

C.A.R.P.S.

The Rulebook

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CHAPTER ONE: C.A.R.P.S.

What is C.A.R.P.S.? Why Should I Play C.A.R.P.S.?

C.A.R.P.S. stands for Central Action Role-Playing Society. C.A.R.P.S. is owned and operated by CARPS Game, Inc. C.A.R.P.S. has been around for over 20 years and was originally developed in the basement of Barnes Hall at Central Michigan University. We are a Live-Action Role-Playing (LARP) system that allows for full participation that is not possible in a paper and dice role-playing game. LARPing is like becoming a character in a play, movie or book. There is no describing what you do, you get to do it! You get to decide what kind of Player Character (PC) you want to play and then act the part. Dress, speak and think as your PC would while interacting with other PCs around you. This brings the fantasy world to life.

C.A.R.P.S. is unique in many ways in the LARPing world, but we pride ourselves on the sense of community that we have both in-game (IG) and out-of-game (OOG). Not only do we meet IG, there are different OOG events during the year so that we have a thriving sense of family and community, while on the field or at crafting gatherings.

Suggested Items to Bring for the Weekend

For a typical full event, we rent a camp that has cabins and bunks. However, it is suggested that you should consider bringing the following items as they will not always be available to you:

- Sleeping bag and/or blankets and Pillow
- Snacks
- Drinks (IG bar will be set up where you can buy beverages with IG money)
- Paper and writing instrument
- Light source
- Costuming and makeup for your PC
- Any boffer you will need over the weekend
- Sunscreen and insect repellent [warm events]
- Layers of clothing, gloves, extra socks, extra bedding [cold/wet events]

Check-In

Before you may begin playing, you will need to check-in at Logistics, which is set up in the main Tavern building and runs from about 6pm to Game On (varies). If you arrive after Game On, go to the IG Bar and they will be able to assist from there. This is where you will pay for your event and the meal plan, if you are going to participate. Remember: **YOUR FIRST EVENT IS FREE**. We have Player Marshals set up in the building who will help get you set up to enjoy your first event with C.A.R.P.S. and answer all your questions, get your character set up in the database, and get your starting tags/recipes/spells.

Check-Out

Before you go home for the event, double check that you have all the stuff you brought and, if you have time, NPC Camp always appreciates you stopping in and seeing if they need anything done. Please make sure you return any items that you borrowed from NPC Camp for the event. You are responsible for keeping track of your coin and items between events, they will not be replaced if lost.

Character sheets need to be turned into the box on the bar. Player Marshals will update any changes to your character between events in the database so that the next time your sheet is printed, it will be up-to-date. If you forget to turn it in, you can email C.A.R.P.S. Logistics, carps.characters@gmail.com, with a picture of the changes and they will also be able to update your character sheet.

If you are attending one of your first three events, we request that you put all your coin/gem phys reps into an envelope (located at the Bar) with your IG and OOG name on it. When you attend your next event, these will be waiting for you to pick up. In exchange for doing this, the Player Marshals will award you Brownie Points (see below on what these are). The reason for this request is that these customized phys reps are very expensive to replace.

Earning Character Points (CP)

A player can only have 3 active characters at any time. If a player has 3 active characters already they must retire one in order to start another. For PCs with less than 500 CP you can earn CP above what other characters can earn, this is called Fast Track. A character is only eligible for Fast Track CP if all of player's three characters are under 500 CP. CP is automatically awarded to the highest point character that we have on file for the player. The player may decide to transfer this CP to a lesser point character point-by-point if they so choose. Any CP that is freed up on a character by any means, remains locked to that character but may be spent on new skills/abilities for that character.

If your PC is less than 500CP (see below for qualifications on this):

- Attendance at a one-day event: 15CP to Main PC
- Attendance at a full event: 30CP to Main PC

If your PC is over 500CP:

- Attendance at a one-day event: 10CP to Main PC
- Attendance at a full event: 20CP to Main PC

Please note that there is a cap on how many CP each PC can have. At this time, the cap is set at 2000CP. There are extra ways to earn CP. The amount awarded for the following is merely a guideline for the game and all awards need to be finalized by a Game Master (GM) before being applied to your total earned CP.

There are additional rewards for being an NPC or helping the game in other ways. A list of those rewards can be found on the website.

Brownie Points (BP)

BPs are a reward for helping the game in one way or another, out-of-game. The chart on reward can be found on the website. When donating an item, check with NPC camp **BEFORE** the event to see if they are in need of the item, or you may not be awarded BP. NPC Camp will normally post a list of items desired for each event, please reference that list to see what is needed.

BP usage (per full event):

- 10BP = one Verlan (max 10)
- 5BP = one Basic component of your choice (max 40)
- 25BP = one Orange (Rare/Spirit) component (max two)
- 100BP = one Purple (Exotic/Magic) component (max one)
- 20BP = one Dot of Guild Influence (max five)
- 50BP = one Dot of House Influence (max three)
- 100BP = one Dot of Royal Alliance Influence (max one)
- 100BP = 1CP for a Familiar
- Other options available at GM discretion

BP usage (per month):

- 25BP = one Path Experience (PXP) (max four) **OR** 1CP (max four)

PXP is only useable for buying Path and Racial skills. It does not count towards the 2,000CP cap for a PC. NPC time can also be turned in for PXP at the rate of 2PXP/hour instead of the normal 2CP/hour. Max on this is still five hours (beyond that you earn BP). PXP is capped at 500 points on each character. PXP is only earnable by helping the game. It is C.A.R.P.S.' way of thanking those people who go that extra distance to help the game out.

Game Sessions and what is a Re-Pop?

The skills and abilities of your PC are allowed to be used a certain amount of times per game session. Each game session starts with what is commonly called a Re-Pop. A Re-Pop is when your skills that you have used are Re-Populated and can be used again. A normal game session has three Re-Pops.

Session Number	Starts At	Ends At
Session 1	Friday Game-On (first skill Re-Pop)	Saturday, 6am
Session 2	Saturday, 6am (second skill Re-Pop)	Saturday, 6pm
Session 3	Saturday, 6pm (third skill Re-Pop)	Sunday, 4am

When a Re-Pop hits, all session-long buffs are lost – this includes spells and Potions. All uses of a skill are regained, as are Production Points (PP) and Mana.

Cost to Play

C.A.R.P.S. has a yearly membership fee, a requirement to maintain C.A.R.P.S. as a business. Each full event has a specified cost with an additional cost if you wish to participate in the meal plan. Options to pre-pay for an event can be found at <http://www.carpsgame.com>. There is also an option to pay for the full year, this can be just for the events or for events and meals. This is the full cost of all events but the yearly membership fee is waived with the season pass. Finally you can pay a reduced cost to just participate for one or two Re-Pops instead of the full event. Please check with the Logistics Team if you have any questions on costs.

[C.A.R.P.S.](http://www.carpsgame.com)

www.carpsgame.com

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The benefits for the yearly pre-pay include the awarding of CP even if you do not attend the event and the possibility of additional benefits as listed on the website. The yearly pre-pay does not negate the need for a player to be present in order to utilize skills, abilities, or items for the event. In order to utilize a character's abilities they must be played during the event.

In-Between Events

Between C.A.R.P.S. events, your PC is able to perform one in-between game action (IBGA). To do this, you must submit an IBGA form (found on the Facebook group and website). All IBGAs must be submitted at least one week prior to the start of the next event. Submit your name, your PC's name and exactly what you would like for your PC to do. If your PC will be learning a new skill or another named level of a current skill, you must submit that your PC is being taught or is buying the skill with IG money. Any IG money, influence or items that are spent between events must be turned in at your next check-in with Logistics. Any skills, abilities or magic items used between events come out of the next Re-Pop that your PC participates in.

Game Master

The Game Master (GM) is the person/people who are in charge of C.A.R.P.S. They are the one who runs the plots, reviews rules, and makes sure that the camp is cleaned up before we depart for the weekend. They have the ultimate ruling on any issues that come up either during an event, or between events. They generally have an OOG Management team that assists with things like the accounts and booking the site, but they still maintain the top of the chain of command at C.A.R.P.S. at all times. They will place trust in players that are placed on their GM Staff and these people have a position just under "The GM" and can be trusted to make rulings on the spot, but the GM always retains the right to overrule those decisions if they disagree with them.

Marshals

Marshals are a type of game referee. A Marshal may either be an NPC or a player that the GM chooses. There are several Marshals [available](#) and they perform a variety of functions. Some are responsible for facets of game safety. Others have a high degree of expertise in certain areas of the game. A GM has the final ruling on all rule questions and is in charge of the NPCs. Marshal titles are listed below and the people that perform these duties can be found on the official website inside the forums and in the files section on the Facebook group:

- Combat Marshal
- Logistics Marshal
- Magic/Ritual Marshal
- Rogue Marshal
- Weapon/Armor Marshal

Marshals are generally introduced at the Game-On Meeting, but if you have a question about who is one, just ask and we will be glad to point you in the right direction. All Marshals are listed on the C.A.R.P.S. website and in the file section on Facebook. A list is posted at the IG Bar as well.

Logistics Marshals include Check-in, Player and Production Marshals; they are the ones that run check-in at the event and maintain the database of characters and

updates to them and to Brownie Points between events. They can be reached by sending an email to carps.characters@gmail.com. All character changes must be done by them to the official version of the character that is in the database.

Any Character updates must be submitted no later than the Wednesday prior to the next event in order for Logistics to add them to the official character sheet. Any updates submitted later than this will not show on your character sheet until after that event.

NPCs (Non-Player Characters)

NPCs are C.A.R.P.S. volunteers that play the roles of people who interact with PCs, in the game world. An NPC can be a merchant, a farmer, a Noble, a peasant, a pirate, a shopkeeper, a soldier—anyone who would be living around you. They can be friends, enemies, or no one of consequence. NPCs can also play beings in the world, from tiny puppies to woodland creatures to 50' tall monsters. The NPC will tell you what they are supposed to be. Never assume that all NPCs are your enemies. Because the people playing NPCs will usually have multiple roles during the course of an event, you may be tempted to ask, "What do I see?" every time you see one. It is alright to ask this question if it is not obvious what they are portraying at the time. For example; a white tabard vs. skull mask/gloves/armor. One is obviously an undead whereas the other is open to interpretation. An additional responsibility of an NPC is to make sure that everyone is playing safely. In cases of safety, NPCs should always be obeyed.

Game Stops

A Game Stop is a complete halt of game play. It may last anywhere from a few seconds to several minutes. Game Stops are generally only called at times of severe confusion, certain spells and effects, multiple effects or events happening at the same time and immediate danger to PCs and NPCs. To call a Game Stop, yell, "Game Stop!" or blow a whistle. If you hear the phrase "Game Stop" or the whistle immediately: stop what you are doing, take a small step back and remain silent. It is imperative that you observe every Game Stop, no matter who calls it. This ensures that the situation remains as-is and that players remain safe. To resume play after a Game Stop, the person who called the Game Stop says, "3-2-1 Game-On." If you are hurt while playing, please call a Game Stop. We will assume that you are role-playing being hurt if you do not call a Game Stop.

We have a call specifically for safety, or injury related instances. This call is "STARFISH". If you hear someone call "STARFISH" it is an immediate Game Stop, our medically trained members will take over the situation. It is imperative you remain silent and motionless during this time.

Meta-Gaming

Meta-gaming is using OOG knowledge to benefit yourself or others IG. An example of meta-gaming is overhearing NPCs talk about a cave full of skeletons and warning your OOG friends who are about to go into that cave what they'll face there. Another is reading someone else's character sheet to find out what their strengths and weaknesses are. At C.A.R.P.S., you only know what your PC knows; not what you, the player, knows. Do not take OOG information and use it IG. Blatant meta-gaming will be dealt with harshly.

Golden Rule

The golden rule of C.A.R.P.S. is: "Don't ruin another person's fun." Don't tag along on a newbie plot and kill all of the creatures in less than 10 seconds. Don't use all of your puzzle-busting skills at the first opportunity and deprive others of the fun of solving a riddle. And don't drag newbies along on high-level plots so they can die again ... and again ... and again.

Equally important is: "Just because it doesn't say you can't doesn't mean you can." This rulebook cannot cover every given situation. When in doubt ask a GM.

Code Words

C.A.R.P.S. has used code words so that PCs can make sure that other players are aware of their OOG concerns without breaking character. The use of code words should not be common, but they are available to keep the game safe and fun for everyone. C.A.R.P.S. is committed to providing a safe environment for all its members and C.A.R.P.S. has a zero tolerance policy for OOG violence and harassment. Currently our code words are:

SAFETY CALLS

- **PARACHUTE:** Parachute is used when a situation has gotten out of hand and the role playing has gone into out-of-game anger or violence or repeated harassment. It is not used to save your character. If used, the person calling it must report it to NPC camp and explain to the staff what occurred.
- **STARFISH:** If you are in real OOG physical danger, or are hurt, yell, "STARFISH!" instead of, "Help." Since you are assumed to be IG for the entire weekend, if you yell, "Help" it will be assumed your PC is the one yelling for assistance and players will be free to ignore you (hey, not everyone is a nice guy). However, if you use the code word, "Starfish," people will recognize it as an OOG injury/situation and will yell, "Starfish!" back and move to assist you.

SEXUAL HARASSMENT

- **SEATBELT:** Seatbelt is the call for C.A.R.P.S. for sexual harassment. Stating "Seatbelt" to a person that is making you uncomfortable, by in or out of game actions, that are of a sexual nature, should be your first action to inform them to stop and that you don't want their actions. If "Seatbelt" does not work and the member's actions continue, or start again at a later date, please feel free to call "Parachute" and immediately report the incident to the NPC Camp as outlined above. The Board or GM staff will take appropriate measures as they see fit to respond to the call(s).

Definition of sexual harassment: Sexual harassment is **UNWELCOME** conduct of a sexual nature which makes a person feel offended, humiliated and/or intimidated. It includes situations where a person is asked to engage in sexual activity which creates an environment which is hostile, intimidating or humiliating for the recipient.

Please take careful note of the words unwelcomed or unwanted. We are not your parents, and this policy is in no way intended to tell consenting adults what they can and cannot do at our events (*within the C.A.R.P.S. rules.*) This policy is specifically for people that are trying to tell another member that their conduct is making them uncomfortable and is unwelcomed or unwanted. If a member's conduct towards you is unwelcomed or unwanted you are encouraged to use the code word "seatbelt" to put them on notice that you do not want to participate in these actions with them. Further, members are allowed to be comfortable with one (or more) member but not comfortable with another.

