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THE SETTING

The world of Af'ael

Up until 15 years ago, Af'ael had been almost free of major conflict. In the past there had been trade wars and border

skirmishes between the more warlike races plus the odd magical duel between arch mages but for the most part the world warred in the political arena. Then suddenly something changed; the humans and the Dverg formed „The Grand Company“, a global trading house with branches across the known world. This newly formed leviathan took the goods crafted by the Dverg to those whom previously had never seen a ritually crafted weapon, suits of master crafted armour and engines of war so destructive that walled towns were almost defenceless against them. As demand grew, so too did the drain on raw materials, metals, gemstones, timber, and coal. Af'ael soon ran dry of the resources needed to feed the growing appetite for destruction. Initially the other races looked on passively, content with the fortunes paid to allow mining and de-forestry in their lands. However, the land soon began to groan under the pressures of supplying these ever-growing demands of commerce. Realising what their indifference had cost them the older races tried in vain to renegotiate their contracts.

These efforts were doomed to failure as the agreements were set in stone, reinforced by the laws that the church had drafted making it illegal for contracts to be broken. Transgressors would feel the full force of the law. The elder races were left fuming.

That human law should prevent them from defending their lands against the stripping of its natural resources, it was an affront! The Fey pondered, Jotun withdrew to their strongholds. Only the Gretch carried on as usual, taking advantage of the roads built by The Grand Company for their caravan trains.

The Lios were next to act, sending a High Diplomat to the court of the Human capital Perendar to settle the matter once and for all. The world was about to change, While the diplomats were away, the Grand Company logging teams were turned away from the Lios Lands. The loggers, anxious about not meeting their quota and being fined their pay decided to cross the border regardless. Anxious to make up lost time they circled around the border guards heading for the closest woodland, unfortunately the closest forests contained the groves that were amongst those sacred to the Lios druids. When the Lios discovered the felling of their Ancient Oaks, the Druids slew the loggers in a righteous rage!

Enraged, they sent messages to the diplomats en route to the capital, who, upon hearing this news viewed it as a further strengthening of their case. It did the opposite. The human courts were more concerned with the loss of the loggers, “murdered!” they said, for the sake of a few trees! The Lios responded – “How would the church react to infidels destroying their place of worship?” This further enraged the churchmen attending, and things deteriorated to the point of the Lios leaving with dire threats ringing in their ears.

The Lios closed their borders and called a meeting of races to put to them the dire situation. Predictably, the meeting came to nothing. No one alive seems to know why (or at least admits to knowing), but several hours after the Lios left, the ritual silos of the capital and other Human cities near the Lios lands opened to the sky and begun to unleash strike after strike upon their enemies and their allies....the rest, as they say, is history.

The war itself did not last that long – such were the energies released by the warring factions that the gods themselves withdrew and the land itself retaliated, forming the Wilds. Some still ponder how this occurred, did the various circles of power overload and discharged their magic into the land or did the gods themselves curse the land? No one can know. What is known is that the magical storms warped folk, creatures and nature alike, in the end forming the Wilds and its children “The Wildborn”.

15 years later and things still have not settled. The Wilds still form a huge part of the continent of Tangria and weird and wonderful creatures are still born within its environs for good or for ill purpose. The cities closed their gates and became insular states, the unity of purpose broken but for the church, who due to the departure of their gods have sought to restore the pantheon. The Wilds became settled by the remains of the old races, by dispossessed humans and by the newly emerging children of the Wilds. Aftermath is set 15 years after the devastating ritual war that has

thrown back the civilization of the world of Af'ael at least a hundred years. The once proud cities are now islands of suspicion and zealous oppression surrounded by „The Wilds“, the untamed lands that only the brave enter after the war. It is here that those who are war-touched infused to a lesser or greater degree by the fallout of the huge rituals enacted, dwell in small communities. These holds are the home to survivors of the cities destroyed and outcasts fleeing the Church of Redemption who blames all ills on magic and those who carry it in their blood.

The holds are home to all manner of folk; fey, foul and fair, but all are equal under the laws of whichever outpost they call home. They need this kinship though - no matter how loosely adhered to, for their enemies and dangers are numerous. Creatures warped by the magic's of the war, older races angered by the actions of the human ritualists, crusading redemptors and of course, other outposts jealous of the possessions" of a characters village, wealth, great magic, food etc.

This then is the tableau that your character will enter....best they watch their back! At the time of reading, maps are next to useless due to the changes wrought by the great destruction. There are maps that show the world as a whole and its general shape but local maps are almost useless. Wilds dwellers are seeking to map out aspects of their surroundings but this is proving difficult as the inherent dangers are often cutting down the cartographer before they have managed to get much of their local environment mapped.

Of late times are no less dangerous. Myriad events have shaped the world, many caused by errant heroes attempting to deal with the various dangers that have manifested throughout the broken world.

The long standing bastion of balance and tolerance Freehold, has been utterly destroyed by war and calamity. Its council scattered, its folk dead or enslaved. A memorial to the inability of heroes to be in more than one place at a time. In the same token the mighty Stormgard has fallen to taint and decay. Nothing exists now bar a powerful memory and a hugely powerful ritual circle guarded by a legion of entropic undead.

The one true hope for the D'verg people to become enlightened again fell with their folk hero Pawpad and his retinue the Chimera led by Grunt, being slain. The augmentors tighten their hold on the D'vergish clans and the Jute Wasteland is again on the brink of war.

With the fall of the Gretch Empire, many desperate bands of refugees from the North spill into the Southern lands. These are creating their own settlements where allowed or are continuing their nomadic existence, this time without the knowledge of a greater power watching over them. The North has become a demon infested, haunted place. Bleeding sulphurous pools manifest in the tundra, capering shamans dance about them making sacrifice to their new masters.

With the ascension of Michael the Meek, Arch-Liche, philanderer, drunkard and foppish buffoon , the creation of the God of Necromancy has come to pass, and as such necromancy, once a benighted craft for gaunt madmen, creeping about dis-used cemeteries, has become accepted by the world as part of fates design. Many feel this is abhorrent and that it could never have come to pass. Others such as the Ursine nod knowingly, as if they always knew it would be.

Michael in a speech to the bishops of the Redemptor church declared that he would atone, that with the rise of the Meek folk, his children, he would set the worlds to right. An army of conscience driven 'kindly' souls, would walk again driven by Michaels will to 'do the right thing' and balance the wrongness in the world.

With the Elemental War over, Shadow Magic has triumphed and become more common. Dusky skinned prophets and magically tutored rogues stalk the land, cowed from the sunlight and bowed with the weight of ancient knowledge.

Details of each of these races can be found within the pages of the character generation section that follows.

Welcome to survival!

RULES OF PLAY

Equipment

A character starts with whatever basic equipment you own the phys-reps for, within reason. You may not initially own equipment for skills you do not possess, i.e. Potions and Scrolls.

Hit Locations

A characters body is divided into six locations: head, body, left and right arm and left and right leg. A starting characters locations start with +1 Hit Points. Hit points measure how much damage a location can take before it becomes unusable. A normal, unprotected location can take one point of damage before it becomes useless. The stamina skill increases all locations by a further one point and a further one for each level of stamina after the first.

Head hits

Within the aftermath system, careful head hits are allowed. However, this should be as a last resort i.e. when no other locations are available to hit.

CHARACTER GENERATION

Overview

Creating a character for the Aftermath game system is quite simple. It's best to start by picking the race of your character. There are 10 races to choose from.

Human

Lios

D"rough

Dverg

Jotun

Gretch

Wildborn

Felidae

Ursine

Meekfolk

Your character is defined by your roleplaying actions and in game terms by the skills you choose to learn.

When learning skills characters choose from either their race or class lists. Some skills appear in both the class and racial lists but are generally available for fewer points than from the racial list. This reflects the fact that some races tend to be more adept at certain

skills or skills that are only available to certain races to their special characteristics.

Class

A characters' class is a general representation of their profession. While it is accepted that not everyone's role in the world can be pigeon-holed into one of 3 "jobs", the classes serve as a general grouping of related skills and nothing more. Your character may just choose skill from the "Warrior" skills list, but it's more interesting for him to be a map-making explorer, or a trader with an aptitude for self-protection and a penchant for lock picking. The richer the image you create for your character, the more opportunity for interaction with other payers, and the greater the opportunity for roleplaying.

The starting class a player chooses is called their "1st Class" and cannot be changed. This is an important point as some skills are listed as being "1st class only". You can only learn these skills if they belong to your 1st class, with notable exceptions. These skills are marked with * in the cost lists. In addition to limiting certain skills, 1st class determines the maximum amount of power a character can store and the types of armour they can wear. If you buy skills, use items, cast spells or use some other method which allows you to exceed these maximum values, they remain capped and you do not receive the benefit until those caps are raised. It is possible to raise the caps by choosing the ranger, warlock or spellblade skills. These "profession" skills allow you to learn skills from specific other classes at a discounted rate and also grants the maximum caps of both the classes.

Class	Max Power	Armour Limit	Maximum Hits	Max Damage Grade
Caster	100	Light	6	Triple
Rogue	70	Medium	8	Quin
Warrior	50	Very Heavy	12	No Limit
Ranger	70	Very Heavy	10	No Limit
Spellblade	75	Medium	8	Quad
Warlock	75	Very Heavy	10	No Limit

Each class has its own skill list that you purchase skills from. You may also purchase skills from other class tables - but to do so costs double the points stated! Some skills have a cost of 0 points. Only that class / race can purchase these skills for no cost. Otherwise the minimum cross class cost is 2 points. When a character has access to a skill by more than one cross class route they must pay the highest cost except where that skill is first class only and not that characters first class. In that case a character may buy only one first class only skill per 100 point of experience spent on skills by that character.

A starting character gets 30 points to purchase skills from both their Racial and Class Skill tables. If your character dies, all unspent points can be transferred to your new character. Additional points will be awarded at the end of each event by the ref team, the amount is non-negotiable.

Roleplaying, Plot and In-Character Development

There are many different styles of roleplaying, some people prefer more linear plotlines that involve a lot of fighting, some like freeform, open-ended encounters and others just like to "stab-up" their mates in the dark. At Aftermath all styles of play have a place but it is important to note that we do not spoon feed players everything they need to do. There are deliberate gaps purposefully built into our schedule. This is time set aside for players to pursue their own agendas and develop their own plot. Whether you wish to transport out to the wilderness and gather herbs, kill bandits, sell information on the population of Freehold to the church or summon forth a giant crab god to bless your armour, we will endeavour to make these things happen (within reason, it's probably a no go on the crab). Likewise, if you want to sit around and enjoy some passive role-play that's fine too, just be aware that these lulls in activity are left there for us to react to your characters wants and needs. There are deliberate "omissions" and obvious progressions missing from the rules, it is up to the characters to fill these gaps through their own actions. Regardless of what your character chooses to do, when in a shared in character area, players are expected to remain in character throughout. This ensures that everyone has the good time they are entitled to.

CHARACTER RACES

HUMANS

Human Background Information

Prior to the war, humans were seen by the elder races as a young thriving community devoted to their gods with a strong work ethic. Untouched by the sometimes apathetic view the longer lived races had of the world. Humans would always seek out the newest, the most exotic, or the quickest ways of doing things.

The Dverg, were also great pursuers of knowledge and the science of building and making were the closest of the elders to the younger race. They could understand the needs that drove them to build ships and see what lay across the sea or to create devices that enabled sight of the stars in the chance a god or angel could be seen. It was mostly due to this shared sense of kinship that the Great Company was born but neither race could have foreseen the evil that would grow from such an endeavour, its roots embedded in the noble ideals of progress and unity.

During the war, Humans retreated to the cities for safety; the countryside had become too dangerous as vengeful elder races fought against the church's armies and company battalions. Most humans shared a sense of moral outrage and flocked to the banners of the church and company both. As the war dragged on without resolution, supplies and food grew scarce and people started to look to their own survival first. Press gangs took to the streets "recruiting" anyone they could. Hunger, danger and discontent began to spread among the people. Some humans had excellent relationships with the other races as friends and traders. It had not been unheard of for races to marry. Many were mortified at the thought of fighting comrades and in some cases relations. The anger grew and the church had to deal with sedition and agitators on their own doorstep. Demonstrators and friends of the elders would disappear, never to be heard of again. Rumours of church instigated mass executions were denied. Even though humans are the most versatile of the races, able to bend with any wind, they still are marked by its effects. They realise that their race's greed that was one of the main causes of the war and those whom live within the wilds all carry some degree of guilt. They are often first to volunteer to defend the holds and villages against all comers when required.

Most humans still live within the once grand cities. These folk though, are nothing like the pragmatic wilds dwellers. They are ruled with an iron grip and preach a doctrine of humility and reverence to the departed gods. The multitudes of common folk are repressed by the clergy with its fixation on redemption and calling back of the departed deities. It is these humans who bring death and destruction to the Wilds. The crusades and purging are rife, touching almost everyone.

Roleplaying Humans

Many are haunted by their races crimes but some may think that the world needed to be rid of the other races. There are humans living in most places in the world.

Human Costume Requirements

There are no makeup or costume requirements for human characters bar those you enforce yourself.

Resist Demonic -40
Resist Necromantic -40
Pure -80
Literacy -0
Numeracy -0
Alchemist -10
Jack of all Trades -10
Master of all Trades -60

Lios

Lios Background Information

The Lios describe themselves as „The children of the dawn“. They are of the race of fey, elf-like creatures and one of the races who fought against the humans in the Great War. Before the war the Lios were a bright happy people, having an almost childlike demeanour, they would live their lives wrapped up in their own worlds of peace and solitude and study. They pondered the ways nature entwined with magic and how the gods touched all things created. The suffering of the land and their people has left them bitter and angry for the most part as they have lost much. Their once great cities lay in ruins, their culture little more than a memory. All that remain are broken remnants of military units - nearly all their civilians were slain in the first few days of the war.

The humans and Dverg unleashed all they had at their perceived greatest threat. Huge swathes of knowledge have been lost because of the utter destruction of Lios fonts of learning. Even the most hard-line church knight realises that perhaps these should have been captured, instead of reducing them to ash by intense ritual attack. All fey are long lived, which can be a curse as well as a boon, for the survivors of the war remember it as if it were yesterday, although these days a number of Lios have contracted a malady linked to their overall disposition of despair and their minds are deliberately forgetting the worst episodes . Perhaps this is a safety mechanism, scholars muse that it is protecting them from madness! Lios distrust humans and Dverg and hold them directly responsible for the war. They have recently become more tolerant, and have seen that not all

the other inhabitants of Af'ael are bad. Lios war bands fight a hit and run war with the crusaders whom enter the wilds.

Roleplaying Lios

Very few Lios are untouched by the war. Sometimes the light and happiness will shine through their quiet brooding demeanour, but not often. They have a house based social structure that they hold onto with great passion as its all they have left. Examples of such houses are the Vantarthin and Efrigail (players are also encouraged to invent their own houses).

Lios Costume Requirements

Lios have tanned skin, light hair and pointed ears. You MUST have phys-rep pointed ears to play a Lios. Lios are close to nature, their equipment and clothing is well made, more often than not of shades of green or brown. Lios are well spoken and well-read even the roughest soldier; it's all they have left of their ancestry.

Ambidexterity -0

Bow Master -0

Commune with nature -10

Celerity Master -40

Resist Wilds -40

One with Nature 0/5/10

One With nature enhanced- 20

Adept of magic -25

One with Magic -10

D'ROUGH

D'rough Background Information

If the Lios are the children of the dawn, then the D'rough are the children of the night. They are also fey and one of the races who fought against the humans in the Great War. The war has changed their demeanour though, the D'rough have always been seen as bitter and angry folk by those not of the fey race, but these days they seem happy and content. Many of their once great cities lay in ruins, much of their culture, like the Lios - almost a memory. During the first few days of the war the D'rough and remaining Lios retreated to hidden D'rough cities where they unleashed violent ritual strikes on their communication lines. Due to this they often managed to capture documents and information which they still hold to this day in various locales and for a price will allow folk to view such. During the great conflict the D'rough units were often ritually transported deep into enemy territory to assassinate key leaders or disrupt it. It is a brave soul though who ventures alone though to D'rough holds, as the unforgiving nature of these places takes a toll on the unwary or naive.

Adept of Magic -20

Alchemist -10

Ambidexterity -0

Hide in Shadows – 5/10/15

Master of Disguise -15

Small Weapon through -50

Master of Stealth -0

Resist Pantheon -40

Celerity Master -40

Roleplaying D'rough

Modern D'rough have lost much of their sinister demeanour. They seem utterly at home with the chaos and despair that fills the world at the moment. In fact some say they have almost traded personalities with the Lios, who of old were fun filled and quick to smile. War, it seems has quickened the D'rough and brought despair to the Lios.

D'rough Costume Requirements

Like their cousins, the D'rough are close to nature, their dress though tends to be black or grey. Like the Lios very few D'rough are untouched by the war. they have pale skin, dark hair and pointed ears (You MUST have

phys rep pointed ears to play a D"rough). As with the Lios they have a house based family structure, notable ones being the Dratharni and Kerringor (players are also encouraged to also invent their own houses).

DVERG

Dverg Background Information

The Dverg have changed much from what they once were. Once known for their great craft and building skills, now they are little more than savages, most of their knowledge and skills crushed beneath the boots of the Lios and D"rough. Their great cities were some of the first and hardest to be hit. Most now live in tribal settlements deep within the wilds. They are nomadic, never being far from food sources in the wilds. They dislike most, even those of their own race if they are not from their tribe. The fey they dislike with a passion. The Dverg are in general shorter than humans but thick set, normally dressed in furs with whatever equipment they have found or looted. Their hair and beard are unkempt and they have a feral look in their eyes. They are little more than animals, but every now and again one comes along who is more like the Dverg of old these quickly rise within the tribe. Prior to the war Dverg would belong to great extended families that fell beneath a Clan banner. For example the Ironstone Clan had within it in the Iron beards, Stone hammers, Stone smelt and Iron heart families. Dverg are now tribal as opposed to clannish – a slim difference, but a difference all the same. Nowadays the tribe names are more savage, Crow eye, Bear fang, Wolf pelt, Vulture talon etc. all with animalistic spirit totems that it is rumoured can ritually possess its members.

Roleplaying Dverg

The Dverg are very tribal and are classed as barbarian hunter gatherers in game terms. They have a brutal outlook to life and morbid sense of humour. They venerate their tribal totems and initially dislike all not of their tribe.

Dverg Costume Requirements

They are feral looking dressed in furs and leathers covered in black tattoos, prone to grunting more than talking. Their dress and equipment is normally in a poor state and is whatever they have managed to find or steal.

Scavenge -0
Old Blood -15
Of the forge -25
Of the earth -25
Resist flame -40
Wode -0
Wode enhanced -15
Wode greater -30
Artificer -13

GRETCH

Gretch Background Information

Gretch stand about the same height as humans but tend to walk hunched over, they are as at home above land as they are below it. Their skin varies in colour from a pale yellow through muddy yellow to a sickly green colour. They are at home in the wilds and seem to be one of the few creatures that the wilds accept. Due to this they find it easier to travel around the wilds than other races and as such have found a role as traders. They tend to travel in caravans together as opposed to alone. Of all the races the Gretch have been the least affected. How they are now is pretty much how they were prior to the great conflict. They have always had their gypsy clans and always had their wagons and wanderlust. Their surprising affinity with aspect of the Wilds is a new thing. Scholars muse that the Wilds ignore the Gretch as it finds them as odious as do the rest of the races but whatever the reason it seems that many Gretch can walk through a glade filled with blood grass or strangle vine and emerge unscathed! There are many Gretch caravan clans, the „nimble sticks“, „redcaps“ and „big purse“ being 3 of the largest. Strangely, Gretch do not reveal their clan to other Gretch not of their clan or non Gretch as this is a big taboo. Only the Gretch know why this is – perhaps it is to avoid conflict or to seem united against the common threat of all the other races - the Gretch are fully aware of the world"s view of them.

Roleplaying Gretch

Gretch have a natural love of poisons and in combat prefer to get the first strike in with a poison covered blade then to back off and wait for their prey to die before moving for the kill. Due to this there is no love lost between Gretch and Jotun.

Gretch Costume Requirements

Gretch must have green or yellow skin. Their attire can be feral looking, dressed in furs and leathers or they may in a scruffy sort of way seek to ape the clothing of other races. They love hats and certain colours are rumoured to mean certain things.

Alchemist -15
Cartography -0
Detect Forgery -0
Resist Blood -40
Master of Disguise -8
One With Nature 5/10/15
Tell poison -0
Poison making: basic -0
Master of Stealth -10
Black Market-basic -0

JOTUN

Jotun Background Information

Jotun are a large race, known for their strength and stamina. Many believe them to be slow-witted, when in fact they are quite intelligent. A Jotun always thinks very carefully before speaking and ponder their actions carefully. Once committed, they will put all they have into the task at hand. They have quite a law abiding demeanour and tend to look down upon the Gretch, whom they view as sneaks and unhonourable. Prior to the war Jotun lived in great cities in the lofty mountains of the world. They would regularly flock to the arenas to test the mettle of their champions. Even the Jotun could not remain aloof for long as the war extended it reach ever further. Armies of tanned giants surged from their mountain vastness and crushed all that stood before them and were instrumental in taking many of the Human cities. Strangely though, they took no part in attacks on the Dverg.

Perhaps they saw the Dverg as dupes and not true members of the human run empire. Post war, the Jotun is lessened. The race is slow to reproduce and the huge losses they sustained in the forefront of the entire war are just starting to mend. Jotunheim is often sealed to non Jotun, unless in times of emergency when the elders may open the gates to what that discern as those deserving the honour. Even allied races cannot get to the grand city any longer and the Jotun will not tell of it if asked... it's just off limits for all bar the great warriors.

Roleplaying Jotun

Jotun are Viking like creatures seeming ponderous in both speech and movement until something motivates them. They often have a thick Germanic /Scandinavian accent and a benign gentle sense of humour and demeanour. That is until they are roused to anger, when they turn into raging giants of war and aggression. There is no love lost between Jotun and Gretch. It is rumoured that there exist a darker minded group of Jotun, whose ways are often opposed to the common ways of their more lawful brethren! These wander the land as mercenaries fighting for the highest bidder.

Jotun Costume Requirements

Jotun must have dark brown skin and appear to weigh in excess of 20 stone. Jotun are normally easy to spot as they are larger than humans and tend to have a heavy tan almost to the point of being brown. They tend to be quite well kept, often wearing the heaviest armour they can find and carrying large two handed weapons.

Immune to Fear -10
Strength -0
Knockback -30

Resist Air -40
Resist Earth -40
Pure -80
Stalwart -15
Tenacious -25
Brawn -40

WILDBORN

Wildborn Background Information

Wildborn are very simply creatures born in the wild. No two Wildborn are the same - they can appear to be a mix of different creatures and animals of Afael. Their bodies warped by the magic's of the land. Some look very similar to other races with only slight differences, others are completely different. Similar strains will band together to form tribes of their own – when this happens the young born of these similar creatures seems to settle into a new type of race, but even these offspring more often than not will differ from the parents in some way. Not all such creatures are humanoid versions of animals. There are cases of dryad like creatures with bark like skin or hulking things whose rocky like skin is similar in some ways to that of stone elemental creature.

Roleplaying Wildborn

As already said no two Wildborn are the same the limits are your imagination. One word of advice though – please keep your character concept within the spirit and character of the game – comedy characters can be fun for some – but not all folk will appreciate the same kind of humour if it ruins their experience!

Wildborn Costume Requirements

All we ask is that you look the part of the Wildborn you are playing. Some skills will require a phys rep like Horns or Tail; we advise that you try to look as different from the standard races as possible. It's true that you may want to be a cat like creature but try to not look like a Felidae etc. or clay like humanoid but avoid looking like a Jotun.

Please note that Wildborn do NOT have access to All of the skills listed below, they can all purchase skill marked with a ©, then they have 5 pick points to spend between the other available skills. These skills cost one pick point per skill. The skills with a (2) after the name denote the use of two pick points. Please also bear in mind that appropriate phys rep and background reason must be used when picking Wildborn racial skills.

