dual Weapon Use: 1XP**
Requires: Offhand Weapon Use.
You may dual wield single handed weapons.
- **Great Weapon Use: 2XP**
You may use a two handed weapon.
- **Bow Use: 2XP**
You may use a bow or crossbow, which requires additional safety training and briefing. On a hit you may call *Double*, dealing 2 points of damage.

SHIELDS

- **Shield Use: 2XP**
You may use a shield and may scavenge shields from defeated foes and use them.
- **Shield Repair: 1XP**
You can repair a broken shield with a minute of roleplay.

FACTION

If you wish then your character may be a member of one of the following factions at character creation. Though there are benefits to joining a faction, there are also downsides or responsibilities you are bound to. Each of the listed factions contains many sub groups, or is spread out over a large area, so you have a reasonable amount of freedom to decide where you are from, and how you fit into the faction in question.

If you are new to the system then talking to other players may help you to get a feel for your chosen faction. You may be a member of one of the following at character creation, or you may join one during the course of adventuring:

Void: The Arbiters, The Nameless, The Vitalists

Surface: The Wardens, The Spiderfolk, The Wayfarers

Deeps: Cult of Ashen, Cult of Hellen, Cult of Skoi

Lawless: The Luscans, The Judgment, The Privateers

More detailed rules for each of these factions can be found in Appendix B.

ARMOUR

You may only wear one set of armour and gain its benefits at a time and this must be represented physically, or 'physrepped'.

- **Light Armour Use: 2XP**
You may wear a set of light armour, with appropriate physrep, gaining 2 hits. Your hits also gain the *Armoured* quality.
- **Heavy Armour Use: 3XP**
You may wear a set of heavy armour, with appropriate physrep, gaining 3 hits. Your hits also gain the *Armoured* quality.
- **Armour Training: 2XP**
Requires: Light/Heavy Armour Use
Your armour now gives you 1 additional hit.
- **Armour Mastery: 3XP and 2TR**
Requires: Light/Heavy Armour Use
Your armour now gives you 2 additional hits.
- **Armoured to the Teeth: 3XP and 2TR**
Your armour now provides one and a half times as many maximum hits (rounded up). This ONLY includes hits gained from armour skills.
- **Tailor: 2XP**
You can strengthen the clothing of those who do not wear armour, granting them 1 additional temporary hit if they do not have the *Armoured* quality. You may repair this hit with 30 seconds of roleplay.

EXPERTISE

The cooldowns on expertise calls are independent from each other.

- **Cleaving Blow: 2XP**
Grants the *Cleaving Blow* call, which can only be called on a dramatic swing of the weapon. Deals 2 points of damage if it strikes a target, and staggers them back 3 paces. If the blow is parried or blocked by a shield then the stagger must still be taken. Once called cannot be used again for 5 seconds
- **Sweeping Strike: 2XP**
Grants the *Sweeping Strike* call, which can only be called on a dramatic swing of the weapon. If the target is struck then they take 1 point of damage from the weapon swing and are either knocked to the ground, or must crouch with their main hand on the ground for 3 seconds if they do not wish to fall. If the attack is parried or blocked then there is no effect. Once called cannot be used again for 5 seconds.
- **Shield Smash: 2XP**
Grants the *Shield Smash* call, which can only be called on a dramatic swing of the weapon. If it is blocked by a shield then the shield is destroyed. Deals 3 paces of stagger. If the call strikes a target, it deals a single point of damage from the weapon swing. Once called cannot be used again for 5 seconds.

COMBAT

- **Agility: 1XP**
May not be purchased with Tenacious
You may resist the knockdown from the *Sweeping* effect.
- **Slice: 1XP**
Requires: Agility, Basic Physiological Lore
Grants the use of the *Slice* call on all attacks with a dagger. *Slice* deals an additional point of damage, unless the target has the *Armoured* quality.

MARTIAL STYLES

Martial styles represent the **combat specialisation** of your character. You may only buy skills from a single martial style, and **mages and priests may not buy skills from them** at all. Buying an entry skill from a martial style gives access to Will Points.

Will Points may be spent to use skills in adventure, as detailed below. If you are somehow interrupted while using a skill that costs will or the target does not take the effect (unless they call *Resist* or *Immune*), then that use of the skill does not cost you any will.

You may only **recover will points by resting**, unless certain abilities specify otherwise. Resting constitutes one minute of time spent out of combat recovering your strength, and returns you to your maximum number of Will points.

There are 5 Martial styles: **Archer**, **Assassin**, **Berserker**, **Duelist** and **Warrior**. Each specialises in a different area of combat.

- **Tenacious: 1XP**
May not be purchased with Agility
You resist stagger on attacks you parry, and only ever stagger a single pace at most from any other source.

SURVIVAL

- **Sturdy: 1XP**
+1 Hit
- **Tough: 2XP**
Requires: Sturdy
+1 Hit
- **Hardened: 3XP**
Requires: Tough
+1 Hit and you may call *Resist* to the effects of *Searing*
- **Hopeful: 1XP**
+ 15 seconds deathcount (75 seconds total).
- **Wilful: 2XP**
Requires: Hopeful
+20 seconds deathcount (95 seconds total).
- **Wakeful: 2XP**
Requires: Hopeful
You remain conscious for the first 20 seconds of your deathcount, instead of 10. When revived from your deathcount you regain an extra hit in addition to any other hits you would start with.
- **Death Defying: 2XP**
Requires: Wilful, Wakeful
+1 Hit and +25 seconds deathcount. (120 seconds total)

ARCHER

- **Archer: 0XP**
Requires: Bow Use, 10XP spent in Martial Skills and Mundane Healing.
+1 Will
- **Bow Expert: 3XP**
You may call *Quad* on a hit, dealing 4 points of damage.
+1 Hit, +1 Will
- **Snaring Shot: 2XP**
Requires: Archer
Cost: 1 Will
You may call *Snare* on arrows to snare a target's limb for 15 seconds. The target may pivot, but otherwise must keep the hit limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snared.

- **Smashing Shot: 2XP**
Requires: Archer
Cost: 1 Will
You may call *Shield Smash* on an arrow. If it is blocked by a shield then the shield is destroyed. Deals 3 paces of stagger.
- **Sundering Shot: 2XP**
Requires: Archer
Cost: 1 Will
You may call *Sundering* on an arrow. This deals 4 points of damage and 6 paces of stagger.
- **Alchemical Shot: 1XP**
Requires: Archer, Poison or Venom (Alchemy)
You may apply either the Poison or Venom preparation to your arrow to call either *Searing* or *Chill* respectively on a hit.
- **Natural Awareness: 2XP**
Requires: Archer, Basic Geographical Lore - Any
You may call resist to any Bolt call, taking only the effect and avoiding the additional point of damage caused by Bolt.
- **Patient: 1XP**
Requires Archer
You may call *Immune* to *Hatred*.
- **Master Archer: 0XP**
Requires: Bow Expert, 20XP spent in Martial Skills, Archer and Mundane Healing
+1 Hit, +1 Will
- **Confusing Shot: XP**
Requires: Master Archer
Cost: 2 Will
You may use the call *Confusion* on shots with your bow. The target is dazed for 30 seconds. During this time they not move, speak or fight, only parrying lightly. This effect ends if the target takes damage from any source.
- **Unerring Shot: 2XP**
Requires: Master Archer
Once per encounter, you may use a bow call you have against a target, without actually firing an arrow. Specify a location to hit, such as "Snare Right Leg".
- **Legendary Hunter: 3XP**
Requires: Master Archer, Advanced Physiological Lore, Advanced Geographical Lore - Any, a Quest
This is a hidden skill. You will find out more after you buy it. Speak to the ref for more information.
- **Backstab: 2XP**
Requires: Assassin, Slice
Cost: 1 Will
Grants the *Backstab* call, which can only be used by lightly tapping a target with a dagger (the call need only be loud enough for the target to hear you). If the target is not aware of the attack they immediately lose 7 hits. If this brings them down to 0 hits, they must remain silent from the moment they take the damage. If the target is aware of the attack, they only take a single point of damage from the dagger strike.
- **Obfuscate: 1XP**
Requires: Assassin
Cost: 1 Will
You may cast *Obfuscate* conversationally on yourself. You are compelled to lie for the next 30 seconds. *Obfuscate* cancels out the call *Enlighten*. You are aware when the call *Enlighten* has been used, even if it was cast conversationally.
- **Searing: 2XP**
Requires: Assassin
Cost: 1 Will
You may gain a use of *Searing*. This causes the target to be disabled by crippling agony for 3 seconds, during which time they may not fight or move.
- **Sharpened Blade: 2XP**
Requires: Assassin, Slice
Cost: 1 Will
You may call *Slice* on your next 3 melee strikes you make with any weapon, ignoring usual weapon type restrictions.
- **Strength of my Enemy: 3XP**
Requires: Assassin, Basic Physiological Lore
+1 Hit, +1 Will, and downing a foe causes you to recover 1 Will.
- **Feared Assassin: 0XP**
Requires: Assassin, 20XP spent in Martial Skills, Alchemy or Assassin, 6XP spent in Assassin
+1 Hit, +1 Will
- **Wound: 3XP**
Requires: Feared Assassin, Slice, Advanced Physiological Lore
Cost: 2 Will
You may use the *Wound* call on an attack with a dagger. If this attack strikes a limb then that limb is disabled and may not be used to walk, fight or hold anything without a minute of appropriate roleplay to apply first aid. Magical healing removes *Wound* instantly.
- **Evasion: 1XP**
Requires: Feared Assassin
You may call *Resist* to any type of burst, taking the additional effect, but avoiding the additional point of damage.
- **Ninja of the Night: 3XP**
Requires: Feared Assassin, Specialised Physiological Lore - Mortals, a Quest
This is a hidden skill. You will find out more after you buy it. Speak to the ref for more information.

ASSASSIN

- **Assassin: 0XP**
Requires: Agility, 10XP spent in Martial Skills or Alchemy
+1 Will
- **Brother in Arms: 1XP**
Requires: Assassin
You pick one weapon with which you may call *Immune* to *Aversion*. This skill may be purchased multiple times, choosing a new weapon each time.

BERSERKER

- **Berserker: 0XP**
Requires: One Expertise call, 10xp spent in Martial skills. Berserkers may not make use of armour.
+1 Will
- **Durable: 2XP**
Requires: Berserker, Tough
+1 Hit, +1 Will
- **Rend: 2XP**
Requires: Berserker, Great Weapon Use
Cost: 1 Will
You gather up momentum to hit an enemy's weapon out of their hands with the call *Rend* and a dramatic swing on a 2 handed weapon.
- **Rugged: 2XP**
Requires: Berserker, Hardened
+2 Hits
- **Second Wind: 2XP**
Requires: Berserker.
Cost: 1 Will
With 5 seconds of roleplay of recovering your strength you may recover up to 3 hits. This verbal functions like a priestly verbal, so damage won't interrupt it but other effects will.
- **Of the People: 0XP**
Requires: Berserker, 20XP spent in Martial Skills or Berserker
+1 Hit, +1 Will
- **I Have Fury: 3XP**
Requires: Of the People.
Cost: All remaining Will (at least one).
When you are conscious on your death count you may get off of your death count with half your hits, rounded up. You are then under the effects of *Enrage* and must attack the target nearest to you until all targets are dead. To stop being under the effect of *Enrage*, you fall to your deathcount starting from 1 again, with your normal amount of conscious time.
- **Thick Skinned: 2XP**
Requires: Berserker, Of the People.
Cost: 1 Will
You may call *Resist* to *Aversion, Doubt, Fear* and *Refute*.
- **Barbarian of the Land: 3XP**
Requires: Of the People, Any Two Advanced Geographical Loes, a Quest.
This is a hidden skill. You will find out more after you buy it.
Speak to the ref for more information.

DUELLIST

- **Duellist: 0XP**
Requires: One Expertise call, no Heavy Armour Use, 10xp spent in Martial Skills
+1 Will
- **Face Off: 3XP**
Requires: Duellist
Cost: 2 Will
You may single out a foe within earshot with a short verbal that ends in "I challenge you!", forcing them into one on one combat. Until either of you falls or 30 seconds passes, both you and the target may only attack or use abilities on each other. Moreover, you both must call *Immune* to any call or weapon hit that did not originate from each other.
+1 Hit, +1 Will
- **Rend: 2XP**
Requires: Duellist
Cost: 1 Will
Grants the *Rend* call, which targets a weapon, forcing the wielder to drop it.
- **Fleet of Foot: 1XP**
Requires: Duellist, Agility
Cost: 1 Will
You can call *Resist* to *Snare* and *Chill*.
- **Riposte: 2XP**
Requires: Duellist
Cost: 1 Will
After you parry an enemy strike, you can call *Arcane* on the next two strikes within 2 seconds. These strikes may only be used against the opponent whose blow you parried.
- **Protective Equipment: 3XP, 2TR**
Requires: Duellist, Light Armour Use, Armour Training
Your Light Armour now reduces the damage caused by a melee weapon call by 1, down to a minimum of 1, resisting the extra damage. You still take the call's effect. For example, *Cleaving Blow* would deal 1 damage and 3 paces of stagger but *Sweeping Strike* would still do 1 point of damage and knock you to the ground.
+2 Will
- **Skilled Duellist: 0XP**
Requires: Duellist, 20XP spent in Martial Skills or Duellist.
+1 Hit, +1 Will
- **Indomitable Will: 2XP**
Requires: Skilled Duellist
During battle, you may roleplay steeling yourself for the oncoming challenges in the middle of battle. After 5 seconds of roleplay you may immediately regain 2 Will points. This can only be used once per encounter.
- **Inspired: 3XP**
Requires: Skilled Duellist
Cost: 2 Will
You can call *Inspired* on a weapon swing, dealing 5 damage. If the attack is parried, the defender must spend one hit to deflect the blow or take the full effect.
- **Masterful Duellist: 3XP**
Requires: Skilled Duellist, a Quest.
This is a hidden skill. You will find out more after you buy it. Speak to the ref for more information.

WARRIOR

- **Warrior: 0XP**
Requires: Tenacious, 10xp spent in Martial skills
+1 Will
- **Armoured to the Bones: 3XP and 2TR**
Requires: Warrior, Heavy Armour Use, Armour Training
You may call *Resist* on any melee weapon call, taking only the effect and resisting the point of damage that would usually accompany being hit by the weapon. For example, *Cleaving Blow* would deal 1 damage and 3 paces of stagger, while *Sweeping Strike* would do no damage but knock you to the ground. If the weapon swing has no call attached, you take the damage as normal.
- **Equipment Mastery: 2XP**
Requires: Warrior
If a spell or effect targets a piece of your equipment you may choose to have another piece of your equipment be affected instead, as long as it is a valid target.
- **Snare: 2XP**
Requires: Warrior
Cost: 1 Will
Strike an opponent's limb with the Snare call to root that limb to the ground for 15 seconds. The target may pivot, but otherwise must keep the hit limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snare
- **Shield Mastery: 2XP**
Requires: Shield Use
Cost: 1 Will
You may call *Resist* to the effects of *Shield Smash*.
- **Wall of Iron: 2XP and 3TR**
Requires: Warrior, Shield Mastery
Your shield is *Immune* to *Aversion*. In addition, the arm holding the shield cannot be *Wounded*.
- **Honoured Combatant: 0XP**
Requires: Warrior, 20XP spent in Martial Skills or Warrior
+1 Will, +1 Hit
- **Hatred: 3XP**
Requires: Honoured Combatant
Cost: 2 Will
Grants the call *Hatred* with a 6 second verbal goading the target into attacking you. This verbal functions like a priestly verbal, so damage won't interrupt it but other effects will.
- **Sundering Blow: 2XP**
Requires: Cleaving Blow or Shield Smash, Honoured Combatant.
Cost: 1 Will
Grants the use of the *Sundering Blow* call on exaggerated swings to deal 4 points of damage and stagger the target backwards 6 paces. Even if the attack is blocked or parried the stagger takes place.
- **Champion Warrior: 3XP and 6TR**
Requires: Honoured Combatant, a Quest
This is a hidden skill. You will find out more after you buy it. Speak to the ref for more information.

MUNDANE HEALING



Mundane healing is healing by conventional means. This can involve herbs and ointments, healing crystals and ranging to saws and scalpels for cutting of limbs. The nature of your mundane healing is up to you.

- **Surgery: 1XP**
You've either studied surgery in a city, or have plenty of practice at fixing up wounds from a life spent in hard places. By spending 10 seconds *Tending* someone on their deathcount, you may use the call *Mending*, getting them up on 1 hit, unless otherwise specified. Their deathcount is paused during this time. You cannot get yourself off your deathcount with mundane healing.
- **Back into the Fray: 2XP**
Requires: Surgery.
After you use *Surgery*, you may immediately choose to apply any alchemical preparation with no time increase.
- **Barber Surgeon: 2XP**
Requires: Surgery, Basic Physiological Lore
You may use *Surgery* with 8 seconds of *Tending*, and may use *Mending Triple* to heal them to 3 hits when you do. Additionally, you may repair a *Wounded* limb with 6 seconds of roleplay.
You may also heal a hit to a target with 6 seconds of roleplay, with the call *Mending*.
- **Medic: 1XP**
Requires: Barber Surgeon, Advanced Physiological Lore
You may spend 20 seconds of roleplaying healing a character. The character does not have to be on their deathcount. When you do so, you may use the call *Regenerate* to heal them to their full hit points.
- **Not on my Watch: 2XP**
Requires: Medic
You may use *Surgery* on a target up to 60 seconds after their deathcount has finished.
- **Aftercare: 2XP**
Requires: Medic
When you use *Surgery* on a target, you may heal them to 4 hits. Use the call *Mending Quad*.
+1 Hit
- **Looking Better Already: 2XP**
Requires: Not on my Watch, Specialised Physiological Lore – Mortals
This is a hidden skill. You will find out more after you buy it. Speak to the Ref for more information.

