



UNITY 8.1.1

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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.
- **If you or anyone else is actually injured then call "person down".** If you hear this call then stop fighting immediately and find a first aider if necessary. Do not use the words "person 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 30 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 per hit taken. 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.

The space in between each week of LARPs is called downtime. During downtimes your character 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). **Every week, each player gains 1XP**, and TR are typically 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**. Some skills also have extra requirements: you must fulfil those requirements at the point you unlock the skill.

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 possessions, including all their TR.

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 choose not to join a faction at character creation, you gain **1 bonus XP**. Certain abilities require the use of Will or mana to use: you start with 0 of either and must first take skills that grant you them, such as Arcane Training.

If you are generating a character beyond week 1, refer to Appendix C for additional bonuses. While Unity is very flexible, characters will generally fall into one of the categories of Martial, Alchemist, 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 lores 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 may 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.

STARTING SKILLS

- **Tend**

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**

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 or when woken. 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**

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.

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:

- The King's Reeves
- The Hunter Clans
- Lupanum
- The Grand Congregation
- The Lords of the Sea
- The Nameless

More detailed rules for each of these factions can be found in Appendix B. **If you choose not to join a faction at character creation, you gain 1 XP.**

MARTIAL SKILLS

Martial skills represent combat training or experience that your character may have. Most characters will have at least some of these skills, but some will take them further and specialise into a particular martial style.

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.

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.

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. You 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 4TR**
Requires: Light/Heavy Armour Use
Your armour now gives you 2 additional hits.
- **Armoured to the Teeth: 3XP and 4TR**
Your armour now provides one and a half times as many maximum hits (rounded up). This ONLY includes hits gained from armour skills.

EXPERTISE

The cooldowns on expertise calls are independent from each other.

- **Cleaving Blow: 2XP**
Grants the *Cleaving* call, which can only be called on a dramatic swing of the weapon. Deals an extra point 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* 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 Martial Lore or 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.

- **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 50 seconds of your deathcount, instead of 30. 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)

MARTIAL STYLES

Martial styles represent potential **combat specialisations** for your character. You may only buy skills from a single martial style, and **magicians and priests may not buy skills from them** at all. Some options unlocked by martial styles grant you 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 4 Martial styles: **Assassin**, **Berserker**, **Duelist** and **Soldier**. Each specialises in a different area of combat.

ASSASSIN

- **Assassin: 0XP**

Requires: Offhand Weapons Use, 5XP spent in Martial Skills or Alchemy. Cannot be taken with Heavy Armour

Once per encounter, you may use 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.

- **Alchemy of Death: 2XP**

Requires: Assassin

You gain 3 *Slapdash Supplies*, which can only be used to apply the *Poison* and *Venom* preparations.

- **Vital Slice: 1XP**

Requires: Assassin, Slice

On strikes with a dagger, you may call *Slice Double* to deal 2 additional points of damage to unarmoured opponents.

- **Silent Death: 1XP**

Requires: Assassin

May call *Mute* when striking with a dagger, leaving the target unable to speak for 15 seconds (though they can still use calls that require no verbal).

- **Soul Cutter: 2XP**

Requires: Silent Death

On strikes with a dagger, you may call *Defy*, leaving the target unable to use calls for 5 seconds.

- **Sharpened Blade: 4XP**

Requires: Vital Slice

On strikes with a dagger, you may call *Arcane Double*, dealing 2 extra points of damage.

- **Focused Killer: 3XP**

Requires: Assassin, Advanced Martial Lore

+2 Will

- **Liar's Mask: 1XP**

Requires: Focused Killer

Cost: 1 Will

You may conversationally apply *Obfuscate* on yourself, preventing you from telling the truth. If under the effects of *Enlighten*, the effects cancel out and you can speak as normal.

- **Slip into the Shadows: 2XP**

Requires: Focused Killer

Cost: 1 Will

When hit by a weapon attack, you may call *Windways* on yourself, disappearing for 5 seconds (rais your hand in the air to indicate that you have vanished). During this time no attacks can hit you, and you cannot be targeted by spells. You cannot fight or cast spells during this time.

- **Deep Cut: 3XP**

Requires: Focused Killer, Sharpened Blade

Cost: 1 Will

You may call *Wound* on a strike with a dagger. If you strike a limb, 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.