Sexual harassment can involve one or more incidents and actions constituting harassment may be physical, verbal and non-verbal. Examples of conduct or behavior which constitute sexual harassment include, but are not limited to:

Physical conduct

- Physical contact including patting, pinching, stroking, kissing, hugging, fondling, or inappropriate touching
- Physical violence, including sexual assault

Verbal conduct

- Sexual comments, stories and jokes
- Sexual advances
- Repeated social invitations for dates or physical intimacy
- Insults based on the sex of the member
- Condescending or paternalistic remarks

Non-verbal conduct

- Display of sexually explicit or suggestive material
- Sexually-suggestive gestures
- Whistling
- Leering

Forbidden Items

Alcohol/Illegal Substances: Under no circumstances may anyone bring, or be under the influence of, alcohol or any illegal drugs. Being under the effects of such substances can cause an unsafe game environment. Anyone found with alcohol will have their alcohol put away until after the event and/or be removed from the game. Anyone found with illegal substances will be reported to the police and will be permanently removed from the game. No refund will be given.

Real Weapons: Anyone who brings a real weapon will be told to put it away. The only weapons that may be brought are small utility knives (for cutting food, tape, etc.). Players are allowed to carry a walking stick, but when combat begins it must be promptly removed from the combat area without slowing down the game.

Forbidden Behaviors

Breaking the Law: Anyone caught breaking the law will be removed from the game permanently and turned in to the police. No refund will be given.

Dishonorable Conduct: Anyone caught cheating, such as not counting hits so your PC may live, not giving up IG items when being searched (when dead or unconscious), doing anything that your PC would need a skill for without buying the skill, etc., will be disciplined as follows: 1) verbal warning, 2) loss of CP, 3) permanent removal from the game and a public posting of removal.

Violent Behavior: Although it is easy to get worked up during combat, please make certain to remain in control of your actions and refrain from using excessive strength. At no point is grappling or live physical contact allowed. Continued loss of temper will be considered dishonorable conduct.

Stealing: Anyone caught trying to steal an OOG item will be immediately removed from the game, barred from all future events and referred to the police. No refund will be given.

Getting Too Close: C.A.R.P.S. often has players who are real-life couples. While they can and do share bunks, sleeping bags, etc., we ask that they please be considerate of others who may not want to hear or see them do something other than sleep.

Smoking: While smoking is permitted at C.A.R.P.S., please smoke responsibly. Make sure all smoking materials are extinguished; as the camp, being made of leaves and woods, is quite flammable. Different camps may have different

restrictions on where smoking is permitted - make sure to check with staff. No smoking indoors (obviously due to MI law) and please be considerate of your fellow LARPer who may be allergic to smoke.

Making Mistakes

We recognize C.A.R.P.S. is a complicated game and that mistakes will happen. Allow yourself some time to adjust to the game, but in the event you find yourself making multiple mistakes, a mistake which drastically affected the outcome of a plot, or that you feel you should have known better, the appropriate penalty is to record a death with vitality loss on the Vitality tracker at the in-game bar. For example: Casting a spell not in your book, using a skill you didn't possess, not taking a damage call correctly, or similar situation.

Anachronisms

C.A.R.P.S. is set in a medieval/fantasy world. We understand that some out-of-period items will be brought into the game, but please try to keep them to a bare minimum. This includes electronic gadgets. If you feel that it is necessary to bring such items or feel that an item may enhance the environment, please get approval from a Marshal before bringing it IG. Costumes should also be in-period. It really detracts from the game and makes it more difficult to role-play if you sit down at a table in the tavern and there are pop cans scattered about and players are wearing T-shirts and blue jeans.

Life Points and Vitality

Life Points are the base points that every living creature has representing their health. All players have a base of 10 Life Points these can be increased through various skills.

Vitality represents the spiritual or metaphysical strength of a person and upon reaching zero a person may not be brought back from the dead by any means. Vitality normally ranges from zero to 10, but all adventurers start with a Vitality of 12. These two additional Vitality may not be regained once lost.

Costumes

Wearing medieval/fantasy type clothing is not required, but is rewarded with bonus protection called Costume Points. The Armor Marshal will tell you how many Costume Points your outfit is worth. Costume Points are allotted based on how visible any modern clothes are and how authentic your costume is. Costumes will receive between one and 20 Costume Points based on the quality and authenticity of the full outfit. These Points can be taken as additional Life Points or Armor Points, but must be decided at the start of the event. If taken as Life Points, they can be healed and if taken as Armor Points, they can be repaired.

Counted Actions

In C.A.R.P.S. some actions cannot be acted out, such as digging a hole or chopping down a tree. Instead, a count is performed. A count is representative of the amount of time it takes to perform certain simple actions. These types of actions are called counted actions. Counted actions are used with some skills, spells, damage effects, or when breaking weapons. To perform a counted action, you must say what action your PC is doing a certain number of times. The general format of a counted action is: "One I <name of action>, two I <name of action>, three I <name of action>," and so on. For example, to dig a hole you must say, "One I dig, two I dig, three I dig." Most counted actions take a three-count to perform unless otherwise stated. Most counts can be either role-played or counted out loud. Role-playing is preferred. Hostile actions that require a count must be counted out loud. **When performing a counted action, you may not do anything else (including moving). If you are hit with an effect, use another skill, take damage, or do anything other than the counted action in progress, you must start the count over from the beginning. The only exception to this is if the skill specifically states that you do not have to start from the beginning if interrupted.**

You can only be affected by one counted action at a time. Any additional counted action attempted on you will interrupt one that is currently in progress. For example; Grimr starts to repair his Physical Armor. Charlotte comes over to start repairing his Mystical Armor, her count interrupts his. Because Grimr has also taken some Vorpal damage Aislyn comes over to do a Mend on him, which interrupts Charlotte's count.

NOTE: Counted actions cannot be reduced below 50% unless the effect or ability explicitly states otherwise.

Phys Reps (Physical Representations)

Phys rep is short for physical representation. Every item that you wish to actually exist IG must have some sort of phys rep and a tag to go with it (IG coins and gems do not require tags). A tag is a small slip of paper that is used to identify what an item is and that it is an IG item. **If an item does not have a tag you will not be able to use it IG.** However, you may carry items without a tag as long as they are only decorative (i.e., a ring that you wear, your clothing, etc.). Decorative items have no value and they may not be stolen. Any item that you do not have a phys rep for is not considered as an IG item and may not be used IG. You are responsible for providing phys reps for all IG items with the exception of coin and gems. IG coin and gem phys reps will be given to you when you earn coin or gems IG. A weapon phys rep is some sort of foam item shaped like the appropriate weapon type. Before a weapon phys rep can be used IG, the Weapon Marshal must inspect and approve it for use. Spell packets are small squares of cloth filled with birdseed and only birdseed. They are used to represent a spell that has been cast.

The phys reps of your IG weapon (henceforth called Boffer) has limits and restrictions for safety. The following guidelines are used in the crafting of the common weapons in the game. This does not mean you cannot simply order a weapon/shield online, but you should make sure it falls into an appropriate category before spending OOG money on it. We have Weapon Marshals at every game that test and approve all new weapons/shields to the game.

Currency

Silverthorne has seven types of coins: Nick, Pemb, Verlan, Wald, Bar, Brick and Blain.

10 Nick = 1 Pemb, 10 Pemb = 1 Verlan, 10 Verlan = 1 Wald, 10 Wald = 1 Bar, 10 Bar = 1 Brick and 10 Brick = 1 Blain. For reference, most Freemen earn only 10 Pemb/month and have never seen a unit of currency larger than a Verlan. Adventurers, however, tend to be a more prosperous lot.

Light Sources

If you have an OOG light source such as a candle, lantern, flashlight, or torch; you may use it as an IG item with no IG cost to purchase or maintain it. Lanterns and flashlights should be pointed at the ground so as not to blind other players in the dark. If a light source has an open flame, it must be in a flame-proof area and remain stationary. For example, candles must be in candleholders and patio torches must be driven firmly into the ground.

Equipment

Instead of starting with 10 Verlan PCs can begin game with three basic items (including spells, recipes, armor and weapons that make sense for your PC to have) from the chart on the next page and 5 Verlan. Either way PCs can use their starting money to purchase additional basic items from the chart. During your PC's career, you may later purchase these items from other PCs, through role-playing with NPCs, or by expenditure of Influence. Finding Expert-quality, Master-quality, or arcane items will take much more effort.

Quality Equipment

In addition to basic equipment there are higher qualities of gear that can be acquired through various means. Each level of quality adds to the appropriate statistic for the piece of equipment. For example, weapons would add to Damage, shields to Armor Class and armor to Armor Points. The qualities and bonuses are; +1 (+20 Armor Points) at Expert, +2 (+40 AP) at Master and +3 (+60 AP) at Grand Master.

Cost for Starting Equipment

Mundane Items	Price (Pemb)	Rare Items	Price (Pemb)
Chain, 10'	20	Minor Toughness Potion	10
Cutlery	5	Cure Minor Wounds (10-point Heal)	20
Ladder 10'	15	Jump Potion	20
Lock, Level 1	25	Slow Toxin Potion	10
Lock, Level 2	50	Minor Poison (+10 damage)	10
Poor Manacles (1 Strength)	15	Level 1 Scroll	10
Basic Manacles (3 Strength)	75	Level 2 Scroll	20
Pick-Axe	30	Level 3 Scroll	30
Rope, 50'	20	Single Crafting Tool (1PP Lab)	30
Shovel	20	Heal I Bandage	10
Basic Lock Picks	25	Restore Life I Bandage	20
		Minor Anti-Lock Acid	20
Armaments	Price (Pemb)		
Small	10		
Short	15		
Long	20		
Great	25		
Shield	25		
Buckler	25		
Armor	50		
Tier 1 Basic Wand	50		

Magic Items

A Magic Item is an item a PC can use to produce a magical effect. IG, they are represented by an item card listing what the item does, for how long/how often AND a phys rep (if you do not have a phys rep, you may NOT use the Magic Item). All Magic Items a PC has must be phys repd and properly adorned or equipped to be used. Properly equipped means in hand for weapons and shields. If an item does not have a proper adornment then it must be in contact with the palm of the hand. In the case of items which do spell-like abilities the word, "Activate" followed by the effect must be called in order to use the item. So say you have a sword with a Fire

Rune upon it, in order to have your sword start dealing Fire damage you must call, "Activate – Fire Rune." All Magic Items a PC has must be phys repd and properly adorned.

A character has a total of 15 attunement slots which are used to attune items with re-usable or permanent effects. These slots are broken into 2 categories Passive and active. A character has 10 Passive attunement slots and 5 Active attunement slots. Magic items that are attuned to Passive slots need to be assigned before the character comes into play. Active attunement slots may be left empty and items can be attuned to them as needed during play. Items with one or more Skill Store enchantments consume 2 attunement slots. Once an item is attuned to a magic item slot, that attunement slot is occupied for the duration of that event.

Attuning a magic item takes 10 minutes and is considered a counted action. Anything which would interrupt a counted action would also interrupt the attunement of a magic item and thus cause the attunement to start over again.

The same magic item may be attuned to more than 1 person at a time, but only the person in possession of the phys rep may utilize the item.

Example: Olaf attunes his magical belt that can Grant Slay into a Passive attunement slot when he checks in for the event. Then during the event, he loans the belt out to Tarrack who after 10 minutes attunes the item to one of his Active attunement slots. Both Olaf and Tarrack are still using attunement slots for the item, but only Tarrack may use the belts magical properties since he is the one wearing it.

Special Materials – Some items are made from special materials, like exotic metals. The properties granted to the item by these special materials are not affected by Disenchants or Magic Dead Zones. Items with special materials still take an attunement slot.

Artifacts – These items are extremely powerful Magic Items, and as such a PC may only have one Artifact active at a time. In order to use an Artifact you must attune yourself to it. An Artifact slot functions like an Active magic slot and must be attuned in similar fashion. This slot does not count against the five Active magic item slots.

Stacking Items – All Magic Items that grant a numerical modifier to a skill or spell modify off of the base ability. This means if you have an item which reduces the Mana cost of your Earth spells by -1 and another item that reduces them by -2 they both work off the base cost (meaning the -2 applies, they do not stack to -3). The exception to this is when an item or skill specifically states that it stacks.

If an item grants uses of a skill, this is different from granting levels of a skill. Uses may be utilized the same way you would utilize that skill from your training even when granted from a Magic Item. For example, if you obtain an item that grants you one additional use of the Slay skill and you already know the Slay skill and have the Master one-shot Improved Slay, the item functions the same way your skill would, granting you the Slay with increased damage. If someone who did not have the Slay skill was to use the same item it would just grant them the Slay skill, not the Master one-shot Improved Slay.

Familiars – These are small magical companions or helpers who jealously value their masters. As such a PC may only ever have one Familiar. The powers of a Familiar vary widely and in many cases they will grow with you as you advance your PC. Familiars are capped out at 100 CP. Familiars can only attune items specifically crafted for use by familiars.

Potions

Potions are basically combinations of herbs that have mystical, yet non-magical, effects. They can be either helpful or harmful and come in liquids, pastes and gases. A Potion that causes harm to another is known as a Poison. Potions in liquid form must normally be consumed. Simply splashing someone with a liquid Potion has no effect. Pastes can be placed onto a weapon and last until the first hit. Gases work like spell packets and can only affect a single individual unless specifically stated otherwise on the Potion tag. All Potions need to be tagged. A Potion tag has two parts: one for the player to see and one that is only to be read when the Potion is used. A label on a Potion's container is not required and if it is present, is not necessarily correct.

Using Items

Potions Liquid Form – Pull out the vial, mimic drinking it, and announce the effect.

Potions Paste Form – Pull out the vial and mimic spreading it onto your weapon.

Potions Gas Form – Pull out the packet, throw the packet and call the effect.

Bandages – Pull out a bandage phys rep, apply it to the target, wait the 10 minutes, call the effect.

Salves – Pull out the Salve, mimic applying it to the target, wait the time, call the effect.

Herb – Pull out the herb, mimic mixing it into food/drink, cook/brew the item, drink/eat item, and call the effect.

Candle – Pull out candle, light candle (or if unsafe mimic doing so), wait the allotted time, call the effect.

Trinkets/# Use Items – Pull out item, call "Activate <effect>". Item must be in hand and easily identifiable as the item. A handful of trinkets when calling effects is not permissible, each must be used individually.

Skill Store Items – Call "Skill Store <Effect>".

Scrolls – Pull out scroll, make sure light source allows reading, read the incant while touching a packet to the scroll, throw packet, call the effect.

Crystals – Pull out crystal, mimic crushing crystal, and call the effect.

Armor Items – Pull out item, mimic performing an action with it, and call the effect.

Weapon Items – Pull out item, mimic performing an action with it, and call the effect

Traps – Pull out trap, mimic setting the trap, and call the effect once it is activated.