ALCHEMY AND PISTOLS

Alchemists use their knowledge of the world around them to achieve a variety of effects. Alchemists learn preparations, which represent recipes they can easily replicate with the correct ingredients. Alchemists may store a number of *Slapdash Supplies*, which represent easy to recover ingredients. 1 supply may be used to create 1 preparation, unless specified otherwise. While a *Slapdash Supply* is still active, for example as *Venom* on your blade, you may not regain them.

ALCHEMICAL SKILLS

- **Apprentice Alchemist: 3XP**
Requires: Basic Alchemical Lore
You may carry up to 2 *Slapdash Supplies*.
- **Harvest: 0XP**
Requires: Apprentice Alchemist
By spending 1 minute of uninterrupted roleplay finding and storing supplies, you may recover all your *Slapdash Supplies*.
- **Basic Preparation: 2XP**
Requires: Apprentice Alchemist
Gain a Basic Alchemical Preparation. See the Basic Preparations section for details.
This skill may be purchased multiple times.
- **Emergency Supplies: 1XP**
Requires: Apprentice Alchemist
You may start each adventure with 5 *Emergency Supplies*. These act in the same capacity as *Slapdash Supplies*, except they cannot be reacquired for the rest of the adventure.
- **Capable Alchemist: 2XP**
Requires: Apprentice Alchemist
+1 Hit and gain 1 *Slapdash Supply*
- **Augmentation: 1XP**
Requires: Capable Alchemist, Emergency Supplies
You may start each adventure with an additional 5 *Emergency Supplies*.
- **Idiot Proof: 2XP**
Requires: Capable Alchemist, Emergency Supplies
Your *Emergency Supplies* are useable by anyone, rather than requiring Basic Alchemical Lore.
- **Botany: 1XP**
Requires: Capable Alchemist
If you have a matching Basic Geographical Lore to your location, you gain an additional *Slapdash Supply*.
- **Perks of the Trade: 2XP**
Requires: Capable Alchemist
Gain a perk. See the Alchemical Perks section for details.
- **Subtle Dosage: 1XP**
Requires: Capable Alchemist
If you are not actively fighting you may attempt to poison someone either by contacting their skin, or poisoning something you give to them. This allows you to conversationally use a toxin call on them at range once within the next minute, as if the poison had a small delay. The target will not notice this was you unless you make them aware.
- **Expert Alchemist: 3XP**
Requires: Capable Alchemist
+1 Hit and gain 2 *Slapdash Supplies*.
- **Advanced Preparation: 2XP**
Requires: Expert Alchemist
Gain an Advanced Alchemical Preparation. See the Advanced Preparations section for details.
This skill may be purchased multiple times.
- **Additional Perks: 2XP**
Requires: Expert Alchemist
Gain a perk. See the Alchemical Perks section for details.
- **Improved Augmentation: 1XP**
Requires: Expert Alchemist, Augmentation
You may start each adventure with an additional 5 *Emergency Supplies*.
- **Magical Essence: 2XP**
Requires: Expert Alchemist
You may start each adventure with up to 5 potions that are capable of holding magical essence. If a spell is cast at the potion during its brewing then the potion retains the spell effects. When it is drunk the spell is instantly cast on the drinker. You may agree with another player for them to cast a spell on your potion beforehand, attempt to gain spells through interactions on the forums, or capture a spell during an adventure by taking an effect targeted at you while roleplaying mixing the potion for at least 5 seconds.
- **Skin Absorption: 2XP**
Requires: Expert Alchemist
You may prepare a preparation for use, which takes 5 seconds. After this it can be delivered instantly to a target, either friend or foe, at touch range. This has the same effect as if the preparation was drunk or applied normally.
- **Ingenious Alchemist: 3XP**
Requires: Expert Alchemist
+1 Hit and gain 2 *Slapdash Supplies*.
- **All on my Own: 2XP**
Requires: Ingenious Alchemist
Gain a perk. See the Alchemical Perks section for details. Alternatively, you may create your own perk with permission from the ref.
- **Slapdash Haberdashery: 2XP**
Requires: Ingenious Alchemist
Gain an additional *Slapdash Supply*.

- **Excessive Augmentation: 1XP**
Requires: Ingenious Alchemist, Improved Augmentation
You may start each adventure with an additional 5 *Emergency Supplies*.
- **Deadly Brew: 2XP**
Requires: Ingenious Alchemist, Specialised Lore - Toxins, a Quest
You may not purchase this skill and Remedial Help.
You are aware of a deadly Toxin that could further your killing potential. Speak to the ref for more information.
- **Remedial Help: 2XP**
Requires: Ingenious Alchemist, Specialised Lore - Toxins, a Quest
You may not purchase this skill and Deadly Brew.
You are aware of some improvements that could be made to your Medicines. Speak to the ref for more information.

ALCHEMICAL PREPARATIONS

There are several kinds of useful concoctions an alchemist can prepare before an adventure. Alchemical preparations require Basic Alchemical Lore to administer and Specialist preparations require Advanced Alchemical Lore to use by someone other than the creator, as the creations are often made of multiple parts that must be mixed together in the heat of the moment to take effect. Other party members with the appropriate lore may be given preparations to administer, or may take them from an unconscious alchemist to use. **All preparations cost 1 Slapdash Supply** to use, unless otherwise specified.

BASIC PREPARATIONS

- **Black Powder** – May be used with *Pistol Use* to call *Pistol Double*, which deals 2 points of damage and causes the target to stagger backwards 3 paces.
- **Oil** – Takes 3 seconds to apply, restoring up to 4 hits using the call *Mending Quad*. Cannot be used on targets on their deathcount.
- **Salt** – When drunk, instantly grants a single hit. After 30 seconds this hit dissipates (treat as taking 1 damage) if it has not already been removed. May be used on unconscious targets.
- **Poison** – May be applied to a weapon, which takes 3 seconds. The next time this weapon deals damage to a target, the wielder may call *Chill*, causing the target to move and fight at half speed for 5 seconds, and for 30 seconds all cooldowns on combat calls are doubled and all verbals take twice as long as normal.
- **Truth Serum** – When drunk, causes the drinker to be under the effect of *Enlighten*.
- **Venom** – May be applied to a weapon, which takes 3 seconds. The next strike of this weapon on a target may call *Searing*, causing the target to be disabled by agony and unable to move or fight. If drunk it inflicts *Searing* on the drinker.

ADVANCED PREPARATIONS

- **Elixir**, (*Requires Venom*) – When drunk the target is affected by *Chill* for 30 seconds. Once this ends they are Immune to the next mind effect they would suffer. This effect lasts until used, or the adventure ends. When drunk, any previously existing mind effects the target is suffering from end. This effect cannot be stacked.
- **Hand Cannon**, (*Requires Black Powder*) – When loaded into a single pistol, allows a single use of the call *Pistol Quad*. The pistol will then require 1 minute of roleplaying repairs before it can be used again.
- **Poultice**, (*Requires Oil*) – Restores 1 hit per 5 seconds (at the end of each interval) as long as they are held in place on the target, who may not fight during this time. It cannot be used on targets on their deathcount. After the initial application the target can hold it in place themselves, but they still cannot fight during this time. Only the initial application requires a *Slapdash Supply*.
- **Smokebomb** – Allows use of the *Windways* call. In a puff of smoke, the user disappears for 5 seconds (put your hand in the air to show you have vanished).
- **Traitor's Kiss** – May be applied to a weapon, which takes 3 seconds. The next 2 strikes of this weapon on a target may call *Defy*. If drunk, a Mortal target immediately falls under the effects of *Detach*.
- **Vapour** – When drunk, instantly gives the target a Will or Mana with the call *Vivify*. If the target does not have access to Will or Mana, this does nothing.

ALCHEMICAL PERKS

- **Aqua Vitae** – Your Oils can heal to 1 hit above a character's maximum, granting them a temporary hit point that lasts until it is removed by damage. You may use this feature on as many characters at a time as you have *Slapdash Supplies*.
- **Careful Application** – You may coat 2 daggers using a single Toxin.
- **Explosive Application** – You may combine a preparation you know with a small explosive device, which you may activate using the call *{Preparation Call} Burst*. This costs the same number of slapdash supplies as the preparation would usually. You also take the full effects of the call.
- **Unusual Specimen** – You may be able to gather and safely transport interesting items that would be valuable to the right people. These may come from the surroundings or creatures you kill, as long as you have the appropriate lore skills (normally physiological and a geographical to match the location you are in.), you may be rewarded in trinkets at the end of the adventure for each specimen that you have collected. There may be further roleplay effects.
- **Prototype Mixture** – Gain a custom prototype preparation, which should be agreed upon with the ref beforehand. This has lots of flexibility, and the cost to use this preparation will depend on the power of the preparation.

PISTOL SKILLS

- **Pistol Use: 2XP**

Requires: Basic Alchemical Lore

You may fire a pistol in your main hand at a target with the call *Pistol Double*, which deals 2 points of damage and causes the target to stagger backwards 3 paces.

Each use costs 1 black powder.

Reloading a pistol takes 20 seconds. Any shot that is not fired with your main hand is considered to miss and does no damage, unless you have the *Offhand Weapon Use* skill, which allows you to use your gun in either hand. To be able to use two pistols at once, you need *Dual Pistol Use*.

- **Additional Shots: 1XP**

Requires: Pistol Use

Gain 5 *Emergency Supplies* that can only be used as *Black Powder* preparations. When you have the *Black Powder* preparation, when you can use these *Emergency Supplies* as normal.

- **Dual Pistol Use: 1XP**

Requires: Pistol Use, Offhand Weapon Use

You may use 2 pistols, and you may fire them simultaneously with the call *Pistol Quad*, dealing 4 damage and 6 paces of stagger.

- **Pistol Training: 1XP**

Requires: Pistol Use

You may reload a pistol in 10 seconds.

- **Deadly Shot: 2XP**

Requires: Pistol Training, Poison or Venom Preparation

You may combine your powder and *Poison* or *Venom* preparations to call either *Chilling Bolt* or *Searing Bolt* respectively. This costs 1 *Slapdash Supply*.

- **Pistol Mastery: 2XP**

Requires: Pistol Training, Advanced Alchemical Lore

You may reload a pistol in 5 seconds.

- **Called Shot: 2XP**

Requires: Pistol Mastery, Additional Shots or Emergency Supplies

You may fire a pistol to call *Wound {limb}* on a named limb instead of dealing damage. You must use a *Black Powder Emergency Supply* to do this. The named limb is disabled and may not be used to walk, fight or hold anything without a minute of appropriate roleplay to apply first aid. Magical *Mending* removes wounds instantly.

- **Quickloading Mechanism: 2XP**

Requires: Pistol Mastery, Expert Alchemist

After firing a pistol shot, you may reload in 1 second.

You may not do this again until you have taken 5 seconds to reload a shot.

- **Black Powder Knowledge: 2XP**

Requires: Called Shot, Ingenious Alchemist, Specialised Alchemical Lore – Black powder

Twice per encounter you may use a *Slapdash Supply* to call *Wound {limb}*, bypassing the *Emergency Supply* restriction.

- **Fan the Hammer: 3XP**

Requires: Quick Loading Mechanism, Specialised Alchemical Lore – Black powder

This is a hidden skill. You will find out more after you buy it. Speak to the ref for more information.

- **Renowned Pistolier: 0XP**

Requires: 8XP spent in Pistol Skills

This is a hidden skill. You will find out more after you buy it. You are aware of the lore skill *Arcane Smith*. Speak to the ref for more details about this skill.

PRIESTS

Priests can cast rites and chants by channelling a particular power source for a period of time. Most will require a **verbal, which is a period of time during which the priest must speak clearly and audibly**. The exact contents of a verbal are up to the player.

Priests may cast rites and chants while in combat and are **not interrupted by damage**, but will still be **interrupted by knockdown, stagger** and effects that prevent them from speaking or using verbals. They must, however, **move at a walking pace**. You may choose to end your verbal and give up on casting at any time. Once you have completed your verbal you immediately spend the specified amount of hits.

If a character is a mage, then they cannot buy skills from the priest section.

ALIGNMENT

All priests are aligned with either the Void, Surface or Deeps, granting them a set of skills unique to that alignment. Priests of different alignments have different names as described below. Those whose Alignment is Lawless act as though their alignment is any other.

VOID - SEER

Seers are driven by philosophical concepts refined down to an unwavering ideology fueling their power. They reject the superstitions of gods in favour of their logical thought and reasoning, and act according to their moral principles. For some, it is the unbending pursuit of justice and for others it is uncovering the mysteries of the universe by whatever means necessary. Factions have a heavy influence on the type of philosophy a Seer might follow, but factionless Seers forge their own ideologies. Arbiters tend to follow the Destruction and Synergy domains, The Nameless tend to align themselves with Divination and Healing, and the Vitalists have a strong connection to the Healing and Protection domains.

- **Initiation of the Void: 3XP**
Requires: Alignment – Void, Any Basic Priestly Lore
All *Martial* skills cost 1XP more. May not be purchased after your first adventure without permission from the ref.
+2 Hits
- **Meditate: 0XP**
Requires: Initiation of the Void
You may fully restore all your hits with 1 minute of quiet meditation during which you may not move or perform any other action. Taking damage interrupts this.
- **Idealist: 1XP**
Requires: Initiation of the Void
You are fuelled by your convictions and philosophy, gaining a benefit depending on your faction:
The Arbiters - You may call *Resist* to the calls *Fear* and *Mute*.
The Nameless - You can call *Windways* at the start of a fight, going invisible for 5 seconds to reposition yourself.
The Vitalists - Once per encounter you may immediately call *Mending Double* on a downed ally, bringing them back up with 2 hits.
- **Lightning Rod: 1XP**
Requires: Initiation of the Void
You only take one point of damage when you get hit by *Inspired*, as though you had parried it.
- **Call of the Void: 3XP**
Requires: Initiation of the Void, Any Advanced Priestly Lore, a Quest
Your rites now cannot be interrupted by other effects, except effects that prevent you from talking. If you fall to 0 hits before you complete a verbal, you finish it and cast the appropriate spell before falling down on your deathcount.
- **Refute: 2XP**
Requires: Initiation of the Void, Any Advanced Priestly Lore
Cost: 2 Hits
Verbal Length: 6 Seconds
Uses the *Refute* call. *Refute* lasts for 30 seconds, during which time the affected target must call *Zero* with all attacks and have no attached effects. If you or any of your allies do anything that acknowledges that the refuted target exists, such as speaking to them, attacking or making an effort to parry them then the *refute* immediately ends. If a mage was targeted, the target mage can spend all their mana to cancel the effect.

SURFACE – FELKEN

Felken are spiritual guides of Dimbernel: forming a connection between the worlds of mortals and spirits. Their power is fueled by worship of these immortal beings. Some worship Ancestors: spirits of Aestas citizens from aeons past, charged with guarding the city from danger. Others follow spirits of the land: manifestations of particular concepts, such as *Kexil* - Spirit of the Campfire.

- **Spiritualism: 3XP**
Requires: Alignment – Surface, Any Basic Priestly Lore
All *Martial* skills cost 1XP more.
May not be purchased after character creation without permission from the ref.
+2 Hits

- **Commune: 0XP**
Requires: Spiritualism
You restore all of your hits with a commune to the local spirits. This consists of a 1 minute verbal and an appropriately roleplayed ritual of some kind. Damage or spells interrupt it, and you may not move any significant distance from your starting point during this time, though *Communes* that contain movement are encouraged.
- **Artefact: 2XP**
Requires: Spiritualism
You carry a totem or charm dedicated to this purpose, which can be discharged with a 3 second verbal to restore 2 of your hits. The artefact regains its charge at the end of your next *Commune* and bypasses the usual restrictions on a priest healing themselves.
- **Guidance: 1XP**
Requires: Spiritualism
You may ask for spiritual guidance. You may or may not receive it (ask the ref to find out more about this skill). For example, you could ask a local spirit of the path for the location of a nearby bandit camp, or if the forest keeps any secrets.
- **Spiritual Manifestation: 3XP**
Requires: Spiritualism, Any Advanced Priestly Lore, a Quest
Cost: 2 Hits
Verbal: 6 seconds
Once per adventure you may call upon a powerful local spirit or ancestor to inhabit your body. When you complete the verbal for this rite, immediately regain all your hits. You will then gain abilities based on nearby spirits and your priestly domains. Speak to the ref for more information.
- **Gone but Not Forgotten: 1XP**
Requires: Spiritualism, Guidance, Any Advanced Priestly Lore
You may call up a spirit to impart upon you useful information. It may or may not be relevant.