- **Festering Toxin: 3XP**

Requires: Deep Cut, Alchemy of Death

When striking with a dagger that has been coated in *Poison* or *Venom*, you may choose to call *Wound* instead of the standard effects of the toxin.

- **Sudden Death: 3XP**

Requires: Deep Cut, 20XP total spent in Martial/Assassin/Alchemy skills, a Quest

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

- **Hide in Plain Sight: 4XP**

Requires: Slip into the Shadows, 20XP total spent in Martial/Assassin skills

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

BERSERKER

- **Berserker: 0XP**
Requires: At least one Expertise call, 5xp spent in Martial skills. Berserkers may not make use of armour.
Whenever you use an expertise call (*Cleaving Blow*, *Sweeping Strike*, or *Shield Smash*), you regain 1 hit upon striking a target.
- **Durable: 1XP**
Requires: Berserker
+1 Hit
- **Rending Swing: 2XP**
Requires: Berserker
Allows the use of *Rend* on a dramatic weapon swing, knocking an opponent's weapon out of their hand. Once used, it cannot be used again for 10 seconds. This counts as an expertise call for you.
- **Matter Over Mind: 2XP**
Requires: Berserker
You may take 1 damage in order to *Resist* the effects of *Confusion*, *Obfuscate*, or *Enlighten*.
- **Juggernaut: 1XP**
Requires: Berserker, Tenacious or Agility
You may spend 1 hit to *Resist* an effect that would cause you to stagger, such as the calls *Cleaving* or *Pistol Double*. You still take the damage and any other effects of the call.
- **Fearless: 1XP**
Requires: Berserker, Advanced Martial Lore
When subjected to *Fear*, you can choose to instead apply *Enrage* to yourself. While enraged, you must attack the closest target, whether friend or foe. This lasts 30 seconds or until you enter your deathcount.
- **Tough as Nails: 3XP**
Requires: Durable
+2 Hits
- **Sundering Crash: 2XP**
Requires: Berserker, Great Weapon Use, Cleaving Blow, Sweeping Strike, Shield Smash, and Rending Swing
Allows the use of *Sundering* on an exaggerated swing with a two handed weapon, dealing 3 extra points of damage and 6 paces of stagger. Once used, it cannot be used again for 10 seconds. This counts as an Expertise call for you.
- **Seeing Red: 1XP**
Requires: Fearless, Sundering Crash
Once per adventure while not *Enraged*, you may roleplay working yourself into a battle fervour, immediately resetting the cooldowns on all your Expertise calls and applying *Enrage* to yourself.
- **Pure Instinct: 3XP**
Requires: Matter Over Mind
You may take 1 damage to *Resist* the effects of *Doubt*, *Defy*, or *Dominate*.
- **Reckless: 2XP**
Requires: Fearless
While *Enraged*, you take an extra point of damage from all sources but may call *Slice* on all attacks with any weapon.
- **Unchained: 2XP**
Requires: Pure Instinct
You may take 2 damage to *Resist* the effects of *Paralyze* or *Snare* and immediately apply *Enrage* to yourself.