Befriend Animal © -0
Magical Advocate (Wilds) © -0
Wilds Friend © -1
Herb Lore © -20
Claws © -5
Commune with Nature -10
Horns -9
One With Nature -5/10/15
Scent -10
Tail -40
Wilds Sense-10
Elemental Tranquillity -5
Tracking -3
Celerity Master (2) -50
Strength (2) - 10
Brawn (2) -40
Acrobat (2) -10
Camouflage (2) -10
Iron Blood (2)-20
Vines (2) -20
Acid Spit (2) -15
Spore Clouds (2) -45

Web Sacs (2) -35
Amphibious (2) -10
Claws Enhanced (2) – 60
Supernatural Heritage (2) – 30

FELIDAE

Felidae Background Information

This is the generic name for the ruling Noble class of the Sunrise Isles. These feline creatures fall into three distinct sub-races:-

Leonai – Lion Folk

Tigari – Tiger Folk

Leopardi – Leopard Folk

The Sunrise isles are home to the Empire of Silk, a trade orientated conglomerate of nations that travel the world selling various exotic goods. The name “empire of Silk” is derived from the penchant of the locals to wear the material whenever they can. Bar menial and less glamorous tasks. The isles are across the western sea and for the most part hot in all seasons. The Felidae Soldiers, sailors, farmers, fishers, spinners etc. have not been seen recently by the folk of the wilds. At least not for 15 years as contact was lost during and after the war. All younger nobles are sent on life quests when they reach the age of 18 years.

This is to better understand the world around them and their nations place in the world. Raul was one such, and it is these that folk from the wilds etc. are likely to meet. Especially since a large contingent is marooned on this continent, by the tragedy that has befallen the imperial port of Dunston. This race take up a Life quest, and it is Felidae as such that folk from the wilds etc. are likely to meet. The trading ship The Sun-kissed Claw was sunk by the demons in the harbour but not before most of the nobles had fought their way free (all Felidae sailors and marines were killed though!) Groups of these folk can now be encountered in various Wilds Holds and even some imperial held villages.

It is most likely that a player Felidae will be from the Sun-Kissed Claw but players can invent their own background of course. Each sub race is slanted towards a specific class. Not saying that they cannot excel in other roles but from birth they have the inclination to strive to be the best in their birth class. Leonai are adept casters, Tigari are eminent warriors and Leopardi are excellent rogues. The empire as previously mentioned is ruled by The Three, one ruler (“Empirate”) for each race.

The 3 races were decades ago warring tribes but are now dedicated to the path of binding forged by the priests of winds whom rule the conscience of the nations.

PRIEST OF THE NORTH WIND - hydromancy

PRIEST OF THE EAST WIND - geomancy

PRIEST OF THE SOUTH WIND - pyromancy

PRIEST OF THE WEST WIND – aeromancy

PRIEST OF THE ASHEN WIND – necromancy (must be a specialist)

Felidae cannot start as any other caster but can with experience points learn (buy) levels in other magical lists.

Roleplaying Felidae

The Felidae Empire is pseudo African/Japanese thus your character would be Asiatic in demeanour. They are walking big cats and are catlike in movement. Felidae are humanoid version of big cats and thus are feline in their manner and actions. Felidae are a strict cast based society as such you are limited to the class you can play based on race see below;

Leonai – Caster

Tigari – Warrior

Leopardi - Rogue

Felidae Costume Requirements

You must appear to look like the sub-race you wish to play unless certain skills owned preclude this Thus:
Leonai – Must facially look like lions, Tigari – Must facially look like tigers, Leopardi Must look like leopards.

Common (available to all felidae)

Claws -5
 Ambidexterity -1
 Ritualist (2pt) -0
 Literacy -0
 Numeracy-0

Leonai:

Adept of Magic -0
 Elemental tranquillity -5
 One with magic -10

Leopardi:

Master of Disguise -15
 Preferred Enemy -0
 Hide in Shadows -10/15/20

Tigari:

Strength -15
 Tenacious -25
 Force of Combat -0

URSINE

Ursine Background Information Ursine are large bear like folk that live in the far north of the continent of Tangria. They are heavy set and strong and speak in a guttural version of the common tongue. Their „empire“ is ruled by two leaders the t“zar of War and the t“zar of Commerce who dwell in the capital city of Urz. The ursine did not exactly fight in the war. They had a treaty with the Grand Company and its church allies and a pact of nonaggression with the allied elder races. However they are extreme mercenaries and were „purchased“ by the rich Grand Company to keep the warlike Jotun tied up in the north. This they did by a series of raids into Jotun lands that they deny to this day, which the Jotun war bands reacted to en masse chasing the raiders through the mountains for weeks. It is safe to say Jotun distrust the Ursine. Ursine are not that magically adept and strangely are atheists, they think that magic leaks into the world from elsewhere or is a by-product of liaisons with spirits etc. There are some mages and Ritualist amongst them but few and far between as they distrust magic and its users. Ursine live either in the capital or in small fortified townships dotted throughout the mountains. As mercenaries they are sometimes found selling their skills to those that need them.

Roleplaying Ursine

Ursine are large walking bears. They have a thick Russian/Germanic accent and are abrupt and see all others as lesser beings. They do not worship gods but do have a great respect for elders of their own race and come close to hero worship of great Ursine of old, whom sagas are told to young to inspire them. They have well-crafted equipment that is made by slave Dverg whose skills mimic those of their pre-war ancestors.

Ursine Costume Requirements

Your character must have bear like facial features detailed by makeup or mask and be heavy set in build (20 stone). They have a slow guttural accent as explained above.

Claws -0
 Scent -5
 Strength -0
 Immune to Fear -0
 Resist Water -40
 Resist Pantheon -40
 Knockdown -30
 Stalwart -15
 Stunning Blow -20

MEEK FOLK

They were created when the Arch Liche, Michael the Meek ascended to the ranks of godhood and in the ensuing wave of power surrounding his rebirth were birthed as his children. Meek folk are ritually quickened dead. They are not true Undead but then not truly alive either. Undead in Aftermath are created by spirits investing a body and using it as a host for their time in the mortal realm. Meek folk have similar traits such as they can resist certain physical effects such as poison and disease far easier than living things. As they are created by the effluent of vast ritual they cannot be dispelled. However, if a Meek Folk were to become possessed in some way, by an Undead such as Wraith or perhaps another supernatural creature such as an Elemental, the possession can suffer from dispellation in the usual manner of special creatures.

Meek folk were spawned from the fallout of Michaels rise and this was a swift brutal birthing. They have almost no memory of their previous life. Grainy hazy images still exist of standing guard shield on arm at a fort, or maybe knives in hand, a box, gems, a bow on your back, or books, bad light, dust and scrolls littering a dim room.

They can remember their name a friends face but little else. Their basic skills remain, but life stories sit behind the veil of their violent creation.

ALL MEEK FOLK kit will be ragged, rusted dirty and ill kept. Their resting place was where they lay and has weathered their belongings greatly. As a result Meek folk Armour is always at -1 Armour Value so a Meek Folk in Very Light Armour would get no protection from it at all (1 -1 = 0) unless they purchase armour mastery for it (1 -1 +1 = 1).

Meek folk must look newly dead. Grey skin open wounds protruding bones. This cannot be hidden by Master of Disguise. Meek folk cannot be wildborn.

PLAYING A MEEK FOLK

Choose the Race you were before your untimely demise and your rebirth as a Meek Folk, you will gain the free skills of that race, alternatively they may purchase one skill from the racial list if this option is chosen you no longer gain the free racial skills.

Innate Cause Fear	5/5/5/5/5
Iron Will	2/2
Immunity to Disease	25
Immunity to Poison	60
Immunity to Sleep	5
Literacy	5
Numeracy	5
Ranger	150
Resistance to Demonology	40
Resistance to Druidism	40
Resistance to Poison and Disease	0
Spellblade	150
Warlock	150
Weather Worn	2

Resistance to Poison and Disease - All poisons and disease take twice as long before any effect is seen and cannot kill directly. You are just held within your grace period until healed.

Additional Rules

If a Meek Folk is a Caster they can only choose from the following spell lists: Necromancy, Pantheon or Earth.

Cannot buy skills from another class list unless purchased via the skills Ranger, Spellblade or Warlock.

Immunity to all Beneficial Spells/innates/items from: Druidism (Natural) and Wilds (Shaman)

Are considered undead for the Necromancy spell 'Knit Flesh'.

Necromancy spells with a range of 'self' can be cast on Meek Folk as if they were the caster. On Sense Magic, they are a non-levelled necromantic creature. This cannot be dispelled by conventional means.

May not use the Dodge Skill or benefit from Spells mimicking it.

Unnatural Aura: Due to your nature you give off an aura of death that the living can feel as a tangible supernatural unease and suspicion. Animals and non-heroic sentient beings such as villagers, farmers and peasants etc. will be afraid of 'something' when the character is with a few feet of them and will try and leave the area as soon as they can. Player characters and some 'monsters' not immune to fear will feel the same way (think of the shuddering feeling associated with the saying ("someone just walked over my grave!")) and feel uneasy in the Meek Folk's vicinity. Those Immune to Fear are immune to this roleplaying effect.

For bane damage Meek folk count as Unliving/Undead not their original race, however they may not use a bane weapon whos target is their original race OR unliving/undead.

CLASS SKILLS – WARRIOR

The warrior class groups together those skills that are predominantly physical or martial in nature. Weapon skills, the ability to wear armour, and lessen the vulnerabilities of your character. There are a couple of notable exceptions such as cartography, literate and numerate but these skills all aid the waging of wars in some measure.

CLASS SKILLS – ROGUE

The rogue class is more about subtlety, survival and stealth and groups together the more skilful of the knowledge and physical skills. Rogues tend to be less „direct“ in their approach to danger and the skill sin this category reflect this. Still, even the most powerful of the rogues abilities are „mundane“ and rely upon poisons potions, natural effects and quick reflexes to help them outwit their foes.

CLASS SKILLS – CASTER

The caster skills are predominantly about manipulation and channelling of elements - be they physical, or spiritual in nature.

	Rogue	Warrior	Caster
Acrobat	20		
Adept of Magic			30*
Adept of Magic Enhanced			30*
Adept of Magic Greater			30*
Aligned			10
Aligned Mastery			30
Alchemist	20		
Ambidexterity	2	2	2
Apprentice			5
Arm Traps	5*		
Arm Traps Enhanced	15*		
Arms Traps Mastery	20*		
Arm Traps Grand Mastery	20*		
Armour Heavy		5*	
Armour Light	3	3	3
Armour Medium	4	4	

Armour Very Heavy		6*	
Armour Very Light	2	2	2
Armour Mastery	60	50	
Armour Mastery Enhanced	60	50	
Armourer		10*	
Assasin	40		
Assasin master	50*		
Assasin Grand Master	70*		
Artificer		20	
Artificer Enhanced		20	
Back Stab	40		
Back Stab Enhanced	40*		
Backstab Greater	40*		
Befriend Animal	3	3	3
Beserker		50*	
Beserker Enhanced		40*	
Bind Wounds	1	1	1
Binding	5	5	5
Black Market	20		
Black market Enhanced	40*		
Blind Fighting	15	15	
Blinding Strike	40*		
Bonded			25
Bow Master	30		
Brawler		20	
Brawn		40*	
Caltrops	20		
Camouflage	20*		
Cartography	1	1	1
Cast Through Heavy			90*
Cast Through Light			30*
Cast Through Medium			60*
Casting Expertise			80*
Climb	2	2	2
Conceal	5*		
Create lesser circle: lesser			0
Dedicated Warrior		10	
Dedicated Caster			10
Dedicated Rogue	10		
Deep Pockets	15*		
detect forgery	1		
Dirty Fighter	50*		
Dirty Fighter Enhanced	60*		
Disarm	30	40	
Disarm Traps	5*		
Disarm Traps Master	10*		
Declare a Challenge		20*	
Declare a Challenge Enhanced		40*	
Declare a Challenge Greater		60*	
Distract	50		

Don't Fancy that	40*		
Elemental Tranquility			10
Enhance Ritual Wards			30
Fated Soul	50	50	50
Focus Rage		40	
Focused Strike		20	
Force of Combat		40	
Glancing Blow		15*	
Ritual Power			30*
Ritual Power Enhanced			30*
Ritual Power Greater			30*
Hamstring	20*		
Herb Lore	10		30
Hide in Shadows	10/20/30*		
Hunch	55	60	
Immune Blind	40	40	40
Immune Cleave		60	
Immune Confusion	40	40	40
Immune Disarm		40	
Immune Disease	50	50	50
Immune Detect Magic	20	30	30
Immune Fear	30	20	30
Immune Sleep	20	20	20
Immune Fumble	20	20	20
Immune Knock Back		40*	
Immune Knock Down		40*	
Immune Mute	30	30	30
Immune Poison	100	100	100
Immune Scent	10	20	20
Immune Slip	30	30	30
Immune Through		40	
Immune Wither	50	50	50
Knockback		40	
Knockback greater		40	
Knockdown		40	
Knockdown greater		40	
Lightning strike	40	40	
Literate	1	1	1
Lucky Blow	10	10	
Magic (Aeromancy)			10/20/30*
Magic (Druid)			10/20/30*
Magic (Geomancy)			10/20/30*
Magic (Hydromancy)			10/20/30*
Magic (Necromancy)			10/20/30*
Magic (Pantheon)			10/20/30*
Magic (Pyromancy)			10/20/30*
Magic (Sanguimancy)			10/20/30*
Magic (Shadowmancy)			10/20/30*
Magic (Wilds)			10/20/30*
Magical Advocate			40*
Master			5*

Master of Disguise	20*		
Master of Magic			80
Master of Perfection	60*		
Master of Stealth	10*		
Natural Selection	40*		
Numeracy	1	1	1
Not my Dance!	10*		
One With Magic			15
Pick Lock	1		
Poison Groove	60		
Poison Making Basic	4		4
Poison Making Enhanced	30		
Potion Making Basic	4		4
Potion Making Enhanced	30		30
Power			1+
Preffered Enemy	40	40	
Prey	30		
Rallying Call		40	
Resilience		20	
Rite of Power Basic			0
Rite of Power Enhanced			20*
Rite of Stamina			30*
Rite of Stamina Lesser			20
Ritual Contributor	4	4	4
Ritual Guardian	20	20	20
Ritualist			1-20
Ritual Creator			30
Ritual Deciever			30
Ritual Divine			30
Ritual Restorer			30
Ritual Scryer			30
Ritual Transporter			30
Ritual Warden			30
Scent	10		
Scroll Use	4		3
Search	10		
Sense Magic			2
Sense Magic Enhanced			4*
Shield		3	
Shield Mastery		60	
Sixth Sense	20*		
Smith	20	20	20
Sniper	40		
Specialist			8*
Spiritual Wards			14*
Spiritul Infusion			10*
Spot Venom	1*		
Stamina -Greater		20*	
Strength		25	
Supernatural Adept	30*		

Supernatural Blunt	40*	25*	
Tell Poison	1		
Tell Potion	1		1
Trace Transport			10
Tracking -Basic	2		
Tracking Enhanced	13		
Traverse Ritual Warding			15
Traverse Ritual Warding Enhanced			25
Very Lucky Blow	10	10	
Warcry		30	
Weapon-Great		2	
Weapon - Great Enhanced		10*	
Weapon Great/Two handed Cleave		60*	
Weapon Great/Two handed Through		40*	
Weapon Light Spear		2	
Weapon - One Handed	1	0	2
Weapon - One Handed Through	50*	50*	
Weapon - One Handed Cleave		60*	
Weapon - Projectile	5	5	
Weapon - Small	0	0	0
Weapon -Small Through	50*	60*	
Weapon Thrown	1	1	
Weapon - Thrown Through	40*	40*	
Weapon - Two Handed		2	
Weapon -Two Handed Enhanced		8*	
Weapon Expertise	50*	50*	
Weapon Mastery	60	50	
Weapon Mastery Enhanced		50	
Weather Worn	10	10	10
Wode		2	
Wode - Enhanced		20	
Wode - Greater		40	

COMBAT & WOUNDS

Weapons & Damage

A basic, unmodified strike (i.e. not accompanied by a damage call) does a single point of damage. It is possible to do more damage by acquiring the necessary skills.

Stacking

With suitable skills it is possible to increase the base damage of you character to double or possible higher. It is important to note that unless specified otherwise then damage increases from similar sources do not stack.

The source of a damage increase is generally noted within the skill description and also whether its stacks with damage of the same source. The different sources of damage increase are as follows:--

Strength : Adds to all weapons regardless of skill.

Skill: Weapon mastery and expertise applies to either a group of or a single type of weapon.

Stealth: Certain skills grant the ability to „unexpected“ damages due to surprise.

The skill „Strength“ allows the character to strike for +1 damage grade on the first blow of every combat.

A character with this skill would strike for +2 („double“) the first blow of every combat. If the same character drank a basic potion of strength (+1 damage grade for 3 blows) and cast the 2nd level druid spell „Strength of the bear“ on himself (+1 damage grade for 10 blows), he would still be doing only double, and only for 10 blows.

However, by using these skills and potions in the appropriate order, the character could strike for double 14 times in a single combat. Conversely, if the character had the skill „Weapon Mastery“ then this is considered to be an increase in skill rather than strength and so may be combined with one of the strength effects resulting in +3 damage (call of triple), or +4 („quad“) for weapon expertise.

Weapon Types

Small, One and two handed weapons do a single point of damage.

Great Weapons do not initially inflict extra damage as the extra reach is considered sufficient benefit.

Missile weapons, i.e. bows and crossbows do „through“ damage straight away.

Arrows and Bolts ignore the protection given by the physical armour (Through) worn by a character, as well as Wode or any form of natural armour if possessed. They do a single point of damage direct to the location struck, which will drop to zero unless the character has some form of Stamina. Arrows and Bolts **MUST NOT BE PARRIED WITH A WEAPON** (for obvious safety reasons) but may be blocked with a Shield or dodged.

Thrown Weapons do a single point of damage which can be protected against with physical and natural armour.

Each time a character is struck in combat that location suffers damage. If the location is unprotected the damage is applied directly to that location. If the location is protected by armour, wode or magic the damage is applied to the protection first. When a location reaches zero hits it is useless.

If this affects an arm, anything held with the relevant hand must be dropped, not sheathed or swapped into the other hand. Should a leg be affected you must drop to one knee. Although you cannot hop, you may drag yourself along or be supported by a friend. Should either the head or body or two limbs drop to zero hits you are unconscious, and you may be dying!

When all locations are reduced to zero hits at the same time, you have 10 seconds left to live. Whilst critically wounded, all on-going affects from all sources e.g. Potions, Spells etc. Do not disappear until the character dies.

Status

There are 6 different kinds of status:

Healthy

Injured

Unconscious

Dying

Critically Injured

Dead

Healthy

You are healthy if you are not injured. You normally start an event in this state unless notified by a ref.

Injured

A character is injured when one or more of their locations are damaged by weapons or magic.

Unconscious

You are unconscious if your head or chest location falls to 0, or two limbs are reduced to 0. If you remain in this state for an hour and are left untreated you enter your grace period.

Dying

When 2 locations or more are on 0 hits a characters status changes to dying and they enter their grace period. The grace period lasts for 5 minutes (300 seconds) at the end of which if some form of healing is not already in progress or the wounds are fully bound the character will die.

Critically wounded

Some spells and effects will instantaneously drop a location to 0 and put the character into their grace period. In this instance the character is critically wounded and also dying, whatever is causing the critically wounded status must be removed before the character can be healed.

Dead

A character dies when one or more of the following conditions occur The character reaches the end of their grace period. Ten seconds after all the characters locations are reduced to 0.

A death blow is successfully performed on you.

A referee informs the character that they are dead.

When a character dies you must hand your character card and all items carried at the time to a Referee or the Event Desk immediately. Of course, this may not be the end!

DAMAGE CALLS

The following calls may be used by Monsters/NPCs, as well as players with Special Characters or Items of Power. Players should familiarise themselves with the following calls. Some calls may be 'stacked', such as „Spirit Through“.

ANCIENT

Any blow struck, which is accompanied by this call will always affect the target as the magic bound into it is so powerful that all resistances pale in comparison. Even a ritually empowered character immune to the blows of swords would still be harmed by an Ancient Sword! These blows will deal a single point of damage as normal, and may be parried or absorbed by armour. Ancient damage cuts through a ritual of life and can only be healed by a total heal spell or effect.

BANE

TYPE: Fey, Drough, Lios Etc.

If the creature damaged is the named creature of the Bane e.g. Fey Bane – the damage is treated as Ancient in all ways. In addition, damage inflicted by Bane cannot be healed by normal healing spells until a level 1 Dispel is cast on each wound even if the location could not normally take that much damage.

If the creature damaged is not of the type named in the damage call these blows will deal a single point of Spirit Damage and may be parried or absorbed by armour. You may never use a bane of your race. Additional you can never carry living bane if you are alive or unliving/undead bane if you are unloving/undead.

CLEAVE

The first Cleave that strikes a location protected by armour whose value is above 0, destroys (reduces to zero AC) any Physical Armour on the location hit. The second blow to an un-armoured location reduces it to zero, regardless of all types of Stamina, and Natural Armour. If a character has the spell Armour cast on them, the first blow destroys the spell, the second blow reduces the location to zero as above. Cleave will not destroy weapons, so it is possible to parry the blow although you must role-play the great force of the blow as you parry it i.e. stagger back etc.

DEATH BLOW (X)

This is only possible by reducing the victim's head and body to zero, and then continue with ten fully role-played blows or damaging spells to utterly destroy either location. This should take a minimum of ten seconds. Players should be careful of swinging weapons near a prone person's head. You should strike a balance between representing a full swing and the chance of accidentally hitting them. If a Death Blow is notably interrupted or delayed, the victim is to be considered Dying and may be healed as normal. A Death Blow for game terms to any limb will have no affect (see: Wounds above).

DOUBLE

This damage call will reduce armour or a location by 2 points.

TRIPLE

This damage call will reduce armour or a location by 3 points.

QUAD

This damage call will reduce armour or a location by 4 points.

QUIN

This damage call will reduce armour or a location by 5 points.

MATERIALS

TYPE: Wooden, Metallic, Cold Iron, Silver, Etc.

Any blow struck accompanied by such a call will have an effect on those who are vulnerable to a particular material. For a regular character, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour. Unless accompanied by an additional call that would change this i.e. silver triple through would deal 3 points of silver damage, ignoring armour.

SPIRIT / MAGIC

Any blow struck, accompanied by one of the above calls will have an effect on those who may only be affected by a particular type of magic. For a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour.

MORTAL WOUND

A Mortal Wound call reduces the victims head and body to zero instantly, regardless of the location hit. They are then dying and must begin their 5 minute count. The location struck does not take an additional hit of normal damage from the blow itself. This attack can be parried with a weapon or shield. The victim of a Mortal Wound may be healed as per any other critically wounded character (see: Death and Dying). This can only be removed via TOTAL HEAL.

DISEASE

A Disease call inflicts a terrible fast acting disease on you which lasts for 15 minutes. You cannot be healed while you're diseased until the disease is cured. After 5 minutes, you may only move at half speed and cannot cast spells. After 10 minutes, you cannot walk, see or talk. After 15 minutes, you are dead.

PARALYSIS

You are completely paralysed and unable to move or speak for 30 seconds. Natural Armour or Wode will not protect you from this kind of attack, and if dealt with a weapon you will also take one point of damage. It can be parried with a weapon or shield.

WITHER

The limb struck with this call withers and becomes unusable for 5 seconds; if the head or chest is struck it renders the victim unconscious for the same duration. Other than the normal weapon damage, this call deals no extra damage.

SUBDUE

When called by an attacker, the damage inflicted may be Subdual. This has the same effect as normal damage except that a character cannot die from it. A location that has been subdued to zero becomes useless, and if the head or body are similarly affected, you are unconscious but not dying. Subdual damage takes five minutes to cure naturally regardless of any Stamina or Natural Armour. Healing will also cure Subdual damage in the same way as normal damage (see: Innate Spell: Lesser/Greater Healing). A character wearing Physical Armour must still repair/adjust it after receiving Subdual blows to gain full protection once more (see: Repairing Armour).

THROUGH

This will deal damage directly to the location struck, ignoring protection. Physical Armour, Wode or Natural armour will not protect you, though it can be parried with a weapon or Shield.

FLAME

Magical damage for a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour. But to certain creatures will inflict additional affect.

FROST

Magical damage for a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour. But to certain creatures will inflict additional affect.

BLIND

The person is unable to see for 5 seconds, they must close their eyes for the duration.

ENTANGLE

The person is unable to move from the waist down for 5 seconds

SHATTER

The item is unusable until it is fixed either by magical means or by mending the item.

FEAR

You must run directly away from the source for 5 seconds

HALT

You are unable to move any part of your body for 5 seconds.

TERROR

You are unable to move any part of your body for 5 seconds.

SLIP

You are knocked to the floor and your chest much touch the floor before you can get up.

KNOCKDOWN

You are knocked to the floor and your chest much touch the floor before you can get up.

REPEL

You must move 10ft back from the source.

KNOCKBACK

You must move 10ft back from the source.

FUMBLE

You must drop the item and are unable to pick it up until it has hit the floor.

CONFUSE

You are unable to focus for the next 10 seconds and can take no action unless you are struck.

DAEMONIC

Any blow struck with this call counts as both Spirit and Flaming and will effect on those who may only be affected by a particular type of magic. For a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour. This damage can only be reduced if you are resistant to both FLAME and SPIRIT.