DEEPS – CULTIST

Cultists are fervent worshippers, each following one of the deities of the Deeps and fuelling their power with their belief. Many are fanatically devoted to their god, dedicating themselves to spreading their message or incorporating the god's message into their way of life. Because of the varied nature of gods, cultists themselves are also widely varied - and even within a particular deity's followers there are stark differences in approach to honoring their god.

- **Cult Ritual: 3XP**
Requires: Alignment – Deeps, Any Basic Priestly Lore
All *Martial* skills cost 1XP more.
May not be purchased after first adventure without permission from the ref.
+2 Hits

- **Prayer: 0XP**
Requires: Cult Ritual
You restore all of your hits with a prayer to your god consisting of a 1 minute verbal. You may walk slowly during this, but not fight.
- **Eternal Foe: 1XP**
Requires: Cult Ritual
If you are in the **Void**, you gain the use of the call *Arcane* every 3 seconds.
- **Magic Eater: 1XP**
Requires: Cult Ritual
You can call *Resist* to the call *Arcane*, not taking the additional point of damage from the call.
- **Avatar of the Gods: 3XP**
Requires: Cult Ritual, Any Advanced Priestly Lore, a Quest
Cost: 2 Hits
Verbal Length: 1 Minute
Once per adventure you may name an ally as an Avatar of your god with a (suitably impressive) rite. The Avatar must share your alignment, and should follow the same god as you if possible, though you may name any character an avatar if nobody more suitable is available. The Avatar gains the call specific to your god, is *Immune* to mind effects, and only takes a single point of damage from any source. This ends when either you or the Avatar fall to their deathcount.
- **Welcoming Gesture: 1XP**
Requires: Cult Ritual, Any Advanced Priestly Lore
Cost: 1 Hit
You may start each encounter with a call specific to your god on a melee weapon swing.
Ashen – *Inspired*
Hellen – *Immolate*
Skoi – One use each of the 3 Expertise Calls (*Sweeping Strike, Cleaving Blow, Shield Smash*).
Other - If you worship another deity, talk to the ref before purchasing this skill.
- **Symbolic Weapon: 2XP**
Requires: Domain of Destruction
Cost: 1 Hit
Verbal length: 6 seconds
You imbue up to 2 weapons with the *Searing* call the next time they strike, disabling the target with 3 seconds of crippling agony.
- **Proclamation of Hatred: 2XP**
Requires: Domain of Destruction
Cost: 2 Hits
Verbal length: 6 seconds
This is a mind effect.
The target is subject to the *Hatred* call and must try as quickly as possible to engage you in melee combat by the shortest route. The target must ignore everyone else and may not try to move around them, but may attempt to cut their way through to you. They may only use melee combat calls or weapon abilities.
- **The Path of War: 1XP**
Requires: 8XP spent in the Domain of Destruction (including initial buy-in)
+1 Hit
- **Vessel of Destruction: 3XP**
Requires: Domain of Destruction, Advanced Priestly Lore - Destruction
+1 Hit
- **Inspired: 2XP**
Requires: Vessel of Destruction
Cost: 2 Hits
Grants use of the call *Inspired*, dealing 5 damage. Parrying *Inspired* with a weapon requires that the target spend a hit. *Inspired* will always leave its target with a single hit remaining unless they only had a single hit when they were struck, in which case they will be downed by the attack.
- **Renewed Inspiration: 2XP**
Requires: Vessel of Destruction, Inspired
After downing an enemy, your next use of *Inspired* is free.
- **Defying Bolt: 2XP**
Requires: The Vessel of Destruction
Grants use of the *Defying Bolt* call, which deals a single point of damage and renders the target unable to use any calls for 5 seconds.
You gain 2 uses of this ability, which recharge when you use *Meditation/Ritual/Prayer*.
- **Terraclasm: 2XP**
Requires: Vessel of Destruction
Cost: 1 Hit
You may use the call *Terraclasm* to cause all who hear it to fall to the floor.
- **Haunting Visage: 2XP**
Requires: Vessel of Destruction
Cost: 2 Hits
Verbal Length: 6 seconds
This is a mind effect.
The target is afflicted by the *Fear* call, and must flee from you to remain at least 5 metres away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cower in fear and not defend themselves.

DOMAINS

THE DOMAIN OF DESTRUCTION

You fight against the heretics who claim other Gods, Spirits or Philosophies. You have likely trained with the more militant aspect of your faction, learning to cut down the Priests of other faiths and defy their influence. You bring new inspiration to the battlefield and ensure your allies have the tools to cut down your foe. Enemies charge you in hatred, or flee you in terror.

- **Domain of Destruction: 2XP**
Requires: Basic Priestly Lore – Destruction
+1 Hit
- **Defy: 2XP**
Requires: Domain of Destruction
Grants the *Defy* call on weapon swings. *Defy* renders the target unable to use any calls for 5 seconds. Once called may only be used again after 5 seconds.

- **Defying Chant: 2XP**
Requires: Vessel of Destruction, Defy
Cost: 2 Hits
You may begin a continuous chant, starting with "All allies of mine defy their foes..." Beginning after 5 seconds of chanting and lasting as long as you continue to chant, each of your allies may call *Defy* once every 5 seconds.
- **Symbolic Chant: 2XP**
Requires: Vessel of Destruction, Symbolic Weapon.
Cost: 2 Hits.
You may begin a continuous chant, starting with "Words infused with venom lace the weapons of my allies..." Beginning after 6 seconds of chanting and lasting as long as you continue to chant, each of your allies may call *Searing* once every 6 seconds.
- **Enrage: 3XP**
Requires: Vessel of Destruction
Cost: 3 Hits
This is a mind effect.
Continuous chant. After 6 seconds, use the *Enrage* call. The target must attack the nearest visible creature while you continue the chant.
- **Aspect of War: 1XP** *Requires: 15XP spent in the Domain of Destruction (including initial buy-in).*
+1 Hit

THE DOMAIN OF DIVINATION

You have adopted techniques to allow you to study the world around you. After careful consideration, you may determine the nature of creatures and how best to approach them. You may be collecting information about the world in aid of your faction, or simply for your own curiosity. Perhaps you will even decide to share this information with others, freely or with some cost attached. Whatever you decide to do with it, you know that knowledge is power and you have the power to turn that knowledge against your foes.

- **Domain of Divination: 2XP**
Requires: Basic Priestly Lore – Divination
+1 Hit
- **Knowledgeable: 2XP**
Requires: Domain of Divination
Choose a Basic Lore at the start of an adventure to have for the duration of the adventure. Speak to the ref to learn the effects of this lore.
- **A Vision of Knowledge: 2XP**
Requires: Domain of Divination
You gain Specialised Lores (for yourself and the party) through mysterious circumstances (the ref will let you know how).
- **A Hint from the Past: 2XP**
Requires: Domain of Divination
You may call upon past events to help you in your journey. Once per adventure you may give yourself or an ally the access to a combat call you have come across previously. They can use the call as if they had purchased it normally from the skills section. This lasts for the duration of the adventure.
- **A Vision of the Future: 1XP**
Requires: Domain of Divination
Your divination abilities allow you to look into the future if only for a short while, letting you know exactly what you're about to go up against. Once per adventure you may ask the referee to tell you what NPCs/monsters are coming up in a future encounter and what sort of calls they have (but not who has which one). This can be the very next encounter or it may be a specific confrontation you are expecting.
- **The Dead Tell Tales: 1XP**
Requires: Domain of Divination
You may speak to a dead person provided they have died recently, speak your language and you have their body. They are under the *Enlighten* effect when talking in this way. The effect lasts 30 seconds or 3 questions, whichever is expended sooner.
- **Enlighten: 1XP**
Requires: Domain of Divination
Cost: 1 Hit
Verbal Length: 6 seconds
This is a mind effect.
The target of *Enlighten* may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.
- **The Path of Knowledge: 1XP**
Requires: 8XP spent in the Domain of Divination (including initial buy-in)
+1 Hit
- **Preordained Diviner: 3XP** *Requires: Domain of Divination, Advanced Priestly Lore – Divination*
+1 Hit
- **For Any Eventuality: 2XP**
Requires: Preordained Diviner, Knowledgeable
Choose 2 Basic Lores or an Advanced Lore at the start of an adventure to have for the duration of the adventure. This skill replaces Knowledgeable.
- **Teacher: 2XP**
Requires: Preordained Diviner
You can learn Basic and Advanced Lores in half the usual downtimes, and may teach lores for no downtime cost to you. The student being taught must still spend the normal amount of downtimes, unless they also have this skill.
- **Sermon of Existentialism: 2XP**
Requires: Preordained Diviner. Cost: 2 Hits
This is a mind effect.
You begin a continuous chant. After 6 seconds use the *Doubt* call and for as long as you continue the chant, the target is stricken by crippling existential horror and can only cower without defending themselves in any way.
- **Mass Enlighten: 1XP** *Requires: Preordained Diviner, Enlighten*
Cost: 1 Hit
Verbal Length: 6 Seconds
This is a mind effect.
You may cast *Mass Enlighten* as a conversational rite, targeting all creatures in the area.

- **Expose: 2XP**
Requires: Preordained Diviner Cost: 2 Hits
Verbal Length: 6 seconds
You may use the call *Expose* on a creature. For the next 15 seconds, the creature takes an additional point of damage from being hit by a weapon (in addition to any other damage from calls on that weapon).
- **Aspect of Knowledge: 1XP**
Requires: 15XP spent in the Domain of Divination (including initial buy-in)
+1 Hit

THE DOMAIN OF HEALING

You have spent significant time tending to the wounded, possibly in battle or simply healing the sick. You have taken your healing talents to places where you believe they will be most needed. You will likely be able to improve your talents, granting additional healing or healing to multiple people. In fact, you may even have the ability to imbue allies with a vitality they never even knew they had. **You may not heal yourself** with this domain.

- **Domain of Healing: 2XP**
Requires: Basic Priestly Lore – Healing
+1 Hit
- **Mending: 2XP**
Requires: Domain of Healing
Cost: 1 Hit
Verbal Length: 6 Seconds
Using the *Mending Triple* call, restore 3 hits to a target at touch range.
- **Vivify: 2XP**
Requires: Domain of Healing
Cost: 1 Hit
Verbal Length: 6 Seconds
Using the call *Vivify Double*, you may restore 2 Mana or Will points to a target at touch range.
- **Spiritual Health: 2XP**
Requires: Domain of Healing
+1 Hit
- **Battlefield Healer: 2XP**
Requires: Mending
Cost: 1 Hit
While casting *Mending/Vivify*, if you are hit by a melee attack you may immediately call *Rend* against the attacker, causing them to drop their weapon. This interrupts the casting of *Mending/Vivify*.
- **The Path of Recovery: 1XP**
*Requires: 8XP spent in the Domain of Healing (including initial buy-in)
+1 Hit
- **Faithful Healer: 3XP**
*Requires: Domain of Healing, Advanced Priestly Lore – Healing
+1 Hit
- **Responsive Action: 2XP**
Requires: Faithful Healer, Mending
You may instantly call *Mending Triple* on each dying ally once per encounter at touch range, without expending Hits.

- **Miracle: 1XP**
Requires: Faithful Healer, Mending
When you *Mend* dying allies, you may use *Mending Quad* instead of *Mending Triple*.
- **Veteran Medic: 1XP**
Requires: Faithful Healer, Battlefield Healer
Battlefield Healer no longer costs 1 Hit to use.
- **Mass Mending/Vivify: 3XP**
Requires: Faithful Healer, Mending
Cost: 2 Hits
Verbal Length: 6 seconds
You may call *Mass Mending Triple* or *Mass Vivify Double* (if you have the skill), restoring 3 hits or 2 Mana/Will points to all your allies.
- **Aspect of Recovery: 1XP**
Requires: 15XP spent in the Domain of Healing (including initial buy-in)
+1 Hit

THE DOMAIN OF PROTECTION

You understand that preparation is key to the art of battle. Using *Shields*, you can ensure that your allies are protected from various effects that they may encounter. You may also be able to prevent harm from befalling yourself entirely and can learn to apply this to others. Participating heavily in battle may even teach you to counter your enemies as soon as they attack, or grant you a defiance that they will not see in other Priests.

- **Domain of Protection: 2XP**
Requires: Basic Priestly Lore – Protection
+1 Hit
- **Momentum Shield: 2XP**
Requires: Domain of Protection
Cost: 1 Hit
Verbal Length: 6 seconds
You may cast a *Shield* on a target that protects against one of: *Cleaving*, *Sweeping* or *Rend*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Weak Binding Shield: 1XP**
Requires: Domain of Protection
Cost: 1 Hit
Verbal Length: 6 seconds
You may cast a *Shield* on a target that protects against one of: *Enlighten* or *Snare*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Weak Chaos Shield: 1XP**
Requires: Domain of Protection
Cost: 1 Hit
Verbal Length: 6 seconds
You may cast a *Shield* on a target that protects against one of: *Suggestion* or *Spite*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.

- **Weak Pain Shield: 2XP**
Requires: Domain of Protection
Cost: 1 Hit.
Verbal Length: 6 seconds.
You may cast a *Shield* on a target that protects against one of: *Immolate* or *Searing*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Shield Affinity: 2XP**
Requires: Shield Use, Domain of Protection
You may spend 1 hit to *Resist* the call *Shield Smash* on a physical shield (as opposed to a Shield Rite).

Shield Rites – Shield rites are a type of magical protection that will prevent an effect against you until the end of the adventure. A **single target may only have 1 shield** on them at once. Shielding rites are touch ranged and you may **only have an active number of shields equal to the number of shield skills you have purchased**. Having a shield does not prevent damage from weapon strikes, or bolts/bursts, however it will prevent additional damage associated with a call, such as *Cleaving*. If you impose an effect only on yourself that you are protected from by *Shield*, the *Shield* does not protect you.

- **The Path of Sanctuary: 1XP**
Requires: 8XP spent in the Domain of Protection (including initial buy-in)
+1 Hit
- **Stalwart Protector: 3XP**
Requires: Domain of Protection, Advanced Priestly Lore – Protection
+1 Hit
- **Binding Shield: 2XP**
Requires: Stalwart Protector, Weak Binding Shield
Cost: 1 Hit.
Verbal Length: 6 seconds.
You may cast a *Shield* on a target that protects against one of: *Chill* or *Order*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Chaos Shield: 2XP**
Requires: Stalwart Protector, Weak Chaos Shield
Cost: 1 Hit.
Verbal Length: 6 seconds.
You may cast a *Shield* on a target that protects against one of: *Confusion* or *Hatred*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Pain Shield: 2XP**
Requires: Stalwart Protector, Weak Pain Shield
Cost: 1 Hit.
Verbal Length: 6 seconds.
You may cast a *Shield* on a target that protects against one of: *Brand* or *Wound*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.

- **Shadow Shield: 2XP**
Requires: Stalwart Protector
Cost: 1 Hit.
Verbal Length: 6 seconds.
You may cast a *Shield* on a target that protects against one of: *Aversion*, *Fear* or *Doubt*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Voidic Shield: 2XP**
Requires: Stalwart Protector
Cost: 1 Hit.
Verbal Length: 6 seconds.
You may cast a *Shield* on a target that protects against one of: *Nullify*, *Refute*, *Mute* or *Detach*. The target must call *Immune* to the chosen effect while the *Shield* is active. Uses the call *Shield [effect]*.
- **Mass Shield: 3XP**
Requires: Stalwart Protector, 3 shield rites
Cost: 2 Hits.
Verbal Length: 6 seconds.
You may cast any *Shield* you know onto every ally close by, with the call *Mass Shield [effect]*.
- **True Defiance: 1XP**
Requires: Stalwart Protector
You may freely parry *Inspired*, calling *Defying Bolt* when you parry to deal 1 damage to the attacker and rendering them unable to use calls for 5 seconds.
- **Aspect of Sanctuary: 1XP**
Requires: 15XP spent in the Domain of Protection (including initial buy-in)
+1 Hit
- **Overlapping Defence: 2XP**
Requires: Aspect of Sanctuary, Specialised Priestly Lore – Protection
You may have 2 shields active on a target at any time. Each shield counts towards your maximum limit of active shields individually. If you cast a third shield on them, the target chooses which existing shield it replaces.

THE DOMAIN OF SYNERGY

You take an unusual approach to your Priestly studies, dabbling in a little of this and a bit of that. Cohesion makes for a more effective team and you stand out as a capable leader. You may even have some interesting skills derived from your use of multiple Priestly Domains. Dashing around the battlefield, you may protect your allies, aid them in their fight or become a hindrance to your foes.

- **Domain of Synergy: 2XP**
Requires: One of Initiation of the Void/Spiritualism/Cult Ritual, Any Basic Priestly Lore
+1 Hit
- **Rapid Recitation: 1XP**
Requires: Domain of Synergy
You may move at full speed during your rites and chants.
- **Martyr: 2XP**
Requires: Domain of Synergy
When an ally is affected by a spell, you may call *Redirect* and have the spell hit you instead.

