



UNITY

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Introduction

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

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

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

Larping safely

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

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

Basic Rules

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

Hit Points and Dying

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

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

If at any point you have no hits remaining then you immediately fall to your deathcount. You must immediately fall to the ground, and may not move or use skills (except those which specifically state they may be used while on your deathcount). For the first 5 seconds you are conscious as normal and may call for help, but after that you must remain quiet. Your deathcount lasts for 30 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.

Combat Calls

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

Certain skills or effects may allow you to *Resist* or be *Immune* to other effects. Resisting is used to indicate that at least part of the effect the opponent has called will not take place, such as the *Agility* skill allowing you to resist being knocked over. You must call "*Resist*" out loud, possibly followed by the name of the effect you are resisting in confusing circumstances. Resisting is a conscious effort, and resisting an effect interrupts anything that requires concentration, such as a spell you may be part way through casting.

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

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

Adventuring

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

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

The space in between each week of LARPs is called downtimes for your character. During your downtimes you may teach or learn lores, work or do a variety of other things. 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. When roleplaying on the forums, remember that you may only direct the actions of your own character. As in a regular adventure the ref has the final say in matters relating to forum roleplay.

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

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

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 – TR and XP. XP is earned when you turn up to a LARPing session, and TR can be given as a reward when your character completes an adventure. TR can be used to buy physical items, lore and are sometimes a requirement for skills. XP is used to buy skills. If your character dies then you lose all the XP you had spent on them, but keep any unspent XP you have earned after character creation for your next character.

Characters start off with 3 hits, 1 basic lore and 10 starting XP to spend on any skill they meet the requirements for, as well as certain free starting skills and the ability to use a basic one handed weapon in their main hand. If you are generating a character beyond week 1, refer to the end of this document for additional bonuses. While Unity is very flexible, characters will fall into one of the “classes” of Martial, Alchemist, Priest or Mage.

Tend: 0XP

You pause a dying character's deathcount for as long as you remain in contact with them, tending to their wounds and not fighting.

Subdue: 0XP

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

Rest: 0XP

When out of combat, you may spend a minute to rest and regain all of your hits and will points. This does not restore burned hits.

Alignment

Alignment represents where a character grew up, or where they have made their home. All characters must choose one of the following alignments.

-Deep. You feel most at home in the world's deep place.

-Surface. As a Surface dweller you are most familiar with the Surface itself. Most ordinary people live on the Surface and suffer minor ill effects when traveling to extremes of high or deep.

-Void. You feel most at home when close to the Void, in the world's high places.

Faction

If you wish then your character may be a member of one of the following factions at character creation. Though there are benefits to joining a faction, there are also downsides or responsibilities you are bound to. Each of the listed factions contains many sub groups, or is spread out over a large area, so you have a reasonable amount of freedom to decide where you are from, and how you fit into the faction in question. If you are new to the system then talking to other players may help you to get a feel for your chosen faction. You may be a member of one of the following at character creation, or you may join one during the course of adventuring:

Void:	The Arbiters	The Nameless	The Vitalists
Surface:	The Wardens	The Wayfarers	The Luscans
Deeps:	Cult of Ashen	Cult of Hellen	Cult of Skoi

More detailed rules for each of these factions can be found in the Advanced section.

Martial Skills

You may buy martial skills with XP. Some things require you to have spent a certain amount of XP in the martial skills section.

Weapons

Offhand Weapon Use: 1XP

You may dual wield a dagger or pistol in your offhand in addition to your main hand weapon.

Dual Weapon Use: 1XP

Requires: Offhand Weapon Use.

You may dual wield single handed weapons.

Great Weapon Use: 2XP

You may use a two handed weapon.

Bow Use: 2XP

You may use a bow or crossbow, which requires additional safety training and briefing. On a hit you may call *Double*, dealing 2 points of damage.

Shields

Shield Use: 2XP

You may use a shield and may scavenge shields from defeated foes and use them.

Shield Repair: 1XP

You can repair a broken shield with a minute of roleplay.

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. If you purchase this skill you may not purchase Heavy Armour Use.

Heavy Armour Use: 3XP

You may wear a set of heavy armour, with appropriate physrep, gaining 3 hits. Your hits also gain the Armoured quality. If you purchase this skill you may not purchase Light Armour Use.

Armour Training: 2XP

Requires: Light/Heavy Armour Use

Your armour now gives you 1 additional hit.

Armour Mastery: 3XP and 2TR

Requires: Light/Heavy Armour Training.

Your armour now gives you 2 additional hits.

Armoured to the Teeth: 3XP and 2TR

Requires: Light/Heavy Armour Training.

Your armour now provides one and a half times as many maximum hits (rounded up). This ONLY includes hits gained from armour skills.

Tailor: 2XP

You can strengthen the clothing of those who do not wear armour, granting them an additional temporary hit if they do not have the Armoured quality. You may repair this hit with 30 seconds of roleplay.

Expertise

The cooldowns on expertise calls are independent from each other.

Cleaving Blow: 2XP

Grants the *Cleaving Blow* call, which can only be called on a dramatic swing of the weapon. Deals 2 points of damage if it strikes a target, and staggers them back 3 paces. If the blow is parried or blocked by a shield then the stagger must still be taken. Once called cannot be used again for 3 seconds.

Sweeping Strike: 2XP

Grants the *Sweeping Strike* call, which can only be called on a dramatic swing of the weapon. If the target is struck then they take 1 point of damage from the weapon swing and are either knocked to the ground, or must crouch with their main hand on the ground for 3 seconds if they do not wish to fall. If the attack is parried or blocked then there is no effect. Once called cannot be used again for 3 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 3 seconds.

Combat

Agility: 1XP

May not be purchased by characters with *Tenacious*. (See below)

You may resist the knockdown from the *Sweeping* effect.

Slice: 1XP

Requires: Agility, Basic Physiological Lore.

Grants the use of the *Slice* call on all attacks with a dagger. *Slice* deals an additional point of damage, unless the target has the Armoured quality.

Tenacious: 1XP

May not be purchased by characters 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.

You may resist the effects of *Searing*.

Hopeful: 1XP

+ 15 seconds deathcount (45 seconds total).

Wilful: 2XP

Requires: Hopeful.

+15 seconds deathcount (60 seconds total).

Wakeful: 2XP

You remain conscious for the first 15 seconds of your deathcount, instead of 5. 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.

+20 seconds deathcount. (80 seconds total).

+1 Hit.

Martial styles

Martial styles represent the combat specialisation of your character. You may only buy skills from a single martial style, and mages and priests may not buy skills from them at all. Buying a skill from a martial style gives access to will points. These will points may be spent to use skills 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; this constitutes one minute of time spent out of combat recovering your strength. This returns you to your maximum number of will points.

Archer

Archer: 0XP

Requires: Bow Use, 10xp spent in martial skills (**including** mundane healing, but not alchemy or pistols).

Grants 1 Will point.

Bow Expert: 3XP

Requires: Archer.

You may call *Quad* on a hit, dealing 4 points of damage.

+1 Will

+1 Hit

Snaring Shot: 2XP

Requires: Archer.

Cost: 1 Will.

You may call *Snare* on arrows to snare a target's limb for 15 seconds. The target may pivot, but otherwise must keep the hit limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snared.

Smashing Shot: 2XP

Requires: Archer.

Cost: 1 Will.

You may call *Shield Smash* on an arrow. If it is blocked by a shield then the shield is destroyed. Deals 3 paces of stagger.

Sundering Shot: 2XP

Requires: Archer.

Cost: 1 Will.

You may call *Sundering* on an arrow. This deals 4 points of damage and 6 paces of stagger.

Alchemical Shot: 1XP

Requires: Archer, Poison or Venom Preparation (see Alchemy & Pistols).

You may apply either the Poison or Venom preparation to your arrow to call either *Searing* or *Chill* respectively on a hit.

Natural Awareness: 2XP

Requires: Archer, Basic Geographical Lore - Any.

You may call resist to any *Bolt* call, taking only the effect and avoiding the additional point of damage caused by *Bolt*.

Patient: 1XP

Requires: Archer.

You may call *Immune* to *Hatred*.

Master Archer: 0XP

Requires: Bow Expert, 20XP spent in Martial Skills (**including** mundane healing, but not alchemy or pistols).

+1 Will

+1 Hit

Confusing Shot: 3XP

Requires: Master Archer.

Cost: 2 Will.

This is a mind effect.