- **Blood Rage: 4XP**
Requires: Fearless, Tough as Nails, Hardened
Once per encounter when you drop to 0 hits, you may choose to regain 2 hits and become *Enraged* for 30 seconds (if already *Enraged*, extend the duration by 30 seconds).
- **Death Can Wait: 1XP**
Requires: Blood Rage
While *Enraged*, your deathcount is paused and you remain conscious. If you have 0 hits remaining at the end of *Enrage*, you fall to your deathcount as usual.
- **Unrelenting Assault: 2XP**
Requires: Sundering Crash, 20XP total spent in Martial/Berserker skills, 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: 5xp spent in Martial Skills
Once per encounter, you may single out a foe within earshot with a short verbal that ends with the call *Challenge*, forcing them into one on one combat. Until either of you fall to 0 hits 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.
- **Fleet of Foot: 2XP**
Requires: Duellist, Agility
While engaged in a *Challenge*, you may call *Resist* to *Snare* and *Chill*.
- **Riposte: 3XP**
Requires: Duellist
Once per encounter while engaged in a *Challenge*, after you successfully parry an opponent's attack you may call *Expose* on your next attack, causing the target to take 1 extra damage from weapon strikes for 15 seconds.
- **Counterblow: 2XP**
Requires: Riposte, Cleaving Blow
Once per encounter while engaged in a *Challenge*, after you successfully parry an opponent's attack you may call *Sundering* on your next attack, dealing 3 extra damage and forcing the target to stagger 6 paces.
- **Duellist's Honour: 2XP**
Requires: Duellist, Advanced Martial Lore
+1 Will
- **Deflect Magic: 1XP**
Requires: Duellist's Honour
Cost: 1 Will
If a *Bolt* spell is cast at you while you are holding your weapon, you may roleplay deflecting the bolt and call *Nullify*, negating the spell.
- **Magical Anathema: 2XP**
Requires: Deflect Magic
Cost: 1 Will
If someone under the effects of your *Challenge* casts a spell, you may call *Nullify*.
- **Grit: 1XP**
Requires: Duellist's Honour
Cost: 1 Will
By roleplaying gathering your resolve, regain 1 hit using the call *Mending* on yourself.

- **Duellist's Pride: 2XP**

Requires: Duellist's Honour

+1 Will

- **Desparation: 1XP**

Requires: Grit

Cost: 1 Will

You may call *Cauterise Triple* on yourself, healing 3 hits but suffering *Searing* pain for 3 seconds, during which you may not fight or move.

- **Last Stand: 2XP**

Requires: Desparation

Once per encounter, you may roleplay gathering your reserves of strength and call *Vivify* on yourself, regaining 1 Will. In addition, if one of your limbs has been *Wounded*, you may repair that limb.

- **Forceful Slash: 4XP**

Requires: Riposte, Duellist's Pride

Cost: 1 Will

While engaged in a *Challenge*, you may call *Forceful* on a dramatic weapon swing, dealing 5 damage that cannot remove a target's last hit.

- **Unparalleled Duelist: 3XP**

Requires: Desparation, Forceful Slash, 20XP total spent in Martial/Duellist skills, a Quest

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

SOLDIER

- **Soldier: 0XP**

Requires: Shield Use, 5xp spent in Martial skills

You may hold your weapon up to your shield and use the call *Brace*. While braced, you cannot move or attack, and take no damage from ordinary weapon strikes, though you still take the extra damage from calls, along with any effects associated with that call. You may remain *Braced* for up to 20 seconds total per encounter, and may end the effect at any time with the call *Advance*.

- **Iron Will: 2XP**

Requires: Soldier

+1 Will

- **Steady Feet: 1XP**

Requires: Soldier

Cost: 1 Will

While *Braced*, you may call *Resist* to the effects of *Sweeping*.

- **Unyielding Might: 1XP**

Requires: Soldier

Cost: 1 Will

While *Braced*, you may call *Resist* to the effects of *Cleaving*.

- **Unbroken Spirit: 1XP**

Requires: Soldier

Cost: 1 Will

While *Braced*, you may call *Resist* to the effects of *Shield Smash*.

- **Discipline: 2XP**

Requires: Soldier

You may now remain *Braced* for up to 40 seconds.

- **Unmoving: 2XP**

Requires: Soldier

Cost: 1 Will

While holding a shield, you may call *Snare* on a weapon that strikes your shield, binding it to the shield.

- **Steel Fortitude: 3XP**

Requires: Iron Will, Advanced Martial Lore

+1 Will, +1 Hit

- **Spell-Breaker: 1XP**

Requires: Steel Fortitude

Cost: 1 Will

While *Braced*, you may call *Resist* to the effects of *Arcane*.

- **Veins of Stone: 1XP**

Requires: Steel Fortitude

Cost: 1 Will

While *Braced*, you may call *Resist* to the effects of *Searing*.

- **Onward March: 2XP**

Requires: Steel Fortitude

While *Braced*, you may move at a slow walking pace.

- **Patience: 2XP**

Requires: Steel Fortitude, Discipline

You may now remain *Braced* for up to 60 seconds.