- **Leading by Example: 1XP**
Requires: Domain of Synergy, An Expertise Call or Defy.
Once per encounter, your allies may use an Expertise Call you know (including *Defy*).
- **Vivification: 2XP**
Requires: Domain of Synergy
Cost: 1 Hit
Verbal Length: 6 seconds
Grant 2 Mana or Will points to the target, with the call *Vivifying double*. If the target does not have access to Mana or Will points, this does nothing.
- **Strength in Unity: 2XP**
Requires: Domain of Synergy
Choose from *Impunity*, *Community* or *Opportunity*. This skill can only be taken once.
Impunity - Party members who are not priests may elect to follow you as their guide for the adventure. Your followers (and you, if you have at least one follower) become *Immune* to stagger when parrying attacks that would normally stagger. You gain 10 seconds of deathcount for each follower you have.
Community - Party members who are not priests may elect to follow you as their guide for the adventure. Your followers (and you, if you have at least one follower) regain 1 hit after being tended for 15 seconds. You gain 10 seconds of deathcount for each follower you have.
Opportunity - Party members who are not priests may elect to follow you as their spiritual leader for the adventure. You and your followers may spend 3 seconds to dedicate slain foes to your god to regain a hit. You may only do this once per foe. Multiple players may dedicate the same foe, but not more than once each. You gain 10 seconds of deathcount for each follower you have.
- **Priestly Synergy: 1XP each**
Requires: Domain of Synergy, the respective Domains
Destruction/Divination - When you divine the past to gain or give a combat call, you may target a second ally to receive the call.
Destruction/Healing - Whenever you down an enemy, regain one Hit.
Destruction/Protection - *Shield Cleaving* gives *Immunity* to all calls with stagger.
Divination/Healing - Gain 30 seconds deathcount. Your entire deathcount is now conscious.
Divination/Protection - You may cast a *Shield* on yourself that is generic until you are hit by a call that you are able to shield against. It then becomes a *Shield* of that type until recast. This costs 1 Hit.
Healing/Protection - When you use a *Shield* on a target, the target may also recover 1 hit.
- **The Path of Leadership: 1XP**
Requires: 8XP spent in Domain of Synergy (including initial buy-in)
+1 Hit
- **Strategic Synergist: 3XP**
Requires: Domain of Synergy, Any Advanced Priestly Lore
+1 Hit
- **Allies in Unity: 1XP**
Requires: Strategic Synergist, Strength in Unity
Choose a second option from *Strength in Unity*.
- **Order: 2XP**
Requires: Strategic Synergist
Cost: 2 Hits
Verbal Length: 6 seconds.
You issue an order to a target with the call *Order*, appearing as part of a command you give ("I Order you to [action]"). The target must carry out the order, no matter what it is, for 15 seconds, or until they take damage. If a target is *Ordered* to harm or kill themselves then they must do so, but will only take a single point of damage, and the effect ends. The *Order* may not be longer than a single sentence, and may only contain a single main action that must be attempted.
- **Transference: 2XP**
Requires: Strategic Synergist, Leading by Example
You may reduce your maximum Hits by 1 to allow a single ally use of any Expertise Calls you know on normal cooldown (including *Defy*). This can be used on multiple allies but may not be activated or deactivated in combat. The reduced hit cannot be regained by any means, until your rite has been used.
- **Devotion: 1XP**
Requires: Strategic Synergist, Strength in Unity
You receive an additional 5 seconds of deathcount for each follower you have.
- **Spiritual Conservation: 2XP**
Requires: Strategic Synergist
All Hit costs for rites are reduced to 1 Hit.
- **Chant of Expertise: 2XP**
Requires: Strategic Synergist
Cost: 2 Hits
You begin a continuous chant, starting with "Improve upon your Expertise..." While chanting, the cooldowns on all Expertise Calls are reduced by 1 second and all spell and rite verbals are reduced by 2 seconds for your allies.
- **Synergistic Proficiencies: 1XP each**
Requires: Strategic Synergist, the respective Priestly Synergy
Vessel of Destruction/Preordained Diviner - All of your allies gain 3 uses of the call *Expose* with no verbal, to use for the adventure.
Vessel of Destruction/Faithful Healer - After using *Mending/Vivify*, you may call *Inspired* once for 1 Hit.
Vessel of Destruction/Stalwart Protector - May cast a *Shield* that protects against one of: *Inspired* or *Obliterate*. The target becomes *Immune* to your choice of effect.
Preordained Diviner/Stalwart Protector - May cast your *Generic Shield* on anyone. It is no longer limited by *Shields* you can cast. This costs 1 Hit.
Preordained Diviner/Faithful Healer - You may *Mend* someone up to 60 seconds after their deathcount has finished.
Faithful Healer/Stalwart Protector - With a 6 second verbal you may call *Regenerate* at touch range. You may do this a number of times equal to half your maximum hits, rounded down, per adventure.
- **Aspect of Leadership: 1XP**
Requires: 15XP spent in the Domain of Synergy (including initial buy-in)
+1 Hit

MAGIC

Mages are people who have trained in the arts of magic. They differ from priests slightly, as the priest's power has been with them since birth, whereas the power of a mage is gained from dedicating themselves to an area of magic. **If a character is a priest, then they cannot buy skills from the magic section.**

Mana represents your capacity to hold magic and is used to cast spells. Purchasing arcane training will give you **2 maximum mana**. When you finish casting a spell, even if it is countered or otherwise resisted, but not if it is interrupted, then you immediately expend the amount of mana listed in the spell. **The main way to recover your mana is by completing an invocation**, which immediately restores your mana to its maximum amount. You may not attempt to cast a spell that you do not have enough mana to cast.

Most spells require a **verbal** to cast. Verbals are listed in seconds, which is the amount of time that the verbal must last for. **A verbal consists of a number of seconds of speech**, consisting of words appropriate to the spell, which must be different from the caster's normal voice or mode of speech to make it clear that a spell is being cast. **You may not fight during a verbal**. Taking damage or an effect, or parrying an attack, will **interrupt the verbal** and require that it be started again. Spells not specified as touch ranged or on a weapon hit, may be used at any reasonable range, provided the target can hear you.

Certain spells can be cast **conversationally**. This means that they are cast in a subtle fashion to avoid attracting the attention of others, and it can be difficult to tell magic has even taken place. Conversational spells do not require that the verbal be obvious in any way, and **will not be noticed by their target** unless they cause some obvious effect such as searing or Fear. However, in these cases only the effect will be noticed, it will not be immediately clear that magic was responsible. (Specify that the spell is conversational before using the effect.)

Being able to cast magic requires acquiring arcane knowledge in the form of **lores**. Some lores may give you the ability to create a variety of effects using **rituals**. These require longer periods of roleplay, during which you may not fight or move significantly, although rituals that contain movement are encouraged. **Common rituals include** identifying magic items, deducing a mage's dedications and dispelling an area of magic. **Speak to the Ref for more information.**

MAGIC SKILLS

- **Arcane Training: 3XP**
Requires: Any Basic Arcane Lore
Allows the casting of arcane magic. **Grants 2 maximum mana**. All martial skills cost 1XP more. May not be purchased after first adventure without permission from the ref.
+1 Hit
- **Invocation: 0XP**
Requires: Arcane Training
Regain all of your mana with 1 minute of roleplay, during which time you may not move any significant distance or fight. Taking any damage, casting a spell, engaging in combat or being affected by a spell interrupts this effect and you must restart. If you have any dedications they must be mentioned appropriately during your invocation.
- **Arcane Bolt: 2XP**
Requires: Arcane Training
Cost: 1 mana
Verbal length: 4 Seconds
You may call *Arcane Bolt*, which deals 2 points of damage.
- **A Peculiar Sort: 1XP**
Requires: Arcane Training
You develop a peculiarity, impacting your roleplaying. This could be something as simple as calling everyone by the same name, or as debilitating as only talking aloud to yourself in conversations. You gain 1 maximum mana.
- **Focus: 2XP**
Requires: Any Heightened Dedication (See below)
You acquire some unusual trait that must somehow inconvenience you when casting spells (to be discussed with the ref) such as being unable to move while casting or having to read your spells aloud from a book. You gain 2 maximum mana.

DEDICATIONS

Mages usually specialize in one of the several dedications of magic, each coming with their own variety of unique spells and abilities. Progressing through these dedications involves learning the appropriate Arcane lores and buying the corresponding skills.

A mage may dedicate themselves to any number of dedications as long as they have the necessary lores and XP. The only exception to this rule is True Dedication skills - attempting to purchase the True Dedication skill for a second domain is a bold and perhaps foolish goal which carries grave consequences...

There are many dedications for the mage. Each dedication of mage focuses on a small area of magic. These different magic types are: **Arcane, Death, Deeps, Fire, Life, Mind, Motion, Shadow, Void and Wilds**. There is also another type of magic, but it is too stable to be used in casting spells - *Stasis* magic.

DEDICATION OF THE ARCANE

- **Dedication of the Arcane: 3XP**
Requires: Arcane Training, Any Basic Arcane Lore
This skill acts as a gateway into the inner workings of your spells. Grants **2 additional maximum mana**.
- **Quickened Casting: 2XP**
Requires: Dedication of the Arcane
All of your spell verbals are reduced by 1 second.
- **Arcane Volley: 2XP**
Requires: Dedication of the Arcane, Arcane Bolt
Cost: 3 mana
Verbal length: 6 Seconds
You may instantly cast *Arcane Bolt* 3 times. Each may have a different target.
- **Heightened Dedication of the Arcane: 3XP**
Requires: Dedication of the Arcane, any Advanced Arcane lore.
+1 Hit and grants 2 additional maximum mana.
- **Arcane Mind: 2XP**
Requires: Heightened Dedication of the Arcane
You lose the ability to use all weapons and may not buy further weapon use skills without losing this skill. You gain **2 additional maximum mana**.
- **Rapid Cast: 2XP**
Requires: Heightened Dedication of the Arcane
All of your spell verbals are reduced by 1 second.
- **True Dedication of the Arcane: 3XP**
Requires: Heightened Dedication of the Arcane, Specialised Arcane Lore – Magic, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF DEATH

- **Dedication of Death: 2XP**
**Requires: Arcane Training, Basic Arcane Lore - Death.*
Grants **1 additional maximum mana**.
- **Fuelled by Death: 3XP**
Requires: Dedication of Death
You remain conscious for your entire deathcount. You may cast spells while on your deathcount, and your deathcount is paused while casting (but not while channelling). You may only cast spells that target others while on your deathcount and your verbals can't be interrupted while doing this. You may not get yourself off your deathcount in any way, something else must heal you. If you are *Stabilised*, using this ability restarts your deathcount.
- **Slicing Bolt: 2XP**
Requires: Dedication of Death
Cost: 1 mana
Verbal length: 2 seconds
You may call *Slicing Bolt*, which deals 2 points of damage unless the target is *Armoured*, in which case it deals 1 damage.

- **Stabilise: 1XP**
Requires: Dedication of Death
Cost: 1 mana
Verbal length: 4 seconds
You pause a target's deathcount with the call *Stabilise*. Their deathcount is paused until they are no longer on their deathcount.
- **Heightened Dedication of Death: 3XP**
Requires: Dedication of Death, Advanced Arcane Lore - Death
+1 Hit and grants 1 additional maximum mana.
- **Death's Embrace: 1XP**
Requires: Heightened Dedication of Death
At any time you may choose to die. You are immediately restored to maximum mana and hits. Additionally, gain **25 hits**, which may be spent in place of mana to cast spells. You are *Immune* to mind effects. Before the start of the next encounter, you fall to the ground dead, having finished your deathcount.
- **Slicing Burst: 1XP**
Requires: Heightened Dedication of Death, Slicing Bolt
Cost: 1 mana
Verbal length: 2 Seconds
Project a *Slicing Bolt* at everyone within 5 metres of you, using the call *Slicing Burst*.
- **Slicing Volley: 2XP**
Requires: Heightened Dedication of Death, Slicing Bolt
Cost: 3 mana
Verbal length: 4 Seconds
You may instantly cast *Slicing Bolt* 3 times. Each may have a different target.
- **Payback: 1XP**
Requires: Heightened Dedication of Death, Fuelled by Death
When you start your deathcount, you may freely use a Bolt spell you know against the target that downed you, without a verbal or mana cost.
- **True Dedication of Death: 3XP**
Requires: Heightened Dedication of Death, Specialised Arcane Lore – Death, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF DEEPS

- **Dedication of the Deeps: 2XP**
Requires: Arcane Training, Basic Arcane Lore – Deeps
Grants **1 additional maximum mana**.
- **Spite: 2XP**
Requires: Dedication of the Deeps
Verbal length: 4 seconds
You may call *Spite*, which deals a point of damage to a target but can never remove their last point of health. The verbal for *Spite* is a short insult directed at the target. You may use *Spite*, at most, twice per encounter.

- **Echo: 2XP**
Requires: Dedication of the Deeps
Cost: 2 mana.
When you hear a spell of any kind being cast in an encounter by another person you may choose to *Echo* it, using the verbal "*Echo [spell name]*" to immediately cast the same spell.
- **Searing: 2XP**
Requires: Dedication of the Deeps
Cost: 1 mana
You may call *Searing*, which causes the target to suffer debilitating agony for 3 seconds, during which time they may not move, speak or fight.
- **Vicious: 2XP**
Requires: Dedication of the Deeps
Whenever you cause a target to take the *Searing* effect, you can immediately regain a hit. This skill cannot be used if you are at 0 hits.
- **Heightened Dedication of the Deeps: 3XP**
Requires: Dedication of the Deeps, Advanced Arcane Lore – Deeps
This experience of the deeps commonly damages sanity to some extent.
+1 Hit and grants 1 additional maximum mana.
- **Contemptuous: 2XP**
Requires: Heightened Dedication of the Deeps, Spite
The maximum amount of times that you can use *Spite* in an encounter increases to 5.
- **Stinging Insults: 2XP**
Requires: Heightened Dedication of the Deeps, Spite, Searing
Whenever you use the skill *Spite* you may choose to instead call *Searing Spite*, dealing a point of damage that cannot remove a target's last hit point and applying the *Searing* effect to the target.
- **Arcane Blows: 1XP**
Requires: Heightened Dedication of the Deeps
Cost: 1 mana
You may call *Arcane* on your next 2 melee strikes, for the cost of 1 mana. This deals 2 damage and requires no verbal.
- **Aversion: 2XP**
Requires: Heightened Dedication of the Deeps
Cost: 2 mana.
Verbal length: 6 Seconds
This is a mind effect. A target is averted to a specified object with the call *Aversion*. They become terrified of this object for the next 30 seconds, and must try to the best of their ability to remain at least 5 metres away from it until the effect ends. You may only *avert* a target to something that they are able to drop, such as a weapon or shield.
- **True Dedication of the Deeps: 3XP**
Requires: Heightened Dedication of the Deeps, Specialised Arcane Lore – Deeps, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF FIRE

- **Dedication of Fire: 2XP**
Requires: Arcane Training, Basic Arcane Lore – Fire
Grants **1 additional maximum mana**.
- **Searing Bolt: 2XP**
Requires: Dedication of Fire
Cost: 1 mana
Verbal length: 4 Seconds
You may call *Searing Bolt*, which deals a point of damage and causes the target to suffer debilitating agony for 3 seconds, during which time they may not move, speak or fight.
- **Fires of Forging: 1XP**
Requires: Dedication of Fire
Cost: 1 mana
Verbal length: 0 Seconds
You instantly remove all negative effects (*Brand*, *Aversion*, etc.) from a weapon. This can also be used to fully repair a damaged shield. This requires no verbal, but after this spell has been cast, you cannot use another verbal for 3 seconds.
- **Rally: 1XP**
Requires: Dedication of Fire
Cost: 1 mana
This is a mind effect. The target has all active mind effects currently on them ended. This uses the call *Rally*.
- **Cauterise: 2XP**
Requires: Dedication of Fire
Cost: 1 mana
Verbal length: 6 Seconds
You heal a target for 1 point of damage at touch range. The target is then under the effects of *Searing* for 3 seconds. The caster may not move at all during the verbal.
- **Heightened Dedication of Fire: 3XP**
Requires: Dedication of Fire, Advanced Arcane Lore – Fire
+1 Hit and grants 1 additional maximum mana.
- **Brand: 2XP**
Requires: Heightened Dedication of Fire
Cost: 2 mana
Verbal length: 6 Seconds
Name a target and a weapon/shield, causing it to glow with heat. The item deals a point of damage to anyone who touches it, and then again every 5 seconds. This also causes the *Searing* effect on anyone who holds it or is struck by it. The weapon returns to normal after 15 seconds.
- **Immolate: 2XP**
Requires: Heightened Dedication of Fire
Cost: 1 mana
You may call *Immolate* on a melee strike. *Immolate* deals 1 point of damage every 5 seconds and ends when the target drops to the ground and rolls to put out the fire. *Immolate* also ends if the target has only a single hit remaining.