Poisons – See Potions

Gems – See Crystals/Trinkets

Protective Spells

If you have protective spells on your PC make sure you know what they do! Spells that last longer than a combat typically have a limitation on how many your PC may have upon them. Within C.A.R.P.S. there are four types of Buff Slots. These represent how much bonus or enhancement your PC can have through the various means available in C.A.R.P.S. such as spells, Potions, Bard Songs, Blessings, etc. Every enhancement or Buff occupies a Buff Slot of one type or another unless it specifically states otherwise. A Buff Slot that contains a Buff may not have another Buff placed in it until the current one is expended or disenchanting:

- Armor Slot – this Slot is used for any Buff which you are granted that provides you Armor Points or AC.
- Toughness Slot – this Slot is used for any Buff which grants Life Points.
- General Buff Slot – this Slot is used for any Buff which does not specifically go into another type of Buff Slot.

- Protection Slot – this Slot can be used as either a Toughness or an Armor Slot. So it can hold any Buff that grants Armor Points, AC or Life Points.

A PC begins the game with the following Buff Slots available to them:

- One Armor Slot
- One Toughness Slot
- Two General Buff Slots

The only way to get a Protection Slot is to either have a Protection Mage grant you one, an Herbalism item, or another skill that specifically states it grants a Protection Slot. As stated above a Protection Slot can be used as EITHER an Armor or Toughness Slot.

Weapon Runes

All weapons have a single rune slot into which a temporary weapon rune can be cast. A weapon rune cast into this slot activates the next combat in which the weapon is used. A rune dissipates at the end of the Re-Pop, upon the end of the combat it was used in, or at any time the wielder wills. Any new weapon rune cast on a weapon takes over as the active rune. This includes activating or re-activating a permanent weapon rune. A permanent weapon rune or 1/Re-Pop rune is in an Enchantment Slot, not a rune slot.

Searching and Stealing

When it becomes necessary to steal IG or search a PC there are rules that must be followed exactly. First, no one may steal any OOG item for any reason! Second, when an item is stolen, the phys rep must be given back to the person named on the tag or taken to NPC Camp. The person who stole the item, however, keeps the tag. If the item does not have a tag, presume the item is OOG and is not usable. If you take an item, but do not know who the actual owner is, you have half an hour to return the item to NPC Camp. **THIS IS NOT AN OPTION.** We will assume you are stealing and you will be dealt with accordingly if the item is not returned. This includes any items lying about. All items brought into the game area will be considered IG by default. If you wish to have a small amount of OOG items in the play area, you must clearly and unmistakably mark the items OOG.

To search a body you must specify exactly where you are searching. To perform a general search you need to perform a 30-count. The items that you find will be the ones that you can see (i.e., anything in a non-hidden belt pouch, a weapon that is not hidden in a cloak, etc.). What you will not find in this kind of search is anything that is in the person's pockets or any place that you cannot see without physically moving the person (which is not allowed).

To search pockets and the like you need to be more specific. That means that you would have to perform a five-count to search a pocket or to search for any hidden place. Extensive searches are necessary when the PC is hiding items on their body. It is important for the person being searched to be honest about what the other person finds. If you wish to search an NPC you must tell that NPC that you are searching them. You may not search an NPC once they have left the scene.

Traps

Traps are an important aspect of LARP. They add a sense of danger to the game. There is nothing like walking down a dark corridor and hearing the scrape of a trap as it is triggered. Without traps, people would bust down doors, waltz down hallways and open chests without a second thought. As with any aspect of a live combat system, traps have the potential to be dangerous and are governed by a set of rules. The rules for traps, as for any other aspect of C.A.R.P.S., must be adhered to at all times to ensure a safe game. When PCs are in a cave, it is more common to have the NPC inform the players that they have triggered a trap. Since many caves will be run during the course of one event, it is not feasible to have the NPCs set traps up for every floor of every cave. Remember though, it is still possible to find actual traps in a cave. All IG traps will have a tag that describes the effect and/or damage dealt when it is sprung. It takes five minutes for each 10' to climb out of a pit trap. If someone helps you, it only takes a 10-count, assuming the person can reach you (rope or a ladder may be required). Maximum size of a PC trap is 10'. If you want to make a trap bigger than 10', you will need to make more than one trap.

Search is the IG skill necessary to find a trap. Once found it requires the skill Disarm Traps to deal with a trap. The more skilled you are the more complex a trap you can handle. If you expend a use of the skill to disarm the trap you will also learn what the trap does as you disarm it. Disarm traps gives you a basic idea of what a trap of the complexity you can handle does, it does not give you the exact schematics.

Triggering Traps

For a trap to function properly, the victim suffering the IG consequence(s) of the trap must be immediately informed of the trap in some manner. In certain situations, such as a trap being triggered when a puzzle is incorrectly answered, an NPC will inform the affected PCs. In cases where a trap is triggered upon the pulling of a lever, the person pulling the lever must inform the victim what the trap tag attached to the lever says.

In all other cases, the victim must be informed that they have triggered a trap by another means such as a ringing bell, a buzzer, popping balloon, etc. When a mechanism is found, the area should be given a cursory search, as the tag is not required to be in obvious view, but should be easily found. The trap tag should be

attached to the noise-making device. Items such as chests would simply have a tag taped to the inside of the lid so it can be read when the chest is opened. You must have the Trap Making skill to create IG traps. The detailed rules for doing so are found in the Trap Making section.

IG (In-Game) vs. OOG (Out-of-Game)

Information that you know as a person (real-life knowledge) is considered to be OOG, whereas information that your C.A.R.P.S. PC knows is considered to be IG. There is a time and place for each of these. When you are playing the part of a PC at C.A.R.P.S., we ask that you stick to IG discussion as much as possible. For example, let other PCs know what your PC thinks about the food at the tavern, the trial later that day, or the sudden disappearance of children in the area. If you want to go OOG or have an OOG discussion—say to talk about your new car or how much your job sucks—please leave the main play areas to do so.

Power Structure

Your PC lives in the Kingdom of Silverthorne. Its economic structure is comparable to a medieval feudal system, complete with Nobles (the ruling class), merchants, craftsmen and adventurers (Freemen) and farmers (peasants). The power structure is as follows:

Nobles:

- King/Queen
- Duke/Duchess
- Count/Countess (children of Dukes and Duchesses)
- Baron/Baroness
- Lord/Lady (children of Barons and Baronesses)
- Thane (appointed by Barons and Baronesses)
- Gentleman/Gentlewoman

Non-Nobles:

- Constable
- Freemen
- Peasants

There are currently five Duchies:

- Bonnifuss
- Caldonia
- Gilbain
- Susspin
- Silverthorne

The Nobles wield ultimate power and grant small liberties to the Freemen and peasants, who make up the bulk of the population. Your PC automatically enters

game as a Freeman. PCs can never come into game as Nobility, but are able to earn Nobility through game play.

Nobility

The responsibility of a Duke or Duchess is to rule over a section of the Kingdom known as a Duchy. Each Duchy consists of a number of Baronies. Each Barony has its own Baron or Baroness who reports to the Duke. Each Barony consists of an area of one or more towns. When a Barony grows to control six or more towns, the Duke will typically split up the Barony into smaller pieces and promote an individual to Baron status. Barons can then appoint Thaners to assist them in ruling the region, usually placing them in control of larger villages and towns. Towns without Thaners are ruled by Constables, who are not Nobles in any way.

Local Government

Small towns fall under the domain of the local Constable, who is appointed by the local Baron. Constables are not Nobles, but they are salaried and have the Title of Gentleman or Gentlewoman. They serve as the chief enforcer of the King's Law in their town and must defend the local town, roads and villages of the region. Their responsibilities include: arresting and detaining anyone accused of a crime, building, controlling and instructing the Town Guard, drafting people to help the town in an emergency and protecting town members.

The Cavalier's (another type of law-enforcement officer) authority supersedes the Constable's in matters that fall outside of the town limits.

Most towns of notable size have a five-member Town Council. The Heads of each of the four Houses sit on the Council, as does a delegate representing the local Guilds. This delegate of the Guilds has the power to call a recess in order to consult the various Guild Heads. The Town Council may pass local ordinances and levy temporary taxes (to pay for guards, disaster recovery, etc.) so long as these edicts do not contradict either the King's Law or laws passed by the local Nobles.

Villages that are too small and/or poor to provide for a Constable are ruled by village elders. Elders represent the village when discussing the village's overall needs to the local Nobility, such as the local Thane. Unlike other peasants, the village elder is allowed to travel to other nearby villages and to the nearest town where a Town Council presides.

Houses and Guilds

A House is a formal organization of people that provide a necessary service to the people on behalf of the King. A Guild is a formal organization of people that have banded together to support each other for financial reasons. These include

securing a better tax rate, setting prices for goods across the board, or providing other goods and services (such as training) at a discount.

For more information on Houses and Guilds, see Chapter Seven: World Politics and Influence.

For Humans, by Humans

Traditionally the Kingdom of Silverthorne belonged to the Humans. The King was Human and most Nobles of the Kingdom must be so as well. If your PC is Human, you are automatically a citizen of the Kingdom. This means that you will have greater respect within society and formal organizations, greater political power and greater influence over others within the legal system. With the crowning of the new queen in 1018 P.E.W. the law was changed that Gnomes, Guthries, Valken'Vi and those of the Southern Tribes could be citizens if they declared their loyalty to the Kingdom or were members of a House or Guild. If your PC is any other type of non-Human within the Kingdom, you are NOT a citizen and are horribly outnumbered by those who are. At this time she also outlawed the practice of slavery.

Non-Humans

While non-Humans (sometimes known as demi-Humans) have lesser status and political power within society, they have advantages in other areas. Some have life spans that are much longer than the average Human's. Others learn certain types of skills more quickly than Humans do—they just seem to have a knack for them. Still others have not only exotic appearances but also exotic Kingdoms, cultures and societies.

The King's Law

Instead of keeping track of a myriad of laws, the Kingdom of Silverthorne follows these basic laws the King wrote:

- No one shall kill a Human.
- No one shall steal.
- No peasant shall join any organization or Guild.
- No one shall speak out against his or her betters.
- No one shall encourage others to speak out against his or her betters.
- No one shall practice the art of magic without being a member of the appropriate organization. To do otherwise is to be a rogue mage and hunted.
- No one shall practice Necromancy.
- No one shall destroy another's property.
- No one shall buy or sell goods or services without the appropriate writs, or joining the appropriate Guild.
- No one shall attempt to impersonate another or misrepresent his or her own identity.
- Peasantry shall not travel outside their immediate ruler's domain.
- Everyone retains the right to farm on land provided by his or her ruler.
- Freeman may travel freely.
- Freeman may join an organization or Guild.
- Freeman may own land (a privilege granted by Nobility) but may not buy or sell land.
- Freeman have the right to request arbitration by the King's representative, House DeVris.
- A Gentleman has all the privileges granted to a Freeman.
- A Gentleman may dispense with those beneath his station as he or she sees fit.
- A Gentleman may challenge another to a duel.
- A Gentleman may stand as an authority.
- A Noble may confiscate from anyone beneath his or her station.
- A Noble may take any measure to secure the safety of their property.
- A Noble may levy fair taxes upon his or her subjects.
- A Noble may enact any law upon his subjects and his land that does not contradict the King's Law.

Any non-Human granted the title of Citizenship by a Duke or His Majesty shall receive all benefits and protections due a Human.

Youth Events

Currently C.A.R.P.S. has two events a year that are open to younger players (called Squires). These events are marked as such on the schedule of events on the website. Those able to attend these events are ages 12 to 17. Membership fees for Squires are \$1 per event they attend. Otherwise event and meal costs are the same for Squires as they are for adults. A Squire's very first event is free. The season pass is only available to those Squires who will be turning 18 during that calendar year.

Requirements

Squires must have a waiver, signed by a parent or guardian, in order to play. There are NO EXCEPTIONS to this rule. There must also be a sponsoring or responsible adult on site that is attending the event with the Squire. It is vital that someone who can legally make medical decisions for the youth/minor be present at the event.

Play

Squires will be treated the same as adults in regards to game play. They can participate in combat and plots just like adults with the same expectations of safety and behaviors. C.A.R.P.S. is an 18+ game. As such players are not required to keep their language clean. *If you do not want your child exposed to that type of language, C.A.R.P.S. may not be for them at this time.*

In regards to the Brownie Market, Squires can only purchase CP/PxP for events they attend. Otherwise they follow the same rules as adults.

CHAPTER TWO: CHARACTER CREATION

Creating a Character Concept

There are two main methods players use to create their PC. Some first decide what type of character they would like to play—an archetype—and then buy their skills accordingly. For example, you may want to play a Rogue type of character. To find the appropriate skills for this archetype, you would:

- Turn to the Character Archetypes section and pick an archetype that you find interesting and best matches what you want to do.
- Read the Races and Accesses and pick what fits best with your image.
- Read the skills over and pick what that archetype would have (in your eyes).

The second method to creating a character concept is to start by deciding what you would like to do IG and then build a PC around the skills you would like to have. A player may want to be a Master armor smith. When they look at the point costs for their skills, they find that Dwarves can make better smiths than Humans. They then decide to play a Dwarf. A good way of going about building this PC is:

- Visit the Races section and see if any Races appeal to you. Humans are the most versatile, easiest to role-play and can get involved in politics. They are also the only Race that has any protections under the King's Law as they start as citizens.
- Ask yourself what you would like your PC to be able to do.
- See if the Accesses for the skills you want tend to match the Accesses of the Race you liked best.
- Look at the skill cost chart to find out how much the skills you want will cost. You start with 100CP as a new PC.
- Begin choosing your skills. Try to prioritize.
- NOTE: New PCs cannot start with Master Level or higher in a skill. Experienced players with unspent CP must still start new PCs at 100 CP spent, and learn additional skills in-game.

Once you have built your PC, try to become familiar with how your skills will work together and determine what equipment you will need for those skills. A starting PC begins with 100 Pemb or they can start with three basic items and 50 Pemb. Take a look at the equipment chart and start picking gear that your PC would have. Remember, you need to have a phys rep for each item you take that would have IG effects.

Depending on your chosen skills at creation you might need crafting recipes, songs or spells. A new character will start with two recipes/spells per level of crafting skill or magic skill. The exception to this rule is Bard Song, where you will be allowed to

pick 1 song per level of your skill. After creation all recipes, songs and spells must be acquired in game. These items need to remain at least 4 x 4 inch size and taped down into a Crafting Book, Song Book or Spell Book of your choosing.

Fleshing Out Your PC

Now is a great time to start thinking about the finer details of your PC and how they would react to the world. Try asking yourself some of these questions and see if you have an answer in mind. It will help form your PC so when you enter game, you will have a real feel for how your PC would respond to events.