MUTE

You are unable to speak and therefore cannot cast spells for the next 5 seconds

ATTRACT

You must move 10ft towards from the source.

FRENZY

You must attack the closest person for the specified time, if there is no accompanying time it is 5 seconds.

BEFRIEND

You treat the source as your closest friend and ally for the next 5 seconds.

SLEEP

You must fall to the floor and take no action for the next 5 seconds

SHADOW

Any blow struck, accompanied by the abovecalls will have an effect on those who may only be affected by a particular type of magic. For a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour.

SUN

Any blow struck with this call counts as both MAGIC and Flaming and will effect on those who may only be affected by a particular type of magic. For a regular character or monster, these blows will deal a single point of damage as normal, and may be parried or absorbed by armour. This damage can only be reduced if you are resistant to both FLAME and MAGIC.

GREATER HARM

Any blow struck, accompanied by the above calls will reduce the location to zero hits.

SLOW

You must move and fight at half speed for 5 seconds.

DEGENERATE

You will take an additional point of damage ignoring armour each second to the location struck for the next three seconds

PETRIFY

You take an ANCIENT HALT for 10 minutes if this is not removed via a dispel 10 and total heal after 10 minutes the character dies.

ARMOUR

Armour absorbs damage and increases the number of times you can be hit before being disabled.

Physical Armour

Physical armour is divided into 5 sub types and requires the appropriate skill to wear.

Type Hits Phys rep

Very Light +1 Padded Cloth or Soft Leather or light furs.

Light +2 Phys rep of lightly Studded Soft Leather or heavy furs

Medium +3 Heavily Studded or lightly Plated Soft Leather or Rigid Hard Leather or string-mail

Heavy +4 Well Plated Stiff/Hard Leather, metal Chain Mail or good non-metal rigid Plate armour

Very Heavy +5 Metal only or truly excellent phys rep Plate armour

Knowledge of a particular armour skill allows a character to wear armour of that type or lower. For instance, the „Wear Heavy Armour“ skill gives a character the ability to wear very light, light and medium armour types. At least fifty per cent (50%) of each location must be covered by the armour in order for it to provide any protection.

Locations where no phys-rep for any armour is worn are considered un-armoured and are without protection regardless of what skill the character may have, or whether other locations are protected.

To claim any armour value for the head you must be wearing something on your head. Helmets must be adequately padded underneath so as not to hurt your head. The person wearing the helmets hearing must not be

hearing impaired in any way. This is not only important for spell affects, but for obvious safety reasons.

Armour need not be clearly visible, but expect Referees to check if the armour value that you state on your character card matches with what you are wearing. A Chain Mail Vest that just covers the shoulders would not provide any protection to the arms.

Basic armour skills do not provide the ability to stack armour, although it is rumoured that Warriors who are very adept and long in service to their craft have become skilled at doing so. Light Armour must be represented by at least padded/quilted material or light leather. Simple cloth is not enough.

WODE

Wode is characterised by a set of swirling tattoos covering at least 50% of the location to be protected. Refs will expect a decent attempt at „woding“ but certain areas can be left to the imagination. Wode cannot be repaired as such, wode must be Re-applied to take further effect. Wode does not stack with physical armour as it is based on the faith that the blow will be turned, although it does stack with natural armour. We fully realise that it is potentially impossible or practical to apply wode to some parts of your body. Also we are not expecting the hardy maniacs out there to turn up as Celtic warriors often did in their birthday suit, bar some freshly applied paint!

Magical Armour

Certain spells grant magical protection which function as armour. This functions the same as armour but cannot be repaired, once this armour has been reduced to OAV it is rendered useless.

Repairing Armour

If an armoured location takes a number of points of damage equal to its protective value, the armour is then considered unusable and no longer offers any protection at all. It will remain in this state until repaired. Likewise if a location of armour sustains a number of hits less than its protective value, it too needs to be repaired to regain its full strength. Knowledge of a particular armour skill allows a character to repair armour of that type or lower. For instance, the „Wear Heavy Armour“ skill gives a character the ability to repair very light, light and medium armour types.

This process of repair takes an amount of time as detailed here 30 seconds per point of armour value, this is reduced to 15seconds if using appropriate tool phys rep. Once done, the armour provides full protection once again.

Repairing Weapons

The physical repairing of weapons takes 2 minutes per weapon or shield, if using appropriate tool phys rep this is reduced to 1 minute.

HEALING

Magical Healing

It should be noted that the forced healing done by casters is by and large extremely painful, as bones, sinew and flesh knit together at an alarming rate, causing in some case more pain than the wound being inflicted! This must be role-played to the full. If you are healing someone and they are not roleplaying pain, it is NOT working.

The exception is Regeneration, which still hurts, but stalwart souls like the characters should be able to grin and bear it.

The ability to heal wounds, cure poisons and diseases also comes with knowledge enough to detect them. After a few moments of role-play (depending on the situation, it shouldn't take long to discern a missing limb for instance.) you can detect any malady you are capable of curing either magically or by making potions / poultices. The ability to use a potion does not give you the ability to see if it is needed or if it is working, save when it is obvious.

POTIONS, POISONS & BALMS

Below are the basic rules for potion manufacture, it must be noted that the subject is barely touched on and intrepid alchemists will find that study can uncover a wealth of further hidden or rare concoctions with time.

Using the prerequisite skills from the tables it is possible to manufacture Potions, Poisons and Balms, for the purpose of making balm – „Basic Potion Making“ is the prerequisite.

A batch is 3 of the same type of potion/poison, you may spend an additional 1 silver per batch to make the bottles immune to the shatter effect, these bottles are only good for one use.

Potions

Basic: (3 silver per batch)

1-point cure - This Potion will cure 1 point of damage to the worst affected location. This will not heal the +1 Hit granted by Wode.

1-point balm - This Balm when applied will cure 1 point of damage to the worst affected location. This will heal the +1 Hit granted by Wode.

Lesser dexterity - This Potion grants the user the ability to dodge the next blow of combat. Once you have drunk the potion you have 15 minutes to use the ability before the effect of the potion wears off.

Lesser Strength potion - This Potion grants +1 damage for the next blow (Damage Call would be either Double or Triple) Once you have drunk the potion you have 15 minutes to use the ability before the effect of the potion wears off.

Lesser Magic resist - This Potion grants the skill Iron Will for the next magical attack once you have drunk the potion you have 30 minutes to use the ability before the effect of the potion wears off.

Enhanced: (6 silver per batch)

3-point cure - This Potion will cure 3 point of damage to the worst affected location. This will not heal the +1 Hit granted by Wode.

3-point balm - This Balm when applied will cure 3 point of damage to the worst affected location. This will heal the +1 Hit granted by Wode.

Enhanced dexterity - This Potion grants the user the ability to dodge the next two blows of combat. Once you have drunk the potion you have 15 minutes to use the ability before the effect of the potion wears off.

Enhanced Strength potion - This Potion grants +1 damage for the next two blows (Damage Call would be either Double or Triple) Once you have drunk the potion you have 15 minutes to use the ability before the effect of the potion wears off.

Enhanced Magic resist - This Potion grants the skill Iron Will for the next two magical attacks once you have drunk the potion you have 30 minutes to use the ability before the effect of the potion wears off.

Climb - This Potion grants the Climb skill for 30 minute.

Greater: (10 silver per batch)

6-point cure - This Potion will cure 6 point of damage to the worst affected location first. This will not heal the +1 Hit granted by Wode.

6-point balm - This Balm when applied will cure 6 point of damage to the worst affected location first. This will heal the +1 Hit granted by Wode.

Total heal - This Potion will cure all damage to a target it takes 1 minute for the potion to take full effect.

Greater Strength - This Potion grants +1 damage for the next three blows (Damage Call would be either Double or Triple) Once you have drunk the potion you have 15 minutes to use the ability before the effect of the potion wears off.

Greater dexterity - This Potion grants the user the ability to dodge the next three blows of combat. Once you have drunk the potion you have 15 minutes to use the ability before the effect of the potion wears off.

Greater Magic resist - This Potion grants the skill Iron Will for the next three magical attacks once you have drunk the potion you have 30 minutes to use the ability before the effect of the potion wears off.

Regeneration - This Potion will Regenerate 1 hit to every location every 1 minute for the next 30 minutes.

Poisons - all poisons have a 10 seconds kick in time. They also do not work if they strike physical AV

Basic(3 silver)

Sleep – This does a SLEEP effect

Blind – This does a BLIND effect

Confusion - This does a CONFUSION effect

Mute - This does a MUTE effect

Pain - This does an additional point of damage

Enhanced (6 silver)

Paralysis - This does a Paralysis effect

Bane - This does a triple bane to the specified race.

Enhanced Pain - This does an additional two points of damage

Blind vapour- Once opened this releases a mass BLIND effect after the kick in time.

Disease - This does a DISEASE effect.

Frenzy - This does a FRENZY effect

Greater (10 silver)

Greater Pain - This does an additional three points of damage

Harm - This does a GREATER HARM effect

Mortal Wound – This is a batch of 1 and costs 20 silver, this does a MORTAL WOUND effect.

Sleep vapour- Once opened this releases a mass SLEEP effect after the kick in time.

Ancient - This does an ANCIENT TRIPLE effect.

PLAYER CONDUCT

GRAPPLING

This is generally banned at events as it all too easily leads to injury. Also you can never be sure if your opponent is willing or fit to be grappled. To simulate grappling, you must outnumber the „victim“ by at least three to one. You indicate your intention by loudly declaring to them “WE ARE GRAPPLING / RESTRAINING YOU” and point at your opponent. If you are on the receiving end of this you must yield with good grace. If you start unduly struggling then you are cheating. Please note some monsters due to size and strength will be immune.

It is accepted that some degree of physical contact is acceptable amongst many players. If all involved are willing, they may be slightly more raucous than stated above. However, be aware that some people do not want to be manhandled. If at any point they say so you should stop immediately and utilise the above guidelines. Please use common sense whether you are the attacker or the victim.

TORTURE

First be aware that normally this is a morally repugnant activity, and players should not get carried away with it.

If a 'victim' indicates that they do not want to be excessively restrained or bullied, then do not do so. Inventive role-playing will provide the best results, however the 'torture' of a captive for information may be carried out in an abstract fashion as follows.

The torturer inflicts one point of damage upon the victim - they then quickly play a very low key round of Scissors/Paper/Stone. If the torturer wins, the victim must answer a single question as truthfully as possible. If the victim wins, then they play another round. If the victim wins a second time, they do not have to answer anything until more damage is inflicted, but if they lose then they must answer. After this the process may start again.

Again, be very careful you do not really hurt or upset your captive by over enthusiastic role-play.

IN CHARACTER THEFT

This is, of course, a great In Character (IC) part of the game when done properly. On the other hand, a potential nightmare in terms of damage and confusion. The only acceptable items for theft are IC Money,

Special Items with cards attached and obvious Props (Scrolls, Maps etc.). This does not include anything that could be deemed an Out of Character (OOC), or of a personal nature.

In addition, thefts may only take place within IC areas, which includes only tents so marked. Under No circumstances are you to steal from a player's tent, or from a designated OOC area within an IC tent. It is recommended you ensure that a Referee is present when you attempt a theft, though this is not always convenient when an opportunity presents itself. However, be aware that if a dispute arises (and there is any leeway), and a Referee was not in attendance, then we will tend to side with the victim.

Having successfully purloined a Special Item, go directly to the Event Desk and hand in the Phys Rep so it can be returned to its owner. It is made clear at the outset that anybody even remotely straying from these rules will feel the full force of the Law/Security, and will risk being banned from events!

CHEATING

It is a great shame but there are some folk who bend or ignore the rules when it suits them. Not only does this unbalance play, but it also severely irritates players who attempt to play fairly. Players who are caught cheating will have this pointed out to them by a staff member, and just what it is they are doing wrong. Players may be asked to 'sit out' of play for a while until they have understood what they have done to merit such an action.

Players should also be aware that Staff are specifically instructed to make enquiries regarding a Character's Skills, Items etc., and should not take this as a slight against them. It is simply a part of the constant monitoring we have to undertake. Also be aware that it is impossible for an individual Referee to immediately know of everything that is going on.

Persistent cheats soon come to our attention. This will result in the Player in question being spoken to by at least one member of the Game Team. If the Player continues to cheat, then their right to play their character will be removed, and they will be asked to generate a new character with basic skills and equipment.

RETIRING A CHARACTER

As stated earlier, you can only have one character active at any one time. Any player however, voluntarily retiring a character with 500 POINTS SPENT will get a bonus of one advanced skill (of 100 points or less) available to their new character immediately on starting.

CASTING SPELLS

The Spell cost must be marked off as soon as possible. If during the casting of a spell, the caster is struck a physical blow, the spell will fail and the power is lost

SAFETY

As fighting forms a great part of this game and many players enter into the fray with commendable enthusiasm, please observe the following guidelines. Pull your blows. We can all get carried away in combat but please remember not to swing with excessive force, even when aiming at a Shield or slashing the air with no intention to connect, accidents can happen but are likely to be less severe if all blows, even fakes, are pulled! Do not stab with any weapon it is both unsafe for you, your opponent and your weapon. To land a damaging blow a respectable swing must be made. The weapons you are using are representative of a far greater mass. Frantic and rapid blows will be ignored. All in all this can be very irritating and potentially unsafe. When hit by a weapon it both hurts and applies considerable force. Even if you are protected in some way and the blow has little effect, you will still try to avoid it or reel with it. If the damage does penetrate, it will hurt a lot. Whilst you are not expected to fall over in agony with every strike, do try to role-play the fact you are being hit with a weapon and it hurts. Some spells have a gesture that is to TOUCH a location. This is not a blow, but an open handed light touch on an area of the person's body that will not obviously cause affront. Misuse of this will result in the loss of the spell etc. or worse!

BOW COMPETENCY

Anybody wishing to use a Bow or Crossbow, of any description, must first pass a Bow Competency Test to ensure safe use of Projectile Weapons. This takes the form of a short training session and a test. This will be available at all events.

GAME CALLS

GAME MECHANICS

These calls will be heard throughout an event to control situations and to denote special occurrences / attacks. Please note, unless you are a Referee, or have been specifically told to do so you cannot shout one of these (with the obvious exception of „Man Down“ and „Subdual“) The continued flow of the game is of the highest importance and all players should strive to maintain it.

TIME IN

This call resumes play after any of the above calls. REMEMBER only a Referee can call a Time Freeze, Time Out or Time In.

TIME FREEZE

This denotes something has happened that has taken no time, e.g. a monster has appeared. It requires all who hear it to stand motionless and close their eyes until Time In is called. On the call of Time In you must carry on with what you were doing before, as if nothing has happened, until you become aware of the occurrence In Character.

MAN DOWN

This indicates a real injury has occurred, all game activities in the immediate area must cease whilst the situation is assessed and any necessary first aid treatment is applied. This may be called by anyone, but should not be done so if someone has simply fallen over. You should remain in place unless advised otherwise by Security or event Staff.

TIME OUT

This call indicates play is suspended. You can rest, sit down or chat „Out Of Character“ whilst under a Time-Out call. However, if it is only a brief suspension of play, it's best to remain in place.

CONCENTRATION

Concentration is required for some skills, this is broken by the follow;
Taking damage
Unconscious
Starting a second action that requires concentration

DAMAGE REDUCTION

This reduces damage by the specified amount down to a minimum of 1, if you reduced the damage of a blow you must call “Damage reduction”

IMMUNITIES

If you are immune to a damage or effect you must call “No effect” when affected by that call.

INNATE

Some spells/abilities may be used innately, these do not require power to utilise but the full casting verbal “By my Nature and might – INNATE.....XXXX” where XXXX is the name of the ability/spell being used.

MAGIC

Under the Caster Skill list you may purchase two spell lists these cannot both be the same level.(e.g one level 3 and one level 2). You may never have lists that are opposingly aligned (e.g pyromancy and hydromancy) Power is non-aligned. You gain 20 power for a level 3 list, 10 for a level 2 list and 5 for a level 1list

Since the Great War, it has become clear that as the world has altered, so has the nature of its magic. Many folk have been touched by the fallout of the titanic energies released in the ritual conflicts that distorted the

fabric of reality with their force. Some have been driven mad by the powers granted them, but far more have embraced this gift, seeking understanding of what it means to magically manipulate reality.

The art of shaping the raw power that exists in the world has broadly arranged itself into the 10 common paths. Others exist, but practitioners of these lesser known disciplines such as demonology or necromancy rare and tend to be secretive and possessive of their art. Mages of old always deemed themselves apart from the priest of a deity. Of late though, Casters of all paths see themselves as linked to and part of their type of magic and act like **priests** of it. Most fully realise the link between magic and the missing deities as there are now only 3 ranks of magic and limited power.

The common paths are listed below. Each has a source, a colour and a number that is held sacred to the practitioner, the numbers used in ritual and the colours worn as a sign of respect and affiliation:

Style Colour Sacred Number

Aeromancy Blue 4 – The four winds

Geomancy Brown 5 – The Continents

Pyromancy Orange 3 – The Stances (spark, flame and ash)

Hydromancy Green 7 – The Seas

Pantheon Blue 12 – The Races

Shamanism Black 1 – The 1 event

Sanguimancy Red 1 – The one power within

Natural – druid – 4 - the 4 seasons – colour changes - summer – yellow – spring – green – autumn – red – winter white

Necromancy Purple – 2 not life or death UNDEATH

Shadowmancy Grey -0 The null the void

Elemental magic is born of the elemental planes that surround this one and elemental casters siphon off the bleed into this realm. Spiritual magic draws upon the spirit realms and it denizens beseeching them for aid or forcing them with coercion.

In addition there is an unaligned path called NEGATION of a few, but powerful spells dealing with the countering of magical effects. This list counts as being part of your Path and comes with the initial cost. There are few actual spells that can be learnt from this path and all are counted as 1st level although they may vary in power to cast! Negation has no opposite and is taught with every school of magic.

Opposite Paths

Magic has its opposing forces and this is reflected in the paths of magic also.

The opposites are below:-

AIR OPPOSES earth and vice versa

FIRE OPPOSES water and vice versa

Pantheon opposes wilds magic and vice versa

NATURAL opposes blood and vice versa

The hidden paths also have their opposing forces but players need to be walking upon those sinister paths to gain this knowledge. These may be at some stage learnt by folk who find out how to do so but the paths are long, dark and arduous. In addition they are far less accepted than the common paths and the prices exacted by the magic greater and more painful.

Power

Power is the in game representation of supernatural energy that infuses the world and can be drawn upon by those able to bind and form this raw energy. Power is represented by a small card the size of a lammie with the Casters POWER per day shown as a series of boxes to be checked off once used. Skill in the casters art, grants you knowledge of the arcane and the fundamental laws of magical power. Thus you may question a ref about magical

subjects. You may not get the answer you want but the ref will take into account your level and expertise. We ask players to use common sense when utilising this aspect of their characters knowledge, a ref will happily answer a level 3 Aeromancy practitioner about a door humming with blue energy and containing a dark cloudlike entity barring the way as there is a good chance that they would know about a storm elemental, a 1st level Geomancer asking the same question may not get such an expansive answer, they might get told that they can feel obvious

power leakage from what seems to be some form of magical creature or construct.....

In addition if as a spell caster you have spells on your list of a healing nature you are legally allowed to determine how wounded a character is and by the same token if you have spells of poison or disease removal you will be able to ascertain if someone is suffering from either of these effects. All such discerns need at least several seconds of examination of the target in order to get an answer.

Spell Ranges

Spells have 3 ranges as standard - touch, 20ft and Mass Effect. Mass Effect spells affect everyone either within a 5ft sphere of the caster.

The word MASS will generally be in the verbal of the spell being cast i.e. „MASS ANGELIC CAGE“. Spells may also require a particular gesture or item to take effect. If this is so it will be mentioned in the spell description.

Stacking Spells

It should be noted that you cannot stack 2 or more of the same spell on a target e.g. 2 castings of Embody Air Elemental or in fact stack 2 or more castings of a spell that does exactly the same thing e.g. Embody Air Elemental and Armour of Blood. If you are at all unsure if a spell stacks with another then come and ask a ref.

Magic and Armour

Armour interferes with the channelling of magical power. A caster cannot wear armour greater than very light. Wode and Magical armour, (e.g. Armour of Faith) do not interfere with spell casting .

Spell Verbals

Players have free reign to customise spell verbals with the exception that each spell MUST include the words in UPPERCASE BOLD and cannot be shorter than the original. e.g. „ANGELS HARM YOU!“ is not an acceptable replacement for „Let the ANGELS of war cause you HARM“ but „By the Power of ANGELS I Cause YOU HARM!“ or „I summon forth the power of ANGELS to cause YOU HARM!“ would be. Depends how theatrical you are feeling.

Minor Rites

These are used for various skills that are available to casters; a caster starts with a number of minor rites equal to their highest level of magic. (e.g a 2nd level druid would be able to do 2 minor rites per day). There are a number of minor rites that are in the rulebook but there are plenty more to find out in game.

ROLEPLAY AND MAGIC IN GENERAL

Obviously you cannot see the effects of spells but we ask you to try your best to role-play effects to the best of your ability. In addition to damaging spells that obviously hurt, it should be noted that the FORCED HEALING done by casters is by and large extremely painful, as bones, sinew and flesh knit together at an alarming rate, causing in some case more pain than the wound being inflicted! This must be played to the full. The exception is egeneration which hurts but stalwart souls like the characters should be able to grin and bear it.

CARD MARKING

Both the casting of spells and use of certain skills is represented by the marking of a distinctive card that you will be given to you upon arrival at games control .The card is lammie sized and double sided. On one side, are small boxes that represent a caster"s power pool and on the other are spaces to write your characters skills owned. If there is not enough room you will be given another card. You will be given both a pouch and a small pencil to

mark off power and uses of skills. If you regain power by use of a rite of lesser power etc. you must seek out a ref to mark back on these regained points. Players caught NOT marking their cards as soon as possible after using skills or power will be warned. Persistent abuse will result in a loss of those skills for the day. Continual abuse will see the appropriate skills removed from a characters card permanently!

The only exception is if both hands are restrained, in which case it must be done as soon as possible afterwards.

It is important to note that this is a game mechanic only, and as such the cards themselves have no value and do not in fact exist as such in the game world. They may not be bought, sold, stolen, or saved for the next day. They represent your Characters power/skills only for the day they are issued.

RITUAL MAGIC

Rituals

Rituals are ceremonies of varying complexity that are undertaken by a Ritual Group within a specially sanctified area known as a Ritual Circle, generally as a means of generating magical or supernatural affects that may not be achieved by 'standard' magic's or other means. Most Rituals usually last between 10 and 15 minutes and most Ritual Groups consist of a Ritualist (who leads and guides the ceremony) and Contributors who actively participate in the ceremonial process. Effects of a ritual may range from a simple divination for limited information, through to the summoning and binding of powerful magical creatures and it should be no surprise that while the former is fairly easy; the latter is likely to be outrageously difficult.

A player who has spent points in the Ritualist skill will be privy to more information (and need to come to the Event Desk to receive such). The amount of additional information will be designated by their skill level:-

1 to 5 points Basic Ritualist

6-14 points Advanced Ritualist

15-20 points High Ritualist

Ritualist

This allows the caster to run and control rituals. Your level of knowledge will be based on the amount of points that you have spent on this skill. A Ritual Lore Sheet will be given to you by Control when you book in based on this skill level. Performing a ritual is often long and arduous and the order in which things must be done is set in stone:-

The circle needs to be sealed and bound – takes 60 seconds to do this in which time they may add to the Ritual Defence (RD) of the circle. The (RD) is calculated by the Ritualists level in ritualism (the points they have spent on the skill) + the total number of active contributors + items + skills+ power invested in the (RD).

Enact the ritual – the time taken to do so being of great importance, too short and it will not work, too long and you are exposed overly to the powers of creation and thus potentially harmed or even killed!

Unseal; unbind the circle releasing those held within. It should be noted that the circle CAN be broken into if the Ritualist attempting to do so has the (RD) available to them! Should a circle be riven so then the enacting Ritualist will be greatly harmed or killed and the contributors scarred for life somehow.

Rituals themselves come in various types depending on what you are trying to achieve. The lore sheet based on your level will expand on this. In addition you may perform Ritual Transportations using either specially created circles designed solely for this purpose or a fully-fledged Ritual Circle. The number of transports you may perform a day (10am – 2am for the most part) are as follows:-

Apprentice Ritualists 2

Ritualists 4

High Ritualists 6

To perform a Transport Ritual you must seal and bind the circle, a shortened version of the full ritual suffices and this takes 20 seconds to do this, in which time they may add to the Ritual Defence (RD) of the circle. The (RD) is calculated by the Ritualists level in ritualism (the points they have spent on the skill) + the total number of active contributors + items + skills + power invested in the (RD).