- **Metal Body: 3XP**
Requires: Heightened Dedication of Fire
Cost: 2 mana
Verbal length: 6 Seconds
Your body becomes metallic and is able to shrug off most damage. This effect lasts 30 seconds, during which time you are *Immune* to damage from ordinary melee strikes (though you are still affected by combat calls as normal), do not stagger, and take only a single point of damage from any single attack, spell or arrow.
- **True Dedication of Fire: 3XP**
Requires: Heightened Dedication of Fire, Specialised Arcane Lore – Fire, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF LIFE

- **Dedication of Life: 2XP**
Requires: Arcane Training, Basic Arcane Lore – Life
Grants **1 additional maximum mana.**
- **Mending: 2XP**
Requires: Dedication of Life
Cost: 1 mana
Verbal length: 4 Seconds
You may call *Mending Double* to heal a target for 2 points of damage at touch range. The caster may not move at all during the verbal.
- **Life Drain: 2XP**
Requires: Dedication of Life
Cost: 1 Mana
Verbal length: 4 Seconds
You may use the call *Life Drain* at range, dealing a point of damage to an enemy and healing yourself for a point of damage. The target cannot recover hits until they take the Rest action.
- **Lifeward: 1XP**
Requires: Dedication of Life
Cost: 1 mana
Verbal length: 4 Seconds
Place a *Lifeward* on another or yourself at touch range. The first time the target loses their last hit, they immediately heal 1 hit. The *lifeward* lasts until expended, but you may not cast another until this happens.
- **Channelled Mending: 2XP**
Requires: Mending, Dedication of Life
Your *Mending* spell verbal can be maintained without spending additional mana, calling *Mending Double* at the same target every 4 seconds. If you parry or take damage, the spell ends. The target may not fight during this time, other than lightly parry.
- **Healing Flow: 2XP**
Requires: Mending, Dedication of Life
Your *Mending* spell may now be cast at range and you may move during the verbal. The target is now able to fight as you heal them.
- **Heightened Dedication of Life: 3XP**
Requires: Dedication of Life, Advanced Arcane Lore – Life
+1 Hit and grants 1 additional maximum mana.
- **Life Prevails: 2XP**
Requires: Heightened Dedication of Life
Verbal length: 2 Seconds
Your entire body and anything you are wearing or carrying turns into sand and crumbles. During this time you are merely a handful of sand, so must immediately vanish (hand up). This change lasts until a certain word or verbal that you specify when you buy this skill is spoken over any part of the sand. At this point all the sand vanishes and you return as before. This spell can be used on a willing ally rather than yourself for the cost of 1 mana, but the spell can never affect more than 1 person at a time. This spell fails if used on an unwilling target.
- **Recycle: 2XP**
Requires: Heightened Dedication of Life
You may roleplay collecting life essence from a recently expired creature. This takes 4 seconds and cannot be done on the same body twice. You immediately recover two points of mana upon completing the channel.
- **Gift of Life: 1XP**
Requires: Heightened Dedication of Life, Life Drain, Mending
Whenever you use *Life Drain*, instead of gaining a point of life you can gain a single free use of your **Mending** skill instead.
- **Circle of Life: 2XP**
Requires: Lifeward, Heightened Dedication of Life
Cost: 1 mana
Verbal length: 4 Seconds
You may place a *Circle of Life* on a target at touch range. Whenever an enemy that the target damaged in the last 3 seconds dies, that target immediately regains a hit. The ward lasts until the target drops down to 0 hits, but you cannot have more than 1 active *Circle of Life*.
- **Willing Sacrifice: 2XP**
Requires: Heightened Dedication of Life
Cost: 1 mana.
Instantly call *Regenerate* on a target, restoring all their hits. The mana you expend may not be recovered for the remainder of the adventure.
- **True Dedication of Life: 3XP**
Requires: Heightened Dedication of Life, Specialised Arcane Lore – Life, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF MIND

- **Dedication of the Mind: 2XP**
Requires: Arcane Training, Basic Arcane Lore - Mind
Grants **1 additional maximum mana**.
- **Suggestion: 1XP**
Requires: Dedication of the Mind
Cost: 1 mana
Verbal length: 4 Seconds
This is a mind effect.
You may cast suggestion conversationally. The spell uses the *Suggest* call and an action to be carried out (“I *Suggest* you [action]”). The target then feels compelled to carry out the action that has been suggested. If the target would prefer to injure themselves for a point of damage then they overcome the spell and are *Immune*, otherwise they must carry out the action. Note that they do not actually take any damage, it is only a matter of whether the action is repulsive enough to the target that injury is preferable.
- **Enlighten: 1XP**
Requires: Dedication of the Mind
Cost: 1 mana
Verbal length: 4 Seconds
This is a mind effect.
You may cast *Enlighten* conversationally. The target of the spell may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.
- **Rally: 1XP**
Requires: Dedication of the Mind
Cost: 1 mana
This is a mind effect.
The target has all active mind effects currently on them ended. This uses the call *Rally*.
- **Heightened Dedication of the Mind: 3XP**
Requires: Dedication of the Mind, Advanced Arcane Lore – Mind
+1 Hit and grants 1 additional maximum mana.
- **Confusion: 2XP**
Requires: Heightened Dedication of the Mind
Cost: 2 mana
Verbal length: 6 Seconds
This is a mind effect.
The target is dazed by the *Confusion* effect for 30 seconds. During this time they not move, speak or fight, only parrying lightly. This effect ends if the target takes damage from any source.
- **Aversion: 2XP**
Requires: Heightened Dedication of the Mind
Cost: 2 mana
Verbal length: 6 Seconds
This is a mind effect.
The target is averted to a specified object with the call *Aversion*. They become terrified of this object for the next 30 seconds, and must try to the best of their ability to remain at least 5 metres away from it until the effect ends. You may only avert a target to something that they are able to drop, such as a weapon or shield.

- **Fear: 2XP**
Requires: Heightened Dedication of the Mind
Cost: 2 mana
Verbal length: 6 Seconds
This is a mind effect.
The target is afflicted by the *Fear* effect and must flee from you to remain at least 5 metres away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cower in fear and not defend themselves.
- **Hatred: 2XP**
Requires: Heightened Dedication of the Mind
Cost: 2 mana
Verbal length: 6 Seconds
This is a mind effect.
The target is affected by the *Hatred* call and must try as quickly as possible to engage you in melee combat by the shortest route. The target must ignore everyone else and may not try to move around them, but may attempt to cut their way through to you. They may only use melee combat calls or weapon abilities. This lasts for 30 seconds, or until the caster of *Hatred* falls to their deathcount.
- **Doubt: 2XP**
Requires: Heightened Dedication of the Mind
Cost: 2 mana
Verbal length: 6 Seconds
This is a mind effect.
For as long as you channel the spell by continuously speaking, starting with the *Doubt* call, if the target can hear you, they become stricken with crippling doubt and may only cower without defending themselves in any way. You may not fight while channelling this spell, and taking damage interrupts it.
- **Subterfuge: 2XP**
Requires: Heightened Dedication of the Mind, At least 1 spell also requiring Heightened Dedication of the Mind
You may cast any spell you know conversationally.
- **True Dedication of the Mind: 3XP**
Requires: Heightened Dedication of the Mind, Specialised Arcane Lore – Mind, Ascension Quest
This is a hidden skill, you will find out more after you buy it.
Speak to the ref for more information.

DEDICATION OF MOTION

- **Dedication of Motion: 2XP**
Requires: Arcane Training, Basic Arcane Lore - Motion
Grants **1 additional maximum mana**.
- **Cleaving Bolt: 1XP**
Requires: Dedication of Motion, Arcane Bolt
Cost: 1 mana
Verbal length: 4 Seconds
Project a *Cleaving Bolt* at a target, inflicting 2 damage and 3 paces of stagger.
- **Sweeping Bolt: 1XP**
Requires: Dedication of Motion, Arcane Bolt
Cost: 1 mana
Verbal length: 4 Seconds
Project a *Sweeping Bolt* at a target, inflicting 1 damage and knocking them to the ground.

- **Rend: 2XP**
Requires: Dedication of Motion
Cost: 1 mana
Verbal length: 4 seconds
Cause a target to drop their weapon with the call *Rend*.
- **Heightened Dedication of Motion: 3XP**
Requires: Dedication of Motion, Advanced Arcane Lore – Motion
+1 Hit and grants 1 additional maximum mana.
- **Cleaving Burst: 1XP**
Requires: Heightened Dedication of Motion, Cleaving Bolt
Cost: 1 mana
Verbal length: 4 Seconds
Project a *Cleaving Bolt* at everyone within 5 metres of you, using the call *Cleaving Burst*.
- **Sweeping Burst: 1XP**
Requires: Heightened Dedication of Motion, Sweeping Bolt
Cost: 1 mana
Verbal length: 4 Seconds
Project a *Sweeping Bolt* at everyone within 5 metres of you, using the call *Sweeping Burst*.
- **Rending Burst: 1XP**
Requires: Heightened Dedication of Motion, Rend
Cost: 1 mana
Verbal length: 4 Seconds
Project *Rend* and a point of damage at everyone within 5 metres of you, using the call *Rending Burst*.
- **Cleaving Volley: 2XP**
Requires: Heightened Dedication of Motion, Cleaving Bolt
Cost: 3 mana
Verbal length: 6 Seconds
You may instantly cast *Cleaving Bolt* 3 times. Each may have a different target.
- **Sweeping Volley: 2XP**
Requires: Heightened Dedication of Motion, Sweeping Bolt
Cost: 3 mana
Verbal length: 6 Seconds
You may instantly cast *Sweeping Bolt* 3 times. Each may have a different target.
- **Mixing it Up 1XP**
Requires: Heightened Dedication of Motion, At least 3 Bolt spells and 2 Volley spells
Cost: 3 mana
Verbal length: 6 Seconds
You may instantly cast 3 *Bolts* of any type you are able to cast, but each bolt must be of a different type. Each may have a different target.
- **True Dedication of Motion: 3XP**
Requires: Heightened Dedication of Motion, Specialised Arcane Lore – Motion, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF SHADOW

- **Dedication of Shadow: 2XP**
Requires: Arcane Training, Basic Arcane Lore – Shadow
Grants **1 additional maximum mana** and you are aware when the call *Enlighten* has been used, even if it was cast conversationally.
- **Obfuscate: 1XP**
Requires: Dedication of Shadow
Cost: 1 mana
Verbal length: 4 Seconds
This is a mind effect.
You may cast *Obfuscate* conversationally. The target of the spell is compelled to lie for the next 30 seconds, and will not realise that they are doing so unless it is pointed out to them. *Obfuscate* cancels out the call *Enlighten*.
- **Windways: 2XP**
Requires: Dedication of Shadow.
Cost: 1 mana
Verbal length: 1 second
You become an insubstantial gust of wind for 5 seconds with the call *Windways*. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished.) During this time, you may not cast spells.
- **Chill: 2XP**
Requires: Dedication of Shadow.
Cost: 1 mana
Verbal length: 2 Seconds
You may cause the *Chill* effect on a target at touch range. Damage and parrying does not interrupt the verbal for this spell, although other effects will. This forces the target to move and fight at half speed for 5 seconds, and for 30 seconds afterwards all cooldowns on combat calls are doubled and all verbals take twice as long as normal.
- **Heightened Dedication of Shadow: 3XP**
Requires: Dedication of Shadow, Advanced Arcane Lore – Shadow
+1 Hit and grants 1 additional maximum mana.
- **Fear: 2XP**
Requires: Heightened Dedication of Shadow
Cost: 2 mana
Verbal length: 2 Seconds
This is a mind effect.
You may cause the *Fear* effect on a target at touch range. Damage and parrying does not interrupt the verbal for this spell, although other effects will. The target must flee from you to remain at least 5 metres away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cower in fear and not defend themselves.
- **Slippery Mind 2XP**
Requires: Heightened Dedication of Shadow.
Cost: 1 mana
When you are targeted by a mind effect, by expending 1 mana and calling *Resist*, you may act instead as if the caster of the mind effect had cast *Fear* on you.

- **Whisper on the Wind 2XP**
Requires: Heightened Dedication of Shadow
Your spell verbals may be spoken quietly rather than being clearly audible. Additionally, by being clearly audible you may begin a spell verbal while under the effects of Windways, although you must exit *Windways* before you finish casting the spell.
- **True Dedication of Shadow: 3XP**
Requires: Heightened Dedication of Shadow, Specialised Arcane Lore – Shadow, Ascension Quest
This is a hidden skill, you will find out more after you buy it. Speak to the ref for more information.

DEDICATION OF VOID

- **Dedication of the Void: 2XP**
Requires: Arcane Training, Basic Arcane Lore – Void
Grants **1 additional maximum mana.**
- **Nullify: 2XP**
Requires: Dedication of the Void
Cost: 2 mana
You may cancel a spell of any type as soon as it is cast with the call "*Nullify* [spell name]". Nullifying a spell cannot be interrupted or nullified.
- **Mute: 2XP**
Requires: Dedication of the Void
Cost: 1 mana
Verbal length: 6 Seconds
Uses the *Mute* call. One target is muted for 15 seconds, making them incapable of in character speech. This prevents verbals for spells of any kind, though combat calls may still be used as long as they do not require a verbal.
- **Enlighten: 1XP**
Requires: Dedication of the Void
Cost: 1 mana
Verbal length: 4 Seconds
This is a mind effect.
You may cast *Enlighten* conversationally. The target of the spell may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.
- **Heightened Dedication of the Void: 3XP**
Requires: Dedication of the Void, Advanced Arcane Lore – Void
+1 Hit and grants 1 additional maximum mana.
- **Silence: 2XP**
Requires: Heightened Dedication of the Void
Cost: 1 mana
Verbal length: 6 Seconds
You *Mute* yourself, becoming incapable of speech. For the duration, you may use any spell you know for a single mana per cast of each. You may cast spells with a verbal of 2 seconds or less by replacing your speech with obvious hand gestures for the duration of the verbal. You may voluntarily end the spell at any time.

- **Refute: 2XP**
Requires: Heightened Dedication of the Void
Cost: 2 mana
Verbal length: 6 Seconds
Uses the *Refute* call. *Refute* lasts for 30 seconds, during which time the affected target must call *Zero* with all attacks and abilities. If you or any of your allies do anything that acknowledges that the refuted target exists, such as speaking to them, attacking or making an effort to parry them then the refute immediately ends.
- **Detach 2XP**
Requires: Heightened Dedication of the Void
Cost: 2 mana
Verbal length: 2 Seconds
This is a touch range spell. Damage and parrying does not interrupt the verbal for this spell, although other effects will. Both you and a target are forcibly removed from their physical body for a time with the *Detach* call. This causes you both to collapse to the ground as though dead for 15 seconds, during which time you are *Immune* to all damage and spells, and appear to be dead. Once this effect ends you wake up and may continue as normal.
- **True Dedication of the Void: 3XP**
Requires: Heightened Dedication of the Void, Specialised Arcane Lore – Void, Ascension Quest
This is a hidden skill, you will find out more after you buy it.
Speak to the ref for more information.

DEDICATION OF THE WILDS

- **Dedication of the Wilds: 2XP**
Requires: Arcane Training, Basic Arcane Lore – Wilds
Grants **1 additional maximum mana.**
- **Snaring Bolt: 2XP**
Requires: Dedication of the Wilds
Cost: 1 mana
Verbal length: 4 Seconds
You name the target and one of their limbs. The target takes a point of damage, and that limb must be rooted to the spot for 15 seconds, as brambles sprout from the surface to hold it in place. The target may pivot, but otherwise must keep the named limb from moving. For an arm to be *Snared*, it must be touching a surface. It is possible to have multiple limbs *Snared*.
- **Claws of the Wolf: 2XP**
Requires: Dedication of the Wilds
Cost: 1 mana
Verbal length: 4 Seconds
You imbue yourself with the ferocity of a hungry wolf. You may call *Slice* on your next 3 melee strikes you make with any weapon, ignoring usual weapon type restrictions. *Slice* deals an additional point of damage unless the target is *Armoured*.
- **Hide of Scales: 2XP**
Requires: Dedication of the Wilds
Cost: 1 mana
Verbal length: 4 Seconds
You gain 2 temporary hits that cannot be repaired and last until destroyed. Repeated use of this spell may not bring you above 2 temporary hits. Using *Invocation* removes these hits.

- **Heightened Dedication of the Wilds: 3XP**
Requires: Dedication of The Wilds, Advanced Arcane Lore – Wilds
+1 Hit and grants 1 additional maximum mana.
- **Charge of the Boar: 2XP**
Requires: Heightened Dedication of the Wilds
Cost: 1 mana
Verbal length: 4 Seconds
You imbue yourself with the strength of a charging boar. The next melee strike you make with any weapon may call *Sundering Blow*.
- **Windways: 2XP**
Requires: Heightened Dedication of the Wilds
Cost: 1 mana
Verbal length: 1 Second
You become an insubstantial gust of wind for 5 seconds with the call *Windways*. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished). During this time, you may not cast spells.

- **Pack Hunting: 2XP**
Requires: Heightened Dedication of the Wilds
You may cast spells that normally affect yourself on others at touch range. Gain a temporary hit for each spell you cast this way. Mana spent this way may not be recovered while the spells are active. You may not gain more temporary hits this way than you have mana spent.
- **True Dedication of the Wilds: 3XP**
Requires: Heightened Dedication of the Wilds, Specialised Arcane Lore – Wilds, Ascension Quest
This is a hidden skill, you will find out more after you buy it.
Speak to the ref for more information.

THE ARTIFICER

The magic of Stasis - the magic of the West and opposite to Motion: the magic of the East - is not a commonly learnt magic. The magic mages wield is required to be manipulated like a fluid and cast at their will, but the magic of Stasis is more viscous, stable and solid. But for those that work with

it, the results are often highly rewarding.

Artificers have, through training, devised ways to imbue Stasis magic into objects, in methods called Enchanting. The Stasis magic can stabilise a crystal and prime it for containing vast amounts of other magics - which make it a perfect vessel to capture fragments and spirits in. Once a fragment has been bound to the crystal shard, it's magic can then be harnessed by those who have learned to use it. Some people have been taught to bring more power out of their crystal shard through countless hours spent tinkering with it's inner workings. To activate the power of your shard, you must first attune to it, giving it a small section of your Soul.