- **Titanium Resolve: 3XP**

Requires: Steel Fortitude

+2 Hits, +2 Will

- **Mental Fortress: 1XP**

Requires: Titanium Resolve

Cost: 2 Will

While *Braced*, you may call *Resist* to mind effects.

- **Bulletproof: 1XP**

Requires: Titanium Resolve

Cost: 1 Will

While *Braced*, you may call *Resist* to *Pistol* calls, taking no damage and not having to stagger.

- **Eternal Duty: 3XP**

Requires: Titanium Resolve, Patience

You may remain *Braced* indefinitely.

- **Adamantine Spirit: 4XP**

Requires: Titanium Resolve, 20XP total spent in Martial/Soldier skills, 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 or using saws and scalpels to perform makeshift surgery. 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

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.
- **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*.
- **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*.
- **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.
- **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 Alchemical 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 Alchemical Lore - Medicines, 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). You cannot fight or cast spells during this time.
- **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; 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, 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* 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 in that pistol.

- **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*, 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. Speak to the Ref for more information.

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.

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.

- **Initiation of the Void: 3XP**

Requires: 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 one of the following:

- You may call *Resist* to the calls *Fear* and *Mute*.
- You can call *Windways* at the start of a fight, going invisible for 5 seconds to reposition yourself. You cannot fight or cast spells during this time.
- 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 hit by *Forceful*.

- **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 use the appropriate ability 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 - SPIRITUALIST

Spirits are present throughout the world, embodying concepts, ideals, and places. It is the role of spiritualists to act as mediators between spirits and humanity: ensuring spirits survive through worship and maintenance, and ensuring that wild, cruel, or destructive spirits do not harm the world around them. Spiritualists may be concerned only with their local spirits, or with larger spirits such as those of nations or ideas.

- **Spiritualism: 3XP**

Requires: 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 length: 6 seconds
Once per adventure you may call upon a powerful local spirit 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 the deities of the Deeps to a far more elevated degree than the average citizen. Although all gods demand respect, many are fanatically devoted a specific god, dedicating themselves to spreading their message or incorporating the god's teachings 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 the first melee weapon swing.
Ashen - *Forceful*
Quexxlia - *Immolate*
Skoï - *Expose*
Hellen - *Rend*
Other - If you are dedicated to another deity, talk to the ref before purchasing this skill.

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 religion, 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 10 seconds.
- **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
- **Forceful: 2XP**
Requires: Vessel of Destruction
Cost: 2 Hits
Grants use of the call *Forceful* on a weapon strike, dealing 5 damage that cannot remove a target's last hit.

- **Renewed Inspiration: 2XP**
Requires: Vessel of Destruction, Forceful
After downing an enemy, your next use of Forceful 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.
- **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* on a weapon strike 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.
+1 Hit
- **Domain of Divination: 2XP**
Requires: Basic Priestly Lore – Divination
+1 Hit
- **A Vision of Knowledge: 2XP**
Requires: Domain of Divination
After each adventure, you gain 1 piece of Specialised Lore, as chosen by the ref. This may be a standard lore, a magic item blueprint, or niche information that could be useless.
- **A Hint from the Past: 2XP**
Requires: Domain of Divination
You may draw upon past events to help you in your journey. Once per adventure you may give yourself or an ally the access to a call you have come across earlier in this adventure. The target gains one use of the chosen call that lasts until the end 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
Verbal Length: 10 seconds
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: 3XP**
Requires: Preordained Diviner, A Hint from the Past
Before each adventure, you may pick a skill costing 2XP or less that you would be able to buy. For the duration of the adventure, you have that skill.
- **Teacher: 2XP**
Requires: Preordained Diviner
You can learn Basic and Advanced Lore in half the usual downtimes, and teaching lore no longer costs you a downtime.

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.

- **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. You may not fight while performing this chant, and it ends if you take damage.
- **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.

SHIELD RITES

Shield rites are a type of magical protection that will protect the target against one use of a call. **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.