Enact the Transport – the time taken to do so is 10 seconds in which time you must clearly within your ritual chant designate a circle/silo to travel to, expressing your wish to travel safely! If no destination is given then you will transport randomly! There is no need to unseal the circle you arrive at

NEGATION

The path of negation is a method of defensive measures taught to casters while they are novices and thus is shared by all. The discipline allows one to dispel warding's and the magic's holding together summoned or

some supernatural creatures, or to counter spells aimed at the caster! In the power drenched world after the war, many creatures were brought into being, created as a byproduct of the horrific deaths as rituals scorched the life from the land.. The residue of such mass destruction bound the spirits and animated them in countless undead forms or twisted the elements into hate filled parodies of their earlier existence. Some of these things have no physical form and may only be dispatched by the dispelling of their essence or countering of the spells that bind them. Negation has NO opposite discipline.

Negation

Counter

Power: 1, 2 or 5

Duration: Instant

Gesture: Hold open Hand Up above you head

Range: 20ft

Verbal: "BY knowledge of Magic I COUNTER that spell"

Casting a counter spell will stop a 1st or 2nd level Spell that is cast at the caster or another target within 20ft (costs +1 power). It must be started within 3 seconds of the targeted spell being cast. You cannot counter a Counter spell or a Dispel. You may counter the effects of a 3rd Level Spell that is targeting you directly by expending 5 Power

NB: this does not counter a mass effect spell, merely protects you from the effects!

Dispel

Power: 1 per level

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "By knowledge of magic, I DISPEL the power within this (item) X LEVELS OF POWER!"

This Spell allows the caster to remove the magical power from any object, using 1 power per level of power contained within the object. This will not work on innately magical items

Null Aura

Power: 1 per level

Duration: 1 day

Gesture: Touch

Range: Touch

Verbal: "By knowledge of magic, I DAMPEN magic and HIDE it from view.

This Spell allows the caster to remove the ability for the target to receive any beneficial prolong spell (e.g armour or spell shield but not healing) but they will also become immune to detect magic. This spell can be broken willingly by the recipient at any time they are conscious. This will not conceal possession dispel ranks.

Detect Magic

Power: 3

Duration: Instant

Gesture: xxx

Range: 5ft

Verbal: "By knowledge of magic, I DETECT MAGIC And it's use around my being.

This Spell allows the caster to detect anything magical, its location, type of magic and power level within a 5ft radius. In addition due to your heightened senses regarding magic it is legal for you to after several seconds of deep contemplation to determine major aspects of magical objects within the area.

Spell Shield

Power: 3 self 5 other

Duration: 1 day or until used

Gesture: Touch Target

Range: Touch

Verbal: "By knowledge of magic, I SHIELD myself from MAGIC

And it's use around my being.

This Spell allows the caster to imbue the body of a recipient with magical energy that can be used as a counter magic

AEROMANCY

Aeromancers are generally capricious in nature. They deal with the winds and storms of the world channelling the energies that can bring destruction as easily as life, hence their dual nature. They can often be found wandering the great heights of mountain trails, seeking oneness with their element. The „clean air“ as they call it calms them

and great the Aeromancer Ritualists of old would build circles of power atop mountains and high plateau"s in order to be closer to the heavens and the high winds that power their magic. Prior to the war, Aeromancers would often build tall towers in the cities as well as in the countryside to achieve the heights they sought to draw the purest power. Scholars of such things bemoaned this, saying that a mage does not require proximity to his

chosen source, but Aeromancers ignored such practical advice, and still do. No two Aeromancers are the same, "as different as the clouds" is a term sometimes used. Some have airy floating qualities that seem to drift through their lives like a tranquil summer"s breeze, whereas others are tempestuous like a winter storm quick to anger

and violence. Then there are those more brooding awaiting the right time to unleash the fury of the skies.

AIR OPPOSES EARTH

Aeromancy 1

Gust of Wind

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "Let the WINDS of magic GUST and rage to REPEL you"

This REPELS the target

Air's Grasp

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: Let the WINDS of magic fly forth and FUMBLE that weapon

This causes one thing held by the target to be FUMBLE.

Skin of Winds

Power: 1

Duration: 5 seconds

Gesture: Touch own chest

Range: Self

Verbal: "Let WINDS whip around and DEFEND me from mundane MISSILES"

This spells grants the caster immunity to normal projectiles for 10 seconds.

Thunder Clap

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "I call forth a CLAP of rolling THUNDER to DAZE you"

This spell causes the target to be CONFUSED

Whispering Winds

Power: 1

Duration: Special

Gesture: Whisper into hand and blow towards target.

Range: Line of sight

Verbal: "Let the whispering WINDS CARRY these WORDS... (speak short sentence) ...to whom I wish"

This takes a short sentence spoken out loud by the caster in the verbal and carries them to the target. The journey is of a variable length depending on many factors such as other winds carrying the words astray for a while (ref availability!)

Aeromancy 2

Cloak of Winds

Power: 2

Duration: 5 seconds

Gesture: Touch

Range: Touch

Verbal: "Let a cloak of WINDS PROTECT me/this one from the bite of the mundane"

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Shatter

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "Let the WINDS of magic SHATTER that"

This SHATTERS one normal inanimate object no larger than a door targeted by the Caster.

Storm Blade

Power: 2

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Self

Verbal: "WINDS infuse this weapon with violent storm to HARM my Foes"

This causes the Caster's weapon to be encased in a cloud of storm and lightning. For the next 10 blows any weapon held by the user at the time of casting does MAGIC Damage.

Storm Blast

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "Let the harsh WINDS of the raging gale BLAST your _____"

This causes a blast of storm energy to strike the target causing 1 magical hit to a location of the casters choice. This is a magical blast of lightning and cannot be avoided or blocked.

Tornado

Power: 2

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let the Tornado WINDS of the maelstrom spin you like a top"

This causes the target to be trapped in a tornado and spun around facing away from the caster., this REPELS the target and then they are CONFUSED.

Aeromancy 3

Embody Air Elemental

Power: 3

Duration: 10 hours or until all Armour points Removed by Damage

Gesture: Touch own head with both hands

Range: Self

Verbal: "Let the GREATER WINDS of magic whip up a hurricane and ARMOUR me with its power"

Target gains +1 armour points to each location for 10 hours. If cast on self-gains +2 armour magical points. This does not stack with other magical armour.

Shatter Storm

Power: 3

Duration: Instant

Gesture: Arms raised

Range: Self

Verbal: "I call upon the GREATER powers of AIR, bring forth a tempest and SHATTER ALL around me"

As per Shatter but affects all objects shatterable within 5ft radius of the caster. This does not affect anything the caster is carrying.

Storm Bolt

Power: 3

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "Let the GREATER might of AIR, DESTROY your _____ Storm Bolt"

This causes a bolt of magical storm energy to fly from the Casters hand, striking one target within 20ft, in the location of the casters choice. The bolt deals TRIPLE THRU to the target location.

Weapon of Storm

Power: 3

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Gathering Motion

Range: Self

Verbal: "I call upon the GREATER powers of AIR grant me a WEAPON of STORM let it strike my foes with magic blows and hurl them away"

As per Storm Blade but the winds bound to the weapon also deals the KNOCKBACK effect 1/ce per casting

Burst of Speed

Power: 3

Duration: 10 minutes

Gesture: Touch own chest

Range: Self

Verbal: "Let the wild WINDS I now BIND, grant me the power to DODGE at the speed of the hurricane"

The caster gains one innate use of the skill dodge that must be used within 10 minutes or the power is lost but is in all other ways as dodge. Does not stack with itself but may be used in place of dodge.

DRUIDISM

Druids are generally thought of as being closest to the Wilds - but this is sometimes barely true. The inherent danger of the untamed wilderness prevents druids of the new world from becoming the reclusive mystics, contemplating nature, as they once did. Their tranquil groves are now gone, all too often replaced with poisonous glens and glades of blood grass. Before the war, druids and the land were linked in symbiosis, now they have to wrestle or command nature to obey their will. The power is still the same as it used to be but something now taints the relationship. Some have attained the link again; they have found equilibrium with the Wilds and are accepted by the chaotic expanse that surrounds the few Islands of civilization. How they have done this is kept a closely guarded secret lest they too have to fight for every drop of power granted.

DRUID OPPOSES BLOOD

Druidism 1

Entangle

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let NATURE rise up to ENTANGLE you, and HOLD you still"

This causes plants to swell and grow and ENTANGLE one target within 20ft. The target must be in a natural environment with sufficient vegetation for this to work.

Purge Disease

Power: 1

Duration: Instant

Gesture: Touch targets head

Range: Touch

Verbal: "Let nature PURGE the pestilence within this body"

This will remove all Disease from target unless otherwise stated.

Purge Poison

Power: 1

Duration: Instant

Gesture: Touch targets head

Range: Touch

Verbal: "Let nature touch PURGE the poison coursing through these veins"

This will remove all poisons from target unless otherwise stated.

Rejuvenate

Power: 1

Duration: Chant

Gesture: Touch

Range: Touch

**Verbal: "Let NATURE's touch
REJUVENATE this form so that it is
HEALED"**

This heals 1 hit to one location (only) per 10 seconds the healing chant is maintained. The Caster must continue chanting as if they stop, so does the spell.

Hibernation

Power: 1

Duration: 5 minutes

**Gesture: Kneel, touching body of target with one hand
and ground with another**

Range: Touch

**Verbal: "Mother Nature, comfort your
child. Cause this one to FALL ASLEEP and
be cured of his maladies"**

This causes the willing target to fall asleep for 5 minutes. The target may not be woken unless the hibernation is dispelled and are vulnerable to attack. At the end of the period the target receives a TOTAL HEAL.

Druidism 2

Armour of Nature

Power: 2

Duration: 5 seconds

Gesture: Touch

Range: Touch

**Verbal: "NATURE's strength PROTECT
your servant from harm"**

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Strength of the Bear

Power: 2

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Point at target

Range: Self

**Verbal: "Let NATURE'S might fill me with
the STRENGTH of the BEAR to assault my
foes"**

This fills the caster with the strength of a large bear and grants +1 strength based damage for 10 blows

Thorn's Bite

Power: 2

Duration: Chant

Gesture: Touch own chest

Range: Self

**Verbal: Chant: "Let the FORCE of
NATURE surround me with THORNS to
PROTECT me"**

Once cast, the druid can freely use his hands to perform other actions. This chant protects the druid by causing 1 Ancient wound to an enemy striking the druid in a location. E.g., if the druid is struck in leg, the enemy takes an ancient wound to the same leg that he struck. This effect lasts for as long as the druid chants. The focus needed for this is tremendous though to channel the Ancient damage thus they may only walk and defend from attack. Attempting to cast another spell with cut short the chant.

Wither

Power: 2

Duration: 5 seconds

Gesture: Touch target location on self

Range: 20ft

Verbal: "Let NATURE sap the vitality from that _____ and leave it

WITHERED"

The targeted person's limb (arm or leg) is WITHERED and is unable to be used for the duration of the spell. Anything held is dropped. This does not work on the head or chest location and does no actual damage.

Wolf Howl

Power: 2

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "May the wild power of NATURE make you FEAR the howl of the wolf"

This causes one target to be filled with the FEAR, and flee from the caster for the duration.

Druidism 3

Greater Wither

Power: 3

Duration: Instant

Gesture: Touch targets chest

Range: 20ft

Verbal: "Feel the TRUE MIGHT of NATURE as all your limbs wither and are DESTROYED"

This causes the target to take the effect of a WITHER (Lvl 2) to both arms and legs simultaneously. This does NOT render them unconscious as they have taken no actual damage.

Howl of the Wolf Pack

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 5ft

Verbal: "Let the TRUE POWER of NATURE, FEAR ALL with the HOWL OF THE WOLF PACK"

As per Wolf Howl but everyone within 5ft is affected. Except the caster and allies, whom it removes Fear from.

Nature's Might

Power: 3

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Arms raised

Range: Self

Verbal: "I call upon the TRUE POWER of NATURE to channel her MIGHT into me for this battle"

Caster is filled with the Might of Nature for the next 10 blows inflict +1 damage (strength) grade (as Strength of the Bear) and one blow is a KNOCKDOWN

Oaken Flesh

Power: 3

Duration: 10 hours or until all Armour points Removed

by Damage

Gesture: Touch

Range: Touch

Verbal: "Let the MIGHTY HAND of NATURE surround me and ARMOUR this form in battle"

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Total Rejuvenation

Power: 3

Duration: 10 seconds per wound or effect

Gesture: Touch

Range: Touch

Verbal: Let NATURE'S TRUE POWER flow through this form, cleanse it of all its ailments and leave this body TOTALLY HEALED"

Target is cured fully of all wounds, poisons, diseases, paralysis, Mortal wounds, fear affects etc. They must rest and not move about whilst this is in effect as the minimum it will last is 10 seconds. This is a TOTAL HEAL effect.

GEOMANCY

Geomancers are solid silent types for the most part, stern and strong like their element. They dress in non-descript clothing, not at all flamboyant like some of the more rambunctious mages following a more wild element.

Some folk view them as taciturn and unfriendly, the Geomancer would probably not care what others thought though as they deem to know their nature better than any, and if slowly contemplating the world and life and what actions to take in any given situation is deemed taciturn then so be it. Sometimes Geomancers feel the need for solitude and will go alone into the Wilds and build their abode below ground or in a cave, where the solid weight of their element surrounds them and comforts them. Geomancers are noted for their placid demeanour,

but those who have sought to take advantage of this fact have come unstuck when the roused Earth Mage destroyed them as would an earthquake destroying a town. Due to their nature Geomancers are often Blacksmiths or Crafters in stone as they love to work with their hands. Ritual wise they are adept at forging mystical weaponry charged with power and the greatest mage smiths of old were always geomancers initially...

EARTH OPPOSES AIR

Geomancy 1

Attract / Repel Metal

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "By EARTH MAGICS i ATTRACT/REPEL that _____ towards / away from me"

The target holding or wearing metal, is either ATTRACT towards the caster, or REPEL away at the choice of the caster

Bind

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let EARTH MAGIC BIND your feet (or _____) to the ground/floor"

This causes one target within 20ft to have their feet (or whatever part of them is in contact with the ground/floor) ENTANGLE there for 5 seconds i.e. this will not work on the second floor of a house but would work in the upper levels of some caverns for example

Magnetise

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "By my EARTH MAGICS I PULL that _____ DOWN to the ground"

One targeted metal object held by the target within 20ft is FUMBLE downwards to the ground (or as near as it can get) and held there for 5 seconds.

Mend

Power: 1

Duration: Instant

Gesture: Touch target item

Range: Touch

Verbal: "Let EARTH MAGIC, RE-FORGE and mend this broken _____"

This mends one broken/shattered object or one location's worth of armour value. Caster must touch the object being re-forged.

Tremors

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let EARTH MAGICS shake the ground beneath thee with TREMORS"

This causes the ground beneath the target to shudder so that they must SLIP to the floor

Geomancy 2

Hail of Stones

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "By my EARTH MAGIC, let a hail of stones STRIKE your _____"

This causes a hail of magical stones to form and fly from the caster's hand, striking a target within range. The target takes 1 magic hit to a location of the casters choice. Note this is a magical attack and cannot be blocked with a shield or avoided by diving behind cover.

Slow

Power: 2

Duration: 5 seconds

Gesture: Point then make fist

Range: 20ft

Verbal: "By EARTH MAGIC let the weight of stone SLOW you"

1 Target within 20ft suddenly has the weight of stone focused upon them so that they are SLOW and may only move/fight at half (zombie) speed.

Stone Skin

Power: 2

Duration: 5 seconds

Gesture: Touch

Range: Touch

Verbal: "Let EARTH MAGIC PROTECT this form from harm with skin of stone"

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Stone's Blessing

Power: 2

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Touch weapon to ground

Range: Self

Verbal: "Let EARTH MAGIC encase my _____ in STONE to HARM my enemies"

This causes the casters weapon to be encased in magical stone, which delivers magic damage for the next ten blows.

Un-forge

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "Let the MAGIC of EARTH UNFORGE that _____"

This SHATTER any normal inanimate object targeted by the caster within 20ft, that isn't immune to shatter as it is unmade into its raw components

Geomancy 3

Flesh of Rock

Power: 3

Duration: 10 hours or until all Armour points Removed by Damage

Gesture: Touch

Range: Touch

Verbal: "MIGHTY POWERS OF EARTH strengthen my/this form with ROCK and ARMOUR me/it in battle"

Target gains +1 armour points to each location for 10 hours. If cast on self, +2 armour points.

Mass Bind

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 5ft

Verbal: "May the MIGHTY POWERS of EARTH grasp you and BIND ALL to the ground"

This ENTANGLE everyone within 5ft except the caster.

Re-Forge In Stone

Power: 3

Duration: 10 minutes

Gesture: Arms raised

Range: Touch

Verbal: "I call upon the MIGHTY POWERS of EARTH to REFORGE these items with the STRENGTH OF STONE!"

The Caster can use powerful earth magic to repair the entire target's armour. Also makes the armour immune to the first cleave or thru effect to strike each location for the next ten minutes (obviously ancient cleave will still affect the target as normal). The caster must touch every location's armour and must take 10 seconds to cast the spell. If the casting is cut short only the touched areas are protected.

Spear of Stone

Power: 3

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "By the GREATER POWERS of EARTH I conjure a SPEAR of STONE to DESTROY your _____"

This causes a huge sharp spear of magical stone to fly from the casters hand striking one target within 20ft, in the location of the casters choice. This does magic triple thru.

Weapon of Rock

Power: 3

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Touch

Verbal: "May MIGHTY EARTH strengthen this weapon with an encasement of rock to STRIKE and KNOCK DOWN any who stand before me"

As weapon of stone but also does Knock Down for one blow

NECROMANCERS

It has some restrictions and has its own built in detriments – folk often will not trust you! As a necromancer you walk a twilight path bordering on the plane of death and spirit and this drains your physical and mental being as you constantly are subject to the chill of the grave and the subtle spiritual assault of spirits seeking life to feed off.

As such you are almost always tired and find physical work demanding – you cannot wear armour heavier than Very Light armour, it's just too bulky. Sunlight hurts your eyes if very bright and you must consciously roleplay this.

You must have at least 1 physical flaw, a limp, a patch, a hand that has a weak grip and often drops things etc etc This is your choice but is an important characteristic as a D'vergs tattoos or a lios' ears. Thus please choose well, something that fits with your character concept. You can never purchase greater than Stamina 1 due to the drain this discipline has on you.

Necromancy opposes Sun.

Level 1 Necromancer

Ghost

Power 1

Description For 5 seconds the caster becomes ethereal and as such is immune to all normal damage and effects. They may only walk slowly. Duration 5 Seconds

Range Self

Gesture Touch own head

Verbal Let the planes of spirit enfold me in their embrace.

Knit Flesh

Power 1

Description This will remove wounds on an undead or Meek Folk target at a rate of 1 wound per location per 10 seconds the location is touched by the caster. Each location must be tended separately

Duration 10 Seconds per wound

Range Touch

Gesture Touch Target Location and chant vocals for duration

Verbal "Let bones knit and sinews mend" - chant this for each wound"

Embody/Raise Zombie Spirit

Power 1

Description Please notify a Ref if you are about to cast this spell. Must be cast within 1ft of a corpse . This Spell allows the caster to EITHER: embody a zombie spirit into themselves immune to normal blunt damage but must walk/run at half speed) or bind said spirit into the corpse (monster numbers allowing – creating an animate servant that will obey your orders with the following stats:

2 hits per loc + damage reduction 1 versus normal weapons

Dam: Normal

Immune to mortal wound and poison moving at half speed)

Either of these effects will come up on Detect Magic effects and can dispelled as Level 1 effects. Whilst embodied the caster will count as an Undead spirit and will suffer the detriments of being so – Undead Bane etc will do ANCIENT damage to you etc.

Duration 10 mins (May not use same Corpse Twice)

Range Touch

Gesture Touch self or Corpse or Ground it reside in.-

Verbal "Let the power of undeath seep into this corpse /me and instill in it/me a zombie spirits strength

Cause Fear

Power 1

Description This causes fear in one target forcing them to flee the caster running away for 5 seconds and not returning until they have done so.

Duration Instant and lasts 5 Seconds

Range 20ft

Gesture Point at Target

Verbal "Let dread fill you and cause you to FEAR me!

Crypt Touch

Power 1

Description This deals 1 spirit Through hit via the casters next unarmed blow.

Duration Instant

Range Touch

Gesture Touch target location gently!

Verbal "Let the chill of Undeath HARM this foe's (Location Touched)

Rot

Power 1

Description The chosen target suffers from a DISEASE.

Duration DISEASE
Range 20ft
Gesture Point
Verbal "Let putrid rot fill your body and throat and DISEASE you"

Level 2 Necromancer

Leech

Power 2

Description This causes a blast of spiritual energy to fly from the casters hand striking 1 target within 20ft. Target takes

1 Spirit hit to a location of the casters choice. Note this is a spiritual shard and cannot be blocked with a shield or by diving behind cover. In the addition the shard then flies back to the caster striking them in the self same location and heals it for 1 point!

Duration Instant
Range 20ft
Gesture Point

Verbal Let the spirits STRIKE your ____ and feed me with your pain"

Embody/Raise Skeleton Spirit

Power 2

Description Please notify a Ref if you are about to cast this spell. Must be cast within 1ft of a corpse. This Spell allows the caster to EITHER: embody a skeleton spirit into themselves gaining immune to normal sharp damage but must walk/run at ¾ speed) or bind said spirit into the corpse (monster numbers allowing – creating an animate servant that will obey your orders with the following stats:

3 hits per loc but damage reduction 1 versus normal weapons.

Dam: Normal

Immune to mortal wound and poison moving at ¾ speed)

Either of these effects will come up on Detect Magic effects and can dispelled as Level 2 effects. Whilst embodied the caster will count as an Undead spirit and will suffer the detriments of being so – Undead Bane etc will do ANCIENT damage to you etc.

This may be stacked with Embody/Raise Zombie etc buy slowest speed is used

Duration 10 mins (May not use same Corpse Twice)

Range Touch

Gesture Touch self or Corpse or Ground it reside in.-

Verbal "Let the power of undeath seep into this corpse /me and instill in it/me a skeleton spirits strength

Terror

Power 2

Description This causes one target within 20ft to TERROR and become frozen to the spot and become unable to move for 5 seconds.

Duration 5 seconds

Range 20ft

Gesture Point

Verbal "Let the terror of death fill thee and TERROR you still"

Ward Undead

Power x

Description This creates an aura about the caster that makes Undead creatures of Level x (1 level per point of power used) and below view the caster as a non target thus wont attack them unless attacked by them! They do not see the caster as a friend or ally, however and this grants the caster no power over them. If caster uses this spell to get jump on an undead target and the undead is still functioning after the casters attack etc, then they will focus all their attacks on the caster – even going around easier targets to get at them!!!

Duration 5 minutes (300 seconds)

Power: x (1 level per point of power used)

Range Self

Gesture Touch own head

Verbal “Let my power grant me a ward against lesser undead spirits (x levels!)”

Level 3 Necromancer

Embody/Raise Ghoul Spirit

Power 3

Description Please notify a Ref if you are about to cast this spell. Must be cast within 1ft of a corpse. This Spell allows the caster to EITHER: embody a Ghoul spirit into themselves (gaining +1 locational life points per location and Paralysis Touch 1/combat but can move at normal speed) or bind said spirit into the corpse (monster numbers allowing – creating an animate servant that will obey your orders with the following stats:

3 hits per loc

Dam: Paralysis

immune to mortal wound and poison moving at normal) Either of these effects will come up on Detect Magic effects and can dispelled as Level 3 effects. Whilst embodied the caster will count as an Undead spirit and will suffer the detriments of being so – Undead Bane etc will do ANCIENT damage to you etc.

This may be stacked with Embody/Raise Zombie etc buy slowest speed is used

Duration 30 mins (May not use same Corpse Twice)

Range Touch

Gesture Touch self or Corpse or Ground it reside in.-

Verbal “Let the power of undeath seep into this corpse /me and instill in it/me a ghouls strength

MASS REPEL LIVING

Duration 5s

Range 5ft

Gesture Touch Target Location

Verbal “I call the spirits of undeath to REPEL the LIVING from my presence.”

Aura of Bone Power 3

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Duration 8 Hours

Range Self/Touch

Gesture Touch self or willing targets chest

Verbal “Powers of Death, I beseech thee enter this form and PROTECT me in battle”

Mass Terror

Power 3

Description This causes all within 5ft bar caster to be TERROR and become immobile for 5 seconds.

Duration 5 Seconds

Range 5ft

Gesture Arms open Wide

Verbal "Let the fear of death grasp you and HOLD you all still..mass terror"

Nightmare

Power 3

Description This allows the caster to target someone within 20 ft and shout at them their worst nightmares. This causes their heart to give out and they take a triple Spirit thru to the chest.