- Does your PC have a hatred or fear? If so, what and why?
- Would they rather swing a sword or read a book?
- How does your PC view themselves? Thief, warrior, healer, etc.?
- Do they have any habits, good or bad? Are they trying to break the habit? When did they start and why?
- How large of a family do they come from? Are members of their family still living?
- What is their family name?
- Did they grow up in an urban or rural environment?
- What were some of the best and worst moments of their life?
- Are they a leader, a follower, or do what needs to be done?
- Do they have a profession? How did they get it?
- How old is your PC?
- Do they have a code of honor that they stick to? What is it?
- What do they think the worst thing someone could do is?

Character History

You may consider writing a character history. Character histories help you finish fleshing out your PC by giving them a past, present and a future—plus they can be fun to write! Answering the questions in the previous section may give you a place to start. Character histories must be at least one typewritten page long and they must include: your PC's life history (this can be as simple as, "A few years ago, a sickness swept my village. Many died that day for the want of a capable healer. I swore that day that I would learn to heal the sick and I set out to learn all I could on the matter."), your PC's short-term goals, long-term goals, anticipated obstacles to these goals and how your PC intends to address these obstacles. If your character history meets the above requirements, turn it in to NPC Camp. A well-written character history can get you extra CP, with a maximum of 10CP being awarded.

Character History DON'Ts

In many novels and films, the story revolves around a central character with an awe-inspiring heritage. LARP is very different. Remember that this is a game meant for a group of individuals, not to showcase one player. **Also, please keep in mind that this is the style of role playing game where you build into being**

someone important, but do not start out as one! The following fantastical circumstances are often found in novels but should be avoided when creating your character history.

- You are not a King.
- You are not related to a King.
- You did not save the life of a King.
- You did not kill a King.
- You have never even met a King.
- You are not a Dragon.
- You are not related to a Dragon.
- You did not save the life of a Dragon.
- You did not kill a Dragon.
- You have never even met a Dragon.
- You do not have an evil twin.
- You are not an evil twin.
- You are not the last of your Race.
- You are not destined to save your Race.
- You are not the one member of your Race that acts totally different from every other member of your Race (Drizzt wanna-bes, this means you).

In addition:

- You are not friends with an established PC or NPC without GM approval.
- You are not related to an established PC or NPC without GM approval.
- You have no prior involvement with an established PC or NPC without GM approval
- You do not owe an established PC or NPC anything – nor does any established PC or NPC owe you anything – without GM approval.

Character Archetypes

Character archetypes are based on the idea of playing a type of character, such as a Rogue or a Pirate. Each archetype has certain types of skills associated with it. Here is a brief overview of common archetypes. You can pick one here, or create your own.

- Alchemist – Understands and creates Potions
- Barbarian/Berserker – Destroy your enemies and enjoy doing it
- Bard – Spread knowledge and song
- Healer – Heal and cure others
- Mad Scientist – Experiment for personal gratification
- Pirate – Live dangerously on the high seas
- Politician – Influence others
- Seer/Mystic – Gain information in mystical, otherworldly ways
- Spy/Assassin – Use stealth to find information or terminate others
- Swordsman – Fight well and look good doing it
- Thief/Rogue – Steal, set/disarm traps, or fence stolen goods
- Undead Hunter – Destroy those who would break the cycle
- Warrior – Deal out and/or soak damage
- Wizard – Cast spells and gain knowledge

What If, After All This, I Play My PC and Find I Don't Like It?

Maybe you thought you'd play a fortune teller but once you went through an event you would rather be a warrior. Or you decided that the other Wood Elves really got on your nerves and you'd rather play a Human to get in on some political action. No problem. New players essentially get three events as a trial period for their PCs. Once during this time, they get a full rewrite during which they can change anything they want about their PC. If it's been a few months, they can retire their old PC and get a portion of their CP towards their new PC.

Fame Table

Player Characters become more famous and well known in the world as they gain CP. In game actions and events can also affect this process.

CP Level	Reputation
100	Unknown – a starting PC has no reputation.
250	Known – the PC is now known in the local area.
500	Well Known
750	Famous
1,000	Historic
1,250	Epic
1,500	Legendary
2,000	World Famous

Retiring a PC

There may come a time where you would like to try a new PC. Perhaps you achieved all of your current PC's goals. Maybe you're ready for new challenges. Maybe you had a good friend start playing as a thief and your current PC concept—a law-abiding knight—won't let you role-play with them as you would like. Or maybe your PC got their self in deep doo-doo and you think they'll be hunted down if they show their face in town. In these cases, you may consider retiring your PC.

The rules for PC retirement are:

- **A Head GM must approve PC retirement.**
- You may choose to retire your PC whenever you wish, provided that your PC is not in dire peril.
- If the GM rules that your PC is in dire peril you may be required to play the PC until the GM believes the situation is resolved. This could be for any length of time, not just until the end of the current event.
- When you retire a PC, you receive a number of CP to be used towards your new PC.
- To find the number of CP you will get upon PC retirement;
- Take your current CP total and subtract 100.
- Divide the result by four (round up). You may add this amount of CP to your new PC's 100 starting CP.

Racial Overview

The key to any role-playing game is the player-to-player interaction. Underplaying or overplaying a Race can make the game less enjoyable. Human is both the easiest and hardest of all of the Races to play. It's easy because—with very few exceptions—the person playing the PC is a Human. It's also hard because you have to step outside the viewpoint of a Human in the 21st Century and become a Human in a medieval fantasy world. You have to treat other PCs appropriately, given the time and this different world. If you are a Human and you befriend an Orc, it should be for a reason other than that you are friends with the person playing the Orc OOG. All non-Human Races have required costuming that you must be able to wear by your third event. Please do not play a non-Human Race if you are unable to wear the required costuming. Like most skills in the games, the Racial skill also have one shots attached to them, but need to be learned in game from an Elder of that Race. They are not placed in the rulebook as these are considered Racial Secrets and are not openly talked about amongst other races.

Racial Access (4 + 2)

This is very important to understand. If, after reading this section you still have questions, please ask a member of the GM staff or a Player Marshal.

Each Race starts with four points spent into Elemental Access. Minor Access = one point; Specialty Access = two points and Major Access = three points. These base four points are not moveable. They define the core aspect of the Race. However, to fully customize the Race to suit each player, you are given two additional points to spend on whatever Access you wish.

For example, Avyana come with Specialty Air and Specialty Fire. That is their four base Access points. For the additional two points, you could pick up Minor Earth (one point) and then bump your Specialty Air to Major Access (one additional point to the two already spent in Air). Then you would have a Major Air, Specialty Fire, Minor Earth Avyana.

Racial skills are always purchased at Major Access and are only available to the race they are listed under (the only exception being Humans through their Versatility skill). Racial one-shots can only be taught by Elders who possess the racial one-shot.

Special Note: A player can choose to take a **minor** boon of _____ Blooded representing ancestry involving another base race from the book. This only works with the base races from the book or Fae. Taking Blooded for any other race not in the book requires GM permission. This has no immediate advantage and may cause other members of your race to consider you a half-breed or impure. This could result in some role-playing difficulty in dealing with other members of your race

including learning Racial Skills. You count as member of both races for the purpose of any effects (includes plot effects, Reaver effects, race venoms, rituals, etc.).

Example: Damara is a Sylvani who is also part Wood Elf so she takes the Minor Boon Wood Elf Blooded. She is affected by Elf Death Venom and her blood may be used as either Sylvani or Wood Elf for ritual or other purposes.

You will notice that some Racial skill names are followed by an (A) or an (R). These designations indicate Defense Skills that fall under the classification of Avoidance (A) or Resist (R); and are discussed further in Chapter Four: SKILLS.

Please note that One-shots do exist for each Racial Skill but can only be learned in game.

Makeup

While players are encouraged to be creative in adding makeup, there are existing races not found in this book. Avoid purple, green, or black bands across the eyes, and avoid purple markings and tattoos. In general, if you are thinking of doing a creative design, consider asking a Player Marshall or GM to avoid possible confusion.

Those who wish to play a race that possess make up requirements may request permission from the GMs to alter those requirements.

Allerian (Human)

Base Access: Minor Earth, Minor Air, Minor Fire, Minor Water, +2 Access Points

Costuming Requirements:

- The most noticeable trait of Allerians are the lightning-like streaks around their eyes. The color of the streaks signifies which school of magic they are most talented in. The colors correspond as follows: Fire = red, Air = Yellow, Water = Blue, Earth = Green. Those skilled in advanced schools have combined streaks of the related schools. Allerians without magic potential have brown, inert streaks, and are often looked down upon in Allerian society.

Recommended Costuming:

- Higher ranking Allerians wear silks and flowy clothing, often not bothering with armor
- Lower ranking Allerians will wear armor as needed, and similar but less expensive clothing

Alleria is a medium sized Kingdom with almost no demi-humans. It is surrounded by mountains on three sides and shares a border with Silverthorne. Near the Silverthorne/Allerian border is the Silverthorne city of Gateway, which serves as the primary trade market between the two lands.

Alleria developed with an isolationist mentality due to the large mountain ranges around its borders. It has developed a magocratic system of government whereby nobles are granted position and influence based upon magical aptitude and ability. All mages within the kingdom of Alleria have rights and privileges akin to the nobles of Silverthorne. The most powerful among them are lords within the empire and control a fiefdom. Each fiefdom is roughly the equivalent of a Silverthorne Barony.

The nobles within the empire are very concerned with honor and family lineage. Many of the most powerful mages in the empire can trace their lineage back to mages from the time of the splitting over 1,000 years ago. Powerful Allerian families will often arrange marriages between family houses with the primary focus being the magical aptitude of potential offspring. These offspring if truly great can often raise the standing of the entire house within the empire.

Non-mages within the kingdom vary greatly from peasant to skilled laborer to soldier to merchant. All of these positions are given honor within the empire, but none are considered as important or prestigious as wielding magic. Most merchant houses within Alleria are owned or backed by a noble family and most mercenary

groups or soldiering companies of decent size have a noble house's support. While it is possible for smaller trade houses and mercenary groups to survive without such backing, it is very rare and they are often seen as a lesser resource since they lack magical power to support them.

Mages within the empire encompass all walks of life, but are always at the top end of that lifestyle. The most successful merchants in the empire are spell weaver mages. The most successful soldiers are Elementalists. The most successful researchers are diviners.

Within Alleria non-mages tend to have one rank within society. That rank can change but is generally based upon the life path they choose and how successful they are in that path. An extremely skilled artisan could garner the attention of a powerful mage and earn their patronage, thus elevating the status of that craftsman's entire family.

Mages on the other hand, tend to have two ranks. The first is a society rank, for which they are almost always within the top 10% for that profession. Then a mage rank which is determined by several factors. Mage rank is primarily determined by the mages spell casting capability, followed by breeding/lineage, and finally by secondary magical skill. Ritualism is viewed as the highest form of magic and those who are capable of it are granted great respect among Alleria. Mages who practice magic in martial form such as elemental warriors or battle mages are often viewed as a lower class of mage needing to resort of physical application to control magic.

Magical casting ability is such an important issue within Allerian society that an entire class of researchers has developed. This class of researcher exists for the sole purpose of studying the lineage of mages within the empire and trying to determine the best possible breeding combination among the mages to birth a gifted offspring. The rise and fall of many of the great houses can be directly linked to the success or failure of these historians as they try to breed better mages to increase the standing of their house.

Note: While you are a human race, you are not a member of Silverthorne and all advantages of Silverthorne society that are referenced in the book do not apply to Allerians unless specifically calling them out. You are susceptible to all "Human" racial affects such as Human Death venom.

Allerian Racial Skills

Martial Discipline – Most Allerians train in some form of martial ability, this is encouraged by the lords of the fiefs as a means of keeping the people healthy, focused, and in times of war makes for an able bodied militia. An Allerian may choose one of the specific ways of combat listed below:

1. *Way of the Fist* – Focusing on avoidance and unarmed combat. An Allerian who is trained in the way of the Fist gains 10 points of Dex Armor per level in this skill. Dex armor does not work if wearing any physical armor, and can be refit by performing a 100 count of stretching exercises. This is the way learned by most of the common folk of Alleria.
2. *Way of the Shadows* – Focusing on stealth and deception the way of the Shadows is designed to allow its practitioners to strike from surprise. Once per level of this skill the Allerian may strike with surprise upon an opponent. This attack may only be performed with a small size weapon, and is treated as if they are hit by surprise from behind no matter where the blow lands. The call for this ability is “Feint - <Attack>”.
3. *Way of the Sword* – Focusing on honorable combat the Way of the Sword is most often practiced by the soldiers of Alleria. An Allerian who is trained in the Way of the sword may strike for additional damage once per level. The damage bonus is equal to +10 damage per level of Way of the Sword they possess. This ability may not be stacked upon itself, but may be added onto a multiplier attack **after** all multipliers have been calculated.

Mental Focus – All Allerians have an inner resource called Psi (Sigh) that allows them to focus and perform beyond normal limits. For each level of this skill the Allerian gains 2 psi points. An Allerian may spend 1 psi point to prevent themselves from being interrupted by calling “Resist Interrupt” This ability does not negate the effect which would have disrupted them, it just prevents them from being interrupted. In addition an Allerian may convert 2 psi points into 1PP of Relic Crafting which may only be used for scrolls.

Psi Focus (Expert one-shot) – Your Psi increases to 3 points per level and you may now expend 2 Psi to regain 1 mana or to deal +10 damage on your next attack.

Tea Brewing – Once per level an Allerian may perform a tea ceremony. This ceremony takes at least 10 minutes to perform and can either allow an herbalism tea to affect one additional person, or it can be used to grant four individuals one of the following benefits: Restore 2 Psi, Restore 1 PP, or Grant a Resist Taunt/Enrage.

Avyana



Base Access: Specialty Air, Specialty Fire, +2 Access Points

Costuming requirements:

- Wear feathers in your hair.
- Make blue circles around your eyes (blue eye shadow works well).

Recommended Costuming:

- Wear a beak (if possible).

The Avyana are a bird-like Race. They have angular eyebrows and blue around their eyes. Their hair grows straight back like feathers do.

Avyana are either hatched from eggs or from live-birth. They are superstitions about each method. For a time, the egg is carried in the womb and then the mother will give birth to the egg. Sometimes the egg is broken during this time and the baby is born live. The mother takes care of the young and few Avyana ever know who their father is. Young males are called *deacles*, and young females, who commonly are named after their mother, are called *hutchen*. Until the last decade all of the Avyana lived within the confines of one great and sprawling City, Lethnal, under the ruthless King Roderick. He believed that all of his subjects existed to fill his coffers with gold and his palace with treasures of all sorts. Consequently, the King and his associates, pampered and spoiled, taxed their subjects heavily. Common Avyana had little to call theirs and many lived in fear of not being able to pay the tax man. Those who were unhappy with this arrangement could not leave of their own free will. The laws—which were strictly enforced—state that all Avyana must stay within the City gates. Those wishing to play an Avyana who left under King Roderick’s rein must paint an X on their foreheads because exile is the only way out of the City. The King’s men branded or marked exiles with an X.