- **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 *Cleaving*, *Sweeping* and *Rend*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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 *Enlighten* and *Snare*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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 *Suggestion* and *Spite*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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 *Immolate* and *Searing*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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).
- **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 *Chill* and *Order*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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 *Confusion* and *Hatred*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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 *Brand* and *Wound*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **Shadow Shield: 2XP**
Requires: Stalwart Protector
Cost: 1 Hit.
Verbal length: 6 seconds.
You may cast a *Shield* on a target that protects against *Aversion*, *Fear* and *Doubt*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **Voidic Shield: 2XP**
Requires: Stalwart Protector
Cost: 1 Hit.
Verbal length: 6 seconds.
You may cast a *Shield* on a target that protects against *Nullify*, *Refute*, *Mute* and *Detach*. The target must call *Immune* to these calls while the *Shield* is active. Uses the call *Shield [effects]*.
- **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 [effects]*.
- **True Defiance: 1XP**
Requires: Stalwart Protector
When you parry a weapon call, you may respond with *Defying Bolt* 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.

MAGIC

Mages are people who have trained in the arts of magic. They differ from priests in that they harness the natural flow of magic, as opposed to their own internal faith. **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**.

MAGIC SKILLS

- **Arcane Training: 3XP**
Requires: Any Basic Arcane Lore
+1 Hit
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.
- **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 magic focuses on a small area of magic. These different magic types are: **Arcane, Death, Deeps, Fire, Life, Mind, Motion, Shadow, Void and Wilds.**

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 must 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, Any Specialised Arcane Lore, 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. You cannot be revived in any way after using this ability.
- **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 must 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 or spell.
- **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 must 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 must 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 or fight.
- **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.
- **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 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.

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*, dealing 3 extra damage and 6 paces of stagger.

- **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 or fight.

- **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.

TRINKETS AND EQUIPMENT

Trinkets represent objects, favours, and other stores 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.

The specific value of one Trinket is hard to convert to real-world terms, but suffice to say it is a significantly large amount of money. There are smaller denominations of money that exist in the world (the Lupan Denar, the Kitaland Mark, and the coastal Doubloon), but these exist purely for roleplaying purposes. **You will never have to track any value less than half a Trinket.**

- **Sell-out: 1XP**
Gain 4TR. May be purchased multiple times.
- **Training: 4TR**
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 12TR.
- **Additional Powder: 4TR**
You gain 2 additional shots worth of powder for pistols that are refreshed at the beginning of an adventure. May be purchased multiple times.
- **Clearing Suspicion: 2TR**
You lose 1 point of Infamy (see Downtime section for more information). May be purchased multiple times.
- **The Papers to Prove it: 3TR**
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.
- **Minor Title: 11TR**
Requires: no faction membership
You gain a minor title or level of prestige, such as the leadership of a monastery or membership of a well-known knightly order. This grants you some limited political or social influence, and depending on the nature of the title you choose may make certain roleplaying actions easier or harder. You also gain an additional ½ TR when performing any work for downtime. With the ref's permission, you may take this skill at character creation in exchange for reducing your starting XP by 8 (this will make your character significantly more likely to die).
- **Major Title: 15TR**
Requires: no faction membership, Minor Title
You gain a major title or level of prestige, such as being the head of a guild or a landed baron. You gain even more social and political influence, and gain a further ½ TR per downtime spent working.
- **Alchemical Salts: ½TR**
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: ½TR**

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 or service you want.

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 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.

- **Additional Dagger: 2TR**

You may carry a dagger in addition to your normal weapon selection. This may be purchased multiple times.

- **Additional Armaments: 4TR**

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

Downtime is the time between adventures, where characters can learn new skills, work and advance in their faction, among other things. **For each week of real time between adventures, 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**.

Some downtime options may grant you Infamy. You should **notify the ref whenever you gain Infamy**. Accumulating too much Infamy will have consequences for your character.

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).

All forms of work consume one downtime.

- **Unskilled Work**
Gain ½ TR.
- **Mercenary**
Requires: 10XP spent
Gain 1 TR.
- **Alchemist**
Requires: Capable Alchemist
Gain 1½ TR.
- **Healer**
Requires: ability to restore hits (other than your own)
Gain 1½ TR
- **Smith**
Requires: ability to repair a shield
Gain 1½ TR.
- **Mage**
Requires: Arcane Training
Gain 1½ TR.

OTHER DOWNTIMES

- **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 Telum Scelum" or "I want to learn more about curses".
- **Shady Dealings**
Choose in addition to another downtime. Gain an additional 1 TR. You also gain 1 point of Infamy.