Duration instant

Range 20ft

Gesture Point at Target whilst shouting!

Verbal "You! Let your very nightmares become reality and let your fear rend your heart! Etc etc (triple spirit through may be added for clarity)

PANTHEON MAGIC

This magic is not aligned to any particular god as in the pre-war days and reflects the faith in the gods and their return and is not necessarily the REDEMPITOR FAITH. The 'spells' call upon ANGELS mostly as each of the Gods had their servant creatures, and angels caught on as the term to encompass them all. Obviously there is nothing stopping a non-human taking this path of magic as there are those of the elder and newer races wishing to see the return of the gods and will wish to venerate them in their own way. All the races have a pantheon they follow; at least they feel they should have, even if they cannot remember their names! With the gods – missing the faith of folk is still strong enough to contact and beseech aid from above.

PANTHEON OPPOSES WILDS

You must choose to be either a Healer or Smiter initially.

Healer 1

Healing Chant

Power: 1

Duration: 10 seconds per effect

Gesture: Touch target

Range: Touch

Verbal: "Let the ANGELS of peace heal

this wound, knit flesh, mend bone...

(Repeat)"

This heals 1 hit per 10 seconds that the healer chants the benediction. The Caster must continue chanting as if they stop, so does the spell. Even so this is NOT counted as a Total Heal effect. Using this chant the caster may heal a location fully but may not move between locations.

Lesser Heal

Power: 1

Duration: Instant

Gesture: Touch target location

Range: Touch

Verbal: "Let the ANGELS of mercy HEAL

this wound"

This heals 1 hit to a location instantly.

Remove Blindness

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

**Verbal: "Let the ANGELS remove the
Blindness from thy eyes - ."**

This will remove BLINDNESS 1 target up to 20ft away.

Sanctum

Power: 1

Duration: Chant

Gesture: Touch recipients Head with both hands

Range: Touch

**Verbal: "Let the angels of my god hold
shut the dark gate awhile, this soul has
work yet to do...(and so on and so
forth)....."**

This will hold the target trapped between life and death in their grace period for as long as the healer chants the benediction. Whilst held, the target cannot die even if further damage is inflicted. If enough damage had been dealt to the target to kill it – such as 10 Death Blows etc. then the moment the Healer ceases chanting the target will again begin to die (5 minutes, 10 seconds etc.).

Shield of Faith

Power: 1

Duration: 10 minutes (or instant)

Gesture: Touch target

Range: Touch

**Verbal: "ANGELS I beseech ye, SHIELD
this one from fear with your FAITH"**

This grants the target immunity to FEAR for the next 10 minutes and removes any on-going fear effects that might already be affecting them.

Healer 2

Angelic Form

Power: 2

Duration: 5 seconds

Gesture: Touch targets head

Range: Self

**Verbal: "May the guardian ANGELS
PROTECT your servant from harm"**

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Aura of Defence

Power: 2

Duration: Special

Gesture: Touch targets head

Range: Self

**Verbal: Let the ANGELS watch over me
and grant me solace beneath thy wings!"**

Whilst chanting a healing spell to cure damage caused by a foe, the caster is immune to all damage bar Ancient. They are also immune to any affect that will stop them casting the healing spell that they have begun. The moment they are finished this aura fades and can again be affected. If the healing spell is not actually causing any healing, the aura fades.

Greater Chant of Healing

Power: 2

Duration: 10 seconds per effect

Gesture: Touch target

Range: Touch

Verbal: "Let the Greater ANGELS of peace heal these wounds, knit all flesh, and mend all bone... (repeat)"

This heals 1 hit per 10 seconds that the healer chants the benediction. Once all the wounds are healed on 1 location the healer can move their hands to the next location as long as they continue to chant and in this way can slowly heal the whole body.

Purge Disease

Power: 2

Duration: 10 seconds per effect

Gesture: Touch target location

Range: Touch

Verbal: "Let the ANGELS PURGE this body of DISEASE"

This will remove all diseases individually from a target unless otherwise stated.

Purge Poison

Power: 2

Duration: 10 seconds per effect

Gesture: Touch target location

Range: Touch

Verbal: "Let the ANGELS PURGE this body of POISON"

This will remove all poisons from target individually unless otherwise stated.

Healer 3

Armour of Faith

Power: 3

Duration: 10 hours or until all Armour points Removed by Damage

Gesture: Touch targets chest

Range: Touch

Verbal: "MIGHTY ARCHANGELS I beseech thee, protect this form and ARMOUR me/it for battle"

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Greater Heal

Power: 3

Duration: instant / chant

Gesture: Touch target location

Range: Touch

Verbal: "MIGHTY ARCHANGELS, I beseech thee, cleanse this body of its wounds and maladies such that it is TOTALLY HEALED.... (repeat) "

Target is cured fully of all wounds, poisons, diseases, paralysis, fatal, fear effects. The first is cured instantly. You must chant for 10 seconds for each additional instance of damage or effect. This IS a TOTAL HEAL effect.

Mass Heal

Power: 3

Duration: Instant

Gesture: Arms open Wide

Range: 5ft radius circle around the caster

Verbal: "MIGHTY ARCHANGELS heal my allies"

All folk with 5ft of the caster are healed 1 hit to every damaged location (not armour). The caster takes a point of damage to every location.

Prayer of the Archangels

Power: 3

Duration: 10 minutes

Gesture: Arms raised

Range: Self

Verbal: "MIGHTY ARCHANGELS abide with me, so I may be AKIN to thee and PRAY to the Gods like thee."

This calls powerful angels to the priest's side in the spirit realm, allowing entry into a state of direct prayer link to commune with the avatar of their god. They can ask these avatars 3 questions that will be answered in short phrases or sentences. If the answer is not known the avatar will say so.

This requires a minor rite.

Weapon of Heavenly Glory

Power: 3

Duration: 10 minutes

Gesture: Hold Weapon Aloft then Strike target.

Range: Self or willing target

Verbal: "I call upon THE MIGHTY ARCHANGELS to arm me with a WEAPON to REGENERATE the blows of my foes"

This the recipient to regenerate for the next 10 minutes. After this spell is cast It cannot be cast again for 10 minutes.

Smiter 1

Fear of Angels

Power: 1

Duration: 5 seconds

Gesture: Arms raised

Range: 20ft

Verbal: "Feel awe and FEAR as my ANGELS manifest before you"

This will give the target a glimpse of the Angelic allies watching over the caster, filling the target with awe and FEAR causing them to flee from the caster for the duration of the spell.

Glory of Angels

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let the ANGELS BLIND you with their heavenly GLORY."

This will strike the target BLIND with the light of spiritual glory.

Hammer of Faith

Power: 1

Duration: Instant

Gesture: point

Range: 20ft

Verbal: "ANGELS hammer this foe so that they are KNOCKED BACK from thy

servant!"

This will deliver a KNOCKDOWN Effect via a light touch.

Shield of Faith

Power: 1

Duration: 10 minutes (or instant)

Gesture: Touch target

Range: Touch

**Verbal: "ANGELS I beseech ye, SHIELD
this one from fear with your FAITH"**

This grants the target immunity to FEAR for the next 10 minutes and removes any on-going fear effects that might already be affecting them.

Smite

Power: 1

Duration: Instant

Gesture: Touch target

Range: Touch

**Verbal: "Let the ANGELS of war cause
you AGONY"**

The next target touched by the caster takes 1 Spirit hit through armour

Smiter 2

Angelic Cage

Power: 2

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

**Verbal: "Let an ANGELIC CAGE form and
HOLD you still"**

This causes one target to be HALT

Angelic Form

Power: 2

Duration: 5 seconds

Gesture: Touch targets head

Range: Self

**Verbal: "May the guardian ANGELS
PROTECT your servant from harm"**

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Angelic Strike

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

**Verbal: Let the ANGELS of war STRIKE
your ____!"**

This causes a blast of spiritual energy to fly from the casters hand striking 1 target within 20ft. Target takes 1 Spirit hit to a location of the casters choice. Note this is a spiritual shard and cannot be blocked with a shield or by diving behind cover.

Holy Shield

Power: 2

Duration: 5 minutes

Gesture: Touch target item

Range: Touch

Verbal: "Let the ANGELS Infuse this WarBoard and lend it their resilience!"

This infuses the casters shield with spiritual power. As such it will resist all normal Cleave effects

Holy Weapon

Power: 2

Duration: 10 blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Self

Verbal: "Let the ANGELS INFUSE this weapon with their favour"

The next 10 blows from the Casters weapon are infused with Spiritual power and thus deal Spiritual Damage.

Smiter 3

Armour of Faith

Power: 3

Duration: 10 hours or until all Armour points Removed by Damage

Gesture: Touch targets chest

Range: Self

Verbal: "MIGHTY ARCHANGELS I beseech thee, protect this form and ARMOUR me/it for battle"

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Greater Smite

Power: 3

Duration: Instant

Gesture: Hold hand aloft before you during verbal. Touch target location

Range: Touch

Verbal: "Rage of Angels, I conjure thee here to, HARM my foe!"

The location of the target touched by the caster drops instantly to zero (i.e. if this is head or chest the target goes instantly unconscious and starts their death count). The Caster must touch target with their hand, thus this cannot be channelled through a weapon. After casting this spell, due to the stresses of casting such dark magic, the caster may not cast it again for 5 seconds.

Invested Paladin

Power: 3

Duration: 5 Minutes

Gesture: Arms raised

Range: Self

Verbal: "MIGHTY ARCHANGELS invest me as thy paladin so I may smite in thy name."

This calls powerful angels into to priest granting them: - Immunity to Knock Back, Immunity to Knock Down, and Immunity to Fear.

Mass Angelic Cage

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 20ft radius circle around the caster

Verbal: "THE MIGHTY ARCHANGELS form cages to HOLD my FOES still"

This HALT all enemies within 5ft.

Weapon of Heavenly Glory

Power: 3

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Self

Verbal: "I call upon THE MIGHTY ARCHANGELS to arm me with a WEAPON of their POWER, let it strike my foes with spiritual blows"

This causes the weapon held at the time of casting to be encased in an aura of heavenly light which illuminates any darkness. For the next 10 blows, the caster may strike for spirit and one through blow.

Sword of True Silver

Power: 3

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Self

Verbal: "I call upon THE MIGHTY ARCHANGELS to arm me with a WEAPON of SILVER, let it strike my foes with mighty blows"

This causes the weapon held at the time of casting to be encased in a silvery cloud of light which illuminates any darkness. For the next 10 blows, the caster may strike for silver and +1 Stackable Damage.

SHADOWMANCY

The Shadowmancer is the master of subterfuge and subtlety. You will rarely see a Shadowmancer in open combat with an opponent, their spells and skill set lend themselves to manipulation of a situation rather than open fighting. That said their spells can make them effective skirmishers or even assassins should they wish to pursue the darker road.

The Shadowmancer must carry a focus at all times, this must be an object from the plane of shadow, intrinsically linking the caster to the essence of shadow and granting them the ability to cast their spells. Should this focus not be in the possession of the character no Shadowmancy spells may be cast until it is once again on their person.

Shadow opposes LIGHT

SHADOW MAGIC – LEVEL 1

BLIND

Pwr: 1

Duration: 5 seconds

Gesture: Point at Target

Range: 20ft

The target is BLIND

"Shadows rise and BLIND my foe"

SHADOW KNIFE

Pwr: 1

Duration: Next Blow

Gesture: Run palm over blade

Range: Self

Chosen weapon becomes almost incorporeal. A Small or Thrown weapon strikes THRU for one blow.

“Let this blade be imbued as a Knife of Shadow”

TRACELESS

Pwr: 1

Duration: 10 minutes per power point used.

Gesture: None

Range: Self

Caster leaves no tracks or scent.

“Let me stroll free with no trail to see”

VOID TOUNGE

Pwr: 1

Duration: 5 seconds

Gesture: Cover mouth and point at target

Range: 20ft

Shadows leap from the casters hand and envelop the targets mouth. Target is MUTE.

“Let the void take your words and make you MUTE”

FEAR THE NIGHT

Pwr: 1

Duration: 5s

Gesture: Point

Range: 20ft

The target suffers from FEAR

SHADOW MAGIC – LEVEL 2

SHADOW STEP

Pwr: 2

Duration: Instant

Gesture: Sink down to floor whilst in shadow

Range: Self

Caster sinks into shadows at their feet. May step from one shadow to one other within 10ft line of sight. If in substantial light this spell will not function, i.e. the shadow of a lone tree on a bright summer’s day does not count. Please note that if using Gift of shadow the target location must be in shadow at the time of casting.

“Shadow take me swiftly away”

GLAMOUR

Pwr: 2

Duration: Until physical contact is broken

Gesture: None

Range: Touch

Caster is viewed by a single target they are in physical contact with as a friend and ally. Target can be considered to be LOYAL (Will aid character where possible but will not endanger own life). This is a NON-COMBAT spell and cannot be used to make players/monsters to fight for the caster. Should combat break out within 5 feet of the target the spell automatically ends.

“Let darkness cloud your mind and see me as a friend and ally”

CLOAK OF SHADOW

Pwr: 2

Duration: 1 minute or until broken

Gesture: Step into shadow

Range: Self

Caster is hidden from sight and smell for as long as they do not move, they may still be heard. If in substantial light this spell will not function, i.e. the shadow of a lone tree on a bright summer’s day does not count.

WHISPER “Shadows rise and shield me from prying eyes”

SHADOW BLADE

Pwr: 2

Duration: 10 minutes or 10 blows

Gesture: Run palm over blade

Range: Self

Casters weapon may strike for Shadow Damage for the next 10 blows.

“Let this weapon strike as if made of darkness itself”

SHADOW GIFT

Pwr: 2

Duration: 1 minute

Gesture: touch groin

Range: self

For the next minute the caster is classed as in darkness for any spell requirements.

SHADOW MAGIC – LEVEL 3

ARMOR OF SHADOW

Pwr: 3

Duration: 10 hours

Gesture: Whip up shadows from the targets feet around their body

Range: Self

Target gains +1 armour points to each location for 10 hours, however if cast on self, gains +2 armour points.

“Shadows surround this form so that it is shielded from the light”

SHADOWS EMBRACE

Pwr: 3

Duration: 30 mins or until in substantial light.

Gesture: Touch target

Range: Touch

Target Regenerates. If in substantial light this spell will not function, i.e. the shadow of a lone tree on a bright summer’s day does not count.

“Let darkness embrace me so that I may heal my wounds”

EMBODY SHADOW

Pwr: 3

Duration: 1 minute

Gesture: Bathe hands in shadows

Range: Self

Caster gains 1 damage reduction vs normal weapons (to a minimum of 1) and immunity to stopping effects. While this spell is in effect the caster gains no benefit from spells/potions used before the casting .

“I call forth shadow, come into me and make me a warrior of purest darkness”

SHADOWS CURSE

Pwr: 3

Duration: 10 minutes or 10 blows

Gesture: None

Range: 10ft

Targets weapon becomes insubstantial for the duration and deals no damage to the caster ONLY. This spell does not affect Ancient, Sun or Fire based weapons.

“Let Shadows corrupt that <weapon>, suppress its power and take it to the void”

VOID POCKET

Pwr: 3

Duration: 1 game day per power point used at casting or until cloth used to wrap the item is unfolded

Gesture: Shroud object in black cloth

Range: Touch

Caster wraps one item no bigger than a longsword in black cloth and seems to fold the item away. When the cloth is folded and bound the object is hidden from sight, ritual scrying, Detect Magic, etc. Calculate the RD for purposes of Ritual Scrying based on the Casters RD x 10. It should be noted that many high level items will not be hidden by this spell.

“Shadows aid me in concealing this treasure”

HYDROMANCY

Hydromancers are well accepted by most as the friend of the common folk, after all, they bring with them the rains that help grow the crops, the water to drink, lakes to fish the rivers to ply. All these facets of the Hydromancer are true but beneath the calm surface can be a roiling tidal wave of energy that seeks only to crush and drown and batter. Easily overlooked as a threat unlike their fiery brethren, the Hydromancer is often discounted as a

violent practitioner of power, which they sometimes can be. The ability to control both water and ice in equal measures has produced its fair share of self-serving wrong doers.

But despite that for the most part they are what the commoners think of them, aids of the people in times of famine and drought, diverters of floods and benign finders of wells. Hydromancers will often build their homes near a water source or perhaps upon one as many are sailors or barge folk.

WATER OPPOSES FLAME

Hydromancy 1

Deluge

Power: 1

Duration: 5 seconds

Gesture: Point at targets head

Range: 20ft

Verbal: "By my magic, I conjure WATER to pour down upon your head to CONFUSE you."

This causes the target to suffer a deluge of water from above, which CONFUSE them as the waters flood over their head filling their ears and eyes.

Watery Grip

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: Let WATER'S might take it's hold and FUMBLE that xxx

This causes one thing held by the target to be FUMBLE.

Geyser

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "May the WAVES of fire

REPEL you"

This causes one target to be KNOCKBACK 10ft from the caster.

Slippery Footing

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "By the power of WATER I make your FOOTING as SLIPPERY as ice"

This causes one target within 20ft to SLIP to the floor.

The Thirst

Power: 1

Duration: 5 seconds

Gesture: Point at target and hold own throat

Range: 20ft

Verbal: "By my magics I draw the WATER from your mouth to MUTE you"

This spell draws water out of the targets mouth, parching the throat and MUTE them..

Hydromancy 2

Aura of Frost

Power: 2

Duration: 5s

Gesture: Touch Aura

Range: Touch

Verbal: "I call upon the FIRES OF FROST to PROTECT your servant from harm"

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Erode

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "By the waters of magic I erode that _____ away to nothing"

This SHATTER one normal inanimate object targeted by the caster within 20ft, that isn't immune to Shatter.

Freeze

Power: 2

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "By my magic I FREEZE the WATER that fills and surrounds you, holding you STILL"

This cause's one target within 20ft to HALT as their temperature plummets and their clothes / armour / skin / blood etc. freeze and stiffen.

Frost Blade

Power: 2

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Touch

Verbal: "Onto this _____ I summon cold and ICE to HARM my foes"

This causes the casters weapon to be encased in a thick layer of frost, for the next ten blows this weapon as held by the user does FROST Damage.

Icy Shower

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "I call upon the powers of ICE to fall from above and STRIKE thee!"

This causes a shower of magical ice shards to form and fly from the casters hand striking 1 target. The target takes 1 magic hit to a location of the casters choice. Note this is a purely magical shard and cannot be blocked with a shield or by diving behind cover.

Hydromancy 3

Armour of Ice

Power: 3

Duration: 10 hours

Gesture: Touch shoulders with crossed arms

Range: Touch

Verbal: "Let the GREATER WATERS of magic freeze around me to ARMOUR this form for battle"

Target gains +1 armour points to each location for 10 hours, however if cast on self, gains +2 armour points.

Drown

Power: 3

Duration: 5 seconds

Gesture: Point at target and hold own throat

Range: 20ft

Verbal: "By the GREATER POWERS I

wield, I conjure a spring of WATER into your lungs and mouth to DROWN you”

This causes water to fill the lungs of the target reducing the body by 3 hit points. This strikes the chest for triple magic thru.

Mass Slip

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 20ft radius circle around the caster

Verbal: “Let all around me SLIP and FALL before the GREATER POWER of WATER”

This conjures a wave of magic to wash out from the caster affecting all within a circle of 5' radius with the SLIP spell

Weapon of Ice

Power: 3

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Touch

Verbal: “I call upon THE GREATER POWERS OF WATER to encase this weapon in ICE and let my foes lose their footing”

As per Weapon of frost but in addition to doing magical FROST damage, it does a one SLIP per casting.

Distortion

Power: 3

Duration: 10 minutes

Gesture: Pass hands in front of eye

Range: Self

Verbal: By the WATERS of magic I DISTORT my LOCATION to deceive those who would do me harm!”

The caster gains one innate of the skill dodge that must be used within 10 minutes or the power is lost but is in all other ways as dodge. You cannot have multiple castings of this spell active at the same time.

PYROMANCY

Pyromancers are often seen by all as the most hot headed and easiest to anger Mage. This may not be true for all such mages but a good percentage fit this description. Most Pyromancers are young, as the need to fight and burn and destroy things often ends in someone’s death – often the mages as they bite of more than they can chew, utterly confident in their elements ability to defeat all comers. There are some notable older Pyromancers great in knowledge and power but these seem to be the less aggressive of their ilk. These mages are often sought after by those wishing to wage war as they will be the first to employ their powers in conflict. They are renowned in seeking out other mages to defeat in duels of magical power, to prove that fire is the all-consuming power that cannot be extinguished by lesser elements.

FLAME OPPOSES WATER

Fire Blast

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: “I call upon the powers of FIRE to STRIKE thee, FIRE BLAST”

This causes a blast of fire to fly from the casters hand striking 1 target within 20ft. Target takes 1 magic hit to a location of the casters choice. Note this is a magical shard and cannot be blocked with a shield or by diving behind cover.

Flaming Touch

Power: 1

Duration: Instant

Gesture: Hold clenched fist before you at eye level

Range: Touch

Verbal: "I call upon the powers of FIRE to imbue my FIST with scorching FLAME"

This summons magical fires to envelop the caster's fist such that the next person touched within the duration suffers a FLAMING DOUBLE.

Heat Exhaustion

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "By my power over FIRE I make you succumb to HEAT EXHAUSTION"

This spell causes 1 target to be CONFUSED, unable to attack (but may defend) or cast spells for the duration but is otherwise free to move and act.

Heat Wave

Power: 1

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "With FIRE MAGICS I conjure a HEAT WAVE to REPEL you"

This causes one target to be REPEL.

Heat Weapon

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "FIRES OF MAGIC envelop and HEAT that _____ so it must be DROPPED"

One object held by the target within 20ft FUMBLE

Pyromancy 2

Aura of Flame

Power: 2

Duration: 10s

Gesture: Touch Aura

Range: Touch

Verbal: "I call upon the FIRES OF MAGIC to PROTECT your servant from harm"

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Fiery Rage

Power: 2 willing /3 unwilling

Duration: 1 minute

Gesture: Touch target

Range: Touch

Verbal:

This causes the target to FRENZY, the target also receives +1 damage grade and +1 Stamina, at the end of the duration they suffer a TRIPLE THROUGH to the chest.

Melt / Char

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "May the FIRES OF MAGIC

MELT/CHAR that _____ completely away"

This SHATTERS any normal object targeted by the caster within 20ft, that isn't immune to shatter.

Smoke Cloud

Power: 2

Duration: 5 seconds

Gesture: Arms raised

Range: 20ft

Verbal: "By the powers of FIRE I conjure a CLOUD of SMOKE to BLIND my foe!"

This conjures a cloud of sooty black smoke into the target's face making them BLIND.

Weapon of Heat

Power: 2

Duration: 10 Blows or 10 minutes whichever is less

Gesture: Hold Weapon Aloft

Range: Self

Verbal: "Let FIRE MAGICS infuse this _____ with HEAT so it HARMS my foes"

This causes the casters weapon to be encased in fire, for the next 10 blows. Any weapon held by the user does Flame Damage.

Pyromancy 3

Fire Bolt

Power: 3

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "By the GREATER POWERS of FIRE I strike your _____ so it is DESTROYED"

This causes a huge ball of magical flames to fly from the casters hand striking one target within 20ft, in the location of the casters choice. This does magic triple through.

Magma Armour

Power: 3

Duration: 10 hours or until all Armour points Removed by Damage

Gesture: Touch

Range: Self

Verbal: "Let MY GREATER POWER over Fire shield me/my allies body and ARMOUR me/you in battle"

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Greater Heat Wave

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 5ft

**Verbal: "By the MIGHTY POWERS OF
FIRE I conjure a GREAT HEAT WAVE to
REPEL ALL around me"**

This causes all within 5ft to be REPEL 10ft away from the caster.

Inferno

Power: 3

Duration: Instant

Gesture: Arms open Wide

Range: 20ft

**Verbal: "I call upon the GREATER powers
of FIRE to cleanse away this filth with an
Inferno!"**

The Caster bursts into flame dealing 1 point of flaming damage through armour to each location to the all with 5 ft friend or foes alike. This spell affects the caster as well! (This can only be cast once every 10 seconds)

Mass Melt

Power: 3

Duration: instant

Gesture: Arms open Wide

Range: 5ft

**Verbal: "By the MIGHTY POWERS OF
FIRE I conjure a HEAT WAVE to
MELT around me"**

This causes the SHATTER effect to everything within 5ft

Ash Cloud

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 5ft

**Verbal: "By the MIGHTY POWERS OF
FIRE I conjure a GREAT CLOUD to
BLIND all around me"**

This causes all within 5ft to be BLIND.