You may use the call *Confusion* on shots with your bow. The target is dazed for 30 seconds. During this time they not move, speak or fight, only parrying lightly. This effect ends if the target takes damage from any source.

Unerring Shot: 2XP

Requires: Master Archer.

Once per encounter, you may use a bow call you have against a target, without actually firing an arrow. Specify a location to hit, such as *Snare Right Leg*.

Legendary Hunter: 3XP

Requires: Master Archer, Advanced Physiological Lore, Advanced Geographical Lore – Any, a Quest.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Assassin

Assassin: 0XP

Requires: Agility, no Heavy Armour Use, 10xp spent in Martial skills (**not** including mundane healing, alchemy or pistols).

Grants 1 Will point.

Backstab: 2XP

Requires: Assassin, Slice.

Cost: 1 Will.

Grants the *Backstab* call, which can only be used by lightly tapping a target with a dagger (the call need only be loud enough for the target to hear you). If the target is not aware of the attack they immediately lose all of their hits, but they are stable and do not begin their deathcount. 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.

Brother in Arms: 1XP

Requires: Assassin.

You pick one weapon with which you may call *immune* to aversion. This skill may be purchased multiple times, choosing a new weapon each time.

Obfuscate: 1XP

Requires: Assassin.

Cost: 1 Will.

You may cast *Obfuscate* conversationally on yourself. You are compelled to lie for the next 30 seconds. *Obfuscate* cancels out the call *Enlighten*. You are aware when the call *Enlighten* has been used, even if it was cast conversationally.

Searing: 2XP

Requires: Assassin.

Cost: 1 Will.

You may gain a use of Searing. This causes the target to be disabled by crippling agony for 3 seconds, during which time they may not fight or move.

Sharpened Blade: 2XP

Requires: Assassin, Slice

Cost: 1 Will.

You may call slice on your next 3 melee strikes you make with any weapon, ignoring usual weapon type restrictions.

Strength of my Enemy: 3XP

Requires: Assassin, Basic Physiological Lore.

Downing a foe causes you to recover 1 Will, up to your maximum.

+1 Will

+1 Hit

Feared Assassin: 0XP

Requires: Assassin, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Will

+1 Hit

Wound: 3XP

Requires: Slice, Feared Assassin, Advanced Physiological Lore.

Cost: 2 Will.

You may use the Wound call on an attack with a dagger. If this attack strikes a limb then that limb is disabled and may not be used to walk, fight or hold anything without a minute of appropriate roleplay to apply first aid. Mending removes wounds instantly.

Evasion: 1XP

Requires: Feared Assassin.

You may call Resist to any type of burst, taking a single point of damage but avoiding the additional effect.

Ninja of the Night: 3XP

Requires: Feared Assassin, Specialised Physiological Lore – Mortals, a Quest.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Berserker**Berserker: 0XP**

Requires: One Expertise call, 10xp spent in Martial skills (not including mundane healing, alchemy or pistols). Berserkers may not purchase (or have purchased) armour skills.

Grants 1 Will point.

Durable: 2XP

Requires: Berserker, Tough.

+1 Will

+1 Hit

Rend: 2XP

Requires: Berserker, Great Weapon Use

Cost: 1 Will.

You gather up momentum to hit an enemy's weapon out of their hands with the call *Rend* and a dramatic swing on a 2 handed weapon.

Rugged: 3XP

Requires: Berserker, Hardened

+2 Hits.

Second Wind: 2XP

Requires: Berserker.

Cost: 1 Will.

With 5 seconds of roleplay of recovering your strength you may recover up to 3 hits. This verbal functions like a priestly verbal, so damage won't interrupt it but other effects will.

Of the People: 0XP

Requires: Berserker, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Will

+1 Hit

I Have Fury: 3XP

Requires: Of the People.

Cost: All remaining Will (at least one).

When you are conscious on your death count you may get off of your death count with half hits, rounded up. You are then under the effects of Enrage and must attack the target nearest to you until all targets are dead. If you want to stop being under the effect of Enrage you need to fall to your death count starting from 1 again, with your normal amount of conscious time.

Thick Skinned: 2XP

Requires: Berserker, Of the People.

Cost: 1 Will.

You may call *Resist* to *Aversion*, *Doubt*, *Fear* and *Refute*.

Barbarian of the Land: 3XP

Requires: Of the People, Any Two Advanced Geographical Lore, a Quest.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Duelist

Duelist: 0XP

Requires: One Expertise call, no Heavy Armour Use, 10xp spent in Martial Skills (not including mundane healing, alchemy or pistols).

Grants 1 Will point.

Face Off: 3XP

Requires: Duelist

Cost: 2 Will

+1 Hit

+1 Will

You may single out a foe within earshot with a short verbal that ends in "I challenge you!", forcing them into one on one combat. Until either of you falls or 30 seconds passes, both you and the target may only attack or use abilities on each other. Moreover, you both must call *Immune* to any call or weapon hit that did not originate from each other.

Rend: 2XP

Requires: Duelist

Cost: 1 Will

Grants the *Rend* call, which targets a weapon, forcing the wielder to drop it.

Fleet of Foot: 1XP

Requires: Duelist, Agility

Cost: 1 Will

You can call *Resist* to an instance of the following effects: *Snare*, *Chill*.

Riposte: 2XP

Requires: Duelist

Cost: 1 Will

After you parry an enemy strike, you can call *Arcane* on the next two strikes within 2 seconds. These strikes may only be used against the opponent whose blow you parried.

Protective Equipment: 3XP, 2TR

Requires: Duelist, Light Armour Use, Armour Training

Your Light Armour now reduces the damage caused by a melee weapon call by 1, down to a minimum of 1, *resisting* the extra damage. You still take the call's effect. For example, *Cleaving Blow* would deal 1 damage and 3 paces of stagger but *Sweeping Strike* would still do 1 point of damage and knock you to the ground.

+2 Will.

Skilled Duelist: 0XP

Requires: Duelist, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Hit

+1 Will

Indomitable Will: 2XP

Requires: Skilled Duelist

During battle, you may roleplay steeling yourself for the oncoming challenges in the middle of battle. After 5 seconds of roleplay you may immediately regain 2 Will points. This can only be used once per encounter.

Inspired: 3XP

Requires: Skilled Duelist

Cost: 2 Will

You can call *Inspired* on a weapon swing, dealing 5 damage. If the attack is parried, the defender must spend one hit to deflect the blow or take the full effect.

Masterful Duelist: 3XP

Requires: Skilled Duelist, a Quest.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Warrior

Warrior: 0XP

Requires: Tenacious, 10xp spent in Martial skills (**not** including mundane healing, alchemy or pistols).

Grants 1 Will point.

Armoured to the Bones: 3XP and 2TR

Requires: Warrior, Heavy Armour Use, Armour Training.

You may call *Resist* on any melee weapon call, taking only the effect and resisting the point of damage that would usually accompany being hit by the weapon. For example, *Cleaving Blow* would deal 1 damage and 3 paces of stagger, while *Sweeping Strike* would do no damage but knock you to the ground. If the weapon swing has no call attached, you take the damage as normal.

Equipment Mastery: 2XP

Requires: Warrior.

If a spell or effect targets a piece of your equipment you may choose to have another piece of your equipment be affected instead, as long as it is a valid target.

Snare: 2XP

Requires: Warrior.

Cost: 1 Will.

Strike an opponent's limb with the Snare call to root that limb to the ground for 15 seconds. The target may pivot, but otherwise must keep the hit limb from moving. For an arm to be snared, it must be touching a surface. It is possible to have multiple limbs snared.

Shield Mastery: 2XP

Requires: Shield Use.

Cost: 1 Will.

You may call *Resist* to the effects of *Shield Smash*.

Wall of Iron: 2XP and 3TR

Requires: Warrior, Shield Mastery.

Your shield is Immune to *Aversion*. In addition, the arm holding the shield cannot be Wounded.

Honoured Combatant: 0XP

Requires: Warrior, 20XP spent in Martial Skills (not including mundane healing, alchemy or pistols).

+1 Will

+1 Hit

Hatred: 3XP

Requires: Honoured Combatant.

Cost: 2 Will.

Grants the call Hatred with a 6 second verbal goading the target into attacking you. This verbal functions like a priestly verbal, so damage won't interrupt it but other effects will.

Sundering Blow: 2XP

Requires: Cleaving Blow or Shield Smash, Honoured Combatant

Cost: 1 Will.