Some skills require different types of fragments or spirits to be bound to your shard. **You, or another, can bind fragments with the lores: Arcane Lore - Deeps, or the Enchanting Lores** Binding is a dangerous task, and should only be completed inside an adventure, or in a downtime with permission from the ref.

You can also unbind fragments and spirits from your shard with the Arcane Lore - Void or the Enchanting Lores. Unbinding spirits from their bound area or from their followers is normally much harder, so when you come across a spirit that you want to bind, **you will normally have to tear a part of the spirit off and bind that** into your shard. This damages the spirit and is generally considered evil. **You cannot do this more than once to the same spirit.** You may only **bind spirits with Advanced Enchanting** lore or higher.

You need a special skill to affect minor Spirits - since they are, more often than not, incorporeal, so you may need help from a priest to reveal them to you.

Some skills require Downtimes (DT) or Trinkets (TR) to complete. If you are creating your character and you need TR for a skill, remember that you can use Sell Out, at the cost of 1XP to gain 2TR. Unless you are starting your character beyond week 1, you will not be able to use skills that require downtimes, until you have spent the required amount one week at a time.

Your Shard can house 1 fragment or spirit initially, but you can bind more by upgrading it. If you attempt to bind an Entity into your shard with no more space, the binding fails.

You cannot unbind fragments or spirits that are contributing to a skill prerequisite that you have already bought, so keep track of exactly what's in your shard. Some skills may require certain numbers of Spirits only, and others may require a certain number of bound Soul Entities.

Additionally, you cannot take the same skill or upgrade twice unless otherwise specified, which also goes for the whole rulebook.

The types of Entity are as follows:

- **Soul** - Life and Wilds Fragments, and Natural Spirits.
- **War** - Arcane, Death and Fire Fragments, and Human Spirits of the recently departed.
- **Control** - Mind, Shadow and Void Fragments, and Spirits that animate Golems.
- **Entropy** - Deeps and Motion Fragments, and Bestial Spirits.

- Apprentice Enchanter: 2XP**
Requires: Basic Enchanting Lore
 When you buy this skill, you gain the use of a shard of Stasis magic, physrepped with a beanbag. You may start off with one bound fragment of your choice. While the shard is on your person, the magic of stasis keeps you alive a little longer. Your unconscious deathcount increases by 10 seconds. You also gain **+1 Hit**.
- Disciplinary Expert: 1XP**
Requires: Apprentice Enchanter
 Through practice, you have learned the ins and outs of one of the following magic disciplines: Soul, War, Control, Entropy. When you upgrade your shard with a chosen skill pertaining to the discipline you have chosen, you can do so for half the trinket cost.
- Metaphysical Space: 0XP, 1TR, 1DT**
Requires: Disciplinary Expert
 You work on upgrading the capacity of your shard. Your shard can now contain 1 additional Entity.
- Enchanted Threads: 1XP, 2TR**
Requires: Apprentice Enchanter, Tailor
 You can now work some of the magic of your shard into the improvements you make of your allies' wardrobe, protecting them with arcane defenses. You gain access to all of the abilities below. With 30 seconds of roleplay, you can grant any one of the effects below to a target. Each target may only have one effect at a time. Additionally, you cannot grant more benefits of one type at once, than you have Entities of that discipline in your shard.
Soul: If the target is brought to 0 hits, they can get back up at 1 hit once.
War: The next time the target takes one of *Sweeping* or *Cleaving*, the target may call *Resist* to it, taking the point of damage but not taking the *Sweeping* effect, and staggering back only 1 pace maximum, respectively.
Control: The next time the target takes damage from a ranged source, they may call *Chilling Bolt* against the damager.
Entropy: The next time the target takes damage from a ranged source, they may call *Windways*, and for 5 seconds are invisible, putting their hand in the air for the duration.
- Shard Overload: 1XP**
Requires: Apprentice Enchanter, any 1 bound fragment
 Once per encounter, you may throw your shard at an enemy, and use the call *Confusion* at range if you hit. Until you spend 1 minute of uninterrupted roleplay retuning it, your shard is unusable and you cannot activate any of your shard's skills. Ongoing skills that have already been activated are uninterrupted.
- Upgrade: Weapon Infusion: 1XP, 1/2TR, 1DT**
Requires: Apprentice Enchanter
 You gain access to all the abilities below. With 20 seconds of roleplay, you may enchant an ally's weapon. The weapon can be used as described below, and can only contain one enchantment at a time. The number of weapon enchantments of a specific type you can have active at once depends on how many Entities of that type you have bound. One bound Entity lets you have one enchantment, of that type, active at a time. You may not use *Disciplinary Expert* on this.
Soul: The weapon's user may strike at an enemy corpse to recover one hit. This cannot be done on the same corpse more than once per enchantment.
War: The weapon's user may call *Cleaving Blow* on a dramatic swing of a weapon, on a 5 second cooldown, dealing 2 points of damage and 3 pages of stagger. The cooldowns for this skill and the *Cleaving Blow* expertise calls are not independent.
Control: The weapon's user may call *Defy* on a dramatic swing, every 5 seconds.
Entropy: At any time, the user can activate this effect. On their next 2 weapon swings, they call *Arcane*. After this, the next time they hit a creature, they must call *Zero*.
- Upgrade: Passive Siphon: 1XP, 1/2TR, 1DT**
Requires: Apprentice Enchanter, any 1 bound Entity
 Choose one of the following effects. You gain the effect of your choice while your shard is on your person.
Soul: You have configured your shard to passively fill you with its power whilst you are on your deathbed. Your deathcount is increased by 20 seconds, and you are conscious for 20 seconds longer.
War: Your shard is like a heavy anchor, keeping you steady against overwhelming power. If you have either the *Tenacious* or *Agility* skill, you also gain the benefit of the other.
Control: Your shard constantly exerts its power over your mind, keeping it stable and in your control. Mind effects on you last half the original duration.
Entropy: The wild, chaotic magic in your shard constantly reaches out to the world but you managed to turn this to your advantage. You aware of any conversational spells being cast in your area.

- Upgrade: Information Protocol: 1XP, 1/2TR, 1DT**
Requires: Apprentice Enchanter, 1 bound Entity of the discipline you choose to upgrade, any two bound Entities
 Choose one of the following effects. Your rituals and verbals are interrupted by damage, unless otherwise specified. There is no mana/will cost for these effects.
Soul: With a short 6 second verbal, you may divine the hit point total of one target that you can see, and a one word summary of the target's current emotional state. You may do this with the call *Divine Hits/Emotions*.
War: With a short 1 minute ritual, you may have a dead body truthfully answer 3 questions. If the questions are not answered before 30 seconds, the effect ends and the corpse cannot be targeted by this effect again.
Control: You may cast *Suggestion* with a 6 second conversational verbal.
Entropy: With a 1 minute ritual, you are able to absorb a nearby spirit and take on some of its personality for the duration - which must be roleplayed. The spirit remains bound for 5 minutes. During this time, you can freely call *Enlighten* and *Obfuscate* conversationally. You may also force it to truthfully answer 3 questions. When the spirit leaves you, your hit point maximum is reduced by 1 for the adventure.
- Expert Enchanter: 2XP, 1TR**
Requires: Apprentice Enchanter, Advanced Enchanting Lore, any 2 bound entities
 You have made a breakthrough in your work with your shard, and can now benefit from more powerful effects. **+1 Hit**, and your shard can now contain 2 additional Entities.
- Additional Bindings: 2XP**
Requires: Expert Enchanter
 You are able to further upgrade the capacity of your shard. 2 further entities may be contained.
- Renowned Artificer: 0XP**
Requires: Expert Enchanter, 10XP spent in Enchanting
 You are aware of the lore skill Arcane Smith. Speak to the ref for more details about this skill.
- Intelligent Mind: 1XP**
Requires: Expert Enchanter, Any two Basic Lores
 You have spent so much of your time learning procedures for tinkering with unknown magic, that you have developed a memory for such things. Learning future lores now require only half the normal downtime and trinket cost, rounded down to a minimum of 1 downtime.
- Specialist: 1XP**
Requires: Expert Enchanter, Disciplinary Expert
 You have taught yourself to be a master in your chosen discipline during your spare time. When you upgrade your shard in the discipline you chose in Disciplinary Expert, you can do so in half the downtime cost rounded down, to a minimum of 1 downtime.
- Extradimensional Pocket: 0XP, 2TR, 2DT**
Requires: Expert Enchanter, Metaphysical Space
 You work on upgrading the capacity of your shard. Your shard can now contain 2 additional entities. (This stacks with Metaphysical Space).
- Arcane Tailor: 2XP, 2TR**
Requires: Expert Enchanter, Enchanted Threads
 You can enchant the clothes of your unarmoured allies, and those that wear armour. You may enchant an ally's armour with 30 seconds of role play, giving them an additional hit that can only be repaired with 30 seconds of roleplay.
 Additionally, when you use the *Tailor* skill on unarmoured targets, you grant the target 2 additional hits that may be repaired with 30 seconds of roleplay. This skill also grants the target the *Armoured* quality.
- Upgrade: Outburst Protection: 2XP, 1TR, 2DT**
Requires: Expert Enchanter, 2 bound Entities of the discipline you choose to upgrade, any 3 bound Entities
 Choose one of the following effects. You may use your choice instantaneously as a reaction, requiring no verbal. Once you do this, you cannot use this skill again for 5 seconds.
Soul: You may call *Mass Mending* in response to any *Burst* call, healing one point of damage to all allies.
War: You may *Redirect* a call to yourself. This works with magical *Mass* and *Burst* calls, folding all instances of the call into a single *Bolt*, targeting yourself.
Control: Your shard eats powerful magic bursts in the area. You may *Nullify* magical instances of *Burst* spells.
Entropy: Chaos swirls around you, deflecting blows. Whenever you are targeted by another caster's spell that you are not *Immune* to, and do not *Resist*, you may choose to immediately *Echo* that spell as a *Burst*. You do not suffer the effects of the *Burst*.
- Stasis Power: 2XP**
Requires: Expert Enchanter, Shard Overload, any 2 bound fragments, any 1 bound spirit
 You have found ways to unleash the raw stasis magic contained in your crystal. At any time, you may begin chanting, funneling the magic through you. While chanting this way, you are *Immune* to all damage and effects. You may not move at all while chanting, and you cannot fight. After you stop chanting this way, your shard cannot be used to activate any abilities until you spend 1 minute of uninterrupted roleplay, recharging its power. Ongoing skills that have already been activated are uninterrupted.
- Sustained Connection: 2XP**
Requires: Expert Enchanter, any 3 bound spirits
 The magic of your shard uses you as a conduit. When your shard is not on your person, for the 30 seconds immediately after it left you, you may continue benefiting from the shard's effects. During this time, you may continue to activate skills, even if shard is normally unusable. Additionally, you always know the distance and direction to your shard.
+1 Hit.

- **Upgrade: Fragment Hybridization: 2XP, 1TR, 2DT**

Requires: Expert Enchanter, 2 bound entities of each discipline of the hybrid option you choose

Choose one of the following effects.

Vampiric Touch (Soul/War): You have mastered the ability to manipulate the energy of the soul, able to force it to avoid certain people. Every 5 seconds, you may call *Life Drain* at touch range, healing yourself 1 hit point. You also deal 1 point of damage to the target and stop them from being able to regain hit points through any means, until they *Rest*.

Neutral Ground (Soul/Control): You have gained temporary mastery over all nearby souls, and are able to push them out of their bodies temporarily. On a 20 second ritual, you are able to send all souls within earshot to the Void, using the call *Mass Detatch*, affecting yourself too - even if you have skills that say otherwise. All creatures remain in the Void until the caster ends the effect at will. Creatures in the Void cannot be harmed unless by normal means, and most creatures will struggle to channel their power.

Entwined Souls (Soul/Entropy): You may cast a ritual to share your party's power. Each person taking part in the ritual decides on a Call they have access to. They immediately lose access to that call. That person then chooses another person in the ritual, who then gains access to it with the same frequency and cost. The cost must be paid in your class resource, Mana for Mages, Hits for Priests, Supplies for Alchemists and Will for Martials. If you have more than one class that grants you use of the resource, you may share the cost. This lasts until the end of the adventure or until you cast the ritual again.

Battlefield Mastery (War/Control): You shard's energy begins to manifest in you, granting you boons of stasis power. Every 20 seconds, you may use the call *Snare* at touch range, requiring no verbal. Additionally, if you call *Snare* this way 3 times within 1 minute, you may immediately call *Mass Snare*. If you do, you cannot call *Snare* this way until after you have *Rested*.

Madness of War (War/Entropy): You and your allies are *Immune* to all damage while on your deathcount, and do not skip 5 seconds when you are hit. If your deathcount is paused through the use of *Stabilise*, it is not restarted when you would take damage.

Ordered Chaos (Control/Entropy): You have mastered the art of chaos, through stasis, and can fade into the background with ease. On a 4 second verbal, you may cast *Windways* on yourself for up to 30 seconds. As soon as the effect ends, your feet are *Snared* to the ground for 15 seconds. While you are *Snared* this way, you cannot cast *Windways* again.

- **Upgrade: Contingency Precautions: 2XP, 1TR, 2DT**

Requires: Expert Enchanter, 4 bound Entities of the discipline you choose to upgrade, any 5 bound Entities
Choose one of the following effects.

Soul: Your connection to the flow of life is now so strong that you can use it to communicate. You can use this skill to talk with animals.

War: You know that in war, you must be in peak condition whenever you can, so you have enchanted precautions into your shard. If you or a party member is *Stabilised* on their deathcount, they may regain 1 hit point immediately.

Control: You have mastered the knowledge control magic so much that you can begin to sense it on others. You can passively detect the presence of Mind Effects on people within 2 metres of you. You may learn if someone is affected by a mind effect, and what tier that mind effect is, but you do not learn the nature of it.

Entropy: You call the aspect of a spirit you have bound to help you cross a particularly dangerous area. The spirit you summon may give you information on how to cross safely, or a boon to help you on your journey, such as resisting the desert heat or walking on water. The spirit may also be able to answer some of your questions, provided you ask nicely.

- **Master Enchanter: 3XP, 1TR**

Requires: Expert Enchanter, Specialised Enchanting Lore, a Quest

This is a hidden skill. You will find out more after you buy it. Speak to the ref for more information.

TRINKETS

Trinkets represent objects of some kind of value that may be acquired while adventuring, or offered as payment. **It is the currency of Unity.** Trinkets can be spent as part of the cost of purchasing certain skills or lore (a cost in TR will be specifically noted) or used for roleplay purposes during adventures. Trinkets may also be traded between players during downtime in exchange for goods or services.

For reference, **1TR is about £1200**, 1/2TR = £600 and 1/4TR = £300 in UK money. In Unity, there isn't a smaller unit of currency than 1/4TRs that the players will be handling. There are **other units of currency** within the world, but none that character's need to track. **These currencies are: RT (Roundlet), and RTR (Silver).**

There are 40 Roundlets in 1 Trinket, or 10 Roundlets in 1/4TR, and each Roundlet is worth about £30 in UK money. There are also 40 Silvers in 1 Roundlet, making each Silver worth £0.75. However, as said before, **tracking Roundlets and Silver is not required.**

- **Sell-out: 1XP**
Gain 2TR. May be purchased multiple times.
- **Training: 2TR**
Gain 1XP. Training may be purchased multiple times, but the cost increases by 1TR each time it is purchased, up to a maximum cost of 6TR.
- **Additional Powder: 2TR**
You gain 2 additional shots worth of powder for pistols that are refreshed at the beginning of an adventure. This skill may be purchased multiple times.
- **The Papers to Prove it: 4TR**
You may only purchase this skill for a faction you are part of, with that faction's permission. You carry some sort of proof that you are a part of the group you claim to be.

EQUIPMENT

All characters may carry a single handed **melee weapon** with them on adventures by default. **You may start each adventure wearing a single set of armour** that you have the appropriate skill to use. If you have the skills to use bows or pistols then you may start with a single such weapon that does not count towards your weapon selection. Equipment that is dropped by foes is assumed to be damaged and may not be used without an appropriate skill. Equipment dropped by fallen allies may be used for the duration of the adventure.

If you wish to take any weapons other than the default then you must have the appropriate skills to use them. Characters with a dual wielding skill may select two weapons to take with them, everyone else may select a single weapon. You may choose freely from among any weapons you are able to use to make this selection. Additional weapons may be selected by purchasing one of the following skills.

- **Rank: 10TR**
You have gained the resources to gain a rank or title of some form, to be discussed with the ref. This may give you advantages in certain situations. For example, your rank may be all that is needed to pass through a certain area, and your foes may prefer to take you alive in the hope of receiving a ransom if they are aware of who you are. However, there may be those who refuse to acknowledge your rank or situations in which possessing a certain rank may be detrimental. You gain an additional 1/2 TR when you work (see below). This skill may be purchased at character creation for 5XP if discussed with the Ref, though the effects may differ slightly.
- **Climbing the Ranks: 10TR**
Requires: Rank Your rank and standing increases still further. You gain an additional 1/2 TR when you work (see below). Exact benefits are to be discussed with the ref.
- **Alchemical Salts: 1/4TR**
You gain a single alchemical salt per adventure, which will restore a target on their deathcount to 1 hit. After 30 seconds this hit dissipates (treat as taking 1 damage) if it has not already been removed. Unlike most alchemical products, it is long lasting and endures between adventures.
- **Alchemical Poultice: 1/4TR**
You gain a single use of alchemical poultice per adventure, which will restore 1 hit per 5 seconds to a target, as long as it is held in place. While healing this way, the target may not fight. It may only be used on conscious targets. Unlike most alchemical products, it is long lasting and endures between adventures.
- **Anything Reasonably Buyable**
Ask the ref for costs on an item you want.