SANGUIMANCY (BLOOD MAGIC)

Blood Mages are seen by some as sinister individuals to be avoided. However, many blood mages are selfsacrificing; willing to harm themselves to defeat that which seeks to hurt those they care for. Sanguimancy differs from other magic as it's far more personal – the power is called from within rather than an external source. Often Blood Mages will seem gaunt and haggard as the magic feeds off them. Other mages seem to avoid Blood Mages, most seem to think it's to do with the lack of a patron power. The Blood Mage is often a lonely individual as they are shunned due to the supposed darkness of their art, but many veterans will tell of being saved by one when the chips were down. Not all are so altruistic though and the rumours can be true, the blood calls, so they say, and power corrupts.

BLOOD OPPOSES DRUID

Sanguimancy 1

Blood Bond

Power: 1

Duration: Permanent

Gesture: Cut target and cut self, then share bloods

Range: Touch

Verbal: "Let OUR bloods flow and BOND together in mutual POWER"

This bonds the target and the caster together. You may only have one blood bondsman per level of Sanguimancy at any one time. Takes 30 seconds to cast. This is permanent or until a 30 second cleansing rite is performed. The bondsman grants +1 Power to caster Total above cap. Target must be willing.

Fear of Blood

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: Let MY POWER fill you with the FEAR of my blood"

Causes the target to be filled with FEAR of blood and the casters mastery of it, causing them to flee from the caster for the duration of the spell.

Sense Bondsman

Power: 1

Duration: Instant

Gesture: Simultaneously touch head and heart

Range: 1 Continent

Verbal: "By MY POWER I SENSE the blood flowing in the veins of my BONDSMAN wherever he may be, and communicate their demeanour"

The caster knows where and what state of health a bondsman is in. If the Bondsman is dead, the caster takes 1 double spirit hit to the chest.

Slow Blood

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let MY POWER slow your blood and cause you to FAINT"

Slows the blood of the target, causing them become drowsy and SLEEP.

The Touch

Power: 1

Duration: Instant

Gesture: Touch target location

Range: Touch

Verbal: "Let the POWER of MY very touch HARM you and HEAL me"

The next target touched by the caster within 10 minutes takes 1 spirit hit through armour and the caster is healed one hit.

Sanguimancy 2

Cause Agony

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: "Let MY POWER recall an AGONY once felt, and STRIKE your___"

One target within 20ft takes a spirit hit to the chosen location.

Terror's Grasp

Power: 2

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Let sheer TERROR of MY POWER, HOLD you in its grasp"

This causes TERROR in one target such that they are frozen solid with fear, and unable to move for the duration until struck.

The Infectious Touch

Power: 2

Duration: 10 minutes

Gesture: Touch target

Range: Touch

Verbal: "Let my power over BLOOD fill your form with INFECTION"

The next target touched by the caster takes a spirit hit through armour and is DISEASE. (Call Spirit Through Disease) thus healing does not affect them until disease is cured.

The Red Mist

Power: 2

Duration: 1minute

Gesture: Touch

Range: 20ft

Verbal: "By MY POWER let my/thy blood boil within me/thee and the RED MIST descend"

This causes the target to FRENZY, the target also receives +1 damage grade and +1 Stamina, at the end of the duration they suffer a TRIPLE THROUGH to the chest.

Wither

Power: 2

Duration: 5 seconds

Gesture: Touch target location on self

Range: 20ft

Verbal: "By MY POWER I twist the blood in thy (LIMB) and WITHER it"

The targeted person's limb (arm or leg) is WITHER and is unusable for the duration of the spell. Anything held is dropped. This does not work on the head or chest location. It does not deal damage.

Sanguimancy 3

Armour of Blood

Power: 3

Duration: 10 hours or until all Armour points Removed by Damage

Gesture: Touch

Range: Self

Verbal: "Let MY GREATER POWER over

**the blood of my/your enemies flow
through my/your body and ARMOUR
me/you in battle"**

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Fatal Touch

Power: 3

Duration: Instant

**Gesture: Hold hand aloft before you during verbal. Touch
target location**

Range: Touch

**Verbal: "DARKEST SANGUIMANCY I
conjure thee here, HARM my
foe!"**

The location of the target touched by the caster drops instantly to zero (i.e. if this is head or chest the target goes instantly unconscious and starts their death count). The Caster must touch target with their hand, thus this cannot be channelled through a weapon. After casting this spell, due to the stresses of casting such dark magic, the caster may not cast it again for 5 seconds.

Mass Fear of Blood

Power: 3

Duration: Instant

Gesture: Arms open Wide

Range: 20ft

**Verbal: "Let ALL FEAR me as they feel MY
GREATER POWER over their blood"**

As per FEAR but affects everyone within 5ft. this does not affect the Caster.

Regeneration

Power: 3

Duration: 30mins

Gesture: Touch your Head with both hands

Range: Self/special

**Verbal: "Let MY GREATER POWER over
the blood within this body REGENERATE
its form and heal the wounds of war"**

For the duration the caster regenerates one hit/minute. Anyone currently under the effects of the casters blood bond Can be the recipient of this spell
(See Regeneration rules)

Vampiric Weapon

Power: 3

Duration: 10 blows or 10 minutes

Gesture: Cut yourself and bleed onto weapon

Range: Self

**Verbal: "By MY GREATER POWER and
with blood I now shed onto this _____, I
create a VAMPIRIC WEAPON to drain my
foes and regenerate my body"**

The act of casting this spell causes 1 This makes the next 10 blows by the caster's blood-stained blade deliver 'The Touch' (call "spirit through" on a weapon blow and get healed in the location you strike) (MAX SINGLE)

WILDS MAGIC

Shamans are a throwback to ages past that have reemerged after the Great War in light of the deific withdrawal. Previously viewed as primitives with little or no power, the changes wrought by the Wilds have changed that, users of spiritual energies are now powerful in their own right. They often find themselves the

main target of Redemptors Crusades as the Church will not tolerate any other user of spiritual power than they.

The Shaman's powers though differ greatly from the supposed Priests of the Redemptors who decry that is they and their faith that calls upon the power of the Gods. The Shaman calls upon no power, but asks such powers for aid as a friend and guide not as a ruler. The Shaman's powers are various, capable of great healing but also of great pain and death, whichever is needed at the time. The term Shaman loosely describes these workers of spirit, though many would not in fact call themselves such, as it creates an image of a tribe as opposed to the communities that exist in the Wilds these days.

WILDS OPPOSES PANTHEON

Shamanism 1

Cause Wound

Power: 1

Duration: Instant

Gesture: Touch target

Range: Touch

Verbal: "By my touch let the SPIRITS cause you AGONY"

The next target touched by the caster strike for SPIRIT THROUGH with the next unarmed blow.

Fear

Power: 1

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "Unfamiliar SPIRITS go forth and cause this enemy FEAR"

This causes one target to be filled with fear of the unknown in the Spirit World with the caster seen as the gateway to that world, causing them to flee from the caster for the duration.

Healing Chant

Power: 1

Duration: 10 seconds per effect

Gesture: Touch target location

Range: Touch

Verbal: "Let the SPIRITS HEAL the wounds within this form"

This heals 1 hit to a location per 10 seconds. The caster must continue chanting if they stop so does the spell. This spell only heals 1 location per chant and cannot be moved to adjacent locations.

Spirit Link

Power: 1

Duration: 24 hours

Gesture: Touch head and heart of target

Range: Touch

Verbal: "SPIRITS come to me and LINK us together by thy travels, carrying knowledge and word of each other across vast distances"

This causes the Shaman to create a spirit link between him and the target. For the next 24 hours they are both aware of the health and whereabouts of each other so long as they remain in the same continent. A shaman may only have one person linked to him per level of Shamanism (i.e. 3 at 3rd)

Suspend Spirit

Power: 1

Duration: Chant

Gesture: Touch target

Range: Touch

Verbal: I grasp your spirit and hold it here in this body, let it not depart this place."

While chanting the caster can halt the grace period of dying targets he is touching

Shamanism 2

Halt

Power: 2

Duration: 5 seconds

Gesture: Point at target

Range: 20ft

Verbal: "By the power of the SPIRITS I

HALT you and HOLD you still"

This causes the Spirits to halt the target in their tracks and HALT them still for the duration

Purge Disease/Poison

Power: 2

Duration: Instant

Gesture: Touch target location

Range: Touch

Verbal: "Let the SPIRITS PURGE this body

Of poison and disease"

This will remove Diseases and poisons from target unless otherwise stated.

Nature's Gift

Power: 2

Duration: Instant

Gesture: slowly raise hand while casting spell

Range: Touch

Verbal: "Let NATURE shield me from SIGHT.

This allows the caster to hide as per the one with nature skill.

Spirit Form

Power: 2

Duration: 5 seconds

Gesture: Touch targets head

Range: Self

Verbal: "May the SPIRITS' PROTECT their

friend ("this one", if cast on other) from

harm"

For 5 seconds or 5 blows whichever is shorter the Caster or targeted person is Immune to normal combat damage and effects.

Spirit Strike

Power: 2

Duration: Instant

Gesture: Point at target

Range: 20ft

Verbal: Let the SPIRITS assail you and

STRIKE your _____"

This causes a blast of spiritual energy to fly from the casters hand striking 1 target within 20ft. Target takes 1 Spirit hit to a location of the casters choice. Note this is a magical shard and cannot be blocked with a shield or by diving behind cover.

Shamanism 3

Commune with the Spirits

Power: 3

Duration: 10 minutes

Gesture: Arms raised

Range: Infinite

Verbal: "MIGHTY SPIRITS come forth so I may COMMUNE with thee"

This allows the shaman to enter a trance like state and to commune with their spirit guides. They can ask their guides 3 questions which will be answered in short phrases or sentences. If the answer is not known the guide will say so. This requires a minor rite.

Embody Ally Spirit

Power: 3

Duration: 10 hours

Gesture: Touch targets chest

Range: Self

Verbal: "GREAT SPIRITS I beseech thee enter this form and ARMOUR me/it in battle"

Target gains +1 Stamina points to each location for 10 hours. If cast on self, gains +2 stamina points.

Fatal Strike

Power: 3

Duration: Instant

Gesture: Touch target location

Range: Touch

Verbal: "I call the GREATER vengeful SPIRITS to come and bring HARM to my enemy"

The location of the target touched by the caster drops instantly to zero (i.e. if this is head or chest the target goes instantly unconscious and starts their death count). The Caster must touch target with their hand, thus this cannot be channelled through a weapon. After casting this spell, due to the stresses of casting such dark magic, the caster may not cast it again for 5 seconds.

Mass Fear

Power: 3

Duration: 5 seconds

Gesture: Arms open Wide

Range: 5ft radius circle around the caster

Verbal: "Let the MIGHTY SPIRITS encircle me and fill you ALL with FEAR"

This causes all within a circular area effect to flee away from the caster for the duration FEAR

Total Heal

Power: 3

Duration: 10 seconds per effect

Gesture: Touch target location

Range: Touch

Verbal: "Great spirits lend me thy aid and cleans this body of its maladies and let it be as new"

Target is cured fully of all wounds, poisons, diseases, paralysis, fatal, fear effects. Etc. You must chant for 10 seconds for each instance of damage or affect. This of course is counted as a Total Heal Effect. If you cast this spell you may not cast Fatal Strike for 10 minutes afterwards.

SKILLS

Acid Spit

Wildborn -15

Your body produces a damaging spit which can be used 1/combat. Point at a target within 5 ft and to Call "Acid Spit! ,...then location targeted. This damage deals 1 point of damage to the location. You can buy this skill multiple times for every full 100 character points spent on the character.

Acrobat

Rogue – 20

Wildborn-10

This skill now grants an additional use of the Dodge skill (above your racial cap) and enables your character to utilise the Dodge skill once every 2 seconds (from every 5).

Adept of Magic

Caster - 30* first class only

Lios-25

Felidae -0

Drough-20

1/ Combat, your grasp of magic is so strong that one 1st level spell you are about to cast CANNOT be Countered. This is needs to be called when the spell is cast e.g. "By my power I strike your chest... Fireblast, Cannot be countered". If not declared when the spell is cast it will fail

Adept of Magic - Enhanced

Caster - 30* first class only

1/ Combat, your grasp of magic is so strong that one 2nd level spell you are about to cast CANNOT be Countered. This is needs to be called when the spell is cast e.g. "By my power I strike your chest... Fireblast, Cannot be countered". If not declared when the spell is cast it will fail

Adept of Magic - Greater

Caster - 40* first class only

1/ Combat, your grasp of magic is so strong that one 3rd level spell you are about to cast CANNOT be Countered. This is needs to be called when the spell is cast e.g. "By my power I strike your chest... Fireblast, Cannot be countered". If not declared when the spell is cast it will fail

Aligned

Caster - 10

Ritualist can align themselves to a circle (Name of circle will be written on character card) and gain +5 Ritual Power in that circle only. When performing rituals in all other circles they are at -5 Ritual Power to a minimum of 1 Ritual Power.

Aligned : Mastery

Prerequisite: Aligned

Caster - 30

Ritualist can now become aligned to 2 ritual circles and gain +5 Ritual Power in both. Now suffers -5 Ritual Power in all other circles to a minimum of 1 Ritual Power.

Alchemist

Human-10

Gretch-15

Drough-10

Dverg-15

Rogue - 20

You are adept at making potions/poisons and as such if there was a kick in time for any particular brew they can make - this is reduced to 5 seconds. In addition you may re-roll the dice, 1/day when checking to see if a batch is made of not.

Ambidexterity

Warrior – 2

Rogue – 2

Caster – 2

Lios -0

Drough -0

Felidae -1

Enables character to use another small or one Handed Weapon in their other hand. It is not safe to use a Great Weapon in each hand, so please do not.

Amphibious

Willborn -10

You are a creature that is at home in water as well as land due to this you suffer no ill effects for being under water and are immune to the DROWN spell

Apprentice

Caster - 5

You are the apprentice of a Caster of your choice who must accept the apprentice by purchasing the Master skill (details will be written upon your character card). As such both of you may share 1 Basic Rite of Power using 1 circle that both of you may sit within and regain Power. In addition you both regain +1 power at the end of the rite – in addition to any other benefits. You may only be apprenticed to 1 Master and may not be the Master of any apprentices.

Arm Traps

Rogue - 5* first class only

Can make and arm traps. If triggered, traps cause 2 hits through armour to affected area (Double Through). Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time

Arm Traps - Enhanced

Rogue - 15* first class only

From Arm Traps. If triggered, traps cause 3 hits through armour to affected area (Triple Through). Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time.

Arm Traps - Mastery

Rogue - 20* first class only

From Arm Traps Enhanced. If triggered, traps cause 4 hits through armour to affected area (Quad Through). Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time.

Arm Traps – Grand Mastery

Rogue - 20* first class only

From Arm Traps Master. If triggered, traps cause 5 hits through armour to affected area (quin through). In addition may **poison** their traps. Must have good phys rep along with snaptrap to represent the trap itself. Each trap costs 1 silver to make in components/time

Armour (Heavy)

Warrior – 5* first class only

Grants +4 points of protection on any location where that type of armour is worn. At least 50% of the

location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour by using some form of tool (not just tapping the armour with your hand) such as a Small Latex Hammer etc. Types of heavy armour are Plate Mail and Chain Mail.

Armour (Light)

Warrior - 3

Rogue - 3

Caster - 3

Grants +2 points of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour by using some form of tool (not just tapping the armour with your hand) such as a Small Latex Hammer etc which takes 60 seconds to mend 1 point of armour on 1 location. Types of light armour are studded soft leather or heavy fur.

Armour (Medium)

Warrior - 4

Rogue - 4

Grants +3 points of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour by using some form of tool (not just tapping the armour with your hand) such as a Small Latex Hammer etc. Types of medium armour are heavily studded or plated soft leather or rigid hard leather.

Armour (Very Heavy)

Warrior – 6* first class only

Grants +5 points of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour by using some form of tool (not just tapping the armour with your hand) such as a Small Latex Hammer etc. Types of heavy armour are excellent phys-rep rigid plate armour. If you wish to purchase this skill please consult a ref first to check you meet the phys rep requirements

Armour (Very Light)

Warrior - 2

Rogue - 2

Caster - 2

Grants +1 point of protection on any location where that type of armour is worn. It should be noted that at least 50% of the location must be covered by the armour to get this benefit. This skill also grants your character the ability to mend this armour by using some form of tool (not just tapping the armour with your hand) such as a Small Latex Hammer etc. Types of Very Light Armour are: -light/soft leather, furs, quilted or padded material, but simple cloth is NOT counted as Very Light Armour. Types of very light armour are padded cloth or soft leather.

Armour Mastery 'x'

Prerequisite: Armour 'x'

Warrior - 50

Rogue - 60

Your character is so adept at wearing the armour they can utilise, that they gain +1 additional hit when wearing it.

Armour Mastery : Enhanced

Prerequisite: Armour Mastery 'x'

Warrior - 50

Rogue - 60

Your character is now so accomplished using this armour type they gain **another** (+1) additional hit .

Armourer

Warrior-10* (first class only)

The warrior is so accustomed to maintaining his equipment he is able to do necessary repairs faster than normal, the following table shows how long armour takes to repair globally not per location, this skill requires concentration. This can never be improved.

ARMOUR	MENDING TIME	WITH TOOLS
LIGHT	30 SECS	15 SECS
VERY LIGHT	60 SECS	30 SECS
MEDIUM	90 SECS	45 SECS
HEAVY	120 SECS	60 SECS
VERY HEAVY	150 SECS	75 SECS

Assassin

Rogue - 40

Character needs now only do 8 fully role-played death blows (taking 8 seconds) to deliver a killing blow.

Assassin : Master

Prerequisite: Assassin

Rogue - 50* first class only

Character needs now only do 5 fully role-played death blows (taking 5 seconds) to deliver a killing blow.

Assassin: Grand Master

Prerequisite: Assassin: Master

Rogue - 70* First Class Only

Character needs now only do 2 fully role-played death blows (taking 3 seconds) to deliver a killing blow.

Artificer

Warrior -20

Dverg-13

The character is adept at maintaining their equipment, sharpening blades and patching armour comes as second nature to them.

Once per weekend, the character can imbue one weapon or a set of armour one of the following properties for 8 hours (daytime or night time)

Weapons:

Strike for through 1/combat

+1 Damage Grade 1/combat

Immune to shatter 1/combat

Immune to fumble 1/combat

Armour

Immune to shatter 1/combat

+1 hit (takes double time to repair)

Immune to through 1/combat

This is a 5 minute role play action

Artificer -Enhanced

Warrior -20

The character is adept at maintaining their equipment, sharpening blades and patching armour comes as second nature to them.

Twice per weekend, the character can imbue one weapon or a set of armour one of the following properties for 8 hours (daytime or night time)

Weapons:

Strike for through 1/combat
+1 Damage Grade 1/combat
Immune to shatter 1/combat
Immune to fumble 1/combat

Armour

Immune to shatter 1/combat
+1 hit (takes double time to repair)
Immune to through 1/combat

This is a 5 minute role play action

Back Stab

Rogue: 40 pnts Prerequisite Weapon Mastery

Rogues are often adept as secret silent killers. Because of this when you strike to an opponent in the back you receives a +1 damage bonus. Only useable with small and medium weapons.

Back Stab: Enhanced

Rogue: 40 pnts* First class only

From Backstab when you strike to an opponent in the back you receives a +2 damage bonus. However due to your unwillingness to face your enemies you receive a -1 penalty when fighting targets from the front. (minimum single). Only useable with small and medium weapons.

Back Stab: Greater

Rogue: 40 pnts* First class only

From Backstab Enhanced when you strike to an opponent in the back you receives a +3 damage bonus. However due to your unwillingness to face your enemies you receive a -2 penalty when fighting targets from the front. (minimum single). Only useable with small and medium weapons.

Befriend Animal

Warrior -3

Rogue - 3

Caster -3

Willborn-0

Your background has brought you close to many types of natural animals, such as bears, wolves and dogs. As such you may call „BEFRIEND ANIMAL“ and then after roleplaying calming the animal for 20 seconds gain its trust so that it will not attack YOU ONLY. The animal will not take orders from you but could be coaxed away from a potential combat situation with those not blessed with this skill, unless of course the animal is a mother protecting its cubs etc.

Beserker

Warrior - 50* first class only

1/Combat, your character can throw

himself into a beserker rage, making himself immune to stopping effects when in combat.. You cannot use this to break effects already in place. After the combat is ended, you must continue to fight those around you for ten seconds, friend or foe.

Beserker - Enhanced

Warrior - 40* first class only

From Berserker +1 damage grade (staking). . After the combat is ended, you must continue to fight those around you for 30 seconds, friend or foe.

Bind Wounds

Warrior - 1

Rogue - 1

Caster - 1

By spending 30 seconds of applying a good phys-rep bandage to a damaged location, the character can stop any bleeding in that location and thus stop it bleeding out. It does not heal any of the damage caused but stops any further deterioration due to time.

Binding : Adept (pre req bind wounds)

Warrior - 5

Rogue - 5

Caster - 5

Having this skill will grant you some knowledge of battlefield wounds and you can legally ask how many Hits a person is down after assessing them for several seconds. You will NOT be able to detect poison or disease though

Black Market

Rogue – 20

Gretch-0

Character gets 1 free batch of **basic** potions/poisons , or 1 **Enhanced** batch of potions/poisons for 50% of their make cost.

Black Market : Enhanced

Prerequisite: Black Market

Rogue - 40* first class only

Character gets 1 free batch of **Enhanced** potions/poisons ,or 1 **Greater** batch_potions/poisons for 50% of their make cost

Blind Fighting

Warrior – 15

Rogue - 15

If you are BLINDED during combat you can legally open your eyes to fight (only). If you want to walk/run move from the place you were blinded, you must shut your eyes until you stop walking etc again.

If you are still blinded after the combat ends, you must then close your eyes

Blinding Strike

Rogue - 40* first class only

Once/Combat the character can strike an artery which causes a spray of blood to shoot into an opponent's eye. Can strike for BLIND once per combat

Bonded (pre req – Master and Apprentice)

Caster - 25

Can bond with another ritualist so a ritual can be

performed by 2 people. This adds +10 Ritual power added to the ritual, and increases the Ritual Defence of the circle by the 2nd Ritualists rank. Both ritualists need this skill

Bow Master

Prerequisite: Weapon - Projectile

Rogue – 30

Lios-0

Your skill with a projectile weapon is so great you may call „Knockback“ or „Knockdown“ (not both) 1 per combat – as well as dealing your damage with the weapon. Three seconds preparation is required to make the shot.

Brawler

Warrior – 20

You are so adept at fighting and brawling that you are immune to being RESTRAINED, you may also if unarmed use very safe ¾ speed, open handed, light touches ONLY to phys rep unarmed combat dealing 1 point of normal damage per “touch” (we would ask for safety sake avoid any contact with the targets face and head and if at any stage common sense would tell you that it was unsafe to use such an attack, such as very poor light conditions we ask that you NOT use it. Misuse of this skill will see it removed.

“Hands count as small weapons for the purpose of any weapon based skills”

Brawn

Warrior - 40* first class only

Jotun -40

Wildborn -40

You are blessed with a mighty physique, muscles ripple and thews swell. Due to this 1/combat you may shrug a weapon blow/shot off so that its DAMAGE does not affect you. If however the blow also had a spell added to it or had an effect such as knockdown you would still take the effect. Note that poisons need to damage you to effect you!

Caltrops

Rogue - 20

This skill enables you to use 1 packet of snappits as a phys rep of small metal spikes lain in a 20ft x 20ft area. Each snap heard deals 1 damage to a leg (targets choice) location. It is obvious that a person can fall into this area and then would potentially take more damage to different locations.

Camouflage

Rogue - 20* first class only

Wildborn -10

After spending 5 seconds hiding yourself in dense woodland you may put hand in the air – thus denoting that you cannot be seen. This skill is broken if you speak above a whisper, move (other than for safety or health reasons) cast a spell or someone cones within 2 ft of you.

Cartography

Warrior – 1

Rogue - 1

Caster – 1

Gretch-0

This allows the character to make detailed maps of an area. This skill in addition will allow some knowledge of geographic features of a place that you are studying. After several seconds of being in a locale you would be able to tell the likelihood of water nearby, if caves are likely in a mountain range, if a glade will be marshy or swamp like etc. Also you will have a good sense of direction due to the nature of your skills.

Cast Through Armour (Heavy)

Prerequisite: Armour (Heavy)

Caster - 90

Allows the caster to cast spells while wearing Heavy armour with no penalty

Cast Through Armour (Light)

Prerequisite: Armour (light)

Caster - 30

Allows the caster to cast spells while wearing Light armour with no penalty

Cast Through Armour (Medium)

Prerequisite: Armour (Medium)

Caster - 60

Allows the caster to cast spells while wearing Medium armour with no penalty

Casting Expertise

Caster - 80* first class only

Having this skill requires you to be utterly focused on the path of magic and as such your martial and physical prowess is affected. Due to this you may not use any weapon bar small weapons and you may not have greater than Stamina 1 ever (Even if you purchase Warlock/Spellblade) The benefit of this skill is that it reduces the cost of casting a spell by one power to a minimum of One. Thus a shatter spell would cost 1 power to cast not 2. This skill does not grant any benefit to a 1st level caster until they purchase further levels.