Grants the use of the Sundering Blow call on exaggerated swings to deal 4 points of damage and stagger the target backwards 6 paces. Even if the attack is blocked or parried the stagger takes place.

Champion Warrior: 3XP and 6TR

Requires: Honoured Combatant, a Quest.

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Mundane Healing

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 20 seconds tending someone, you may use the call *Mend*, getting them up from their deathcount on a single hit unless otherwise specified. Their deathcount is paused during this time.

Barber Surgeon: 2XP

Requires: Surgery, Basic Physiological Lore.

You may use Surgery with 10 seconds of tending. Additionally, you may repair a *Wounded* limb with 10 seconds of roleplay.

Back into the Fray: 1XP

Requires: Surgery.

When you use Surgery, you may choose to apply an alchemical preparation, with no increase in time.

Not on my Watch: 2XP

Requires: Barber Surgeon, Advanced Physiological Lore.

You may use Surgery on a target up to 30 seconds after their deathcount has finished.

Aftercare: 2XP

Requires: Barber Surgeon.

When you use Surgery on a target, they regain an additional hit.

+1 Hit

Looking Better Already: 2XP

Requires: Not on my Watch, Specialised Physiological Lore – Mortals.

This is a hidden skill. You will find out more after you buy it.

Speak to the Ref for more information.

Alchemy & Pistols

An alchemist uses 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 below). 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 are consumed on use.

Capable Alchemist: 2XP

Requires: Apprentice Alchemist.

Gain a slapdash supply.

+1 Hit

Botany: 1XP

Requires: Capable Alchemist.

If you have a matching Basic Geographical Lore to your location, you gain an additional Slapdash Supply.

Augmentation: 1XP

Requires: Emergency Supplies.

You may start each adventure with an additional 5 Emergency Supplies.

Idiot Proof: 2XP

Requires: 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 below).

Subtle Dosage: 2XP

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, Advanced Alchemical Lore.

Gain 2 slapdash supplies.

+1 Hit

Advanced Preparation: 2XP

Requires: Expert Alchemist.

Gain an advanced alchemical preparation (see below). This skill may be purchased multiple times.

Additional Perks: 2XP

Requires: Expert Alchemist.

Gain a perk (see below).

Improved Augmentation: 1XP

Requires: Augmentation, Expert Alchemist.

You may start each adventure with an additional 5 Emergency Supplies.

Magical Essence: 2XP

Requires: Expert Alchemist.

You may start each adventure with up to 5 potions that are capable of holding magical essence. If a spell is cast at the potion during its brewing then the potion retains the spell effects. When it is drunk the spell is instantly cast on the drinker. You may agree with another player for them to cast a spell on your potion beforehand, attempt to gain spells through interactions on the forums, or capture a spell during an adventure by taking an effect targeted at you while roleplaying mixing the potion for at least 5 seconds.

Skin Absorption 2XP

Requires: Expert Alchemist, Subtle Dosage.

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, Specialised Alchemical Lore – Medicines/Toxins/Black powder.

Gain 2 slapdash supplies.

+1 Hit

All My Own: 2XP

Requires: Ingenious Alchemist.

Gain a perk (see below). Alternatively, you may create your own perk, to be discussed with the ref before use.

Slapdash Haberdashery: 2XP

Requires: Ingenious Alchemist.

Gain an additional Slapdash Supply.

Excessive Augmentation: 1XP

Requires: Improved Augmentation, Ingenious Alchemist.

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 3 hits using the call *Mending Triple*. 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 afterwards 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

You may also create your own advanced preparations with the permission of the ref.

Elixir – 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. Costs 1 slapdash supply. 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. 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.

Smokebomb – Allows use of the *Windways* call. In a puff of smoke, the user disappears for 5 seconds (put your hand in the air to show you have vanished).

Traitor's Kiss – May be applied to a weapon, which takes 3 seconds. The next 2 strikes of this weapon on a target may call *Defy*. If drunk, a Mortal target immediately falls under the effects of *Detach*.

Vapour – When drunk, instantly gives the target a Will or Mana with the call *Vivify*. If the target does not have access to Will or Mana, this does nothing.

Alchemical Perks

Aqua Vitae: Your Oils can heal to 1 hit above a character's maximum, granting them a temporary hit point that lasts until it is removed by damage. You may use this feature on as many characters at a time as you have Slapdash Supplies.

Careful Application: You may coat 2 daggers using a single Toxin.

Explosive Application: You may combine a preparation you know with a small explosive device, which you may activate using the call [*call of preparation*] *burst*. This costs the same number of slapdash supplies as the preparation would usually. You also take the full effects of the call.

Unusual Specimen: You may be able to gather and safely transport interesting items that would be valuable to the right people. These may come from the surroundings or creatures you kill, as long as you have the appropriate lore skills (normally physiological and a geographical to match the location you are in.) You may be rewarded in *trinkets* at the end of the adventure for each specimen that you have collected and some clients may be far more grateful with their rewards. There may be further roleplay effects.

Prototype Mixture: Gain a prototype preparation, which should be agreed upon with the ref beforehand. This has lots of flexibility, 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 do no damage.

Additional Shots: 1XP

Requires: Pistol Use.

Gain 5 black powder emergency supplies. If you have the preparation *black powder* and the skill *Emergency Supplies*, this skill becomes: Gain 5 emergency supplies.

Dual Pistol Use: 1XP

Requires: Offhand Weapon Use.

You may use 2 pistols and 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 other preparations to call either *Chilling Bolt* or *Searing Bolt*. 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.

Quick Loading Mechanism: 2XP

Requires: Pistol Mastery, Expert Alchemist.

After firing a pistol shot, you may reload in 1 second. You may not do this again until you have taken 5 seconds to reload a shot.

Black Powder Knowledge: 2XP

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

Twice per encounter you may use a Slapdash Supply to call *Wound [limb]*, bypassing the emergency supply restriction. 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. Mending removes wounds instantly.

Fan the Hammer: 3XP

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

This is a hidden skill. You will find out more after you buy it.

Speak to the ref for more information.

Renowned Pistolier: 0XP

Requires: 8XP spent in Pistol Skills.

This is a hidden skill. You will find out more after you buy it.

You are aware of the lore skill *Arcane Smith*. Speak to the ref for more details about this skill.

Priests

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

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 other effects (any call except *Arcane*, *Bane*, *Defy*, *Slice*, *Subdue*). 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. Hits are "burned" when spent on abilities, meaning they cannot be healed back normally. If an ability allows you to regain burned hits, it will say so directly.

Seer – Void Priest

A Seer has to choose a faction, and they cannot leave the faction after character gen. The cost for a Seer to invest into any of the domains will depend on their faction. This initial XP cost is detailed here.

The Arbiters – Destruction: 2XP, Divination: 3XP, Healing: 4XP, Protection: 3XP, Synergy: 2XP.

The Nameless – Destruction: 3XP, Divination: 2XP, Healing: 2XP, Protection: 4XP, Synergy: 3XP.

The Vitalists – Destruction: 4XP, Divination: 3XP, Healing: 2XP, Protection: 2XP, Synergy: 3XP.

Initiation of the Void: 3XP

Requires: Alignment – Void, Any Basic Priestly Lore.

All non-priest skills (except factional abilities) 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, including burned hits, with 1 minute of quiet meditation during which you may not move or perform any other action. Taking damage interrupts this.

Idealist: 1XP

Requires: Initiation of the Void.

You are fuelled by your convictions and philosophy, gaining a benefit depending on your faction:

The Arbiters - You may call *Resist* to the calls *Fear* and *Mute*.

The Nameless - You can call *Windways* at the start of a fight, going invisible for 5 seconds to reposition yourself.

The Vitalists - Once per encounter you may immediately call *Mending Double* on a downed ally, bringing them back up with 2 hits.

Lightning Rod: 1XP

Requires: Initiation of the Void.

You only take one point of damage when you get hit by *Inspired*, as though you had parried it.

Call of the Void: 3XP

Requires: Initiation of the Void, Any Advanced Priestly Lore, a Quest.

Your rites now cannot be interrupted by other effects. If you fall to 0 hits before you complete a verbal, you finish it and cast the appropriate spell before falling down on your deathcount.

Refute: 2XP

Requires: Initiation of the Void, Any Advanced Priestly Lore.

Cost: 2 Hits

Verbal Length: 6 Seconds

Uses the *Refute* call. *Refute* lasts for 30 seconds, during which time the affected target must call *Zero* with all attacks. 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.