- **Additional Dagger: 1TR**
You may carry a dagger in addition to your normal weapon selection. This may be purchased multiple times.
- **Additional Armaments: 2TR**
You may select an additional weapon to take with you on each adventure. This may be purchased multiple times, but increases in cost by 1TR each time.
- **Shields**
Characters with the skills to use a shield may start with a shield they are able to use that does not count towards their weapon selection. If this shield is broken during the adventure then it must be fixed before it can be used again.

DOWNTIME



owntime is the time between adventures, where characters can learn new skills, work and enchant items, among other things. **For each week you attend Larps, your character gains a week of downtime**

(referred to as downtimes). These activities often take up multiple downtimes and

adventuring does not interrupt a downtime activity. If an activity requires multiple downtimes, they do not have to be consecutive. As with XP, you do not need to decide what you do with your downtime each week as long as you are up to date before your next adventure, although **you must have spent all your downtimes by your next adventure.**

The following options are common downtime activities.

WORKING

The skills of adventurers are always needed, but some jobs are more dangerous than others. High risk jobs are usually represented by adventures, while low risk jobs can be completed by spending downtimes. These jobs are more mundane, but give a consistent form of income if your character has nothing better to be doing (or really needs the trinkets). Some factions provide additional work.

All working skills consume one downtime.

- **Unskilled Work**
Gain 1/4 TR.
- **Mercenary**
Requires: 10XP spent
Gain 1/2 TR.
- **Alchemist**
Requires: Capable Alchemist
Gain 3/4 TR.
- **Healer**
Requires: ability to restore hits (other than your own)
Gain 3/4 TR
- **Smith**
Requires: ability to repair a shield
Gain 1/2 TR.
- **Enchanter**
Requires: Basic Enchanting Lore
Gain 1/2 TR per Enchanting Lore (basic/advanced/specialised) known.
- **Seer/Felken/Cultist**
Requires: Meditate/Commune/Prayer
Gain 3/4 TR.
- **Mage**
Requires: Arcane Training
Gain 3/4 TR.
- **Shady Dealings**
Choose in addition to another form of work. Gain an additional 1/2 TR. You might get away with a few questionable jobs, but sooner or later someone will notice. Note on your character sheet the number of shady dealings you have been a part of. There may be further roleplay effects.

- **Investigating**

By spending the week talking to people in the know, as well as tracking down obscure sources of information, you manage to find something you've been looking for (or at least know how to get it). Choose a topic to investigate. Discuss with the ref what you will find. For example, you could ask "I want to investigate the location of Eric Valkia" or "I want to learn more about enchanting".

LEARNING LORES

Lore represents a character's knowledge beyond what might be considered normal in specific areas. There are several categories of lore, and several different levels of expertise. **It takes a number of downtimes to learn any lore** that you gain after character creation, as it takes time to properly acquire such knowledge. **Lores also have an associated trinket cost**, generally they will be purchased from your faction. **Whenever you acquire lore skills check with the ref to get a brief**, containing your newfound knowledge. You may also be informed of any **lore skills** you are eligible to purchase.

You may teach lore skills you know to another player as a downtime action. This takes one downtime for basic and advanced lores, but teaching a specialised lore does not consume a downtime. Taught lores are then priced by you for the tutee, and the normal amount of downtime required must still be spent by them.

The different available types of lore are as follows:

- **Geographical** – (*Void/ Northern Surface/ Southern Surface/ Occamel/ Mirrotel/ Deeps*)
Geographical lore is knowledge of locations, hazards and terrain features typical to environments with different associations. Geographical lore is all but essential for finding your way around during adventures.
- **Alchemical**
Alchemical lore is knowledge of plants, minerals and their alchemical properties, and the ability to combine them into something useful.
- **Enchanting**
Enchanting lore is knowledge of how to create items which can contain magical power.
- **Physiological**
Physiological lore is an understanding of the workings of the creatures of the world.
- **Priestly** – (*Destruction/ Divination/ Healing/ Protection/*)
Related to priests and their associated phenomena.
- **Arcane** – (*Void/ Deeps/ Life/ Death/ Fire/ Mind/ Motion/ Shadow/ Wilds*)
Arcane lore is related to magic and its associated rituals and practices of various types, as well as the different forms it comes in.

Basic lore: 2TR (Available for each of the above categories)

Take two downtimes to learn.

Characters may start with a basic lore skill for free that is appropriate for the character's background. Basic lore is more than the average person will know about a particular subject, but nothing completely exceptional.

Advanced lore: 4TR (Available for each of the above categories)

Take four downtimes to learn.

Requires: Equivalent basic lore

Advanced lore represents information that's significantly rarer or harder to obtain and a greater level of expertise. Each advanced lore allows you to learn about a hidden skill, speak to the Ref for more information.

Specialised lore: 6TR (Not necessarily tied to the categories of basic and advanced lores)

Take one downtime to learn.

This kind of lore represents a specific piece of knowledge that is needed for some purpose, or a particular subject that a character wishes to research. This may be a particular magical ritual, or the exact location of a hidden treasure. Specialised lores are often the prerequisite for certain skills or upgrade, and are often acquired in play.

While Specialised lore skills can be bought for TR, they can also be the target of quests, which allows you to gain the lore without spending TR.

Every set of basic/advanced lore has an equivalent specialised lore. There are also the following additional specialised lores mentioned elsewhere in the rulebook, and more out in the world of Unity.

Alchemical – (*Medicines, Toxins, Black Powder*)

Physiological – (*Mortals, Constructs, Fragments, Immortals*)

Arcane – One for each Dedication

ENCHANTING

Enchanting is the act of creating magic items. An enchanter spends time creating items of magical power using alchemy. Once an item has been prepared by an enchanter, to gain magical power it must have a fragment bound into it. Anyone with the relevant lores is able to bind and unbind fragments into magical items. This process is generally quite dangerous, and should be performed during an adventure. **Enchanters** can use their Enchanting lores to bind and unbind fragments, but they aren't the only ones who can. **For mages**, the binding of a fragment requires knowledge of the rituals given through Arcane Lore – Deeps, and unbinding requires knowledge of the rituals given through Arcane Lore – Void.

Fragments disappear when they die, so only a live fragment can be bound to magic items; it will disappear inside the item when the ritual is complete. To bind a stable magic item, the enchanted object must be able to hold the fragment. Enchanters describe the capacity of their items by the number of weeks they have spent perfecting them, for example a 4th level enchantment is an item that has had 4 downtimes spent on it. To further enchant an existing item, the fragment must first be unbound.

Basic Enchanting

Requires: Basic Enchanting Lore.

Cost: 1/2 TR

You may create a 1st level enchantment on an item.

Alternatively you may increase the level of enchantment of an item by 1, up to 2nd level.

Advanced Enchanting

Requires: Advanced Enchanting Lore.

Cost: 1 TR

You may increase the level of enchantment of an item by 1, up to 4th level.

Specialised Enchanting

Requires: Specialised Enchanting or Specialised Physiological Lore – Fragments

Cost: 2 TR

You may increase the level of enchantment of an item by 1, up to 6th level. Knowing both the *Specialised Enchanting* and *Specialised Physiological - Fragments*, you may increase the level up to 8th.

APPENDIX A - NATURE

Every creature in the world has a Nature that gives some information about what manner of being it is. Natures also have gameplay effects, as follows.

Mortal: Mortals range from everyday people to strange and exotic wildlife. They are the closest thing in this world to normal and are affected by the rules as normal.

Construct: A construct is an object that has had life or motion forced into it artificially, such as a golem. Constructs are *Immune* to *Backstab*, *Searing*, *Chill* and *Wound* and are usually mindless, making them *Immune* to mind effects. In addition, constructs always have the *Armoured* quality. Constructs have no deathcount and may not be healed or repaired unless otherwise specified. Constructs take 10 points of damage if targeted by *Brand* instead of the normal effects.

Fragment: Often considered to be a piece of magic manifested, there is much debate into the nature of fragments. Fragments react in interesting ways to magic; their hits cannot be healed by regular means. They have no deathcount and disappear when they die. Fragments take 10 points of damage if targeted by *Detach*.

Immortal: An Immortal is a creature not subject to the same flows that governs the rest of the world. The rules for immortals vary.

Spirits: A spirit is an immortal entity bound to a particular location - such as a local forest, or representative of a particular concept, such as combat. Spirits thrive on the worship of mortals. Some bright individuals have found ways to steal pieces of a spirit and use its power, though doing so hurts it, and is generally seen as immoral.

APPENDIX B - FACTIONS

The factions below represent some of the more well-known communities or organisations in the world of Unity. You may choose to become one at character generation or you may join one later on under certain circumstances. Each faction gives you a benefit of being a member but also imposes a downside. If you are a member of a faction you can ask the ref to leave it and change to a new faction, but you will immediately lose all the associated benefits and downsides. Not choosing a faction is perfectly fine.

THE ARBITERS

Requires: Alignment – Void

The Arbiters primarily uphold justice and law above all else, acting as part military, part police and part judicial system. Arbiters are expected to act fairly, and in the best interests of the common folk. They normally wear red uniform to identify themselves, and to impersonate an arbiter is a serious crime.

FACTIONAL ATTRIBUTES

No Escape: You gain a single use of *Snare* per encounter, at touch range.

Rule of Law: An Arbiter can never take the *Shady Dealings* option when doing Work. Moreover, being caught breaking the law will result in disciplinary action by the Arbiter order, in addition to any other consequences.

Lawful Enforcers Arbiters are the upholders of law, wherever they go. However, they hold no allegiances to anything other than their bastion's laws. As a result, Arbiters are generally well-regarded but also not fully trusted by other well organised factions. Common folk opinion on the Arbiters is also mixed from place to place - a popular opinion being that an Arbiter is just as likely to lend a helping hand as he is to arrest you for some obscure infraction.

Arbiter Work (Optional Work):

Gain 1/2 TR plus an additional 1/4 per 10XP spent.

Sample Quest: Capturing or killing a major lawbreaker or rogue.

THE NAMELESS

Requires: Alignment – Void

Followers of **The Nameless** seek to secure the future by manipulating the present. For them every event has significance, as everything sends ripples into the future, and even something that seems insignificant now may make the difference between the rise and fall of kingdoms in a generation's time. Even failure and death may just have been part of the plan all along, if that's what was required by the order's leaders.

FACTIONAL ATTRIBUTES

Future Sense: The Nameless often receive visions of the future, able to see how a particular encounter will turn out. Three times per adventure the Nameless can pull the ref aside and ask a Yes/No answer question pertaining to the situation, or a question about a specific person with a one word answer. An example questions would be "Is this situation dangerous to me and my allies?" or "In which direction is the missing child located?"

Predetermined Destiny: A cultist of the Nameless has no conscious deathcount.

Enigmatic Cultists: The Nameless seek to manipulate the present in order to affect the future, and this drives most of their actions. The Nameless will be guided by their obscure visions, making their behaviour seemingly erratic to others. Loyalties mean little to the Nameless, although they are not likely to backstab other party members (as it generally does not serve to further their goals). As such they are usually tolerated but some people find their presence particularly unsettling.

Divination (Optional Downtime):

You may spend a downtime to see much further into the future. This skill works similarly to Investigation, although you are likely to get very different results.

Sample Quest: Influence an event to occur in the way your masters wish.

THE VITALISTS

Requires: Alignment – Void

The Vitalists have dedicated themselves to healing the common folk of the world. Formed of doctors and scholars from around Dimbernel, they travel the plains and forests of the mainland offering their services to villages and travellers alike. They carry with them all they need, not wishing to burden villages with their presence. They prefer to set their tents in the treetops, so as to be closer to the Void.

Not all of the Vitalists are healers, some choose instead to research technology, while others choose to protect healers doing their work. There are many ways to improve lives.

FACTIONAL ATTRIBUTES

Shared Knowledge: You gain one basic lore, which is lost if you leave the Vitalists. You may use it as a prerequisite for skills, but if you leave the Vitalists you must re-learn the lore to use those skills. Additionally, at character creation you may pay 1XP to gain an additional basic lore.

Altruist: Each term, the first time that you do Work as a Vitalist you earn half a trinket less as you provide some of your services for free to those who need them.

Charitable Samaritans: Vitalists are well known for being indiscriminate helpers, and thus the common folk are more willing to trust them. A Vitalist is also more likely to receive a warm reception in villages due to the nature of his faction. However, many believe them to be naive or even sometimes foolish and question whether their attitude can thrive in a hostile world.

Sample Quest: Research a disease affecting villages nearby.

THE SPIDERFOLK

Requires: Alignment – Surface

The Spiderfolk are citizens of Spider Ditch who specialize in the art of taming and extracting useful products from giant spiders. They travel the world in caravans transporting their lucrative products such as spider silks. The people of Spiderfolk are renowned warriors as they often utilise their spiders as war mounts and coat their weapons in deadly spider venom.

FACTIONAL ATTRIBUTES

Excruiating Venom: With the venom of a spider coating your blade you can make your foes feel pain. You gain one use of *Searing* on a strike per encounter.

Arachnophobia: Due to their association with spiders most people have an aversion to the Spiderfolk, treating them with disdain.

Dislodged People: Once being citizens of the deeps who were forced up to the surface has affected the overall attitude of the Spiderfolk, they find it very difficult to form attachments and friendships with others, preferring to stay in their own tight knit communities. The Spiderfolk often come off as sceptical to outsiders not trusting deals made and prefer to seek pre-payment for any task asked of them.

Sample Quest: Guard a trade caravan while on route to destination.

THE WARDENS

Requires: Alignment – Surface

The Wardens have functioned as rulers and law enforcement within the city of Aestas for many generations, and this sheltered existence has led to an emphasis on honour and fairness in combat and duels. The citizens of Aestas revere their ancestors, believing that they can give guidance to those gifted enough to speak with them.

FACTIONAL ATTRIBUTES

Hub of Civilisation: You learn the skill *Pistol Use* and a gain the use of a single *Slapdash Supply* to go with it, recoverable by 1 minute of roleplay, foraging for useful ingredients, or by the *Harvest* skill.

Sheltered Life: A Warden always upholds the standards of honour, making them unable to attack unaware foes or perform surprise raids.

Honour Bound Guardians: The Wardens exist to protect the citizens (and interests) of the Empire of Aestas. They're dedicated to the city and its' inhabitants above all else, although they also hold honour and fairness in combat to very high regards. The Wardens are lauded as heroes by the city and most of its' inhabitants, but the veneer of selfless altruism hides a resentment felt among the more disenfranchised of the city from the occasional corruption within the ranks of the organization. Their direct methods are also sometimes frowned upon by people not associated with Aestas.

Warden Work (Optional Work)

Gain 1/2 TR plus an additional 1/4 per 10XP spent. Using *Shady Dealings* on this Work option will incur far greater penalties for being caught normally.

Sample Quest: Defeat a powerful foe of your order, preferably in an honourable duel.

THE WAYFARERS

Requires: Alignment – Surface

The Wayfarers travel the world's wild places, keeping them maintained and free from dangers. They travel widely, often familiar with every inch of large expanses of the world, and place a particular emphasis on preserving safe paths for travellers. Almost all wandering Felken are Wayfarers, believing that the spirits of the land will guide and aid travellers if help is needed.

FACTIONAL ABILITIES

World Traveller: During an adventure, a Wayfarer is always treated as having the Basic Geographical Lore for their current location. (This does not act as a pre-requisite for skills that require Basic Geographical Lores).

Never Settled: A Wayfarer may not use a downtime on the same Work option twice in a row.

Independent Wanderers: A Wayfarer's point of life is the journey, without any particular destination. They will often take up jobs to support themselves on the road of if it sounds interesting, and they're always looking to explore new places. Many Wayfarers dedicate themselves to a particular task, such as keeping the roads safe or aiding spirits along the way of their travels. Wayfarers are generally considered easy going and have a reputation of staying out of trouble, making it easier for them to pass off as a neutral party in a confrontation.

Sample Quest: Remove a threat from a certain area or path.

CULT OF ASHEN

Requires: Alignment – Deeps

The **cult of Ashen** believe that their god is a physical manifestation of the Deeps, who will one day rise up and spread the Deeps to cover the entire world. Individual cults vary in their aims and beliefs, some seek to raise the Deeps to the Surface, while others simply wish to convert those who live outside the Deeps to save them from being washed away in the eventual great rising. Explorers of Ashen believe that the lands need to be mapped to see where the Deeps will reach and to prepare for the eventual rise. The most hostile cults of Ashen sometimes refer to themselves as the “Rising Filth”. Ashen is often associated with the sea, as its waters reach all the way down to the deepest places, and many claim that the great rising will begin with the sea covering the land.