Celerity Master

Lios-40

Drough-40

Wildborn -50

Your character is so agile and fluid in their movements, toned and honed with sinew and muscle, that as such they gain +2 points of Natural Armour and +1 Dodge/day (above cap) due to their great levels of physical fitness. If this skill is purchased the most armour that you can wear is Light as anything heavier would restrict its use. Due to its very nature this Natural armour cannot be applied to Cleave, as after all additional hits are granted due to excessive fitness and muscle mass but are STILL your own body and thus it's your own body still being struck with the cleave, not a separate layer. This Natural Armour cannot be mended per se with tools or spells but can be healed with magic and or potions/balms.

Claws

Felidae -5

Wildborn -5

Ursine -0

Your character has claws which it can use to attack without holding a weapon. This is represented by an open handed light touch on an area of the person's body that will not obviously cause affront. Misuse of this will result in the loss of the skill! Frantic speedy open handed touches will be frowned upon. To deliver a valid "blow" your hands must travel at least to your shoulders (approx 36") before returning for the next „blow" and must do at ¾ speed. For the purpose of buying weapon masteries claws are treated as Small weapons. Claws cannot be shattered as they are part of you. In the same token if you parry with a claw you will count as being struck in the arm and take damage and any associated affect.

Claws – Enhanced

Pre-req Claws

Wildborn -60

As per claws but you now strike for THROUGH with any attack made using claws.

Climb

Warrior-2

Caster-2

Rogue -2

Wildborn -1

A Character can climb up and over obstacles such as high walls at a rate of 2 seconds per 1ft of height – thus a 20ft wall would take 20 seconds to climb.

Commune With Nature

Lios-10

Wildborn -10

You are so in touch with the uncorrupted flows of nature due to you heritage, after 30 seconds meditating you may ask a question of the surrounding natural surroundings/creatures. The ref will advise you in the best way he can with feelings and glimpses of answers in a narrative way best suited to what in fact you are asking. You could for example ask why the crops were not growing in a certain area and would get pictures in your mind of a black tepid pool leaking into the fields etc.

Conceal

Rogue - 5* first class only

Can hide a weapon of no larger than dagger length or 2 items of jewellery etc (Refs discretion) about their person. This cannot be found on a normal search of the person.

Create Ritual Circle : Lesser

Prerequisite: 1 Point in Ritualist Skill

Caster - 0

This skill allows the Caster to create a lesser ritual circle 10 feet across, for the purpose of performing small rites and rituals. With this skill alone you are unable to transport or create things. The Lesser ritual circle lasts for 20 minutes, after this time the power in the circle fades. A Caster can create a lesser ritual circle once for each casting level they have to a maximum of 3 times a day. The circles Ritual Defence is the same as the Ritualists level in Ritual magic plus any power they wish to bind into it at its creation.

Dedicated Warrior

Warrior 10 pts (Post 500 pts)

So dedicated a warrior are you, a true lord of battle, as such you may never cross class or gain any Power or ability to cast spells from any source, as a result you gain +1 Stamina, +1 Damage Grade 1st blow of Combat and +2 Iron Wills (all above racial/class cap)

Dedicated Caster

Caster: 10 pts (Post 500 pts)

So dedicated a caster are you, a true master of magic, as such you may never cross class or gain any stamina or ability to deal more than Double with a weapon, as a result you gain +10 pow, +10 Pow Cap +2 Uses of Rite of Pow/Day (all above class cap)

Dedicated Rogue

Rogue: 10 (Post 500 pts)

So dedicated a Rogue are you, a true master of stealth and dexterity, as such you may never cross class or gain any Power or ability to cast spells from any source, as a result you gain +1 Damage Grade 1st blow to targets back, +1 Damage Grade 1st shot/thrown weapon of Combat and +4 Dodges (all above racial/class cap)

Deep Pockets

Prerequisite: Conceal

Rogue - 15* first class only

Character is skilled at hiding things about their

person. The character can hide one item up to the size of a dagger per body location that cannot be found via searching even via the search skill. These items must be physically concealed for this skill to work.

Detect Forgery

Rogue - 1

Gretch-0

This allows you to tell if something is a forgery. This takes a minimum of 30 seconds of role-play for this skill to work, depending on the skill of the forgery (refs discretion) this skill will reveal its validity or not..

Dirty Fighter

Rogue - 50* First Class Only

Your early days in the rough part of town have taught you some hard lessons. Often the rogue fights bigger tougher opponents and you needed to learn to fight dirty.

1/Combat Your next blow which strikes your targets head or body causes no damage but instead Strikes a delicate area causing target to reel in pain! As a result their blows vs you (only) are erratic and un-timed. Until end of combat you take 1 grade less damage from them. E.g. if they are doing quad vs you they deal triple.

Dirty Fighter: Enhanced

Prerequisite: Dirty Fighter

Rogue - 60* First Class Only

From Dirty fighter. Until end of combat you take 2 grades less damage from them. E.g. If they are doing quad vs you they deal double.

Disarm

Warrior - 40

Rogue - 30

Can disarm an opponent 1/combat. You must strike the target weapon in melee combat, The opponent must drop their weapon to the floor, but once it has hit the floor they can attempt to regain it.

Disarm Traps

Rogue -5* first class only

Allows the rogue to legally spot traps and disarm traps after 30 seconds (per trap) as long as it is a 1st or 2nd level trap, if the trap is poisoned the rogue may become poisoned unless they also have spot venom.

Disarm Traps : Master

Rogue - 10* first class only

Allows the rogue to legally spot and disarm traps after 30 seconds (per trap) if combined with spot venom the rogue will be unaffected by the poison applied to the trap

Declare a Challenge

Warrior – 20* first class only

The character can declare a challenge 1/combat against a single enemy and gain damage reduction 1 (not ancient) vs that enemy. This must be vocally be declared.

Declare a Challenge -Enhanced

Warrior -40* first class only

The character can declare a challenge 1/combat against a single enemy and gain damage reduction 2 (not ancient) vs that enemy. This must be vocally be declared.

Declare a Challenge - Greater

Warrior – 60* first class only

The character can declare a challenge 1/combat against a single enemy and gain damage reduction 3 (not ancient) vs that enemy. This must be vocally be declared.

Distract

Rogue - 50

Once per combat you may us this ability you MUST make a cry/screech/hoot etc (your choice) and then shout CONFUSE. As the per the confuse effect.

Dodge

Race	1	2	3	4	5	Total
Human	2pts	2pts	2pts			6pts
Lios	2pts	2pts	2pts	2pts	2pts	10pts
D'Rough	2pts	2pts	2pts	2pts	2pts	10pts
Dverg	2pts	2pts				4pts
Gretch	2pts	2pts	2pts			6pts
Jotun	2pts					2pts
Wildborn	2pts*	2pts*	2pts*	2pts*	2pts*	10pts*
Felidae	2pts	2pts				4pts
Ursine	2pts					2pts
Meek Folk						0pts

*Wildborn taking extra Stamina's will have reduced Dodge purchase options! Wildborn wishing to play swift nimble characters can take additional dodges at cost of -1 Stamina Option per Dodge purchased (over 3) This allows you to dodge out of the way of a blow or a projectile attack that had in fact hit you thus negating the wound and/or any affect it discharged upon you. You may only use this skill 1/5 seconds. To use this skill you must shout "DODGE!" immediately upon being struck / touched. After using this skill you MUST as soon as possible mark your skill card - if you do not it is considered cheating. You may not dodge ranged spells but you can dodge touch and channelled spells. You may not use this skill if :-
You are prone
You cannot move
You were unaware of the attack

Don't Fancy That

Rogue – 40* First Class Only

Allows the Rogue to ignore one negative effect of 1 item carried or used.

Elemental Tranquility

Caster – 10

Felidae -5

Wildborn -5

You may announce your Neutrality to Elementals of which you are affiliated to/have spells lists for. They will then not attack you except in self defence. If however you **do** attack Elementals of your chosen spell list/affinity then you loose this skill and ALL elementals of this type will attack you with +1 damage against you until you atone. You may purchase this skill 1/per list you have. Wildborn that are not casters choose the element on time of purchase.

Enhance Ritual Wards

Caster - 30

Ritualists level is increased by +10 (RD) for purposes of Ritual Defence calculation.

Fated Soul

Warrior - 50

Rogue - 50

Caster - 50

This enables you to avoid something happening to you that could not be Dodged or Iron Willed, such as falling in a pit or triggering a trap. It could also be used as a Dodge or an Iron will if so required.

Referee's have discretion as to the uses of this skill, some things are unavoidable so even the most fate touched person would still be affected. Common sense should be used when this could be applied.

Once this skill is used it is removed from your card and needs to be re-purchased.. THE REF'S DECISION IS FINAL.

Focus Rage

Warrior – 40

Once per combat, once you have been struck by a damage call which is higher than you yourself can deal, you suffer such indignant rage that your next blow vs the opponent who struck you is at +1 damage until the end of combat

Focused Strike

Warrior - 20

Once per combat. Your character can spend five seconds preparing your next attack so that it causes +1 damage (skill stackable). You can defend during this time but may not attack or use any other skill during the five second preparation time. The +1 damage is stackable with other permanent, skill based damage and potion increases. But does not stack with and cannot be used in conjunction with Focus rage

Force of Combat

Warrior – 40

Felidae -0

If your character is held, frozen or paralysed, you can still defend at full speed. You may not move or attack.

Glancing Blow

Warrior – 15* First Class only

1 per combat take half damage (Quad becomes Double) from a weapon blow.

Ritual Power

Caster - 30* first class only

+ 5 ritual power a day to each ritual performed.

Ritual Power Enhanced

Caster - 30* first class only

+ 5 ritual power a day to each ritual performed.

Greater Ritual Power

Caster - 30* first class only

+ 5 ritual power a day to each ritual performed.

Hamstring

Rogue – 20* First Class only

Once per Combat a character may strike a leg from behind the target and call WITHER

Herb Lore

Rogue - 10

Caster – 30

Wildborn -20

This allows you with 30 seconds examination to tell the type and potential use of Herbs. Having this skill enables you to spot , certain very useful herbs, plants and trees and gain some insight after several seconds of examination to ascertain the best use for such make and administer potions. In addition you may make

1 additional batch of potions/poisons a day.

Hide in Shadows

Rogue – 10/20/30*first class only

Drough -5/10/15

Felidae -10/15/20

Three times per day, your affinity with night and darkness is so great you are able to meld with it. You can fade from sight for 60 seconds when in an area or deep shadow or darkness large enough bush to physically hide you. To use this skill you must mark your skill card then step into the shadow – then slowly raise your hand (taking 3 seconds to do so) and in this time you can still be fully seen. At the end of the 3 second period though you are hidden and may keep you hand raised for the full 60 seconds if you so wish – coming out of the melding is instantaneous. Whilst hidden you can make no noise have no scent and cannot move but you can see and hear and smell normally.

Horns

Wildborn -9

Character must have full Larp safe phys rep horns made of a suitable material. Grants +1 hit to the head location only that will only stack with a helmet if the horns are fully visible! Horns cannot be used as a weapon SO please DO NOT ATTEMPT TO HEADBUTT PEOPLE WITH THEM!

Hunch

Rogue -55

Warrior -60

You are unaffected by all hiding skills such as One with Nature

,One with Shadow skills and Camouflage. In addition because of your suspicions nature you gain a -1 damage reduction from blows to the back (to minimum of 1).

Iron Blood

Willborn -20

Due to your nature you are more resistant to magic and gain an additional 2 iron wills per day but also your body takes much longer to regenerate so the amount of time it takes you to regenerate each hit back is doubled.

Immunity - Blindness

Warrior - 40

Rogue - 40

Caster - 40

Your character is immune to the effect „Blindness“.

Immunity - Cleave

Prerequisite: Armour Mastery: Enhanced

Warrior - 60

Your character is immune to the effect „Cleave“.

Immunity - Confusion

Warrior - 40

Rogue - 40

Caster - 40

Your character is immune to the effect „Confusion“.

Immunity - Disarm

Warrior - 40

Your character is immune to the effect „Disarm“.

Immunity - Disease

Warrior - 50

Rogue - 50

Caster - 50

Your character is immune to the effect „Disease“.

Immunity – Enhanced Detect Magic/Detect magic/Sense Magic

Warrior - 30

Rogue - 20

Caster - 30

When and only when utilising some form of hiding skill such as one with shadows you are immune to Enhanced detect magic and all similar detection spells/skills. Once no longer hiding these skills /spells will again work on you.

Immunity - Fear

Warrior – 20

Rogue – 30

Caster – 30

Ursine -0

Jotun -10

Your character is immune to the effect „Fear“. This skill cannot be purchased by felidae.

Immunity - Forced Sleep

Warrior - 20
Rogue - 20
Caster - 20

Your character is immune to the effect „Sleep“.

Immunity - Fumble

Warrior - 20
Rogue - 20
Caster - 20

Your character is immune to the effect „Fumble“.

Immunity - Knock Back

Prerequisite: Armour Mastery 'x'

Warrior – 40* first class only

Your character is immune to the effect „Knock back“.

Immunity - Knock Down

Prerequisite: Armour Mastery 'x'

Warrior - 40* first class only

Your character is immune to the effect „Knock down“.

Immunity - Mute

Warrior - 30
Rogue - 30
Caster - 30

Your character is immune to the effect „Mute“.

Immunity - Poison

Warrior - 100
Rogue - 100
Caster - 100

Your character is immune to the effects of any „Poisons“.

Immunity - Scent

Warrior-20
Rogue-10
Caster -20

Your character is immune to the skill „Scent“.

Immunity - Slip

Warrior - 30
Rogue - 30
Caster - 30

Your character is immune to the effect “Slip“.

Immunity - Through

Prerequisite: Armour Mastery 'x'

Warrior – 40

Your character is so adept in the use of their chosen armour that they are no longer affected by Through, unless the damage call is Ancient Through.

Immunity - Wither

Warrior - 50
Rogue - 50

Caster - 50

Your character is immune to the effect „Wither“.

Iron Will

Race	1	2	3	4	5	Total
Human	2pts	2pts	2pts			6pts
Lios	2pts	2pts				4pts
D'Rough	2pts	2pts				4pts
Dverg	2pts	2pts	2pts	2pts		8pts
Gretch	2pts	2pts				4pts
Jotun	2pts	2pts	2pts	2pts	2pts	10pts
Wildborn	2pts*	2pts*	2pts*			6pts*
Felidae	2pts	2pts	2pts	2pts		8pts
Ursine	2pts	2pts	2pts			6pts
Meek Folk	2pts	2pts				4pts

Iron Will is a measure of a Races ability to cast aside doubt and confusion as well as stubborn pig-headedness. Hence Jotun having the ability to purchase 5 uses and fey races due to their historical background and emotion driven capriciousness. This particular skill allows you to negate a level 1 or 2 magical spell/affect targeting you. To do so shout "IRON WILL" and then mark your skill card ASAP.

Jack Of All Trades

Human-10

As the name suggests having this skill grants the character some knowledge of ALL 3 Classes being Warrior, Rogue and Caster. As such they can buy two skills that are normally 1st class only even if they are a different class.

Knockback

Prerequisite: Strength

Warrior – 40

Jotun-30

2/Combat with a ¾ speed blow you strike for KnockBack – Instead of calling your Damage Grade.

When Knock Back strikes the target they must take 10 full steps backwards (1st checking that it is safe to do so) and then kneel. At any time after they have knelt they can get back up again and continue. Not via small weapon.

Knockback - Greater

Prerequisite: Knockback

Warrior – 40

As per Knockback but 4 per combat

Knockdown

Prerequisite: Strength

Warrior – 40

Ursine -30

2/Combat with a ¾ speed blow you strike for Knockdown – Instead of calling your Damage Grade.

When Knockdown strikes the target they must fall to the ground (1st checking that it is safe to do so) so that their back rests on the ground then slowly count to 3 before getting back up. If it is not safe for them to do so for whatever reason, they may kneel instead but must count to 6 (from 3) slowly before rising. Not via small weapon.

Knockdown - Greater

Prerequisite: Knockdown

Warrior – 40

As per knockdown but 4/ per combat

Lightning Strike

Warrior – 40

Rogue - 40

Once per combat, This skill allows your character to negate a dodge used against you.- You must call Lightning Strike – then your damage call.

Literate

Warrior - 1

Rogue – 1

Caster – 1

Human-0

Felidae-0

Allows you to read normal text and is the prerequisite skill to Scroll Use. Having this skill enables you to read words written in common tongue as well as be legally allowed to use your own knowledge to try and decode runic scripts or other strange scripts. Attempting to read etc without this skill is deemed cheating.

Lucky Blow

Rogue – 10

Warrior -10

Once per combat, you may do one blow with the through effect. This may be combined with the focused strike skill. Normal stacking rules apply.

Magic – Aeromancy (Air Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate the element of air using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same 3rd level magic of this type is first class only.

Magic – Druidism (Natural Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate spiritual power using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magic – Geomancy (Earth Magic)

Caster - 10/20/30*

Grants the character the ability to manipulate the element of earth using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magic – Hydromancy (Water Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate the element of water using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magic – Necromancy (Unliving Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate the Bodies of the dead using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same.3rd level magic of this type is first class only.

Magic – Pantheon (Deific Magic)

Caster - 10/20/30* first class only

Civilised folk having come from the cities initially would have had some potential to learn the spell list below. It is not aligned to any particular god as in the pre war days and reflects the faith in the gods and their return, not necessarily the „Redemptor faith“. You must choose your own path – Healer or Smiter as your spell list will vary dependent on your choice. 3rd level magic of this type is first class only.

Magic – Pyromancy (Fire Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate the element of fire using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magic – Sanguimancy (Blood Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate and channel blood based power using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magic – Shadowmancy (Shadow Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate and channel the shadows using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magic – Wilds (Shamanic Magic)

Caster - 10/20/30* first class only

Grants the character the ability to manipulate and channel the essence of the wilds using 1st / 2nd / or 3rd level magic of this type. Costs are not cumulative so when moving from level 2 to level 3 the character only pays the difference IF the type is the same. 3rd level magic of this type is first class only.

Magical Advocate

Caster - 40* first class only

Your character is so resistant to the magic of their own type that they have attained 3rd level in, that you need not mark your Skill Card when using IRON WILL to negate an incoming level 1 and 2 spell/affect. 3rd level magic of this type is first class only.

Master

Caster - 5* first class only

You are the Master of an apprentice of your choice who must accept the Mastership by purchasing the Apprentice skill (details will be written upon your character card).. As such both of you may share 1 Basic Rite of Power using one circle, created by either the master or the apprentice, that both of you may sit within and regain Power. In addition you both regain +1 power at the end of the rite – in addition to any other benefits. You may have one apprentice and either possess the master or the apprentice skill, but not both.

Master Of All Trades

Prerequisite: Jack of all Trades

Human-60

As the name suggests having this skill grants the character even more knowledge of ALL 3 Classes being Warrior, Rogue and Caster. As such they can buy an additional 2 skills for a total of 4 skills using the same rules as Jack of all Trades

Master of Disguise

Rogue - 20* first class only

Gretch-8

Drough-15

Felidae-15

With this skill you can legally adapt all the physical nuances of another race. As such you will look like

and leave the tracks of talk like the mimicked race. This skill will NOT mask the fact from magical effects though such as a ritual to penetrate such a disguise. It takes a full 5 minutes (300 seconds) to "don" the disguise. The act of disguising oneself is up to the player but they must be able to pass for that race visibly - i.e. have the obvious physical costume requirements for that race. It should be noted though that you are STILL your own race and if struck with a Bane weapon affecting you etc the weapon blow cannot be fooled by such a disguise! You are still your original race for scent.

Master Of Magic

Caster -80

Your blood is strong with the magic of your ancestors and as such your grasp of magic is so strong your spells CANNOT be Iron Willed 1/combat

Master of perfection

Rogue – 60* First Class only (pre reqs master of disguise and supernatural adept)

The rogue has now mastered the art of disguise to such a level that they count as the race they are disguised as for all purposes such as using items, healing brackets and bane types as well as for the purposes of scent and other racial discerning abilities. This does not allow them to buy racial skills from any other race but the original.

Master of Stealth

Rogue - 10*

Gretch-10

Drough-0

With this skill you are so adept at being stealthy you leave no tracks, make no sound (unless you actually say something or make a noise other what can be considered normal volume) and give off no scent

Natural Selection (From Prev)

Rogue (first class) - 40pts

The rogue can now choose his preferred enemy 1/combat

Numeracy

Warrior - 1

Rogue - 1

Caster – 1

Human-0

Felidae -0

Allows you to count etc. Numeracy allows a character to calculate even quite difficult arithmetic without being deemed to be cheating. All characters can guess at rough numbers of course but only this skill will enable you to correctly advise exact or near numbers over 10.

Not My Dance!

Prerequisite: Dodge

Rogue - 10* First Class Only

1/Combat the Rogue may, after being struck with a blow, shout "NOT MY DANCE!" loudly. They take 50% less damage from that blow as they flinched away from it just in time and then MUST leave combat with that foe as fast as they can and take no further part in attacking the Target they used this skill against. Once combat has ended if that foe is still alive you will fear them and not approach within 10 feet of them for further 5 minutes. Purchasing this skill means that you are unable to ever purchase or become "Immune to Fear".

Of the Earth

Dverg -50

Your character is so resistant to the magic of EARTH (GEOMANCY) that you count as Supernatural Blunt vs Geomancy thus are able to Iron Will 3rd level spells

Of the Forge

Dverg -50

Your character is so resistant to the magic of FIRE (PYROMANCY) that you count as Supernatural Blunt

vs Pyromancy thus are able to Iron Will 3rd level spells.

Old blood

Dverg -15

Having this skill means that you can mend armour and weapons 50% quicker. Also you gain +1 skill point in Ritualist due to your nature.

One With Magic

Caster – 15

Lios-10

Felidae -10

You may never wear armour heavier than Very Light but you get +2 power per level of caster and +1 level in Ritual Magic that you are per day. Thus if you were a level 3 you would get 6 extra power and +3 levels in Ritualist. Obviously this is better the higher the level you are which is wholly deliberate.

One With Nature

Wildborn 5/10/15

Gretch 5/10/15

Lios 0/5/10

Your affinity with nature is so great you are able to meld with it to such a degree that you can fade from sight for 60 seconds when against a tree or large enough bush to physically hide you. To use this skill you must rip a skill card then lean against the object to meld with – then slowly raise your hand (taking 3 seconds to do so) and in this time you can still be fully seen. At the end of the 3 second period though you are hidden and may keep you hand raised for the full 60 seconds if you so wish – coming out of the melding is instantaneous. Whilst hidden you make no noise have no scent and cannot move but you can see and hear and smell normally. You may purchase this skill up to 3 times each costing 5 points so all three costs a total of 15

One With Nature : Enhanced

Lios-20

Prerequisite: One With Nature

This skill now only takes 1 second to meld with nature and you can stay hidden for up to 10 minutes (600 seconds.)

Pick lock

Rogue - 1

Can open non supernatural locked doors/chests etc with 30 seconds of roleplay with a good phys rep tool/s

Poison Groove

Rogue - 60

This allows a basic poison to be used for 3 consecutive hits and a enhanced for 2 consecutive hits but has no effect on other levels of poison.

Poison Making : Basic

Prerequisite: Tell Poison Type

Rogue – 4

Caster – 4

Gretch- 0

This grants the rogue a 100% chance to make up to 3 doses of Basic Poison and a 50% chance to make Advanced Poison per adventure. Having this skill enables you to spot , make and administer poisons. In addition to the obvious dripping green slime coating a dagger, you are able to determine after several seconds of examination if less obvious things are poisonous or have been poisoned, such as food or types of plant. You will also be able to determine if a person has been poisoned but will not tell you how wounded they are. Knowledge gained though will not in any way be as extensive as the skill herb lore.

Poison Making : Enhanced

Prerequisite: Poison Making : Basic

Rogue - 30

This allows you to make up to 6 doses of Basic Poisons or 3 doses of Advanced Poisons per adventure.

Potion Making : Basic

Prerequisite: Tell Potion Type

Rogue - 4

Caster - 4

This grants the rogue a 100% chance to make up to 3 doses of Basic General / Healing Potions or a 50% chance to make up to 3 doses of Advanced General / Healing Potions per adventure.

Potion Making : Enhanced

Prerequisite: Potion Making : Basic

Rogue - 30

Caster - 30

This allows you to make up to 6 doses of Basic Potions or 3 doses of Advanced Potions per adventure.