Felken – Surface Priest

The cost for a Felken to invest into any of the domains will depend on their belief system. This initial XP cost is detailed here. People who live in and around Aestas believe in Ancestors, while those that live in villages or the wilds believe in spirits.

Ancestors – Destruction: 2XP, Divination: 3XP, Healing: 3XP, Protection: 2XP, Synergy: 4XP.

Spirits – Destruction: 3XP, Divination: 4XP, Healing: 2XP, Protection: 2XP, Synergy: 3XP.

Spiritualism: 3XP

Requires: Alignment – Surface, Any Basic Priestly Lore.

All non-priest skills (except factional abilities) cost 1XP more.

May not be purchased after character creation without permission from the ref. Additional requirements may be attached.

+2 Hits

Commune: 0XP

Requires: Spiritualism.

You restore all of your hits, including burned 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 6 second verbal to restore 2 of your burned hits. The artefact regains its charge at the end of your next commune.

Guidance: 1XP

Requires: Spiritualism.

You may ask for spiritual guidance. You may or may not receive it (ask the ref to find out more about this skill). For example, you could ask a local spirit of the path for the location of a nearby bandit camp, or if the forest keeps any secrets.

Spiritual Manifestation: 3XP

Requires: Spiritualism, Any Advanced Priestly Lore, a Quest.

Cost: 2 Hits

Verbal: 6 seconds

Once per adventure you may call upon a powerful local spirit or ancestor to inhabit your body. When you complete the verbal for this rite, immediately regain all your hits. You will then gain abilities based on nearby spirits and your priestly domains. Speak to the ref for more information.

Gone but Not Forgotten: 1XP

Requires; Spiritualism, Guidance, Any Advanced Priestly Lore.

You may call up a spirit to impart upon you useful information. It may or may not be relevant.

Cultist – Deep Priest

The cost for a Cultist to invest into any of the domains will depend on the God they worship. This initial XP cost is detailed here.

Ashen – Destruction: 2XP, Divination: 3XP, Healing: 3XP, Protection: 4XP, Synergy: 2XP.

Hellen – Destruction: 3XP, Divination: 2XP, Healing: 3XP, Protection: 2XP, Synergy: 4XP.

Skoi – Destruction: 3XP, Divination: 2XP, Healing: 4XP, Protection: 3XP, Synergy: 2XP.

Cult Ritual: 3XP

Requires: Alignment – Deeps, Any Basic Priestly Lore.

All non-priest skills (except factional abilities) 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, including burned 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* o the call *Arcane*, not taking the additional point of damage from the call.

Avatar of the Gods: 3XP

Requires: Cult Ritual, Any Advanced Priestly Lore, a Quest.

Cost: 2 Hits

Verbal Length: 1 Minute

Once per adventure you may name an ally as an Avatar of your god with a (suitably impressive) rite. The Avatar must share your alignment, and should follow the same god as you if possible, though you may name any character an avatar if nobody more suitable is available. The Avatar gains the call specific to your God, is immune to mind effects, and only takes a single point of damage from any source. This ends when either you or the Avatar fall to their deathcount.

Welcoming Gesture: 1XP

Requires: Cult Ritual, Any Advanced Priestly Lore.

Cost: 1 Hit.

You may start each encounter with a call specific to your god on a melee weapon swing.

Ashen – Inspired,

Hellen – Immolate,

Skoï – One use each of the 3 Expertise Calls (Sweeping Strike, Cleaving Blow, Shield Smash).

Domains

The Domain of Destruction

Requires: Basic Priestly Lore – Destruction.

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

+1 Hit

Defy: 2XP

Requires: The Domain of Destruction.

Grants the *Defy* call on weapon swings. *Defy* makes the target unable to use any calls that are not preceded with a verbal for 3 seconds. Once called may only be used again after 3 seconds.

Symbolic Weapon: 2XP

Requires: The Domain of Destruction.

Cost: 1 Hit

Verbal length: 6 seconds

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: The 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: The Domain of Destruction, Advanced Priestly Lore - Destruction.

+1 Hit

Inspired: 2XP

Requires: Vessel of Destruction.

Cost: 2 Hits

Grants use of the call *Inspired*, dealing 5 damage. Parrying *Inspired* with a weapon requires that the target spend a hit. *Inspired* will always leave its target with a single hit remaining unless they only had a single hit when they were struck, in which case they will be downed by the attack.

Renewed Inspiration: 2XP

Requires: Vessel of Destruction, Inspired.

After downing an enemy, your next use of *Inspired* is free.

Defying Bolt: 2XP

Requires: The Vessel of Destruction

Grants use of the *Defying Bolt* call, which deals a single point of damage and makes the target unable to use any calls that are not preceded with a verbal for 3 seconds

2 uses after Meditation/Ritual/Prayer. No hit cost.

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 10 meters away for the next 30 seconds. If the terrain prevents them from getting away from you then they must cover in fear and not defend themselves.

Defying Chant: 2XP

Requires: Vessel of Destruction, Defy.

Cost: 2 Hits.

Continuous chant, starting with "All allies of mine defy their foes..." Beginning after 3 seconds of chanting and lasting as long as you continue to chant, each of your allies may call Defy once every 3 seconds.

Symbolic Chant: 2XP

Requires: Vessel of Destruction, Symbolic Weapon.

Cost: 2 Hits.

Continuous chant, starting with "Words infused with venom lace the weapons of my allies..." Beginning after 6 seconds of chanting and lasting as long as you continue to chant, each of your allies may call *Searing* once every 6 seconds.

Enrage: 3XP

Requires: Vessel of Destruction.

Cost: 3 Hits.

This is a mind effect.

Continuous chant. After 6 seconds, use the *Enrage* call. The target must attack the nearest visible creature while you continue the chant.

Aspect of War: 1XP

Requires: 15XP spent in the Domain of Destruction (including initial buy-in).

+1 Hit

The Domain of Divination

Requires: Basic Priestly Lore – 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. The initial cost for this skill depends on your faction.

+1 Hit

Knowledgeable: 2XP

Requires: The Domain of Divination.

Choose a Basic Lore at the start of an adventure to have for the duration of the adventure. Speak to the ref to learn the effects of this lore.

A Vision of Knowledge: 2XP

Requires: The Domain of Divination.

You gain Specialised Lores (for yourself and the party) through mysterious circumstances (the ref will let you know how).

A Hint from the Past: 2XP (1XP if A Vision of the Future has been purchased)

Requires: The Domain of Divination.

You may call upon past events to help you in your journey. Once per adventure you may give yourself or an ally the access to a combat call you have come across previously. They can use the call as if they had purchased it normally from the skills section. This lasts for the duration of the adventure.

A Vision of the Future: 2XP (1XP if A Hint from the Past has been purchased)

Requires: The 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: The Domain of Divination.

You may speak to a dead person provided they have died recently, speak your language and you have their body. They are under the *Enlighten* effect when talking in this way. The effect lasts 30 seconds or 3 questions, whichever is expended sooner.

Enlighten: 1XP

Requires: The Domain of Divination.

Cost: 1 Hit

Verbal Length: 6 seconds

This is a mind effect.

Conversational rite. 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: The Domain of Divination, Advanced Priestly Lore – Divination.

+1 Hit

For Any Eventuality: 2XP

Requires: Preordained Diviner, Knowledgeable.

Choose 2 Basic Lores or an Advanced Lore at the start of an adventure to have for the duration of the adventure. This skill replaces Knowledgeable.

Teacher: 2XP

Requires: Preordained Diviner.

Can teach and learn Basic and Advanced Lores in half the usual downtimes. The student being taught must still spend the normal amount of downtimes, unless they also have this skill.

Sermon of Existentialism: 2XP

Requires: Preordained Diviner. Cost: 2 Hits.

This is a mind effect.

Continuous chant. After 6 seconds use the Doubt call and for as long as you continue the chant, the target is stricken by crippling existential horror and can only cower without defending themselves in any way.

Mass Enlighten: 1XP

Requires: Preordained Diviner, Enlighten.

Cost: 1 Hit

Verbal Length: 6 Seconds

This is a mind effect.

Conversational rite. You may cast *Mass Enlighten*, 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

Requires: Basic Priestly Lore – 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. The initial cost for this skill depends on your faction.

+1 Hit

Mending: 2XP

Requires: The Domain of Healing.