- **Faction Work**

Requires: Membership of any faction

The exact nature of what faction work entails varies by faction, but encompass less active faction duties as well as making connections and gaining influence. For example, a member of the Congregation may spend this downtime preaching, whereas a Lord of the Sea may spend it helping repair their ship.

Leads to the ability to rank up within your faction.

- **Obtaining Magic Items**

Magic items are very rare. Obtaining them often requires using the **Investigating** downtime option and looking for them in the course of adventures and quests. It is also possible to create magic items. Doing so requires knowing the **blueprint**, which is a unique specialised lore; once you have a blueprint you may create the item(s) it describes as many times as you wish by paying the associated cost in downtimes and Trinkets (the ref will give you these costs when you discover the blueprint).

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. All characters start knowing a free basic lore. **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. Whenever you acquire lore check with the ref to get a brief**, containing your newfound knowledge.

- **Teaching Lore**
You spend a downtime teaching a lore you know to another character (with their agreement). They do not need to spend the standard trinket cost to learn that lore, but instead pay you whatever price you agree with them.
- **Learning Basic Lore: 4TR**
Takes two downtimes
You learn a basic lore after using both downtimes (they need not be used consecutively). Basic lore is more than the average person will know about a particular subject, but nothing completely exceptional.
- **Learning Advanced Lore: 8TR**
Requires: Basic lore of the same category
Takes four downtimes
You learn an advanced lore after using all four downtimes (they need not be used consecutively). Advanced lore represents information that's significantly rarer or harder to obtain and a greater level of expertise.

- **Learning Specialised Lore: 10TR**

Requires: Advanced lore of the same category (if applicable)

You learn a specialised lore. 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, a secret fighting technique, or the exact location of a hidden treasure. **While specialised lores can be bought for TR, they can also be the target of quests**, which allow you to gain the lore without spending TR. Often, a quest to learn a specialised lore can be combined with the quest needed to unlock a hidden skill that requires that specialised lore.

There are five categories of lore, many of which have multiple varieties beneath them. Most also have certain specific specialised lore versions. They are as follows:

- **Alchemical**

Alchemical lore consists of knowledge regarding plants, minerals and their alchemical properties, and the ability to combine them into something useful. It has three specialised lore versions: Toxins, Medicines, and Black Powder.

- **Arcane**

Arcane lore is related to magic and its associated rituals and practices of various types, as well as how to channel and utilise it. It has nine versions, each of which are available as basic, advanced, and specialised lores: Death, Deeps, Fire, Life, Mind, Motion, Shadow, Void, and Wilds.

- **Martial**

Martial lore comprises fighting techniques and physical training required for extraordinary feats in combat.

- **Physiological**

Physiological lore is an understanding of the workings and anatomy of the creatures of the world, mostly humans. It is the underpinning of mundane medicine.

- **Priestly**

Priestly lore consists of the rituals and rites used by those who fall under the umbrella of priests. Most importantly, it involves the ability to utilise the spiritual forces of the world, namely the Void, Deeps, and Surface. It has four versions, each of which are available as basic, advanced, and specialised lores: Destruction, Divination, Healing, and Protection.

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.

Mindless: Creatures such as zombies raised by life magic or rare enchanted automata are mindless, meaning they do not think in any recognisable way. They are *Immune* to mind effects.

Fragment: Fragments are beings formed of pure magic. 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 representative of a particular location or concept. 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 Duality. 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, and rewards you with one bonus XP at character creation.

All factions have **Ranks**, which represent your progression through the hierarchy of the organisation. When joining a faction, you start at rank one. You may advance to the second rank by spending **six downtimes** doing the *Faction Work* option, and advance to the third rank by spending **six further downtimes** in the same way. Note that the benefits of reaching the third rank are unique to your character, and you are encouraged to work with the ref in developing this ability.

THE KING'S REEVES

The King's Reeves view themselves as upholding royal authority and the rule of law in absence of the king of Kitaland. They focus on tracking down notorious outlaws more than defending the ordinary people, and are not above getting involved in the tricky politics of the kingdom. Although their critics might view them as a bunch of corrupt bounty hunters, they are a powerful force of order north of the Great River.