Avyana are often accomplished thieves, partly by nature and partly by necessity. Impoverished Avyana parents teach their children at a young age to steal to help support themselves. Successful thievery shows cleverness, skill and the ability to *get the King where it hurts*—all great sources of pride for Avyana. Of course, these habits are hard to break and aren't appreciated nearly as much outside of Lethnal.

Avyana are naturally skilled at the arts of combat, but their King had forbidden all but his personal guard to own weapons or train in their use. An armed populace would surely have overthrown him. As such, many craved this forbidden knowledge and a few learned it in secret. Despite all this, they prefer to avoid combat when possible. They are normally masters at sneaking up on an enemy and rendering them unconscious. Should this fail, they count on their legs to get them out of trouble. This makes outsiders think that they are cowards, but those who corner an Avyana expecting him to give up without a fight soon learn their thinking was incorrect. They like to keep their deadly prowess low-key. In battle, they assess the situation very quickly and take the course of action that will keep them the safest. A chance for great personal profit, however, always colors their judgment. They know when to run and when to fight. If they can take an enemy out quickly and with relatively little danger to themselves, they will not hesitate to do so.

The overthrow of King Roderick ended his long-running reign of terror over the Avyana and they are now free to leave the City as they wish. Any Avyana that have left since 1009 PEW do not bear the branded X upon their foreheads, as the new King, the Star child of the Great Prophecy, has opened the doors and is working to rid his people of the corruption left behind by King Roderick.

Avyana Racial Skills

Light as a Feather (R) – Each time this skill is purchased you may do any of the below actions once/Re-Pop:

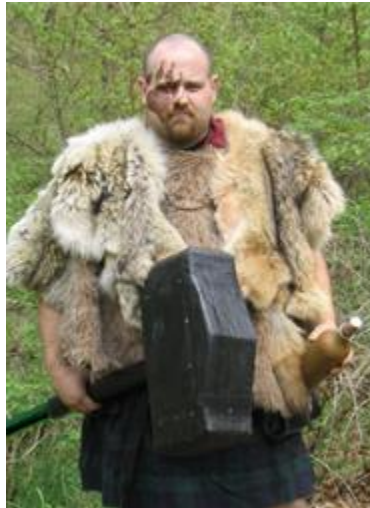
- a) You may resist all damage from a single falling effect by calling "Light as a Feather."
- OR
- b) You may double the duration of any Blink ability used.
- OR
- c) Grant yourself a use of Blink.

Oooo Shiny – At check-in you may claim one random uncut gem/level of your skill.

I'm Feeling Lucky (Expert one-shot) – After performing all of your draws for random gems, you may return one of them for a "re-draw" on that one attempt.

Sneaky Bird – For each level of this skill purchased you may declare, “Feint” to a specific target. Your next attack upon that target is now treated as a surprise and treated as if you are hitting them in the back no matter where your blow lands. While this ability may not be resisted, the attack which follows may still be resisted per the normal rules for that attack.

Barbarian



Base Access: Specialty Earth, Specialty Fire, +2 Access Points

Costuming Requirements:

- Display your totem as an openly-worn tattoo on the face.

Recommended Costuming:

- Wear animalistic or primitive clothing (leather, pelts, and/or furs).
- Carry weapons.

The Barbarians were once Humans, who moved to extreme environments of Phantara and over the course of several hundreds of years, have developed into their own Race, as their connections to the elements diverged from normal Human Access, in their need to survive.

There are four different cultures of Barbarians. Each culture is still tribe-based, but has morphed differently based on the part of the world that they call home.

- Arctic Barbarians: They live in a frozen world to the far-far North. Their culture is similar to Vikings.
- Desert Barbarians: These live in the Sea of Dust on the other side of the Chaos Mountains. Their culture is similar to Nomadic Arabs.
- Southern Barbarians: The Kingdom of Silverthorne knows them as the Southern Barbarians, but they know themselves and the Barbarians of the Swamps and Plains. Their culture is similar to the Native American tribes.
- Jungle Barbarians: These are to the extreme South in the jungles and mountains. Their culture is similar to the Aztecs and Mayans.

When picking the culture your Barbarian comes from, it will better dictate the costuming requirements you will have to follow. Please see a GM or Player Marshal

with questions on what your type of Barbarian would wear. Barbarians who do not have a totem mark are not considered adults by most other Barbarians.

No matter what part of Phantara you hail from, remember that while you might look like a Human, the place you were born was not the pleasant hospitable Kingdom of Silverthorne. You might look Human, you are most certainly not.

Barbarians are direct, brutally honest and will not allow their honor to be tarnished. They will fight for any cause worthy of it, they will defend their friends and family to the death and they will celebrate like today is the last day. They are a joyful people who know that this day may be their last and so they will live it to its fullest and hail what comes on the morrow.

Barbarian Racial Skills

Extra Toughness – Each time this skill is purchased you gain 10 additional Life Points.

Tougher Still (Expert one-shot) – Each level now grants you +20 life points instead of +10.

Hunter/Gatherer – For each level of this skill purchased you may either provide personal upkeep for one person (up to 2 Verlan) (OR collect five Basic crafting materials (red, blue, green, or yellow)).

Totem Power – Upon purchasing this skill for the first time you must declare your Totem. Each time this skill is purchased you gain another use of your Totem's Power. You may declare a Totem not on this list, but it should have the same power as one of the Totems listed below or you may request a specific Totem power from the GMs which they will then assign to you. The process of getting a new Totem Power is not quick and once you tell the GMs you want a Totem not listed below you are dedicated to that Totem and may not decide later that the power is not to your liking and pick another Totem. Such actions anger the spirits and very few Totems will accept someone who has rejected their Totem.

- **Bear's Strength** – Once/level you may activate this skill by calling "Bear's Strength" and your next three attacks deal additional Crush damage (+5 Crush for 1-handed weapon, +10 Crush for 2-handed weapon), or you may double your level of Strength for a single non-damage dealing action (such as breaking down a door). This skill may not be stacked upon itself.
- **Eagle's Strike** – Once/level you may activate this skill by calling "Eagle Eye" and studying a target for 30 seconds. After which you may make a single strike against this target for 50 Silver.
- **Lion's Pride** – Once/level you may reduce any Taint or Disease effect by 1 level. Alternatively you can expend a use to call "Resist Taint."

- Owl's Wisdom – Once/level you may ask Owl for guidance in the form of a specific question. Owl will provide a single word answer to your question to help you gain understanding.
- Raccoon's Guise – Once/level you may call upon raccoon to disguise you as another Race. This transformation takes a five-count to perform and should be phys rep'd if possible (although a raccoon mask will work in a pinch to symbolize you are under the effects of this power). While under the Guise of Raccoon's trickery your true identity is hidden from all forms of divination.
- Rat's Survivability (R) – Once/level you may expend a use of this skill to resist a Disease or Poison effect by calling "Rat's Survival."
- Raven's Magic – Upon purchasing this skill you may choose a single spell not to exceed level 3 (must be approved by a GM). Each level of this skill grants you a single innate casting of this spell. The call for this spell is "Innate Spell <Effect>". So for a Life Dart they would say "Innate Life Dart, 25 Life" and throw a packet.
- Stag's Gateway – Once/level you may call upon the Stag to provide transportation. Stag will open a portal through the Plane of the Wyld and allow a single person to pass through it. Multiple uses of the skill may be expended for additional people to use the portal at a one-for-one. This skill functions per the Portal skill, except as noted above (limited number of people and uses the Wyld).
- Turtle's Protection – Once/level you may call upon Turtle for protection, granting 50 points of Armor. This skill does not take up an Armor Slot, may not be repaired or healed and may not be stacked upon itself.
- Wolf's Pack – Once/level you may call "<Howl of a wolf> Wolf Pack" and declare someone a member of your pack for a combat. During that combat all members of the pack deal +1 damage per member of the pack involved in the combat (not to exceed +5 damage). A three-person pack grants all three members +3 damage for one combat, but would take three uses of the Wolf Pack ability. Anyone who has the Wolf totem skill is automatically considered part of the pack and does not require a use of this skill to be included in the pack.
- Wolverine's Anger – Once/level you may call "Wolverine's Rage" and double the base damage of your next attack. This skill may be not stacked with itself, but can be stacked with other skills that grant additional damage (in which case Wolverine's Anger is applied last). For example a Wolverine Barbarian could expend uses of Rage, Slay and this skill and declare "Rage and Wolverine's Rage." They would then do a 300 slay attack.

Dwarf



Base Access: Specialty Fire, Minor Earth, Minor Air, +2 Access Points

Costuming requirements:

- Wear a beard (or long braids if you are female, be it a wig or real hair).

Recommended Costuming:

- Wear armor and lots of it.

Honor is the single-most important thing to the Dwarf. Being embarrassed by another is devastating to their egos. They constantly want to look good in front of the other Dwarves, especially those within their own clan—the only other Dwarves for which they have deep respect and loyalty. It is not uncommon for Dwarves of different clans to get into short-lived scuffles. Dwarves make frequent trips to the Dwarven Homeland, as is tradition, to participate in seasonal rituals which celebrate the coming of age and other important times in a Dwarf's life. Like Elves, they have tremendous respect for their elders and will go to their service on command if the need arises. This is not something that Dwarves argue about. If they're needed by someone important, they help. It's that simple.

Though most Dwarves are illiterate, they have an amazing battle sense. Few are smarter in the heat of the battle and they love a good fight more than anyone. They seem to get an adrenaline kick as they are charging the front lines, beating on some monster, or kicking the tar out of someone in a local bar brawl. They especially favor fighting Orcs and goblins as those are the creatures that they hate the most. Dwarves enjoy a good meal with a large glass of Dwarven ale, a drink that will knock many Races out for most of a day...but, then again, it tastes so bad that few other Races would get anywhere near it.

Dwarves tend to be very rugged looking. The males have full beards, unless they want to be looked upon as an outcast, an outsider, or a traitor. The females have

light facial hair. Females usually wear their hair long in one or two braids. Most Dwarves wear very nice armor. They pride themselves on having some of the most beautiful armor in the world, fit to perfection. The more important the Dwarf is, the nicer their armor tends to be. Another way to distinguish the social class of the Dwarf is the number of braids that they have in their beards. The more braids, the higher the class.

Dwarven women are not looked down upon within the society and may do everything a man can, except they can never be as high in social standing as a male. They are strong and agile like the males, but they do accept their social position. The number of necklaces that they wear around their necks can tell a great deal about who they are married to.

Among the Dwarven clans the most universal tradition is the exchanging of friendship rings. You should never decline a friendship ring from a Dwarf unless you want to have a very powerful enemy. It is very rare for non-Dwarves to receive one. It almost never happens. They are usually passed between clans and the refusal to accept one is the number one cause of clan battles. The recipient is supposed to be very honored when receiving such a gift. Upon refusing, a Dwarf could instantly find themselves in an honor duel, which could be very dangerous to their health. A Dwarven PC may only give out one friendship ring to a non-Dwarf at 500CP and at 1500CP.

Dwarf Racial Skills

Dwarvenbuilt – Each time this skill is purchased you may do either of the below actions once/Re-Pop:

- a) Add the first Resist Shatter to any crafted weapon/armor for OPP
- OR
- b) You may refit 50 points of Armor on a three-count by tapping the target and calling, "Dwarven Refit 1, Dwarven Refit 2, Dwarven Refit 3."

Extra Armor – You gain +10 Armor Points each time you purchase this skill provided you are wearing armor.

Stubborn (R) – You may call "Stubborn" and resist a single effect with the word "Fear," "Charm," or any kind of Poison included in it for the Re-Pop.

Resist Disease (Expert one-shot) – You may now also use Stubborn to resist Disease calls.

Efreet



Base Access: Specialty Air, Specialty Fire, +2 Access Points

Costuming requirements:

- Color your skin red with flame patterns of orange, yellow or white on any exposed skin.
- A pair of horns either small or large.

Recommended Costuming:

- Wear loose or flowing garments.
- Favor warm colors (oranges, reds and yellows), white or black
- Show your wealth by wearing jewelry.

Hundreds of years ago on another plane of existence a gate was opened and winged figures emerged and brought with them war. A war to enslave the Efreet, harness their power and destroy everything about them. It was a war of genocide, a war in which the lives of many Efreet were lost and one that would cost them their home.

The war raged for nearly a decade and the Efreet believed they had almost defeated or driven the underlings from their world. The Efreet army marched upon the last underling gate. For three days they fought to close the gate and sever the Underlings connection to their home. On the third night it all came to ruin.

The Efreet, valiant warriors that they are did not understand the trickery of the Underlings or what they had done in the decade they had been at war. It was on the third night of the battle of Vash'Ghul'Nah that they would learn the true meaning of trickery. For it was on that evening that the Underlings called in a decade worth of deals, of promises fulfilled in exchange for an unspoken price. It was on that night that every Efreet they had captured and allowed to be freed, that every Efreet who had made a deal with the Underlings in exchange for a fond wish,

or any Efreet who was of the lowest caste among the Efreet turned upon the Efreet army and destroyed it from within.

According to the tales it took less than an hour for the army of Efreet, on the brink of victory to be wiped from existence and a new class of Underling to rise up....The Red Underling.

The remaining Efreet felt doom befall them that day. Within a few weeks all but one Efreet city had fallen to the Red Underlings. The City of Bronze is home to the Efreet Magi and city of the Efreet scholars. Calling forth magical protections the City stood alone against the Red Underlings for a month, but the Lords of the city knew that they could not withstand forever and there was no aid to rescue them.

It was among the lowest of the low that salvation was to be found. Hazad Al'Raqesh, former scholar and magi outcast by his peers to the lowest caste had found a way to free the City of Bronze and escape the Underlings. Hazad was no fool though, he saw the ruin of his people and he demanded a price of them in exchange for his knowledge. He demanded that abolishment of the caste system that had led to their ruin. It is said the great Efreet lords resisted his demands for another two weeks before they capitulated, others say it was only a few days before the Efreet Lords began to "disappear" and an agreement was reached.

Hazad had found a way to move the City of Bronze and all of the Efreet within it to another plane of existence and lock the Underlings out of that plane for all time. Many were skeptical, but after review of his theories and incantations by the other Efreet scholars it was decided that it was the only option and thus they would try Hazad's plan.

It took another week for Hazad and the Efreet to make the proper preparations for the ritual. Hazad lead the casting himself, and with the support of every Efreet in the city he pulled forth enough power to transport the entire City of Bronze to another plane.

They arrived on the edge of a desert known by many as the Sea of Dust. They arrived free of Underlings and by all calculations with an impenetrable barrier in place to prevent the Underlings from following. The Efreet rejoiced and Hazad smiled, it would take another several hours before the other Efreet realized that none of the great nobles were within the city.