Cost: 1 Hit

Verbal Length: 6 Seconds

Using the *Mending Double* call, restore 2 hits to a target at touch range.

Vivify: 2XP

Requires: The Domain of Healing.

Cost: 1 Hit

Verbal Length: 6 Seconds

Using the call *Vivify*, you may restore 1 Mana or Will point to a target at touch range.

Spiritual Health: 2XP

Requires: The Domain of Healing.

+1 Hit.

Battlefield Healer: 2XP

Requires: The Domain of Healing, 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: The Domain of Healing, Advanced Priestly Lore – Healing.
+1 Hit

Responsive Action: 2XP

Requires: Faithful Healer, Mending.

You may instantly call *Mending Double* 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 Triple* instead of *Mending Double*.

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 Double* or *Mass Vivify* (if you have the skill), restoring 2 hits or 1 Mana/Will point 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

Requires: Basic Priestly Lore – 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. The initial cost for this skill depends on your faction.

+1 Hit

Shield Rites – Shield rites are a type of magical protection that will prevent an effect against you. A single target may only have 1 shield on them. Casting a shield on a target replaces any shields they previously had. 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*.

Momentum Shield: 2XP

Requires: The Domain of Protection.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Cleaving*, *Sweeping* or *Rend*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Weak Binding Shield: 1XP

Requires: The Domain of Protection.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Enlighten* or *Snare*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Weak Chaos Shield: 1XP

Requires: The Domain of Protection.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Suggestion* or *Spite*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Weak Pain Shield: 2XP

Requires: The Domain of Protection.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Immolate* or *Searing*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Shield Affinity: 2XP

Requires: Shield Use, The 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: The Domain of Protection, Advanced Priestly Lore – Protection.

+1 Hit

Binding Shield: 2XP

Requires: Stalwart Protector, Weak Binding Shield.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Chill* or *Order*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Chaos Shield: 2XP

Requires: Stalwart Protector, Weak Chaos Shield.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Confusion* or *Hatred*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Pain Shield: 2XP

Requires: Stalwart Protector, Weak Pain Shield.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Brand* or *Wound*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Shadow Shield: 2XP

Requires: Stalwart Protector.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Aversion*, *Fear* or *Doubt*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Voidic Shield: 2XP

Requires: Stalwart Protector.

Cost: 1 Hit.

Verbal Length: 6 seconds.

You may cast a shield on a target that protects against one of: *Nullify*, *Refute*, *Mute* or *Detach*. The target must call *Immune* to the chosen effect while the shield is active. Uses the call *Shield [effect]*.

Mass Shield: 3XP

Requires: Stalwart Protector, 3 shield rites.

Cost: 2 Hits.

Verbal Length: 6 seconds.

You may cast any shield you know onto every ally close by, with the call *Mass Shield [effect]*.

True Defiance: 1XP

Requires: Stalwart Protector.

You may freely parry *Inspired*, calling *Defying Bolt* when you parry to deal 1 damage to the attacker and making them unable to use calls that do not require a verbal for 3 seconds.

Aspect of Sanctuary: 1XP

Requires: 15XP spent in the Domain of Protection (including initial buy-in).

+1 Hit

Overlapping Defence: 2XP

Requires: Aspect of Sanctuary, Specialised Priestly Lore – Protection.

You may have 2 shields active on a target at any time. Each shield counts towards your maximum limit of active shields individually. If you cast a third shield on them, the target chooses which existing shield it replaces.

The Domain of Synergy

Requires: Basic Priestly Lore – Synergy.

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

+1 Hit

Rapid Recitation: 1XP

Requires: The Domain of Synergy.

You may move at full speed during your rites and chants.

Martyr: 2XP

Requires: The Domain of Synergy.

When an ally is affected by a spell, you may call *Redirection* and have the spell hit you instead.

Leading by Example: 1XP

Requires: The Domain of Synergy, An Expertise Call or *Defy*.

Once per encounter, your allies may use an Expertise Call you know (including *Defy*).

Vivification: 2XP

Requires: The Domain of Synergy

Cost: 1 Hit

Verbal Length: 6 seconds

Grants a Mana or Will point to the target, with the call *Vivify*. If the target does not have access to Mana or Will points, this does nothing.

Strength in Unity: 2XP

Requires: The Domain of Synergy.

Choose from Impunity, Community or Opportunity. This skill can only be taken once.

Impunity- Party members who are not priests may elect to follow you as their guide for the adventure. Your followers (and you, if you have at least one follower) become immune to stagger when parrying attacks that would normally stagger. You gain 5 seconds of deathcount for each follower you have.

Community - Party members who are not priests may elect to follow you as their guide for the adventure. Your followers (and you, if you have at least one follower) regain 1 hit after being tended for 20 seconds. You gain 5 seconds of deathcount for each follower you have.

Opportunity - Party members who are not priests may elect to follow you as their spiritual leader for the adventure. You and your followers may spend 3 seconds to dedicate slain foes to your god to regain a hit. You may only do this once per foe. Multiple players may dedicate the same foe, but not more than once each. You gain 5 seconds of deathcount for each follower you have.

Priestly Synergy: 1XP each

Requires: The Domain of Synergy, the respective domains.

Destruction/Divination: When you divine the past to gain or give a combat call, you may target a second ally to receive the call.

Destruction/Healing: Whenever you down an enemy, regain one Hit.

Destruction/Protection: *Shield Cleaving* gives immunity to all calls with stagger.

Divination/Healing: Gain 20 seconds deathcount. Your entire deathcount is now conscious.

Divination/Protection: You may cast a shield on yourself that is generic until you are hit by a call that you are able to shield against. It then becomes a shield of that type until recast. Costs 1 Hit.

Healing/Protection: When you use a shield on a target, the target may also recover 1 hit.

The Path of Leadership: 1XP

Requires: 8XP spent in the Domain of Synergy (including initial buy-in).

+1 Hit

Strategic Synergist: 3XP

Requires: The Domain of Synergy, Advanced Priestly Lore - Synergy.

+1 Hit

Allies in Unity: 1XP

Requires: Strategic Synergist, Strength in Unity.

Choose a second option from Strength in Unity.

Order: 2XP

Requires: Strategic Synergist.

Cost: 2 Hits

Verbal Length: 6 seconds.

You issue an order to a target with the call *Order* appearing as part of a command you give (“I Order you to [action]”). The target must carry out the order, no matter what it is, for 15 seconds, or until they take damage. If a target is ordered to harm or kill themselves then they must do so, but will only take a single point of damage, and the effect ends. The order may not be longer than a single sentence, and may only contain a single main action that must be attempted.

Transference: 2XP

Requires: Strategic Synergist, Leading by Example.

You may reduce your maximum Hits by one to allow a single ally use of any Expertise Calls you know on normal cooldown (including *Defy*). This can be used on multiple allies but may not be activated or deactivated in combat. The reduced hits do not count as burned so they will not be regained by any means.

Devotion: 1XP

Requires: Strategic Synergist, Strength in Unity.

You receive an additional 5 seconds of deathcount for each follower you have.

Spiritual Conservation: 2XP

Requires: Strategic Synergist.

All Hit costs for rites are reduced to 1 Hit.

Chant of Expertise: 2XP

Requires: Strategic Synergist.

Cost: 2 Hits

Continuous chant, starting with "Improve upon your Expertise..." While chanting, the cooldowns on all Expertise Calls are reduced by 1 second and all spell and rite verbals are reduced by 2 seconds for your allies.

Synergistic Proficiencies: 1XP each

Requires: Strategic Synergist, the respective Priestly Synergy.

Vessel of Destruction/Preordained Diviner: All of your allies gain 3 uses of the call *Expose* with no verbal to use for the adventure.

Vessel of Destruction/Faithful Healer: After Mending/Vivify, you may call *Inspired* once for 1 Hit.

Vessel of Destruction/Stalwart Protector: May cast a Shield that protects against one of: *Inspired* or *Obliterate*. The target becomes immune to your choice of effect.

Preordained Diviner/Stalwart Protector: May cast your generic shield on anyone. It is no longer limited by shields you can cast. Costs 1 Hit.

Preordained Diviner/Faithful Healer: You may *Mend* someone up to 30 seconds after their deathcount has finished.

Faithful Healer/Stalwart Protector: With a 6 second verbal you may call *Regenerate* at touch range. You may do this a number of times equal to half your maximum hits, rounded down, per adventure.