Unlawful Lawbringers: The King's Reeves believe in the importance of feudal rights and privileges, and always prefer to stay on the good side of local authority. Likewise, although they aren't above throwing their weight around, overt or excessive flaunting of the law will likely get you reprimanded, if not imprisoned.

FACTIONAL ATTRIBUTES

- **Rank 1: Let None Escape**
You gain a single use of *Snare* per encounter, to be called on a weapon strike.
- **Rank 2: The King's Writ**
You can use your downtime to perform an intense investigation, gaining 1 point of Infamy but being far more likely to discover additional interesting information.

- **Rank 3: Royal justice**

At this point, you rank among the leaders of the organisation. Speak to the ref to develop this benefit.

HUNTER CLANS

The **Hunter Clans** are a wide range of societies who focus on tracking and hunting rare and dangerous beasts. They place great emphasis not only on prowess in the art of killing, but also on properly harvesting and utilising the remains of their quarry. They are therefore often very knowledgeable about tracking, poisons, and basic medicine.

The Glory of the Hunt: The Hunter Clans place a large emphasis on personal valor, with all members being expected to focus on hunting the biggest and scariest thing they can. It is also frowned upon for hunters to work with other members of their own clan while hunting, as this reduces the personal glory of their triumphs.

FACTIONAL ATTRIBUTES

- **Rank 1: The Hunter's Tools**
You gain the *Venom* alchemical preparation, which can be applied to a weapon to allow the use of *Searing* on the next strike, as well as one *Slapdash Supply* to go with it (recoverable with a minute of scavenging).
- **Rank 2: The Great Hunt**
After slaying a beast of appropriate size, such as a dragon, you may gain an extra reward of TR relative to its strength. Using the *investigation* downtime may help you locate specific targets.
- **Rank 3: Monster Slayer**
You are one of the most renowned hunters in the land. Speak to the ref to develop this benefit.

THE LEGION OF LUPANUM

The citizens of **Lupanum** are bound together in a hivemind, including the Republic's famed army, the Legion. However, members of the shared consciousness do not lose their free will, and it is also not unheard of for scouts, diplomats, and spies to only be linked to a small audience.

Public Discourse: All citizens share their thoughts with a Node consisting of up to ten others at all times. Furthermore, one member of the Node is responsible for communicating up the hierarchy, and so all information is distributed throughout the hivemind.

FACTIONAL ATTRIBUTES

- **Rank 1: Mental Connection**
Your conscious deathcount is extended by 10 seconds for each conscious party member at the moment you hit zero hits.
- **Rank 2: Shared Responsibility**
Once per encounter, you may use the *Redirect* call in response to any call that affects one other party member, redirecting that call on to yourself.
- **Rank 3: Structural Importance**
You are a significant presence in the Lupanum hivemind. Speak to the ref to develop this benefit.

THE GRAND CONGREGATION

The Grand Congregation is a collective of religious figures from across the continent. It is a diverse group, including the detached philosophers of the Void, the god-worshipping cultists of the Deeps, and the necessary spiritualists who deal with worldly spirits. All are aligned in the common interest of the rights and influence of the clergy.

Shepards of the Flock: Any member of the Congregation is bound first and foremost to their religious role, whether that be an affiliation to a shrine or monastery, or a duty to spread the word of their god or philosophy.

Note: *Although members of the Congregation are religious leaders, you do not need to be a Priest to be a part of this faction. There is plenty of room for people with other skillsets within most religious organisations.*

FACTIONAL ATTRIBUTES

- **Rank 1: Ordainment**
You may perform a 5 second verbal invoking your faith, during which you may not fight, at the end of which you regain 1 Hit. This verbal is interrupted if you take any damage.
- **Rank 2: Tithe**
Whenever you spend a downtime not working, you gain ½TR (faction work is not counted as working).
- **Rank 3: Leader of the Faith**
You have enormous religious influence. Speak to the ref to develop this benefit.

THE LORDS OF THE SEA

The organisation known as the **Lords of the Sea** is a rather loose faction made up of the pirates who roam the Golden Sea. Though they may appear from the outside roving bands of thieves and murderers, many consider themselves as champions of freedom and enemies of oppression (and also roving thieves and murderers).