Power

Caster – 1point per power

Can purchase up to power cap

Preferred Enemy

Warrior – 40

Rogue – 40

Felidae-0

Gains an +1 damage (skill stackable) Vs a Specified Rulebook Race – The race must be chosen at the time this purchased. May take this skill only once.

Prey

Rogue – 30

From Preferred Enemy Enhanced

Can change the rogues preferred enemy type at the start of each day

Pure

Human-80

Jotun-60

Can never enter the Caster Class, can never cast any form of spell even from items - but is immune to all detrimental 1st and 2nd level spells whatever their source and You count as Supernatural Blunt. This does not however make you immune to spell like effects such as dragon breath and the blast of a flame trap. This also counters the magic skill that makes there spells uncounter/unironwillable.

Rallying Call

Prerequisite: Immunity - Fear

Warrior - 40

Three times per day, your character can call RALLY to counteract fear effects with 20ft. This does not work, of course, on Ancient fear effects.

Ranger

-100

This skill reflects the binding of the Warrior and Rogue Classes and as such you do not need to purchase skills from either of these classes at double rate as you now technically belong to both. Due to their nature a Ranger may purchase 1 First Class skill of their NEW class per full 100 experience points total that have earned at events. However you remain 1st class in your original class. You are required to originally be a rogue or warrior to take this skill. You may not purchase the skill Warlock or Spellblade.

Resilience

Warrior - 20

This skill makes it harder for a character to die. The character gains a 1 minute increase to grace period for each stamina possessed and requires an additional death blow for each stamina before they can be killed.

Resist Air

Jotun-40

Your character is so resistant to the magic of air that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having air magic.

Resist Blood

Gretch -40

Your character is so resistant to the magic of blood. that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having blood magic.

Resist Demonic

Human-40

Your character is so resistant to the magic of demonology. that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having demonology magic.

Resist Earth

Jotun-40

Your character is so resistant to the magic of earth that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having earth magic.

Resist Flame

Dverg-40

Your character is so resistant to the magic of fire that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having fire magic.

Resist Nature

Wildborn -40

Your character is so resistant to the magic of nature that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having nature magic.

Resist Necromantic

Human -40

Your character is so resistant to the magic of necromancy that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having necromantic magic.

Resist Pantheon

Drough-40

Ursine -40

Your character is so resistant to the magic of pantheon that they need not mark their Skill Card when using iron will to negate an incoming level 1 or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having pantheon magic.

Resist Water

Ursine -40

Your character is so resistant to the magic of water. that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having water magic

Resist Wilds Magic

Lios-40

Your character is so resistant to the magic of wilds that they need not mark their Skill Card when using iron will to negate an incoming level 1or 2 spell. If the character owns the skill Supernatural Blunt they may negate level 3 spell as well. Having this skill though will pre-empt you having wilds magic.

Rite Of Power : Basic

Prerequisite: Level 1 Caster or 1 Point in Ritualist Skill

Caster - 0

If you perform a full 15 minute rite of meditation you replenish 9 power. This is a minor rite.

Rite Of Power : Enhanced

Caster - 20* first class only

If you perform a full 15 minute rite you replenish 15 power. This is a minor rite.

Rite of Stamina

Caster - 30* first class only

Can perform a 5 min rite that allows the Ritualist to empower themselves to such a degree they can

perform an extra ritual per day. To a maximum of 2 rituals per day . Can perform an additional transport a day

Rite of Stamina - Lesser

Caster-20

This lets the caster perform and additional minor rite per day.

Ritual Contributor

Warrior - 4

Rogue - 4

Caster - 4

Enables your character to participate in and grant power to a Ritualist performing a Ritual. You grant +1 Ritual Power to both the ritual's (RD) as well as +1 to the ritual itself. Please note that this skill does NOT enable you yourself to enact Rituals. If someone is in a ritual circle without this skill whilst a ritual other than transportation is being enacted, they will be deemed detrimental to the outcome of the ritual!

Ritual Guardian

Prerequisite: Ritual Contributor

Warrior - 20

Rogue - 20

Caster - 20

Grants +10 to a ritual's (RD) when actively guarding a ritual.

Ritualist

Caster - 1-20

Felidae – 0(2pts)

See ritual magic section - Felidae have the option to have ritualist (2 points) free of cost.

Ritualist : Creator

Caster - 30

When performing a Creation ritual gains +10 Ritual Power but when attempting a ritual of another type they do so at -5 Ritual Power to a minimum of 1 Power.

Ritualist : Deceiver

Caster - 30

When performing a Deception ritual gains +10 Ritual Power, but attempting a ritual of another kind they do so at -5 Power to a minimum of 1 Power.

Ritualist : Divine

Caster - 30

When performing a Divination ritual gains +10 Ritual Power but attempting a ritual of another kind they do so at -5 Power to a minimum of 1 Power

Ritualist : Restorer

Caster - 30

When performing a Restoration ritual gains +10 Ritual Power but when attempting a ritual of another kind they do so at -5 Ritual Power to a minimum of 1Ritual Power.

Ritualist : Scryer

Caster - 30

When performing a Scrying ritual gains +10 Power but doing a ritual of another kind they get at -5 Power to a minimum of 1 Power

Ritualist : Transporter

Caster - 30

Can use a circle to transport 20 people at a time, Double the daily amount of transports but doing a ritual of another kind they get -5 Power to a minimum of 1 Power

Ritualist : Warden

Caster - 30

When performing a Warding ritual gains +10 Ritual Power, but when attempting a ritual of another kind they do so at -5 Ritual Power to a minimum of 1 Ritual Power

Scent

Rogue – 10

Ursine -5

Wildborn -10

After several minutes of sniffing, Your character can tell if a certain racial or animal type is nearby. The answer will be quite broad, Fey, Wolf, Wilds Creatures etc - this will only pick up things within the localised area. It should be noted scents do not last long in the air

Scavenge

Dverg -0

Dverg are so adept at scouring after a battle they may spend 30 seconds rushing round looting bodies of their equipment. This allows them to replace any missing or damaged weapons or armour with scavenged pieces. The time for this to work can never be improved. This requires concentration.

Scroll Use

Prerequisite: Literate

Rogue - 4

Caster - 3

This allows a character to make, read and use scrolls. To make a scroll you must first be able to cast that spell. You may inscribe the vocal of the spell/s they want to make a scroll of upon good phys rep paper (parchment etc) in ink that has had a 10 second rite (of the characters own creation) to bind the power to the parchment. They then take the scroll"s to the admin desk for processing where they hand over the Scroll and the Power Cards used to cast the spell into the scroll. It costs 1 silver to make a scroll per level of the spell to be inscribed. A 3rd level spell costs 3 silver to make. A character with this skill can make double their levels worth (1st = 2, 2nd = 4 or 3rd = 6) of scrolls per event – power, circumstance and funds permitting. To cast a spell from a scroll takes the same amount of time as it takes to say the words aloud - no power is used to cast from a scroll as that has already been taken account of in its creation. Scrolls will last until used, they count as magical objects and can be detected as such.

Search

Prerequisite: Conceal

Rogue - 10

After 10 second searching per location can find any concealed items on a body.

Sense Magic

Caster – 2

Felidae -0

This allows you to sense if there is magic within an item or on a person. It takes 10 seconds of calm concentration and your hand must be no more than 1 inch from the person or object, upon success they get a feeling of power like pins and needles. You also get the powers level (only) of magic contained within.

Sense Magic : Enhanced

Caster - 4* first class only

After 10 Seconds the caster can tell most of if not all the attributes of any magic within a person or an object. Hand must be no more than 1 foot from the target. . In addition due to your heightened senses regarding magic it is legal for you to after several seconds of deep contemplation to determine major aspects about the thing you are looking at, far more detailed than the lesser version of this skill. This will tell you the power levels of the magic along with its type and likely effects.

Shield

Warrior - 3

Allows the use of a Shield for defence up to the maximum dimensions of 60 inches high by 36 inches wide.

Shield : Mastery

Prerequisite: Shield

Warrior - 60

A character with this skill is so adept at using their shield that they can turn it at the last second resulting in it (the Shield only) being immune to the **CLEAVE** affect. This does not mean that the arm which the shield is held on is immune to CLEAVE This skill obviously will not defend against ANCIENT CLEAVE.

Sixth Sense

Rogue*First Class Only – 20pts (From Hunch)

You senses are so honed that this skill allows the rogue to keep their eyes open during a time freeze.

Smith

Warrior - 20

Rogue -20

Caster -20

Having this skill means that you can mend armourand weapons +50% quicker. (twice as fast)

Sniper

Prerequisite: Weapon - Projectile

Rogue - 40

When using a bow and shooting more than 20ft from your target, gain +1 damage (skill stackable).

Specialist

Caster - 8* first class only

This skill allows you to buy your chosen spell lists at 5/10/20 points for level 1/2/3.It also grants you double the level of power youwould normally receive for that spell list. (+10, +20, +40) and you can buy Magical Advocate at half price. However you may only have the chosen spell list and may not buy any additional spell lists. You

maximum power is also increased by +20 to 120.

Spiritual Wards

Caster -14*First Class only

The character gains +1 hit of natural armour, this can stack with physical and magical armour.

Must have appropriate spiritual markings. This does not stack with wode.

Spiritual infusion

Caster-10*First Class only

The character can after a 1 minute minor rite imbue a weapon to strike for Magic or Spirit, choose at the completion of the rite, this effect will last for 1 hour.

Spellblade

-100

This skill reflects the binding of the Rogue and Caster Classes and as such you now do not need to purchase skills from either of these classes at double rate as you now technically belong to both. Due to their nature a Spellblade may purchase 1 First Class skill of their NEW class per full 100 experience points total that have earned at events. However, you remain 1st class in your original class. You are required to originally be a rogue or caster to take this skill. You may not purchase the skill Warlock or ranger.

Spore Clouds

Willborn -45

You produce spores from your very being, these are normally harmless in nature but you can channel them to CONFUSE your enemies 1/combat you can call MASS CONFUSE. You can buy this skill multiple times for every full 100 character points spent on the character.

Spot Venom

Rogue – 1* First Class Only

Your character is so adept with dealing with venoms that they can spot the tell tale signs of their application, the smell the haze in the air around an envenomed weapon, the slight sheen of green liquid etc. In game terms the character can legally after 3 seconds of looking at an object tell if its poisoned by calling "SPOT VENOM" to which the ref will answer yes or no only!

Stalwart

Jotun-15

Ursine -15

So great are your will and physical strength that when you are subject to anything that would physically REPEL or KNOCKBACK you away from an area such as the spell Gust of Wind, you only have to retreat half the distance.

Racial Stamina Availability

The number of stamina's available to a character is based upon race and class.

Race	Class	1	2	3	4	5
Human	Warrior	5pts	10pts			
	Rogue	5pts				
Lios	Warrior	5pts	10pts			
	Rogue	5pts				
D'Rough	Warrior	5pts	10pts			
	Rogue	5pts				
Dverg	Warrior	5pts	10pts	20pts		
	Rogue	5pts	10pts			
Gretch	Warrior	5pts	10pts			
	Rogue	5pts				
Jotun	Warrior	5pts	10pts	20pts	40pts	80pts
	Rogue	5pts	10pts	20pts		

Wildborn	Warrior	5pts	10pts	20pts*	40pts*	80pts*
	Rogue	5pts	10pts*			
Felidae	Warrior	5pts	10pts	20pts		
	Rogue	5pts				
Ursine	Warrior	5pts	10pts	20pts	40pts	80pts
	Rogue	5pts	10pts	20pts		
Meek Folk	Warrior	5pts	10pts	20pts	40pts	80pts
	Rogue	5pts	10pts	20pts		

* Wildborn playing large ponderous creatures may take this but lose 1 dodge/day per Stamina level		
i.e. Dave wants to play Rangosh the Treeman WARRIOR . He is covered in bark and tough and wants to reflect		
this with stamina's. He saves up the points to get Stamina 3 (-1 Dodge) Stamina 4 (-1 Dodge) and Stamina 5		
(-1 Dodge) = Total of -3 Dodges. Wildborn with the Acrobat Skill are limited to 3 Dodges/day anyway. Therefore		
Rangosh can have 0 dodges/day. Dave thinks this is apt being a big ponderous tree.		

Stamina : Greater

Warrior - 20* first class only

Dverg - 15

Ursine - 15

Having this skill reflects great vitality and as such instead of having to begin a 5 minute count (300 seconds) when you become critically wounded, you instead begin a 10 minutes count (600 seconds).

Strength

Warrior – 25

Jotun -0

Ursine -0

Felidae -15

Wildborn -10

You character is so strong that on the 1/combat they can strike for +1 damage (strength) grade. In addition you can carry a prone body on your own just by holding one arm. You also count as 2 people when restraining someone and on the flipside need 6 people to restrain you not 3. This skill should be used for only these things – over exuberance with this skill such as physically pushing folk over etc will see it removed.

Stunning Blow

Prerequisite: Strength.

Ursine -20

1/combat, the target is dazed for 5 seconds by the force of the blow. During this time they cannot do anything even defend themselves. Strike for CONFUSE once per combat.

Supernatural Adept

Rogue – 30* First Class Only

Allows the Rogue to use items for a race that they are master of disguised as. I.E. Axe of Doom. Jotun only. May use if disguised as Jotun

Supernatural Blunt

Warrior – 25* first class only

Rogue – 45* first class only

This skill reflects the fact that the character is very resistant to the supernatural and as such may never

own any skill that grants Power Points or Spell Lists, Ritual Magic and may not contribute to Rituals (but may transport). They may cast Spell affects from items of power, and they may use a magical weapon etc. and call its damage type or if it grants innates such as additional Life Points these too maybe utilised. Now the character may legally Iron Will 3rd level spells and/or Supernatural affects unless advised otherwise by Referees. This skill also grants an additional 2 Iron Wills per day.

Supernatural Heritage

Wildborn -30

Your ancestry still runs within your veins only weaker, you may call on this to gain regeneration as per blood magic spell regeneration. You can buy this skill multiple times for every full 100 character points spent on the character.

Tail

Wildborn -40

Must be wearing a full tail phys rep of at least 2 ft long made of a larp safe material. This tail is benefits the character as it makes them immune to the KNOCKDOWN effect.

Tell Poison Type

Rogue – 1

Gretch -0

After 30 seconds examination this allows you to tell if it is a Poison and its broad type and likely affect. In addition to the obvious dripping green slime coating a dagger, you are able to determine after several seconds of examination if less obvious things are poisonous or have been poisoned, such as food or types of plant. You will also be able to determine if a person has been poisoned but will not tell you how wounded they are.

Tell Potion Type

Rogue - 1

Caster - 1

After 30 seconds examination this allows you to tell if it is a Potion and its broad type and likely affect. You are also able to determine after several seconds of examination if less obvious things such as a secret pool of slightly bitter tasting water could have other properties or a particular root is used in the making of healing potions thus at a push if chewed may help with pain etc. Knowledge gained though will not in any way be as extensive as the skill herb lore.

Tenacious

Jotun-25

Ursine-25

Felidae -25

You are now so unyielding when it comes to getting into combat that instead of taking an effect that would make you IMMOBILE such as Entangle or Angelic Cage you can instead move and fight at half (zombie) speed.

Trace Transport

Prerequisite: Tracking : 1 point in Ritualist

Caster - 10

This grants the ability to find out what circle the last transport connected to within the last 10 minutes. To do so takes 60 seconds of communing with the circle used.

Tracking : Basic

Rogue – 2

Wildborn -3

This allows you to tell what has been through an area and the rough numbers, with in the last few hours. (At the referee's discretion) this can be used to track people or creatures. This skill in addition will allow some knowledge of geographic features of a place that you are studying. After several seconds of being in a locale you would be able to tell the likelihood of water nearby, if caves are likely in a mountain range,

if a glade will be marshy or swamp like etc.

Tracking : Enhanced

Prerequisite: Tracking : Basic

Rogue - 13

This allows you to tell exactly what/who has been through an area and their numbers within the last day. (At the referee's discretion) this can be used to track unique people or creatures.

Traverse Ritual Warding

Prerequisite: Ritualist 1+

Caster – 15

This skill allows you to traverse a ritual ward if your ritual attack is higher than the ritual defence after 30 seconds of role-playing breaching the ritual barrier.

Traverse Ritual Warding- Enhanced

Prerequisite: Ritualist 1+

Caster – 25

This skill allows you to traverse a ritual ward if your ritual attack is higher than the ritual defence after 30 seconds of role-playing breaching the ritual barrier. For the purpose of breaching ritual wards your ritual attack is considered to be 10 points higher after a 1 minute minor rite.

Very Lucky Blow

Warrior - 10

Rogue - 10

You gain an additional use of the lucky blow skill per combat. Pre req: lucky blow

Vines

Wildborn -20

Your affiliation with the wilds has manifested itself with your veins being replaced with vines or creepers etc. Therefore You may cast the spell Entangle 1/combat. You can buy this skill multiple times for every full 100 character points spent on the character.

Warcry

Warrior - 30

Three times per day, your character may let forth a fearsome warcry (verbal „Warcry!“) which causes mass fear to all enemies within five feet.

Warlock

-100

This skill reflects the blending of the Caster and Warrior Classes and as such you now do not need to purchase skills from either of these classes at double rate as you now technically belong to both. Due to their nature a (Warlock) may purchase 1 First Class skill of their NEW class per full 100 experience points total that have earned at events. However you remain 1st class in your original class. You are required to originally be a warrior or caster to take this skill You may not purchase the skill Spellblade or Ranger.

Weapon - Great

Warrior - 2

Allows a character to use a Great Weapon, Great Weapons are considered to be 60 - 84 inches in total length and blows must be Role-played at ¾ speed. The weapon must be wielded in both hands at all times to either cause damage or to parry.

Weapon - Great : Enhanced

Prerequisite: Weapon - Great

Warrior – 10* first class only

Allows a character to use a Great Weapon, Great Weapons are considered to be 60 - 84 inches in total length and blows must be Role-played at ¾ speed. The weapon must be wielded in both hands at all

times to either cause damage or to parry. Character can now use great Weapons Inflict a base damage of Double at all times.

Weapon - Great/Two Handed : Cleave

Prerequisite: Weapon - Great / Two Handed, Strength

Warrior - 60* first class only

When using a Great Weapon or two handed weapon the character may strike for CLEAVE. The blow must be fully role played at ¾ speed or it does not work !

Weapon - Great/Two Handed : Through

Prerequisite: Weapon - Great / Two Handed

Warrior – 40* first class only

All blows that your character strikes in combat with a great / two handed weapon can be called as “Through”,

Weapon - Light Spear/Staff

Caster - 2

This allows a Caster to use a Spear or a Staff for safety this can be used in two hands but does not count as a Great Weapon therefore any abilities that requires the use of a Great Weapon will not work with this skill.

Weapon - One Handed

Warrior - 0

Rogue - 1

Caster - 2

Allows you to use a One Handed Weapon (18-42 inches long) in your primary hand.

Weapon - One Handed : Through

Prerequisite: Weapon - One Handed

Warrior - 50* first class only

Rogue – 50* first class only

All blows that your character strikes in combat with a one handed weapon can be called as “THROUGH”.

Weapon - One Handed : Cleave

Prerequisite: Weapon –One handed, Strength

Warrior - 60* first class only

The character can strike for leave 1/combat with a one handed weapon after a fully roleplayed blow.

Weapon - Projectile

Warrior - 5

Rogue - 5

Allows the use of any form of Projectile Weaponry, such as Bows and Crossbows. Projectile Weapons deal the damage call Through at all times. Never use you bow etc to parry or strike blows as this is dangerous.

Weapon - Small

Warrior - 0

Rogue - 0

Caster - 0

Allows you to use a One Handed Weapon (3-18 inches long) in your primary hand.

Weapon - Small : Through

Prerequisite: Weapon - Small

Warrior – 60* first class only

Rogue – 50* first class only

All blows that your character strikes in combat with a small weapon can be called as “THROUGH”.

Weapon - Thrown

Warrior - 1

Rogue - 1

Only characters with this skill may throw usable objects, (maximum size of 18 inches in the object's largest dimension) and cause damage. You may only throw one weapon at a time, unless character has Ambidexterity Note: If your character does not have this skill, do not randomly throw such usable objects as this is

cheating!

Weapon - Thrown : Through

Prerequisite: Weapon - Thrown

Warrior - 40* first class only

Rogue - 40* first class only

All blows that your character strikes in combat with a thrown weapon can be called as "THROUGH", ignoring normal (non lammied) armour.

Weapon - Two Handed

Warrior - 2

Allows the character to use a Two Handed Weapon. 2H Weapons are considered to be 42 - 60 inches in total length. The weapon can also be wielded in 1 hands providing the blows can be safely landed (If a ref deems that the player cannot control a weapon of this length safely in 1 hand then they player will be instructed to use 2 hands at all times)

Weapon - Two Handed : Enhanced

Prerequisite: Weapon - Two Handed

Warrior - 8* first class only

Allows the character to use a Two Handed Weapon .2H Weapons are considered to be 42 - 60 inches in total length. The weapon can also be wielded in 1 hands providing the blows can be safely landed (If a ref deems that the player cannot control a weapon of this length safely in 1 hand then they player will be instructed to use 2 hands at all times) a 2H Weapons Inflicts a base damage of Double on the first blow of combat and Single at all other times. The increase of damage does not apply if the weapon is being used in one hand. The additional damage does not affect skills such as Strength.

Weapon : Expertise

Prerequisite: Weapon : Mastery 'x'

Warrior - 50* first class only

Rogue - 50* first class only

Grants +1damage when using in One Weapon Type that you can use. While you can use other weapons, you may only ever deal a single point of damage with weapons not of your chosen type.

Weapon : Mastery 'x'

Prerequisite: Weapon 'x'

Warrior - 50

Rogue - 60

Grants +1damage when using a Weapon Type that you can use. You must purchase this skill once for each type you wish to gain mastery in:-Small - 3-18 inches in length,One Handed - 18-42 inches in length,Great - 42-82 inches in length, Projectile, Hand Thrown

Weapon : Mastery 'x' Enhanced

Prerequisite: Weapon Mastery x'

Warrior - 50

Grants an additional +1 damage when using ONE Weapon Type that you can use. You may only choose this in ONE type of weapon EVER.

Weather Worn

Rogue - 10

Caster - 10

Warrior - 10

Due to always being out and about you are less affected by extreme cold/heat as such can by calling "Weather Worn" ignore the 1st freeze and the 1st wave of heat affect of each day. It will also grant them some immunity to role-play required when advised of adverse weather conditions by a referee.

Web Sacs

Willborn -35

You have internal web sacs that can given enough time can hold people in place. 1/ combat you can Point at a target within 5 ft and Call "Webs ,....ENTANGLE 5 seconds!". This may not be Iron willed or dodged despite being a physical effect. You can buy this skill multiple times for every full 100 character points spent on the character.

Wilds Friend

Wildborn -1

Due to your nature you are far less likely to be attacked directly by the Wilds. To use this skill you must have no weapons drawn and not move faster than a slow walk. You will be advised by the ref if this skill will have effect on the Wilds creature/effect. If so you will be able to pass unaffected by the Wilds creature/effect until out of its area of affect (known by the ref).

Wilds Sense

Wildborn -10

You are so in touch with the corrupted flows of the Wilds due to you heritage that you are able to, after 30 seconds meditating ask a question of the Surrounding Wilds surroundings/creatures. The ref will advise you in the best way he can with feelings and glimpses of answers in a narrative way best suited to what in fact you are asking. You could for example ask why the bloodgrass was not growing in a certain area and would get pictures in your mind of a area of blighted land.

Wode

Warrior – 2

Dverg -0

Wode is a alternative to armour often used by the more primitive cultures in the world. The warrior BELIVES that he is watched by his totem his ancestors his gods and they will keep him/her safe from harm. Because of this belief, the skill grants +1 point of Protection on any location where coloured swirls/patterns of war paint are

drawn/painted (Dverg tribal tattoos are black so please avoid this colour to avoid confusion). It should be noted that at least 50% of the location must be covered by the Wode to get this benefit.

This skill precludes the use of physical armour. Wode grants no protection against Through or Cleave.

Wode cannot be mended with a hammer instead you need to spend time reapplying it in a rite that must last at least 20 seconds per location.

Wode : Enhanced

Prerequisite: Wode

Warrior – 20

Dverg -15

Wode now grants +2 points of protection on any location where Wode is represented.

Wode : Greater

Prerequisite: Wode : Enhanced

Warrior – 40

Dverg -30

Wode now grants +3 points of protection on any location where Wode is represented.

Appendix

Current version aftermath v3.0.

Please be aware that any skill is subject to change or removal at any time, this is non-negotiable and will be only be used where deemed necessary by a referee.

With special thanks to Carl Danes, James Jones, Simon Power & Frankie Smith.