Aspect of Leadership: 1XP

Requires: 15XP spent in the Domain of Synergy (including initial buy-in).

+1 Hit

Magic

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

Mages are people who have trained in the arts of magic. They differ from priests slightly, as the priest's power has been with them since birth, whereas the power of a mage is gained from dedicating themselves to an area of magic.

Mana: 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.

Spell verbals: 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, and taking damage, an effect or parrying an attack will interrupt the verbal and require that it be started again.

Spell range: Spells are either specified as touch ranged or may be used at any reasonable range, provided the target can hear you.

Conversational magic: 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.)

Ritual Casting: With further knowledge of magic you may be able to create a variety of effects using rituals. These require longer periods of roleplay, during which you may not fight or move significantly, although rituals that contain movement are encouraged. Common rituals include identifying magic items, deducing a mage's dedications and dispelling an area of magic. You may learn rituals by learning Lore associated with them. Speak to the Ref for more information.

Arcane Training: 3XP

Requires: Any basic arcane lore.

Allows the casting of arcane magic. Grants 2 maximum mana. All non-mage skills (except factional abilities) cost 1XP more. May not be purchased after first adventure without permission from the ref.

+1 Hit

Invocation: 0XP

Requires: Arcane Training.

Regain all of your mana with 1 minute of roleplay, during which time you may not move any significant distance or fight. Taking any damage, casting a spell, engaging in combat or being affected by a spell interrupts this effect and you must restart. If you have any dedications they must be mentioned appropriately during your invocation.

Arcane Bolt: 2XP

Requires: Arcane Training.

Cost: 1 mana

Verbal length: 4 Seconds

You may call *Arcane Bolt*, which deals 2 points of damage.

A Peculiar Sort: 1XP

Requires: Arcane Training.

You develop a peculiarity, impacting your roleplaying. This could be something as simple as calling everyone by the same name, or as debilitating as only talking aloud to yourself in conversations. You gain 1 maximum mana.

Focus: 2XP

Requires: Any Heightened Dedication. (See below)

You acquire some unusual trait that must somehow inconvenience you when casting spells (to be discussed with the ref) such as being unable to move while casting or having to read your spells aloud from a book. You gain 2 maximum mana.

Arcane

Dedication of the Arcane: 3XP

Requires: Arcane Training, Any basic arcane lore.

Allows further studies into the knowledge of the Arcane. Grants 2 additional maximum mana.

Quickened Casting: 2XP

Requires: Dedication of the Arcane.

All of your spell verbals are reduced by 1 second.

Arcane Volley: 2XP

Requires: Dedication of the Arcane, Arcane Bolt.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast *Arcane Bolt* 3 times. Each may have a different target.

Heightened Dedication of the Arcane: 3XP

Requires: Dedication of the Arcane, any advanced arcane lore.

Grants 2 additional maximum mana.

+1 Hit

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 maximum mana.

Rapid Cast: 2XP

Requires: Heightened Dedication of the Arcane.

All of your spell verbals are reduced by 1 second.

True Dedication of the Arcane: 3XP

Requires: Heightened Dedication of the Arcane, Specialised Arcane Lore – Magic. Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

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: 6 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.

Grants 1 additional maximum mana.

+1 Hit

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.

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 meters of you, using the call *Slicing Burst*.

Slicing Volley: 2XP

Requires: Heightened Dedication of Death, Slicing Bolt.

Cost: 3 mana

Verbal length: 4 Seconds

You may instantly cast *Slicing Bolt* 3 times. Each may have a different target.

Payback: 1XP

Requires: Heightened Dedication of Death, Fuelled by Death.

When you start your deathcount, you may freely use a Bolt spell you know against the target that downed you, without a verbal or mana cost.

True Dedication of Death: 3XP

Requires: Heightened Dedication of Death, Specialised Arcane Lore – Death, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Deeps

Dedication of the Deeps: 2XP

Requires: Arcane Training, Basic Arcane Lore – Deeps.

Grants 1 additional maximum mana.

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, if you are below 3 hits you can immediately regain a hit. If your hits are 3 or higher, this does not take effect. 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.

Grants 1 additional maximum mana.

+1 Hit

Bloodthirsty: 2XP

Requires: Heightened Dedication of the Deeps, Vicious

The maximum cap for hits you can heal using Vicious is raised to 5. This cannot heal you above your maximum hit points.

Searing Bolt: 2XP

Requires: Heightened Dedication of the Deeps.

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.

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 other 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 10 meters 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.

Fire

Dedication of Fire: 2XP

Requires: Arcane Training, Basic Arcane Lore – Fire.

Grants 1 additional maximum mana.

Fires of forging: 1XP

Requires: Dedication of Fire.

Cost: 1 mana

Verbal length: 4 Seconds

You instantly remove all negative effects (Brand, Aversion, etc.) from a weapon. This can also be used to fully repair a damaged shield.

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.

Grants 1 additional maximum mana

+1 Hit

Brand: 2XP

Requires: Heightened Dedication of Fire.

Cost: 2 mana

Verbal length: 6 Seconds

Name a target and a weapon/shield, causing it to glow with heat. The item deals a point of damage to anyone who touches it, and then again every 5 seconds. This also causes the *Searing* effect on anyone who holds it or is struck by it. The weapon returns to normal after 15 seconds.

Immolate: 2XP

Requires: Heightened Dedication of Fire.

Cost: 1 mana

You may call *Immolate* on a melee strike. Immolate deals 1 point of damage every 5 seconds and ends when the target drops to the ground and rolls to put out the fire. Immolate also ends if the target has only a single hit remaining.

Metal Body: 3XP

Requires: Heightened Dedication of Fire.

Cost: 2 mana

Verbal length: 6 Seconds

Your body becomes metallic and is able to shrug off most damage. This effect lasts 30 seconds, during which time you are *Immune* to damage from ordinary melee strikes (though you are still affected by combat calls as normal), do not stagger, and take only a single point of damage from any single attack, spell or arrow.

True Dedication of Fire: 3XP

Requires: Heightened Dedication of Fire, Specialised Arcane Lore – Fire, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

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* to heal a target for 1 point of damage at touch range. The caster may not move at all during the verbal.

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* at the same target every 4 seconds. If either you or the target takes damage or parries a blow then the spell is interrupted and immediately ends.

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 verbal will be interrupted if you take damage, but not if the target takes damage.

Heightened Dedication of Life: 3XP

Requires: Dedication of Life, Advanced Arcane Lore – Life.

Grants 1 additional maximum mana.

+1 Hit

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 per caster of the spell. This spell fails if used on an unwilling target.

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.

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.

Grants 1 additional maximum mana.

+1 Hit

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 10 meters 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 10 meters 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.

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.

Grants 1 additional maximum mana.

+1 Hit

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 meters 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 meters 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 meters of you, using the call *Rending Burst*.

Cleaving Volley: 2XP

Requires: Heightened Dedication of Motion, Cleaving Bolt.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast *Cleaving Bolt* 3 times. Each may have a different target.

Sweeping Volley: 2XP

Requires: Heightened Dedication of Motion, Sweeping Bolt.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast *Sweeping Bolt* 3 times. Each may have a different target.

Mixing it Up 1XP

Requires: Heightened Dedication of Motion, At least 3 Bolt spells and 2 Volley spells.

Cost: 3 mana

Verbal length: 6 Seconds

You may instantly cast 3 Bolts of any type you are able to cast, but each bolt must be of a different type. Each may have a different target.

True Dedication of Motion: 3XP

Requires: Heightened Dedication of Motion, Specialised Arcane Lore – Motion, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Shadow

Dedication of Shadow: 2XP

Requires: Arcane Training, Basic Arcane Lore – Shadow.

Grants 1 additional maximum mana.

You are aware when the call *Enlighten* has been used, even if it was cast conversationally.

Obfuscate: 1XP

Requires: Dedication of Shadow.

Cost: 1 mana

Verbal length: 4 Seconds

This is a mind effect.

You may cast obfuscate conversationally. The target of the spell is compelled to lie for the next 30 seconds, and will not realise that they are doing so unless it is pointed out to them. Obfuscate cancels out the call *Enlighten*.

Windways: 2XP

Requires: Dedication of Shadow. Cost: 1 mana

Verbal length: 1 second

You become an insubstantial gust of wind for 5 seconds with the call Windways. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished.) During this time, you may not cast spells.

Chill: 2XP

Requires: Dedication of Shadow.