Hazad was wise, and he understood that as long as the great nobles were within the City of Bronze, they would never let the caste system go. They would never forsake their power and the Efreet people would be doomed to repeat the events of the battle of Vash'Ghul'Nah.

Hazad was foremost in establishing a new way of life. He showed his people how to survive on this world (some say he had been to this world before), and in time he would become the first Khalif of the Efreet.

For over 800 years the Efreet regrew and established them as a powerful race within Phantara. Until the day came when every Efreet felt, within their blood, a shattering. Most Efreet knew not what it was, but they still felt it, a shattering of something mystical. Something they were all tied to. A shattering of the barrier their people had established to prevent the Underlings from following them. The day became known as the day of shattering.

The five Khalifs of the Efreet people gathered to discuss this event, and with the council of their wisest sages it was determined that the barrier which kept the Underlings from this world had indeed been shattered.

From that moment on the Efreet gained a singular focus and everything they did was in preparation for the renewal of a centuries old war. The Underlings would come, and they must be ready.

It took over a decade, a breaking of the world's magic, and the beginning of a new age before that war found them, but it has found them. The Underlings know that we exist within this world, and they know that we are ready for war. They now know that we have allied ourselves with the goodly races of this world and that we no longer stand alone against them. They have felt our sting, and in the coming years they will feel our fire as we burn them from existence for what they did to our ancestors. We are Efreet, and we are prepared!

Efreet are a slim willowy race, graceful in movement and fierce in action. They have blazing reddish skin with varying degrees of orange and yellow highlights. Some say this is due to their connection to fire, others say it is due to the passion for life which burns in them. Most Efreet consider combat to be an art form, a dance that all Efreet are taught, but that only a few master. In combat there are no rules and most Efreet fight passionately with every tool at their disposal. They feel no shame in fleeing from a battle they cannot win. Death is the only true defeat.

Efreet Racial Skills

Blade Mastery – Once/level you may make a single attack for +5 Vorpal damage with a bladed weapon. Blade mastery may not be stacked upon itself.

Sharper Blade (Expert one-shot) – Your Blade Mastery increases to +10 Vorpal damage for a single attack.

Gem Lore – Each time this skill is purchased you may do either of the below actions once/Re-Pop:

- a) Gem Armor – Spend 1PP of Gem Dust to gain 50 points of Armor. Gem Armor does not take up any buff slots. Gem Armor may not be repaired or healed and you may not have more than one Gem Armor active at a time.
- OR
- b) Crush Gem – You may crush an uncut gem turning it in to Gem Dust. The crushed gem creates one point of gem dust per 1 verlan value the gem would have if it had been cut as an Octagon. (An amber would create 2 points of gem dust, a diamond would create 25). The Uncut gem is destroyed in this process, and the creation of this gem dust should be recorded on a Temp crafting Tag and signed off on by a Production Marshal.

Trickery – Once/level you may transfer a single usable enchantment from a non-artifact item to another item (The enchantment must be available for use in order for it to be transferred). The accepting item cannot be an artifact and may not already have another enchantment temporarily transferred into it. At the next Re-Pop the transferred ability returns to the original item.

Fire Elf



Base Access: Specialty Fire, Minor Air, Minor Earth, +2 Access Points

Costuming requirements:

- Paint Red Runes/Markings on your face.
- Wear ear extensions.

Recommended Costuming:

- Wear armor reminiscent of desert creatures (e.g. scale armor or overlapping plates)
- Carry a weapon with you at all times.

The Fire Elves come from the far west side of the Sea of Dust. They live in one of the most inhospitable areas of Phantara, and until recently, they were confined to a single city, Caer Taran. The city resides in a large crater in the sands surrounded by high, overhanging walls which both protected and kept the Fire Elves captive. While most Fire Elves were confined to the city, a few individuals challenged themselves to climb the walls. The ones that succeeded became known as the CuVarr. They served as protectors and foragers for the FinVarr within the city. Recent events have allowed the Fire Elves to freely leave the city, and a cooperative effort with the Efreet has brought them to Silverthorne.

The CuVarr and FinVarr work together to ensure the survival of Caer Taran. While there is a certain amount of prestige that comes from completing one's ascent of the crater walls and becoming a CuVarr, it is not something that really factors into the day-to-day interactions between the two groups. Likewise, there is no difference in the status or roles between male and female fire elves. Even though the passages out of the city have been reopened, there are still many who would rather challenge the walls to become known as CuVarr.

It has been said that everything in the Sea of Dust is hostile, even the dunes themselves. This holds true for the Fire Elves as well. Every Fire Elf is trained to fight from a very early age, and they love to challenge themselves to get better. In fact, they will almost never back down from a competition of any kind, and always face an opponent head on. In Fire Elf culture, losing is a chance to learn and get better while backing down is weakness.

The harshness of the land and the toxicity of the creatures in the desert have only strengthened the Fire Elves. Most of their food and drink naturally has some amount of poison in it, and this has made them very resistant to toxins and venoms of all kinds. Everyone in Fire Elf society contributes to the safety of the others. This is just another way that they have survived in a place where few others can. They will do anything they can to protect those who have proven themselves as allies.

Fire Elves are known for being physically and vocally aggressive. They are often mistaken for being nothing more than dumb brutes, but this is far from the truth. While they love charging head first into the fray, they also look for a tactical approach to any confrontation. The CuVarr are mostly warriors and hunters. They are skilled in most any weapon, but favor short swords, spears and bows. They also have many competent crafters and herbalists amongst the FinVarr due to the unique properties of the native plants and animals.

Fire Elf Racial Skills

Frontal Assault – Once/level a Fire elf may declare “Frontal Assault” vs a specific opponent. Once declared they may swing +1 damage (does not stack with crush or vorpal) against that opponent provided you are not attacking them from behind. This ability can be used multiple times against a target to stack the damage.

Lasting Assault (Expert one-shot) – Your frontal assault now lasts for the combat/scene instead of being vs a specific opponent.

Resist Poison (R) – Once/level a Fire Elf may resist any acid, disease or venom call, by calling “Resist Poison”.

Will to Live (R) – Once/level you may declare “Will to Live” when a killing blow is delivered to you (killing blow 1, killing blow 2, killing blow 3) or when your bleed to death count runs out. This negates the killing blow or resets your bleed to death count.

Firewalker Ga'Vin



Base Access: Specialty Water, Minor Earth, Minor Air, +2 Access Points

Costuming requirements:

- Paint your skin gray with red/orange vertical bark like lines. Almost a charred/burning bark look.

Recommended Costuming:

- Wear practical earth/desert-colored clothing.

It is said that the Ga'Vin originated as one people. Millennia ago, when they first emerged on Phantara, they were known simply as the Ga. Enslaved by the An'Dar, they became the Ga'Vin. For centuries, they served, eventually breaking free of their enslavement through the creation of a great plague. Once free, they fled, but it was not long before they encountered the brutish green skins, who once again enslaved the Ga'Vin. During the Ga'Vins' enslavement to the Orc tribes, the Firewalkers began.

The Firewalker tribe was borne of the Orc masters' cruelty and the enjoyment they took in burning their Ga'Vin slaves. It began with a bored Orc pushing a Ga'Vin slave into the fire. The Orcs all laughed - until they realized the Ga'Vin wasn't crying out in pain. Confused, they looked into the fire and saw the Ga'Vin standing unharmed within the flames. The Orcs ran to the Shaman in fear, but by the time they returned with him, the Ga'Vin was gone. The Orcs tried to pick that particular Ga'Vin out from the slaves, but they could not tell Ga'Vin apart. The Shaman, hungry for the slave's power over fire, demanded that the Orcs build a fire one hundred steps long. It was not long before the Orcs had a raging fire burning through the camp.

The Shaman announced that one by one, the Ga'Vin would walk through the flames until one of them reached the end. The slaves cowered in fear at the Shaman's proclamation, knowing they would burn to death. The Ga'Vin began seeking

weapons to fight the orcs, preferring to die quickly from an Orcish war club instead of burning alive. The Shaman relished their fear, and the Orc warriors clutched their weapons tighter, prepared to slaughter the Ga'Vin if they attacked. It did not come to that, for a small Ga'Vin came forward, looking the Shaman in the eyes as she announced that she would walk the flames.

The Shaman smiled knowing his ploy had worked. He had lured out the Ga'Vin he sought, and now he would see her power to walk in fire unharmed.

The Ga'Vin proudly stepped to the edge of the raging fire. Then, with a quick dart, she plunged herself into the flames. The fire burst forth as the anger and rage of the small Ga'Vin fueled its hunger; it began to pop and crackle, spitting burning splinters of wood at the Orcs. The Orcs recoiled, but they were too simple-minded to realize what the Shaman had done. They had given the small Ga'Vin a giant fire that she could control to destroy them.

The Shaman realized too late, and he cried out for his warriors to kill the Ga'Vin. They threw spears and shot arrows into the flames, but so hot was the fire that the weapons simply crisped away to nothing before they could reach the Ga'Vin.

By morning, the large encampment of Orcs was nothing but a burned landscape. The flames did not harm the Ga'Vin; it protected them, it empowered them, it gave them shelter from enemies, and weapons to fight those who would enslave them. Some say the small Ga'Vin was Phantara herself guiding the Ga'Vin to her side. Others say she was a Dragon freeing the Ga'Vin for some enigmatic purpose. But some believe it was simply a small Ga'Vin woman who made a pact with the power of fire. Whatever the truth, it is only known to those present that day.

Scholars often speculate why the Firewalker Ga'Vin appear charred when many are impervious to fire. Some Ga'Vin say that when they pledge themselves to the fire and to protecting Phantara, they take on the appearance to show their devotion. A fire needs fuel to burn, and a world without fuel is a world without fire. Other Ga'Vin say that fire is the ending of the cycle and none should be allowed to escape it; the charred skin represents that they are not beyond the reach of flame. Others say that their appearance comes from the great freedom conflagration; all the Ga'Vin in the village survived, but they were transformed by the power of the fire that scoured the Orc village from the land.

Whatever the reason, all Firewalkers share a devotion to flame, a hatred of those outside of flame's realm (the undead), and, like their Forestwalker kin, a fierce sense of protectiveness over the land of Phantara.

Firewalker Ga'Vin Racial Skills

Fire's Gift – Once/level a Firewalker Ga'Vin may "Innate" cast a Fire spell of 1st level. This ability does not require a spell book or a copy of the spell, but they must know the effect of the spell. If they call forth a spell through Fire's Gift and the effect is wrong the fire burns them from the inside and they instantly die. To call forth Fire's gift they simply call "Innate Spell <Effect>." So for a Fire Dart they would say "Innate Spell, 25 Fire" and throw a packet.

Resist Fire (R) – For each level of this skill that is purchased you may resist a single effect with the word Fire in it each Re-Pop by calling "Resist Fire."

Wyldfire – You may throw packets of "X Wyldfire" with X as damage equal to your level of this skill. (Wyldfire is a combination of Fire and Nature damage. It has no effect on live plants that are hit by it).

Kindled Heart (Expert one-shot) – Damage is now '2 x level' instead of equal to level. In addition, once per Re-Pop you may do a frontal cone effect for your Wyldfire damage.

Forestwalker Ga'Vin



Base Access: Specialty Earth, Minor Fire, Minor Water, +2 Access Points

Costuming requirements:

- Paint your skin with green/dark brown vertical bark like patterns. Various tree bark patterns could be used.

Recommended Costuming:

- Wear practical earth-colored clothing.

Ga'Vin are the defenders or guardians of nature, actively seeking out and destroying those who would ruin the forests and glens of Phantara. The Ga'Vin came to be in ancient times, when the An'Dar and the Drethrin started to build their great cities and spread out across the world. Their civilizations were not very kind on the natural world and many species of plants and animals began to die out from their incursions. Ga'Vin came into the world to help protect it and fill the void left behind by that which had vanished. Ga'vin were there the first time the world was broken by petty wars and being the survivors that they are, they made it through that conflict—and countless others since—unchanged.

But an ancient Race can hold ancient grudges. They have been on bad terms with the Dwarves for over 20,000 years due to an incident they'd rather not discuss (not to mention the Dwarves' stubborn insistence on ripping into the earth with their huge mines and burning peat and trees). A bout of subjugation under the descendants of the An'Dar humiliated them yet did not crush their spirit. They remember these dark days, spent as the subjects of experiments and the fathers of An'Dar'Vi-created monsters. Yet for all their close bonds that only years of hardship and subjugation can forge, the Ga'Vin are perhaps the most ideologically-conflicted Race in Phantara.

Forestwalker Ga'Vin Racial Skills

Animal companion– You have a small Animal Companion that helps you in various ways. You are so close to your companion that you can understand each other. Your companion gains 1 trick per named level and it takes a use of this skill to use a trick. You must phys rep your Animal Companion. If you do not have Wilderness Knowledge then the care and feeding of your Companion is five Pemb/event. If you fail to provide for your Companion they are unable to use any tricks for that event and if they are not provided for multiple times they may abandon you in search of a more caring friend. At GM discretion, an animal may refuse to perform dangerous or obviously OOC tricks. Below is a list of possible tricks:

- Assist – Your companion can help reduce your counted action by 10% on 10 count or higher, cannot be used on other tricks.
- Bestial Wrath – Grants +5 damage on your next 3 attacks.
- Ease – Grants a Resist Fear.
- Encourage – Can Remove Weakness.
- Fix – Your companion can be taught to feed you a potion. Takes a 10 count for your companion to find, prep and feed you the potion.
- Gnaw – Your companion can perform a Rip Free on a 5 count.
- Scent – Your animal companion can track another creature if given an item from that creature. Gain +2 on Tracking attempt.
- Screech – Your animal companion can emit such a loud frightening noise that allows you to call “Evoke Fear 5 seconds.”
- Seek – Your animal companion can help you find a harvestable node.
- Store – Your animal companion is very good at hiding things for you, in the surrounding natural area. To find that item without the companion requires Tracking (4) and with Search and the Find Concealed 1-shot.
- Wake – Your animal companion can Awaken a sleeping creature on a 20 count.

Enduring Nature: Forestwalker Ga'vin are guardians of nature keeping Phantara safe from things that would taint it. Each time this skill is purchased/Re-Pop you may expend a use of this skill to resist Taint or Disease by calling “Enduring Nature”.

Natural Weaponry – The Ga'Vin grows small claws that deal 1pt of base "Claw" damage per level of skill in Natural Weaponry they possess. This allows them to dual wield two small claw phys reps without needing the dual wield skill.

Bite Attack (Expert one-shot) – The Forestwalker has learned how to deliver a bite attack and may now wield a 'great claw' phys rep that deals base 1.5 damage per level of this skill or they may continue to use dual claws and deliver "Bite" attacks with them dealing +5 damage but both phys reps must connect at the same time for the bite to be valid.