The Pirate Code: Membership of the Lords of the Sea is dependent on following the rules laid out in the Pirate Code. Although the specifics are variable, it is generally accepted that this includes not attacking other Lords of the Sea, sharing treasure in an equal way, and minimising the killing of innocents.

FACTIONAL ATTRIBUTES

- **Rank 1: Smoke and Fire**
You gain the skill *Pistol Use*, as well as one *Slapdash Supply* that may only be used with it to call *Pistol Double*, recoverable with one minute of roleplay. (If you have the *Black Powder* alchemical preparation, you may use this *Slapdash Supply* as normal).
- **Rank 2: Fly the Black Flag**
Whenever you do *Shady Dealings* in downtime, you gain a further ½TR.
- **Rank 3: Scourge of the Seas**
Your name is feared in ports across the seas. Speak to the ref to develop this benefit.

THE NAMELESS

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.

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).

FACTIONAL ATTRIBUTES

- **Rank 1: Future Sense**
Up to three times per adventure you may pull the ref aside and ask a question pertaining to the situation that can be answered with either "Yes", "No", or "Inconclusive".
- **Rank 2: Guiding Visions**
Your questions may now have answers up to two words in length (make this known to the ref when asking).
- **Rank 3: The Master Plan**
You now see the web of time and space, and your part in it. Speak to the ref to develop this benefit.

APPENDIX C – CHARACTERS BEYOND WEEK 1

For each week of term, 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	11	1	1	11
3	12	2	2	12
4	13	3	2	13
5	14	4	3	14
6	15	5	3	15
7	16	6	4	16
8	17	7	5	17
9	18	8	6	18
Christmas				
11	20	10	7	20
12	21	11	8	21
13	22	12	9	22
14	23	13	9	23
15	24	14	10	24
16	25	15	11	25
17	26	16	12	26
18	27	17	12	27
19	28	18	13	28
Easter				
21	30	20	15	30
22	31	21	15	31
23	32	22	16	32
24	33	23	17	33
25	34	24	18	34
26	35	25	18	35
27	36	26	19	36
28	37	27	20	37
29	38	28	21	38

APPENDIX D – CALLS DICTIONARY

Advance: Ends the effects of *Brace* by the user.

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: *Brand* is targeted at a weapon or 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.

Brace: While *Braced*, the user must hold their weapon to their shield, and cannot move (without skills). They take no damage from weapon strikes, but do take the effects of calls, including any damage that accompanies them.

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 but takes 3 seconds of *Searing* pain. If called with a multiplier, only the healing is multiplied.

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.

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: Renders the target unable to use any calls (except *Immune*) 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.

Double, Triple, Quad, etc: Amplifies the effects of the call by the corresponding amount. For example, *Slice Double* deals 2 extra hits to an unarmoured target.

Echo: *Echo* repeats the effects of a spell just cast by someone else. The target of the spell need not be the same.

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.

Forceful: Deals 5 damage that cannot remove a target's last hit.

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.

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: Deals 10 damage which cannot be *Resisted* unless specifically stated. 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 an extra point of damage to an unarmoured opponent.

(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 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 or fight.

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: Hits with *Zero* attached deal no damage.

CHARACTER NAME:		PLAYER NAME:		CURRENT XP:		TRINKETS:	
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Maximum Hits: Maximum Mana: Maximum Will: Slapdash Supplies:	Trinkets Gained From: Adventure: Downtime: Sell Out: Other:	Calls:	Cooldown/ Verbal Length:	Cost:
Lores:	Trinkets Expended On: Items: Lores: Skills: Training: Enchanting:			
Equipment:	XP Gained From: Adventure: Training: <hr/> XP Expended On: Skills: Sell Out:			

Base XP: Base TR: Base DT:		Dirty Dealings Done: Caught:	Deathcount Time: Conscious Time:
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Skills Bought:	XP Cost:	TR Cost:	Resistances: Immunities:	Faction: Faction Attributes: Alignment:
<div style="display: flex;"> <div style="flex: 1; border-right: 1px solid black; padding-right: 10px;"></div> <div style="flex: 1; padding-left: 10px;"> Notes: </div> </div>				

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:			
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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.