Cost: 1 mana

Verbal length: 2 Seconds

You may cause the Chill effect on a target at touch range. Damage and parrying does not interrupt the verbal for this spell, although other effects will. This forces the target to move and fight at half speed for 5 seconds, and for 30 seconds afterwards all cooldowns on combat calls are doubled and all verbals take twice as long as normal.

Heightened Dedication of Shadow: 3XP

Requires: Dedication of Shadow, Advanced Arcane Lore – Shadow.

Grants 1 additional maximum mana.

+1 Hit

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 10 meters 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.

Void

Dedication of the Void: 2XP

Requires: Arcane Training, Basic Arcane Lore – Void.

Grants 1 additional maximum mana.

Nullify: 2XP

Requires: Dedication of the Void.

Cost: 2 mana

You may cancel a spell of any type as soon as it is cast with the call "*Nullify* [spell name]".

Nullifying a spell cannot be interrupted or nullified.

Mute: 2XP

Requires: Dedication of the Void.

Cost: 1 mana

Verbal length: 6 Seconds

Uses the *Mute* call. One target is muted for 15 seconds, making them incapable of in character speech. This prevents verbals for spells of any kind, though combat calls may still be used as long as they do not require a verbal.

Enlighten: 1XP

Requires: Dedication of the Void.

Cost: 1 mana

Verbal length: 4 Seconds

This is a mind effect.

You may cast enlighten conversationally. The target of the spell may not tell a direct lie for the next 30 seconds, and will not realise that they are telling the truth if they attempt to lie unless it is pointed out to them. Others will be perfectly aware, however.

Heightened Dedication of the Void: 3XP

Requires: Dedication of the Void, Advanced Arcane Lore – Void.

Grants 1 additional maximum mana

+1 Hit

Silence: 2XP

Requires: Heightened Dedication of the Void.

Cost: 1 mana

Verbal length: 6 Seconds

You mute yourself, becoming incapable of speech. You may voluntarily end the spell at any time, though this causes you to lose half your remaining mana (rounded up). You may use any spell you know for a single mana per cast of each, providing you don't have to speak to cast the spell. This includes both spells with no verbal, and spells whose verbal has been reduced to 0 seconds.

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. 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.

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. Invocation removes these hits.

Heightened Dedication of the Wilds: 3XP

Requires: Dedication of The Wilds, Advanced Arcane Lore – Wilds.

Grants 1 additional maximum mana.

+1 Hit

Charge of the Boar: 2XP

Requires: Heightened Dedication of the Wilds.

Cost: 1 mana

Verbal length: 4 Seconds

You imbue yourself with the strength of a charging boar. The next melee strike you make with any weapon may call *Sundering Blow*.

Windways: 2XP

Requires: Heightened Dedication of the Wilds.

Cost: 1 mana

Verbal length: 1 Second

You become an insubstantial gust of wind for 5 seconds with the call *Windways*. During this time no attacks count as hitting you and you may not be targeted by spells. (Raise your hand to show that you have vanished). During this time, you may not cast spells.

Pack Hunting: 2XP

Requires: Heightened Dedication of the Wilds.

You may cast spells that normally affect yourself on others at touch range. Gain a temporary hit for each spell you cast this way. Mana spent this way may not be recovered while the spells are active.

You may not gain more temporary hits this way than you have mana spent.

True Dedication of the Wilds: 3XP

Requires: Heightened Dedication of the Wilds, Specialised Arcane Lore – Wilds, Ascension Quest.

This is a hidden skill, you will find out more after you buy it.

Speak to the ref for more information.

Trinkets (TR)

Trinkets represent objects of some kind of value that may be acquired while adventuring, or offered as payment. They may not necessarily be currency, but function similarly to one. 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.

Sell-out: 1XP

Gain 2TR. May be purchased multiple times.

Training: 2TR

Gain 1XP. Training may be purchased multiple times, but the cost increases by 1TR each time it is purchased, up to a maximum cost of 6TR.

Additional Powder: 2TR

You gain 2 additional shots worth of powder for pistols that are refreshed at the beginning of an adventure. This skill may be purchased multiple times.

The Papers to Prove it: 4TR

You may only purchase this skill for a faction you are part of, with that faction's permission. You carry some sort of proof that you are a part of the group you claim to be.

Rank: 10TR

You have gained the resources to gain a rank or title of some form, to be discussed with the ref. This may give you advantages in certain situations. For example, your rank may be all that is needed to pass through a certain area, and your foes may prefer to take you alive in the hope of receiving a ransom if they are aware of who you are. However, there may be those who refuse to acknowledge your rank or situations in which possessing a certain rank may be detrimental. You gain an additional $\frac{1}{2}$ TR when you work (see below). This skill may be purchased at character creation for **5XP** if discussed with the Ref, though the effects may differ slightly.

Climbing the Ranks: 10TR

Requires: Rank

Your rank and standing increases still further. You gain an additional $\frac{1}{2}$ TR when you work (see below). Exact benefits are to be discussed with the ref.

Alchemical Salts: $\frac{1}{2}$ TR

You gain a single alchemical salt, 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: $\frac{1}{2}$ TR

Restores 1 hit per 5 seconds as long as they are held in place on the target, who may not fight during this time. May only be used on conscious targets. Unlike most alchemical products, it is long lasting and endures between adventures.

Anything Reasonably Buyable

Ask the ref for costs on an item you want.

Equipment

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

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

Additional Dagger: 1TR

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

Additional Armaments: 2TR

You may select an additional weapon to take with you on each adventure. This may be purchased multiple times, but increases in cost by 1TR each time.

Shields

Characters with the skills to use a shield may start with a shield they are able to use that does not count towards their weapon selection. If this shield is broken during the adventure then it must be fixed before it can be used again.

Downtime

Downtime is the time between adventures, where characters can learn new skills, work and enchant items, among other things. For each week you attend Larps, your character gains a week of downtime (referred to as downtimes). These activities often take up multiple downtimes and adventuring does not interrupt a downtime activity. If an activity requires multiple downtimes, they do not have to be consecutive. As with XP, you do not need to decide what you do with your downtime each week as long as you are up to date before your next adventure, although you must have spent all your downtimes by your next adventure.

The following are common downtime activities:

Learning Lores

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

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

The different available types of lore are as follows:

Geographical – (Void/Northern Surface/Southern Surface/Eastern Surface/Western Surface/Deeps) *Geographical lore is knowledge of locations, hazards and terrain features typical to environments with different associations. Geographical lore is all but essential for finding your way around during adventures.*

Alchemical – *Alchemical lore is knowledge of plants, minerals and their alchemical properties, and the ability to combine them into something useful.*

Enchanting – *Enchanting lore is knowledge of how to create items which can contain magical power.*

Physiological – *Physiological lore is an understanding of the workings of the creatures of the world.*

Priestly – (Destruction/Divination/Healing/Protection/Synergy) *Related to priests and their associated phenomena.*

Arcane – (Void/Deeps/Life/Death/Fire/Mind/Motion/Shadow/Wilds) *Arcane lore is related to magic and its associated rituals and practices of various types, as well as the different forms it comes in.*

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

Take two downtimes to learn.

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

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

Take four downtimes to learn.

Requires: Equivalent basic lore

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

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

Take one downtime to learn.

This kind of lore represents a specific piece of knowledge that is needed for some purpose, or a particular subject that a character wishes to research. This may be a particular magical ritual, or the exact location of a hidden treasure. Specialised lores are often the prerequisite for certain skills or required for a quest or upgrade and are often acquired in play. While Specialised lore skills can be bought for TR, they can also be the target of quests, which allows you to gain the lore without spending TR. Indeed, not every faction has access to every specialised lore and you may be forced to quest for the information.

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

Alchemical – (Medicines, Toxins, Black Powder)

Physiological – (Mortals, Constructs, Fragments, Immortals)

Arcane – (Magic)

Working

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

All working skills consume one downtime.

Unskilled Work

Gain $\frac{1}{4}$ TR.

Mercenary

Requires: 10XP spent.

Gain $\frac{1}{2}$ TR.

Alchemist

Requires: Capable Alchemist.

Gain $\frac{3}{4}$ TR.

Healer

Requires: ability to restore hits (other than your own).

Gain $\frac{3}{4}$ TR

Smith

Requires: ability to repair shields.

Gain $\frac{1}{2}$ TR.

Enchanter

Requires: Basic Enchanting Lore.