Gnome



Base Access: Specialty Earth, Specialty Water, +2 Access Points

Costuming requirements:

- Wear an outlandish, colorful hat.
- Make your nose a rosy color or wear a large false nose.

Recommended Costuming:

- Wear practical garments in bright (borderline obnoxious) colors.
- Rosy Cheeks

Gnomes love precision and detail. Where other Major Water Races pride themselves on the collection or distribution of knowledge, Gnomes most enjoy categorizing what they learn, putting the knowledge into precise little boxes. This is great fun for the Gnome and if other Races can deal with their ways they will surely benefit later.

Gnomes can spend hours upon hours doing whatever job they have chosen for themselves. They get a tremendous amount of pleasure out of a finished product and love to show it off to everyone around. Gnomes can be very humble if they choose to be and most of them, probably due to their size, try to be. They would much prefer to have allies than enemies. Gnomes occupy a unique position amongst all the Races of Phantara. They are not 'Gnome-centric' and they make an effort to learn all they can about other Races—their languages, their customs and their beliefs. Other Races tend to have at least a neutral impression of Gnomes, for the other Races enjoy talking about how great they are—and the Gnome is only too eager to hear them talk. They can always separate the truth from fiction later; the gathering of data is the important thing.

Their unstoppable curiosity drives them to speak to a variety of peoples and beings. They ask a lot of questions about anything that interests them and anything that has the potential to interest them later. Plus anything that would interest someone else who might know something that would interest them and anything that has the potential to interest someone else who might know something or have the potential to know something that might possibly at some time interest them...well, you get the idea. They are fair and objective; learning as much as they can about the world around them and its inhabitants. It also causes them to get into situations that might not be the safest for them. They will often use their height to their advantage, eavesdropping on conversations, collecting knowledge.

Gnomes often know three or four different languages; the better to speak with people they find and learn more from them.

While Gnomes are excellent builders (in fact, they built most of the City of Silverthorne), Gnomes have only one large City of their own because most of them wander off from home at an early age. They aim to go adventuring and learn more about the world that way. They tend not to be the heroes of a party, slashing into the enemy or facing down giants. Their heroism is much more behind-the-scenes, supporting those who make history.

It is difficult to know exactly when the Gnomes began to inhabit the lands. There are signs of their existence very early, although there has been no mention of them until many Elven generations after their apparent arrival. The only evidence is the ancient buildings that are very Gnome-like in construction; however it is always possible that those buildings were made by another Race because they date as far back as the earliest Elves.

Gnome Racial Skills

Craftiness – Each level of this skill provides 2PP that may be used on ANY crafting skill.

Re-Purpose – Once/level you may harvest from mechanical creatures, disarmed traps, locks, or other appropriate sources (specific situations found upon adventures). Repurpose may be used upon an appropriate recently slain (combat/scene) construct or node. You begin by declaring "Repurpose" and must complete an uninterrupted 100 count. If used to harvest a dead construct you may collect either your level worth of random components up to a maximum of 5 or half your level worth of your choice of basic components up to a maximum of 5 (rounded down , minimum of one).

Tinkering – Each level of this skill grants 5PP of Tinkering which may be used to create tinkered items per the recipes that the Tinkerer has in their Manual of Tinkering (Recipe Book). Please see the Tinkering rule set under Chapter Five: Crafting, for specific recipes and/or details.

ICanUseThat! ...Sort Of (Expert one-shot) – You may now use 2 basic materials as 1PP of Tinkering.

Guthrie



Base Access: Specialty Air, Specialty Water, +2 Access Points

Costuming requirements:

- Give yourself bushy eyebrows (use fake hair or draw them in).
- Give yourself sideburns (use fake hair or draw them in).

Recommended Costuming:

- Wear earth tones such as green, brown, burgundy, or mustard.

Guthries are nomads, seldom staying in one place for very long. In their travels, they do not make a lot of close connections with anyone, but are very friendly. They believe that to have no enemies means you will have a long, enjoyable life. They have an annual storytelling celebration which draws Guthries from all over Phantara. It is held in a different place each year. During this time, the Guthries share a tremendous amount of food and drink, listen and dance to some of the finest music in the world and participate in a storytelling contest that is truly spectacular. Very few Guthries choose not to participate and all hope that they can be that year's winner. There is a small monetary prize for the winner, but the real reward is the pure enjoyment of telling stories, the thrill of putting words together in such a way that it will awe their audiences. It is certainly the most exciting event of the year.

Guthries are happiest when they are in the company of friends sharing a rather large meal. Food is very important to Guthries. Gluttony is almost expected of them, but they would never steal another's food nor would they ignore a hungry person. They would never want to go hungry themselves so they are very kind to those in need, a kindness not limited to food. If they can give something to make a life easier, then they usually will. They try to treat everyone equally, although they are a little more wary around Ga'Vin and Orcs. Guthries are very good natured, but

their keen wit and clever minds often worry the other Races. It's as if they have to have something planned and that that plan has to be something evil. Even if that were true, Guthrie are rarely aggressive. They rely on their wits to get them by. Few can compare to them when it comes to snapping out the witty response. They are also very cunning and have a knack for lock picking and things of the like. Generally speaking, Guthries tend to dabble in magic and make excellent sages, much like the Elf, but they also enjoy more stealthy endeavors.

A Guthrie will never miss a good party if they can help it at all. They love to have a good time. In fact, they care about little else. Few Races stay up longer than the Guthries, eating and taking in the atmosphere. Because of this, they often out-stay their welcome in another's home or company, or leave earlier than they had planned to and become somewhat offended in the process. After years of this, Guthries have become more distanced. They always know when it's time to move on to another town. This usually comes when there is no more fun to be found.

Guthrie Racial Skills

I Can Sell That – At check-in, you may expend one use of this skill to sell an item that would take 100pp or less to craft. Items sell for 3 Pemb per production point. Example: If you have level one in this skill you would be able to sell 1 item that takes 25 PP (or less) to craft for a value of 3 Pemb/PP. If you have level 2 in the skill you could sell 2 items that take 50 PP (or less) to craft for a value of 3 Pemb/PP.

Insatiable Curiosity (R) – Each time this skill is purchased you may do either of the below actions once/Re-Pop:

- a) Resist Trap – You may resist a single trap effect by declaring “Resist Trap.”
OR
- b) Open Lock – You may add your level of Insatiable Curiosity to your level of Urban Knowledge for unlocking an object. If your levels of Insatiable Curiosity exceed the level of the Lock then you may instantly unlock the object by expending a use of this skill.

Nimble Feet (A) – Each time this skill is purchased you may call “Nimble” and avoid a single movement impairing effect such as Pin, Bind, Confine, Web, Slick, Paralyze or Stun.

Dex Armor (Expert one-shot) – You may expend a use of this skill to grant yourself 10 points of avoidance armor per level of this skill. This armor does not work if your movement is impaired or if you are wearing physical armor. This armor does occupy a general buff slot and may be refit by spending an uninterrupted 100 count stretching.

High Elf



Base Access: Specialty Water, Minor Earth, Minor Air, +2 Access Points

Costuming requirements:

- Wear ear extensions (or cover your ears with a hat, scarf, etc.).

Recommended Costuming:

- Wear robes, dresses or long shirts with tights.

High Elves have an extraordinary passion for knowledge and the magical arts. They seek it with a hunger similar to that of a starving man and then they store it safely away. To forget it or to lose it is unthinkable. They are usually great scholars, fond of study and discipline. They take great pride in their High Elven heritage, including their long, pointed ears.

Elves have very strong ties to their Homeland. They are most comfortable among their own kind and believe that they should stay there to better their kind and their community. While away from their home, they can be struck with an incredible loneliness, a longing to be back where they belong. This feeling is lessened somewhat when in the presence of other Elves. Elves were the first Race of intelligent creatures to inhabit the lands and many of the other Races evolved directly from them. They founded the ancient and magnificent City of Syl'Van'Dar, which still stands today. Two other cities they founded are since lost to the world.

Almost all elves are proficient mages, but those who are somehow unsuited for it tend to become competent archers, lore masters, or healers. Of all of the Races, Elves have the longest lifespan. Seldom will you find an Elf in the front lines fighting with a mighty weapon. This just isn't their way. They prefer to defend themselves in a safer manner; being able to attack from several feet away—out of a weapon's reach—is preferable.

Their desire for beauty and good form is second only to their desire for knowledge. Elders in the Race are treated with the utmost respect. Tradition is of the utmost importance.

High Elf Racial Skills

Magic Craft – Each time this skill is purchased you may do either of the below actions once/Re-Pop:

a) By expending a use of this skill while crafting a Tier 1 spell weaving consumable item you gain an additional use of that Tier 1 spell.

OR

b) Enchant a weapon to swing for Magic damage for a combat.

Magic of the Ancients – For each level of this skill purchased you receive five additional Mana that may be spent to cast any spells you know.

Mental Fortitude (R) – Each time this skill is purchased/Re-Pop, you may call “Mental Fortitude” and resist a single effect with the word “Charm” or “Sleep” in it.

Resist Taunt (Expert one-shot) – You can now Resist Taunt with this skill.

Human



Base Access: Minor Water, Minor Earth, Minor Fire, Minor Air, +2 Access Points

This new creature took Phantara by storm, spreading quickly to the four corners of the world, not only populating every City, but building new ones, bigger and better than anything that had existed before. They would call themselves Human and wear that label with pride. They believed that there was nothing they couldn't do, from architecture to singing or from swordsmanship to magic. They were attracted to each other and had an amazing sexual drive. They prospered in the harsh land better than any Race before them and strove to make their lives easier. And so it was that Humans would account for most of the population of the world. There was nothing that anyone could do about it.

Drawing from all four of the elements, Humans are very diverse. They find work in a variety of fields, often excelling in several. Humans are superior to the other Races in the sense that there are really no limits to what they can do. Although Orcs may be stronger in body, they could never compete with the Human mind.

The arrogant ways of the Humans could be mistaken for cockiness. They have a great insight for others' shortcomings, though they often miss their own. Humans tend to have little patience when it comes to dealing with Ga'Vin and even less to none at all when it comes to dealing with Orcs. It's the great green skin prejudice phenomenon.

Humans are social animals who prefer the company of their own kind. Of the other Races, they treat Valken'Vi the best, being they are closest in appearance to Humans. Difference is often looked upon as bad. When dealing with the unknown, they are often quick to judge. It takes a while to gain the trust of a Human if you yourself are not one. Their downfall, perhaps, is that they hold too much faith in the *Humans are good, others are bad* type attitude. More often than not it is a Human who does the back stabbing while the Orc, who could have been a friend, just looks on and smiles.

Human Racial Skills

Jack-of-All-Trades – This skill allows you to grant yourself a basic, non-racial skill that you do not already possess. You may only grant yourself one skill per Re-Pop and you may utilize this skill a number of times per Re-Pop equal to your level of Jack-of-All-Trades. Skills which have static effects, grant PP or mana or do not have uses may not be granted through Jack-of-All-Trades. Example: Wesley uses his Jack-of-All-Trades to grant himself the knowledge of Augury. As a Master of Jack-of-All-Trades, he is able to then ask 6 questions of basic Augury skill for that day.

When granting yourself a skill through Jack-of-All-Trades, the skill granted is considered to be a "racial skill" and may not benefit from abilities which increase its level unless they specifically state that they affect racial skills.

Jill-of-All-Trades (Expert one-shot) – When you grant yourself a basic skill you now gain a single expert 1-shot that corresponds to that skill, if one is available.

Silverthorne, My Silverthorne – At check-in you may collect one Dot of House Influence or two Dots of Guild Influence/level of this skill you possess.

Versatility – Upon purchasing this skill you must choose a Basic Racial skill from one of the standard races. That skill is now considered one of your Racial skills and replaces this spot on your Racial skill list.

Islander (Corsair) Human



Base Access: Specialty Air, Minor Fire, Minor Water, +2 Access Points

Costuming Requirements:

- Ships Mark (Tattoo) on arm.
- Black fingernails.

Costume Recommendations:

- Pirate stuff!

This was once a loose grouping of pirate gangs residing in a series of islands. Over the past decade these pirates have been forged into a Kingdom under the rule of the Pirate Queen Jasmine and her Council of Captains. It is rumored that she conquered the isles in a bloody war between the various pirate captains and that now all of those pirate captains serve her directly. The pirates of the Corsair Isles have very few laws; it is a land ruled by those with might, power, and cunning. Many of the residents are slaves who were captured in raids upon trading vessels or coastal villages by the pirate captains. It is unknown just how many ships Jasmine has under her control, but it is rumored that should she bring them all together she would have the largest and most powerful navy on Phantara.

When Queen Jasmine forged the Corsair Isles into a Kingdom the first thing she did is declare that all islanders must bear a mark upon their arm declaring their allegiance to a ship. It is unclear how exactly she did it but every Islander gained such a mark, and every islander since then has been born with a mark. This mark magically changes to match whatever ship they are bound to. It is said that each of the Captains on the queen's council bears a mark for each ship they command, and that the most powerful captains are covered from wrist to shoulder in tattoos. Any time an islander is not sworn to a ship the mark becomes that of Queen Jasmine herself (a lotus flower) until such time as they join a ship's crew.

While most Islanders partake heavily in pirate activity a few of them also partake in honest mercantile shipping; after all, what good is pirated booty if you can't sell it anywhere. While the islanders do not have many laws they do tend to follow a code of rules. The general precepts of them are listed below.

Queen Jasmine's Articles of Law (Pirates Code)

- I. Every person on a ship has a vote. Every captain on the islands shall represent their ship & crew on voting matters.
- II. Every person shall obey the Captain's Command if given under civility.
- III. Any person found thieving from their ship, captain, or crew shall be marooned or keelhauled.
- IV. Any person who strikes another member of the crew shall receive 40 lashes.
- V. Any person who loses a limb in service to the crew shall have 400 silvers or the restoration of said limb.
- VI. Any person who does force themselves upon another shall be held in stock until returning to port, whereby they will be turned over to Queen Jasmine for punishment.
- VII. Any person found guilty of drunkenness during time of engagement shall forfeit all shares of plunder from said engagement.
- VIII. Every person shall have equal share of a ships provisions as distributed by the Quartermaster.
- IX. The captain is to have two full shares of all plunder, the officers are each to have one and a half shares of all plunder.
- X. The captain may be challenged outside of engagement by a ranking officer provided they have the support of at least one half of all crew.

Note: While you are a human race, you are not a member of Silverthorne and all advantages of Silverthorne society that are referenced in the book do not apply to Islanders unless specifically calling them out, but you are susceptible to all "Human" racial effects such as Human Death venom.