FACTIONAL ATTRIBUTES

Teachings of Ashen: Once per adventure you may convert a weak-willed human to your cause. With adequate roleplaying, the target will be swayed towards the doctrines of Ashen and become friendly towards you (even if they were previously hostile). This ability can be used to defuse dangerous situations or convince individuals to help your cause, but it may not work on everyone. Your convert will not join you as a party member.

Loudmouthed: Cultists of Ashen can never conversationally cast spells or discreetly use abilities.

Dedicated Doomsayers: Cults of Ashen vary in beliefs and practices, but all share one common overarching belief and work towards spreading that belief. Some will try to convert people to their cause to save them from the rising, others just wish to explore the Surface in preparation for that event. A cultist of Ashen will often use encounters with strangers to further spread their teachings and convince them of the coming tide. This preaching is well-known but opinions on it vary - some believe it to be just an ignorable annoyance whilst others consider it a dangerous menace.

Sample Quest: Complete some significant task to assist with The Rising.

CULT OF HELLEN

Requires: Alignment – Deeps

The **Cult of Hellen** hold that the Void is a hostile entity, and that their God, the Sun, is a protection sent up by the Deeps to protect the world from the powers of the Void and to keep the world safe. Though individuals and cults vary, many followers of this god have a hatred for the Void and its creations. The sun is highly sacred to Hellenites, though some cults also venerate the shadows that are cast by it. The cult has a military wing, dedicated to the extermination of all creatures of the Void. These Templars roam the world to protect it from the Void.

FACTIONAL ATTRIBUTES

Templars of the Sun: You may choose at character creation to be a Templar of Hellen. Templars must purchase an armour skill at character creation, but may ignore the increased cost of martial skills imposed by Arcane Training and Cult Ritual when buying armour skills. They also gain access to the skills Protective Equipment and Armoured to the Bones without having to have the required Martial archetype (but they must fulfil all other prerequisites).

Eternal Duty: A character that has joined the Cult of Hellen may not normally leave or switch factions. It is possible to dissociate oneself from the Cult of Hellen but that is a rare and difficult process.

Devoted Warriors The cult of Hellen is dedicated towards defence against the Void and its' denizens. Cultists of Hellen show a great deal of mistrust towards Void-aligned humans and creatures, but they will usually (albeit reluctantly) cooperate with them if it is absolutely necessary. Others tend to leave the cultists of Hellen to their business, mostly out of respect and a bit of fear.

Sample quest: Kill a high ranking member of a Void aligned faction. Kill a mighty Void creature.

CULT OF SKOI

Requires: Alignment – Deeps

Skoi is the God of connections, and the **cults of Skoi** believe that connections have power. Their strength comes from the making and breaking of these connections. The exact beliefs and aims of each individual cult can vary greatly, but the power of connections is always at the heart of both their power and aims.

FACTIONAL ATTRIBUTES

Strength in Unity: A cultist of Skoi gains 10 seconds of conscious deathcount for every other party member that is on the adventuring party at the start of the adventure.

Skoi's Community: As a cultist of Skoi, you are obligated to spend at least one downtime every term connecting the god. This can be done through learning a new lore, spending a downtime to investigate by finding out what your friends know regarding your case, or just learning about Skoi knowledge over a downtime, which may bring some useful tidbits regarding the God of Connections.

Easy-going Minglers: The cultists of Skoi will spend most of their time making or breaking connections, both activities involve a lot of interaction with others. A cultist of Skoi is almost always guaranteed to be right in the thick of things, often ending up tangled in... complicated situations. Most people enjoy the presence of Skoi cultists, their cheerful and friendly demeanour often letting them form steadfast friendships surprisingly quickly. However, their outgoing manner can borderline on intrusive and often earn an individual's ire.

Sample quest: Create a notable connection between the Deeps and the Surface. Perks:

THE LUSCANS

Requires: Alignment – Lawless

A **Luscan** is one who has graduated from the Luscan Academy for Mercenaries, founded by the legendary One Eyed Bandit Bob to educate his many children. Graduates from the academy tend to be motivated primarily by trinkets and don't have any loyalty towards a single faction or group.

FACTIONAL ATTRIBUTES

Top Notch Mercenaries: When you receive trinkets at the end of an adventure, you receive an extra half a trinket on top of the normal reward.

Bob's Promise: A Luscan who has accepted an official contract has a duty to uphold that contract and may not drop it unless there was a grave danger to his own safety. Failure after a genuine effort is an option, but intentionally not completing a job usually results in dissociating from the Luscan guild.

Apathetic Money-makers: The main worry of a Luscan is getting money and there are few jobs they won't take up so long as the trinkets are right. However, they also have the pride of Bob's Academy to uphold and finish any task they took up. Luscans are generally well renowned for their fighting skills but some hold them in low regard for their questionable morality when it comes to job hunting. As mercenaries, they are considered one of the best and most loyal that money can buy - as long as you can pay the price.

Sample Quest: Escort a high ranking official.

THE JUDGEMENT

Requires: Alignment – Lawless

The Judgement consider themselves to be the true Arbiters having broken away from them long ago, they operate on a sense of personal justice meaning whatever a member feels is the law goes and each member will act according to their own beliefs.

FACTIONAL ATTRIBUTES

Malicious torture: Often to get the 'truth' out of a detainee requires some encouragement. Once per encounter you gain a use of *Cauterize*.

Criminal Acts: To the common folk you are considered a criminal and are not trusted. Many may report you to authorities and other will refuse to talk to you.

Distain for Authority: When coming across Arbiters members of the judgment will want to prove themselves stronger by defeating them in battle, though leaving them alive to tell of your victory.

Strong Arm (Optional Work)

When committing Shady Dealings during a Downtime you may choose to Strong Arm, giving an additional 1/4 TR however this will create greater chances for there to be consequences.

Sample Quest: Take out a rival Judgment who opposes you.

THE PRIVATEERS

Requires: Alignment – Lawless

The waters of the seas are home to **the Privateers**, a loose confederation of pirates who raid trading ships in the stormy and tranquil seas. The Privateers often follow a strict rule code meaning they often leave a ships crew alive and their boats undamaged merely taking all of the treasures stored within.

FACTIONAL ATTRIBUTES

Armed to the Teeth: As pirates you have many weapons to use, gain an additional dagger and you learn the skill *Pistol Use* and gain a single use of a *Slapdash Supply* to go with it, recoverable with 1 minute of roleplay foraging or by using the *Harvest* skill.

The Pirate Code: You feel a sense of honour meaning any deal you make must be fair for all parties with the loot/reward equally split amongst the entire party.

Loathing of Land: Being a sea-loving pirate you believe that being on land brings bad luck, and will often be anxious to get back to the sea. When on land you will also like for all actions and jobs to be done with upmost haste in order to accelerate your return to a ship.

Sample Quest: Find and intercept a large trading vessel.

APPENDIX C - CHARACTERS BEYOND WEEK 1

For each week you attend our regular Sunday LARP, you gain 1XP to spend on a new or existing character, and a single currently existing character of yours gains a downtime to spend. Everyone gains a single XP and downtime over Christmas and Easter holidays.

You may have multiple characters active at any given time, but note that the XP and downtime you gain by attending can only be spent on a single character.

If you generate a new character **beyond week 1**, use the **following table** to determine what resources you have available.

No active character can fall below the base XP thresholds given, nor can they exceed the maximum XP limit by using unspent XP for a new character (although you can exceed the XP maximum by purchasing XP with Trinkets).

Week	Base XP	Base Trinkets	Base Downtimes	Maximum XP
1	10	0	0	10
2	10	0.5	1	11
3	11	1	2	12
4	12	1.5	2	13
5	13	2	3	14
6	13	2.5	3	15
7	14	3	4	16
8	15	3.5	5	17
9	16	4	6	18
Christmas				
11	17	5	7	20
12	18	5.5	8	21
13	19	6	9	22
14	19	6.5	9	23
15	20	7	10	24
16	21	7.5	11	25
17	22	8	12	26
18	22	8.5	12	27
19	23	9	13	28
Easter				
21	25	10	15	30
22	25	10.5	15	31
23	26	11	16	32
24	27	11.5	17	33
25	28	12	18	34
26	28	12.5	18	35
27	29	13	19	36
28	30	13.5	20	37
29	31	14	21	38

APPENDIX D - CALLS DICTIONARY

Arcane: *Arcane* deals 1 additional point of damage.

Aversion: The target must drop a specified object and may not come within 5 metres of it for 30 seconds.

Backstab: If the target is not aware of the attack they immediately lose 7 hits. If this took them down to 0 hits, they must remain silent from the moment they take the damage. If the target is aware of the attack, they only take a single point of damage from the dagger strike.

Brand: This is targeted at a weapon/shield. The item deals a point of damage every 5 seconds to anyone holding it, and calls *Searing* on the holder and any target struck. This lasts for 15 seconds.

Bolt: A *Bolt* is a ranged version of a call that would normally occur on a weapon strike. For example, *Arcane* becomes *Arcane Bolt*, and *Sweeping* becomes *Sweeping Bolt*. The call that accompanies the bolt is otherwise the same as it would normally be. *Bolt* deals a single point of damage, as would normally be delivered on a weapon strike, so calls that do not specifically deal damage deal a single point when cast as a *Bolt*. The *Bolt* damage is applied before the effect.

Burst: *Burst* targets all creatures within 5 metres of the caster with an effect, friend or foe and deals a point of damage to all targeted creatures. The *Burst* damage is applied before the effect.

Cauterize: The target is healed for a single hit, however takes 3 seconds of *Searing* pain

Challenge: The target may only fight the caster for 30 seconds. During this time you call *Immune* to damage and effects from sources other than the caster. It ends early if you or the challenger dies.

Chill: *Chill* slows the movements of the target to half speed for 5 seconds, then for the next 30 seconds the target's cooldowns and verbal lengths are doubled.

Cleaving: Deals an additional point of damage and causes 3 paces of stagger. If called on a weapon, it must be accompanied by an exaggerated weapon swing. If parried, only the stagger is taken.

Confusion: The target may not move, speak or fight, other than to lightly parry, for 30 seconds or until they receive a point of damage.

Divine: This call will be followed with an attribute, usually "hits" or "emotions". The caster will then learn a 1 word answer to the object of their divination.

Detach: *Detach* causes the target to fall to the ground for 15 seconds. During this time they are *Immune* to all spells and damage and appear to be dead. After the time period ends they wake up and can act as normal. This call also deals 10 damage to fragments.

Defy: *Defy* is called on a weapon swing and deals a point of damage. It also renders the target unable to use any calls for 5 seconds.

Dominate: The target must do as commanded by the caster for 30 seconds, but calls *Resist* to commands that would remove their last hit.

Doubt: The target is crippled by existential doubt for as long as the caster speaks, and must cower defenceless.

Echo: The caster may use the call *Echo* to repeat the effects of a spell cast by another.

Enlighten: The target may not tell a lie for 30 seconds, and will be unaware that this is the case. This cancels out *Obfuscate*.

Enrage: The target falls into a barbaric rage, attacking the closest living person indiscriminately. Usually attached to a chant. If not otherwise specified, *Enrage* lasts 30 seconds.

Expose: For the next 15 seconds, the creature takes an additional point of damage from being hit by a weapon (in addition to any other damage from calls on that weapon).

Fear: The target must flee from the target and remain at least 5 metres away from them. If terrain prevents this then they must cower defenceless.

Hatred: The target must engage the caster in melee combat by the shortest possible route, ignoring everyone else, and may use only melee calls for 30 seconds.

Immolate: *Immolate* deals 1 point of damage every 5 seconds and ends when the target drops to the ground and rolls to put it out. *Immolate* also ends if the target has only a single hit remaining.

Immune: *Immune* is called by the target of an action that entirely fails to affect them. Being *Immune* to something doesn't interrupt concentration or verbals.

Inspired: Deals 5 damage that cannot remove a target's last hit. If parried, the target must spend a hit with the call *Resist*, or take the effects as if they had been struck.

Life Drain: Deals 1 damage and prevents the target from regaining hit points until they take a *Rest*. Restores 1 hit to the caster. May be heard with multipliers, eg *Life Drain Double*, dealing 2 damage to the target and restoring 2 hits to the caster.

Mass: A *Mass* call targets all those who would normally be targets for the effect. This means that beneficial calls will affect all allies, while detrimental calls will affect all enemies.

Mend: The target is healed for a single hit. May be heard with multipliers, for example *Mending Double* heals two hits.

Mute: The target may not speak for 15 seconds. This does not prevent the use of combat calls that do not require a verbal.

Nullify: *Nullify* cancels the effect of a named spell that was just cast.

Obfuscate: The target must lie for 30 seconds, and will be unaware that this is the case. This cancels out *Enlighten*.

Obliterate: This deals 10 damage, which cannot be *Resisted* in any way. If used on a target on their death count it instantly destroys the body and soul of the target.

Order: The target must obey the order that accompanies this call until they take a point of damage. Orders that require the target to harm themselves cannot cause them to inflict more than a single point of damage. If an order is ordered that requires the target to inflict more than a single point of damage on themselves, the target is magically protected and they only take a single point of damage.

Paralyse: The target is rendered completely immobile for 15 seconds. If their deathcount starts then they do not fall to the ground until this wears off.

Pistol Double: This deals 2 points of damage and 3 paces of stagger, triggered by firing a pistol.

Pistol Quad: This deals 4 points of damage and 6 paces of stagger by firing 2 pistols simultaneously.

Rally: *Rally* ends all currently active mind effects on the target.

Redirect: An indicated spell is redirected from the original target to the caster of *Redirect*.

Refute: The target must call *Zero* on all weapon strikes, and have no attached effect, for 30 seconds, or until they are acknowledged by the caster or one of the caster's allies attacking or parrying them. A targeted mage can spend all their mana to cancel the effect.

Regeneration: This call instantly returns all of a target's hits.

Rend: Hit a weapon out of an opponent's hand with the call *Rend*.

Resist: *Resist* is called by the target of a call that partially does not affect them to indicate that some part of the call has not taken place (typically either the damage or the non-damage portion of a call). *Resisting* interrupts concentration and verbals.

Searing: *Searing* inflicts crippling pain on the target. Anybody affected by searing is disabled by agony and may not move significantly or fight for 3 seconds.

Slice: *Slice* deals 2 damage unless you have a point of armour remaining.

(Shield) Smash: Destroys target shield. If called on a weapon, it must be accompanied by an exaggerated weapon swing and must strike a shield to take effect. *Shield Smash* also deals 3 paces of stagger, whether a shield was hit or not. If parried, the stagger is still taken.

Snare: A targeted limb cannot be removed from the attached surface for 15 seconds, and may only pivot.

Stabilise: Pauses target's deathcount, but does not restore them from it, as if being permanently *Tended*. The target's deathcount restarts if they take a point of damage.

Spite: You hurl an insult at a creature, demoralizing them so. The target loses a little of their resolve to fight, and 1 hit point to represent this. *Spite* cannot remove a target's last hit.

Sundering: Deals 3 additional points of damage and causes 6 paces of stagger. If called on a weapon, it must be accompanied by an exaggerated weapon swing. If parried, only the stagger is taken.

Suggestion: The target must carry out the suggestion that accompanies the call until it is complete, or for 30 seconds. If the suggested action is so repulsive that the target would prefer to injure themselves if given the choice, then they call *Resist*. (It is not necessary to take damage to resist Suggestion, only for the suggested action to be repulsive enough that injury is preferable.)

Subdue: Deals damage as normal, but cannot start the target's deathcount if it reduces them to zero hits, they fall unconscious for 10 minutes instead, or until the target regains a hit. If the target takes a lethal (Non-subdue attack) point of damage in this time, they restart their deathcount.

Sweeping: The target is knocked to the ground. If called on a weapon, it must be accompanied by an exaggerated weapon swing. If parried, the effect is not taken.

Terraclasm: Everyone within audible range, except the caster, must immediately fall to the ground regardless of any resistances.

Vivify: The target is regains a single mana or will point. May be heard in multiples, for example *Vivify Double* regains two mana or will points. If a target has both will and mana, they can decide which one of the two they regain but cannot split (aka. cannot regain 1 mana and 1 will on a *Vivify Double*).

Windways: The target becomes an insubstantial gust of wind for 5 seconds with the call *Windways*. During this time the target cannot be hit or targeted by spells. (Raise your hand to show that you have vanished). The target may still be heard if they speak, and people can react to the sound of their voice. During this time, the target may not cast spells.

Wound: *Wound* is called on a specific limb and that limb is disabled and may not be used to walk, fight or hold anything without a minute of appropriate roleplay to apply first aid. Mending from magical sources removes wounds instantly, in addition to other effects such as from the skill Barber Surgeon.

Zero: Calls with *Zero* attached deal no damage.

DOWNTIMES

Week	Party/ Monster/ Quest/ Other	Downtime Activity	Trinket Overview
1:			
2:			
3:			
4:			
5:			
6:			
7:			
8:			
9:			
10:	Christmas		
11:			
12:			
13:			
14:			
15:			
16:			
17:			
18:			
19:			
20:	Easter		
21:			
22:			
23:			
24:			
25:			
26:			
27:			
28:			
29:			

This character sheet can be [downloaded here](#), or from the [Tabletop Games Website Forums Post](#), as a form fillable PDF. For more details, including methods to edit the sheet, see the relating post in the forums.