Gain $\frac{1}{2}$ TR per Enchanting Lore (basic/advanced/specialised) known.

Seer/Felken/Cultist

Requires: Meditate/Commune/Prayer.

Gain $\frac{3}{4}$ TR.

Mage

Requires: Arcane Training.

Gain $\frac{3}{4}$ TR.

Shady Dealings

Choose in addition to another form of work. Gain an additional $\frac{1}{2}$ TR. You might get away with a few questionable jobs, but sooner or later someone will notice. Note on your character sheet the number of shady dealings you have been a part of. There may be further roleplay effects.

Investigating

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

Enchanting

Enchanting is the act of creating magic items. An enchanter spends time creating items of magical power using alchemy. They cannot be a mage or priest. Once an item has been prepared by an enchanter, to gain magical power it must have a fragment bound into it by a mage or priest. This process is generally quite dangerous, and should be performed during an adventure.

For mages, the binding of a fragment requires knowledge of the rituals given through Arcane Lore – Deeps, and unbinding requires knowledge of the rituals given through Arcane Lore – Void. For priests, binding of a fragment requires the guidance found in Priestly Lore – Synergy. Priests are unable to easily unbind a fragment from a magic item. Fragments disappear when they die, so only a live fragment can be bound to magic items; it will disappear inside the item when the ritual is complete.

Fragments vary in magical power. To bind a stable magic item, the enchanted object must be able to hold the fragment. Enchanters describe the capacity of their items by the number of weeks they have spent perfecting them, for example a 4th level enchantment is an item that has had 4 downtimes spent on it. To further enchant an existing item, it must first be unbound.

All enchanting skills consume one downtime.

Basic Enchanting

Requires: Basic Enchanting Lore.

Cost: ½ TR

You may create a 1st level enchantment on an item. Alternatively you may increase the level of enchantment of an item, up to 2nd level.

Advanced Enchanting

Requires: Advanced Enchanting Lore.

Cost: 1 TR

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

Specialised Enchanting

Requires: Specialised Enchanting or Specialised Physiological Lore – Fragments

Cost: 2 TR

You may increase the level of enchantment of an item, up to 6th level. By having both the Enchanting and Physiological lore, you may increase the level of enchantment of an item, up to 8th level.

Advanced

Nature

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

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

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

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

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

Factions

The factions below represent some of the more well-known communities or organisations in the world of UNITY. You may choose to become one at character generation or you may join one later on under certain circumstances. Each faction gives you a benefit of being a member but also imposes a downside. If you are a member of a faction you can ask the ref to leave it and change, but you will immediately lose all the associated benefits and downsides.

The Arbiters

Requires: Alignment –Void

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

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

Perks:

No Escape

You gain a single use of *Snare* per encounter, at touch range.

Rule of Law

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

Lawful Enforcers

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

Arbiter (Optional Work)

Gain $\frac{3}{4}$ TR per 10XP spent.

The Nameless

Requires: Alignment – Void

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

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

Perks:

Future Sense

The Nameless often receive visions of the future, able to see how a particular encounter will turn out. Once per adventure the Nameless can pull the referee aside and ask a single Yes/No answer question pertaining to the situation – an example question would be “Is this situation dangerous to me and my allies?”.

Predetermined Destiny

A cultist of the Nameless has no conscious deathcount.

Enigmatic Cultists

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

Divination (Optional Downtime)

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

The Vitalists

Requires: Alignment – Void

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

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

Sample Quest: Research a disease affecting villages nearby.

Perks:

Shared Knowledge

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

Altruist

When you spend a downtime doing Work that you haven't done before as a Vitalist, you earn a half a trinket less as you provide some of your services for free to those who need them.

Charitable Samaritans

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

Luscan

Requires: Alignment – Surface

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

Sample Quest: Escort a high ranking official.

Perks:

Top Notch Mercenaries

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

Bob's Promise

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

Apathetic Money-makers

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

The Wardens

Requires: Alignment – Surface

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

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

Perks:

Hub of Civilisation

3 times per adventure, a Warden may call *Pistol Double* even without the appropriate weapon/skill. If the Warden already has Pistol Use, they instead get an additional 5 emergency black powder supplies.

Sheltered Life

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

Honour Bound Guardians

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

Warden (Optional Work)

Gain $\frac{3}{4}$ TR per 10XP spent. Using Shady Dealings on this Work option will incur far greater penalties for being caught than normal.

The Wayfarers

Requires: Alignment – Surface

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

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

Perks:

World Traveller

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

Never Settled

A Wayfarer may not use a downtime on the same Work option twice in a row (but they can do it every other downtime).

Independent Wanderers

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

Cult of Ashen

Requires: Alignment – Deeps

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

Sample Quest: Complete some significant task to assist with the rising.

Perks;

Teachings of Ashen

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

Loudmouthed

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

Dedicated Doomsayers

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

Cult of Hellen

Requires: Alignment – Deeps

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

The cult has a military wing, dedicated to the extermination of all creatures of the Void. These Templars roam the world to protect it from the Void.

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

Perks:

Templars of the Sun

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

Eternal Duty

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

Devoted Warriors

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

Cult of Skoi

Requires: Alignment – Deeps

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

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

Perks:

Strength in Unity

A cultist of Skoi gains 5 seconds of conscious deathcount for every other party member that is on the adventuring party at the start of the adventure.

Skoi's Community:

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

Easy-going Minglers

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

Characters Beyond Week 1

For each week you attend our regular Sunday LARP, you gain 1XP to spend on a new or existing character, and a single currently existing character of yours gains a downtime to spend. Everyone gains a single XP and downtime over Christmas and Easter holidays. You may have multiple characters active at any given time, but note that the XP and downtime you gain by attending can only be spent on a single character. If you generate a new character beyond week 1, use the following table to determine what resources you have available.

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

No active character can fall below the base 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).

List of Calls

-Arcane: Arcane deals 1 additional point of damage.

-Aversion: The target must drop a specified object and may not come within 10 meters of it for 30 seconds.

-Backstab: If the target is not aware of the attack they immediately lose all of their hits, but they are stable and do not begin their deathcount. 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: Targeted at a weapon/shield. The item deals a point of damage every 5 seconds to anyone holding it, and calls *Searing* on the holder and any target struck. This lasts for 15 seconds.

-Bolt: A bolt is a ranged version of a call that would normally occur on a weapon strike. For example, *Arcane* becomes *Arcane Bolt*, and *Sweeping Strike* 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.

-Burst: Targets all creatures within 5 metres of the caster, friend or foe.

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

-Cleaving (Blow): Deals 2 points of damage and 3 paces of stagger on an exaggerated weapon swing.

-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: 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.

-Defy: Defy is called on a weapon swing and deals a point of damage as well as rendering the target unable to use calls for 3 seconds, unless they were preceded by a verbal.

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

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

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

-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 10 meters away from them. If terrain prevents this then they must cower defenceless.

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

-I Challenge You: You may only fight the caster for 30 seconds. During this time you are immune to damage and effects from sources other than the caster.

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

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

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

-Life Drain: Deals 10 damage, which cannot be resisted in any way. This cannot remove a target's last hit. Restores 5 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 in multiples, 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: 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. Cancels out Enlighten.

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

-Order: The target must obey the order that accompanies this call until they take a point of damage. Orders that require the target to harm themselves cannot cause them to inflict more than a single point of damage.

-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: Deals 2 points of damage and 3 paces of stagger by firing a pistol.

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

-Rally: Ends all currently active mind effects on the target.

- Redirection:** An indicated spell is redirected from the original target to the caster of redirection.
- Refute:** The target must call Zero on all weapon strikes for 30 seconds, or until they are acknowledged by the caster or one of the caster's allies attacking or parrying them.
- Regeneration:** Instantly return all 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:** Deals 2 damage unless you have a point of armour remaining.
- Shield Smash:** Destroys shields that are struck on an exaggerated weapon swing. Deals 3 paces of stagger.
- 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.
- Sundering (Blow):** Deals 4 points of damage and 6 paces of stagger on an exaggerated weapon swing.
- 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 resist the call. (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 instead.
- Sweeping (Strike):** Knocks the target to the ground on an exaggerated weapon swing if not blocked or parried.
- Terraclasm:** Everyone within audible range, except the caster, must immediately fall to the ground regardless of any resistances.
- Windways:** 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). You may still be heard if you speak and people can react to the sound of your voice. During this time, you may not cast spells.

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

-Zero: Deals no damage.