Islander Racial Skills

Parlay – You may expend a level of this skill to call for "Parlay" (weapon range point effect) with any intelligent creature that can understand your language. The effect is that of a Charm Pacify 30 seconds, towards that specific creature. Call would be "Parlay – Charm Pacify 30".

Longer Parlay (Expert one-shot) – You may expend additional uses of your Parlay skill to extend the duration. Can either increase duration upon calling it, "Parlay – Charm Pacify 60 seconds" (2 uses spent) or may, after affecting someone with parlay, extend it by an additional 30 seconds per use. When extending the Charm Pacify, the target may not defend against the increased duration.

Privateer (R) – Once per level of this skill the Privateer may resist any call with following in it: Disease, Slick, Taint or Disarm by calling “Privateer” (Or Pirate).

Tastes Like Rum – May expend a use of this skill to have any drink they imbibe provide one of the following benefits instead of having its normal effect by calling “That tastes like rum!”:

- a) Gain +1 Toughness for the Re-Pop (Toughness Buff Slot).
OR
- b) Heal 20 life points.
OR
- c) Gain a single use of the Endurance Skill (General Buff Slot).

Lorecrafter Dwarf



Base Access: Specialty Earth, Minor Fire, Minor Water, +2 Access Points

Costuming Requirements:

- Wear a beard with rune beads in it (or long braids with runes in them for females).
- Draw a Rune on the back of each hand.
- Draw a Rune on your forehead.

Recommended Costuming:

- Carry small books, scrolls, maps and other paper/knowledge items around.
- Incorporate runes into your costume wherever you can.

Long ago when all Dwarves were one people the Clans delved deep into an ancient mountain range creating a home for themselves, a City called Doru'dar. Within this City the leader of the Clan of Lore Dwarves, a Dwarf named Fern, uncovered a source of magic unlike any other they had ever heard of before, a magic of knowledge. This magic was not like other magic, it was magic given solid form. It was magic that could exist and communicate with those around it. It was a magic of order, a magic of patterns and numbers and logic and it was named science. Over the next several years Fern and this magic become good friends. Science showed Fern things that no other magic knew.

Knowing that the other Dwarf Clans would never accept this new magic, he gathered the dwarves of the Lore Clan and they embraced science and its teachings instead of the traditional Dwarven ways. The other Dwarves could not abide this dishonor of their ancestors and they returned to the Homeland, leaving the Lore Clan within Doru'dar with its magic of science. Thus did the Lore Clan take the first steps away from the other Dwarven Clans and begin down the path of becoming the Lorecrafters they are today.

Over the next several years the Lorecrafters delved deeper and deeper into the mountain seeking minerals and resources that they could use to expand their magic of science and in doing so, unleashed a great beast of chaos. It is not known if this beast had been in the mountains all along, or if this great beast was created from the magic of science that the Dwarves practiced, but in either case many Dwarves lost their lives to this beast.

Within a few months the beast had driven the Lorecrafters from the mountains and devoured the magic of science. Before science was devoured by the great beast of chaos though, it bestowed three marks of knowledge upon the Lorecrafter Dwarves. It gave them the rune of teaching upon the forehead so that they could pass on what they knew about the magic of science; the rune of crafting upon the right hand, so that they could continue to practice the magic of science; and the rune of magic upon the left hand, so that they could continue develop magic.

After being thrown from the mountain by the chaos beast the Lorecrafters travelled west, eventually settling within another mountain range. For centuries they lived within those mountains behind great iron doors that they opened for no one. Within these halls they remembered Doru'dar, they wept for the death of science and they told stories of the greatness they once knew.

Several years ago an ancient bell was rung that was heard by Dwarves around the world. Pal'nok, the current Tome Lord (aka Ruler) of the Lorecrafters knew the ancient legend of that bell and with its ringing in their ears the Lorecrafters marched back east to reclaim their ancient home of Doru'dar and re-establish ties with the Dwarven Homeland.

With the help of many brave adventurers they once again reside within the halls of Doru'dar, but the magic which Fern had befriended was gone. After it had been devoured by the great chaos beast it was infused into the very mountains themselves and what was once known by all as Doru'dar is now known by the other Races as the Chaos Mountains.

The Lorecrafters are the keepers of Dwarven knowledge, history and lore. They possess a sense of honor much like other Dwarves do, but treasure stories and knowledge above all else. They are a rugged people with little use for flowery words or pretty speech, which often results in them being misconstrued as rude by other Races.

The Lorecrafters are not the warrior people that other Dwarves are, but they are also not one to shy away or back down from a fight. Unlike the raging offensive combat style common among other Dwarves the Lorecrafters take an almost opposite viewpoint on warfare and focus on their natural durability and the defense of that which they value, knowledge. After all, every time a Dwarf dies they take

knowledge with them to the grave and that loss of knowledge should be minimized whenever possible.

Over the years these rune marks have changed. It is said that at one time all the Lorecrafters bore the same runes, now it is very rare to find two Dwarves that bear one mark alike, much less all three. Nobody knows why the marks changed. Some say it is a reflection of the individual Dwarf that carries them, others say it is a result of science being devoured by a beast of chaos. Whatever the reason, most Lorecrafters consider these runes not only to be a great honor, but also a reminder of what happened to them in Doru'dar.

Lorecrafter Dwarf Racial Skills

Lorecraft – Once/level the Lorecrafter may reduce the PP cost for a single crafting of an item by 1PP, but may never drop the cost to craft something below 1PP. Only a single application of Lorecraft may ever be applied to a project.

Spellcraft – Once/level a Lorecrafter may inscribe a rune of Earth, Air, Fire, or Water onto a person. This rune must be at least 1"x1" in size. Anytime during the Re-Pop the individual may touch the rune to activate it and the next spell of that element cast by the individual costs one less Mana point and expends the rune. If the spell is reduced below one Mana point in cost then the rune is expended and no Mana is expended by the caster. A Spellcraft rune reduction can be stacked with other effects which reduce the cost of the spell, but an individual may only ever have one of each rune on them at a time and all runes fade at Re-Pop. All runes must physically be drawn on the target in a removable fashion for this skill to be used (we suggest blank stickers, or masking tape and a sharpie).

Tomecraft – Once/level the Lorecrafter may create a small Tome specific to a non-Racial Basic ability, such as a Tome of Rage, or a Tome of Toughness. This Tome functions differently depending on if the reader has the skill the Tome is written for:

- If the Tome is read by someone who **does not** possess the skill, they may purchase that skill as if they had just been taught it (provided they have the necessary access to learn the skill).
- If the Tome is read by someone who **does** possess the skill, they gain +1 level to that skill for the combat/scene. This level gain may not boost the reader above Master level (level 6). When used to boost a skill that buff occupies an appropriate Buff Slot. Each skill can only be boosted once per combat/scene. This ability may not be used to boost skills that are used at check-in and may not be used to gain PP or Mana (but may be used to increase the level of recipe you can craft with a skill) or to boost your Tomecraft skill. Any ability uses granted through these increased levels are always used first and are used for the Re-Pop.

Creating a Tome takes at least five minutes of time. Reading a Tome must take at least one minute of time. Each Tome may only be read once and must then be re-infused with the magic of Tomecraft before it can be used again. The Tome's power is expended, even if the reader did not gain any benefit from reading the tome. Re-infusing a Tome with power is the same as crafting a new Tome.

Lasting Tome (Expert 1-shot) – Your tomes no longer lose their power if they are read by someone who gains nothing from reading it.

Orc



Base Access: Specialty Earth, Specialty Fire, +2 Access Points

Costuming requirements:

- Color your skin green.

Recommended Costuming:

- Wear animalistic clothes (skins, pelts) or old, tattered clothes with your armor.
- Be dirty and look like a slob.
- Tusks and horns are fun, but not required.

NOTE: PCs are always runts or Half-Orcs. Toughen up, slag!

The green-skinned Orcs, or *greenskins*, are a barbaric, clannish Race originating in the far northern plateaus – a savage land teeming with all manner of great beasts and other monsters. As a warrior-people, their rage in battle is especially legendary, matched only by their hunger. Orcs are not known for being intelligent, though some have an understanding of Alchemy and Herbalism and a primitive grasp of magic (those who do often become shamans or spiritual guides of the race).

Tough and hardy as the earth, brutish and beast-like, Orcs will do whatever it takes to survive or win a fight. Runts are cast out into the world, either to perish or learn to fend for themselves. An Orc is expected to earn respect through strength and cunning; only the strongest lead. There is no room for weakness.

Sacred to all Orcs is the great Split Skull Mountain, said to be the final resting place of the souls of only the strongest Orcs. The bar to enter is nothing less than

legendary renown and in true Orc fashion, they'll do whatever it takes to earn the right.

Chief among shamans and spiritual leader of the Orcs is The Augh. Legend claims that a great spirit or power is guarded by this figure, though few, if any, know what. From time to time the greatest of clans gather to an event called *The Great Moot* to discuss major issues, presided over by The Augh.

Pockets of Orc clans living near and mingling with Barbarian tribes are known to exist, formed by wandering outcasts and runts using any means to survive, however unconventional. These Orcs tend to be more diverse in skill than their northern cousins. Half-Orcs are not unheard of in these places.

The Orcs wandering Silverthorne are generally mercenary bands or individuals seeking a worthy battle, or runt gangs looking to pick a fight and test their prowess (or just cause some trouble).

Orc Racial Skills

Battle Rage – Once/level/Re-Pop you may declare, "Battle Rage." This grants all Battle Ragers who hear the call +2 damage and +20 Life Points for the combat and may NOT be resisted. You may stack Battle Rage upon itself as many times as you like, but upon stacking it beyond three times (so on the forth application of Battle Rage) all Battle Ragers go Berserk and can no longer tell friend from foe and will attack anything that is moving. Upon ending combat all benefits of the Battle Rage ends, which could cause those affected by it to start a bleeding to death count.

Green Friend (Expert one-shot) – When berserk you can choose not to attack orcs, and may treat them like you normally would.

NOM! – Once/level/Re-Pop the Orc may declare, "NOM!" and eat something edible. Upon eating the item they heal 20 Life Points and are immune to any additional effects caused by eating the item, good or bad.

Unstoppable – Each time this skill is purchased you may do either of the below actions once/Re-Pop:

- a) You may rip free from any Pin, Bind, Web or Confine effect with the following call, "Unstoppable 1, Unstoppable 2, Unstoppable 3."
OR
- b) You may double your strength score for the purposes of moving/breaking an inanimate object that is in your way.

Sylvani



Base Access: Specialty Air, Specialty Water, +2 Access Points

Costuming Requirements:

- Must wear a gem prominently on your face.

Recommended Costuming:

- Wear layers for colorful clothing.
- Wear scarves and sashes.

Much like the Barbarians, Sylvani were once Humans. Over the centuries, the many Clans of traveling Sylvani have wheeled and dealt their way into their own Race. With their singularly focus on social connections, travel, soothsaying and cursing, they have developed stronger ties to Air and Water.

The Sylvani travel in brightly-colored caravans from place to place, living free in spirit, owing allegiance to no lord (which upsets Nobles). They survive by hunting off the land (which upsets local Thanes) and selling luxury goods such as fine silks and artwork (often without paying taxes upsetting House Mandalor). The Sylvani have their own set of traditions and follow their own unique code of honor (which tends to land them in trouble with House DeVris). The few Sylvani who venture from camp to enter town are usually performers and try to earn a few extra coin in that manner.

Whether justified or not, the Sylvani have a distinct reputation for being troublemakers, thieves, scoundrels and the kidnappers of small children. Perhaps it is simply easier to point out the one brightly dressed fellow in the chain gang, however, the rate of burglaries and unexplained disappearances does seem to go up when the Sylvani are about.

Sylvani Racial Skills

Blessing of the Sylvani – For each level of this skill purchased you may grant the Blessing of the Sylvani to someone. To grant the Blessing simply touch the target and call out, "I grant you the Blessing of my people." A target may only ever have one Blessing of the Sylvani active at a time, the Blessing lasts for the Re-Pop or until removed/disenchanting and it provides one extra General Buff Slot.

Resist Curse (Expert one-shot) – You are now able to expend a use of this skill to grant someone a resist curse in a general buff slot.

I Can Get That – At check-in, you may *contact your people* and purchase one crafted item/level you have in this skill at market value. Market value is considered to be 3 Pemb/PP. The total value of each item purchased may not exceed two Verlan/level of this skill. Items which require special materials to craft are not generally available through this skill.

Sylvani Cursing – Each level of this skill allows a Sylvani to call forth a Curse once/Re-Pop. All Curses are Packet-based, unless they specifically state otherwise. The Sylvani has a great deal of control over the specifics of the Curse, but it must fall within the following limitations;

1. It cannot affect combat; and
2. It cannot deny the target access to skills.

For example, a Sylvani could Curse someone who was trying to be sneaky to say the word, "Sneaking" every second while they are trying to sneak. Since sneaking is not a combat action and this does not deny the target use of any skills it would be allowable.

Another example would be to Curse someone to talk with their hand like a puppet. Outside of combat the person would need to talk with their hand (using the hand like a mouth), as soon as combat was initiated the Curse would stop affecting them.

This curse lasts until Re-Pop, or until it is removed.

Valken'Vi



Base Access: Specialty Air, Minor Fire, Minor Water, +2 Access Points

Costuming requirements:

- Color your skin white or black.
- Paint striking patterns on top of the white in black or the black in white.

Recommended Costuming:

- Dress in dark clothing.

The number of Valken'Vi has always been low compared to the other Races and over the last ten years their numbers have greatly plummeted. The three Valken'Vi Noble houses have called many of their brethren to return to the great City of Gateway. Many Valken'Vi have been seen returning but very few of them are seen leaving. If any of the Valken'Vi who remain outside of Gateway know where their brethren have gone they, like normal, are not talking.

The one exception to this great migration was in western Silverthorne. It seems that a large number of new Valken'Vi have appeared and no one knows where they have come from. These Valken'Vi appear slightly different having dark almost black skin which they paint with white markings, instead of being pale skinned and painting with black markings. Most of these new Valken'Vi seem to have only a limited understanding of life in Silverthorne and a limited memory of their lives since arriving in Silverthorne. Their leader, a Valken'Vi who calls himself One, will only say that they are refugees from a far-away land.

Valken'Vi could almost pass as Human if they wanted. They have very pale skin, but otherwise look Human. This is probably the reason why they paint their faces, usually in harlequin-like patterns. They never use more than two colors, preferring pale and neutral colors (Black on white, or white on black depending if they are

eastern or western Valken'Vi). PC Valken'Vi must use appropriate face paint, if only to make their skin look pale. Although Valken'Vi are generally on good terms with Humans, they would find it offensive to be mistaken as one, unless, of course, they were trying to purposefully pass themselves off as one. Doing so is a clear sign of being an outcast from the Valken'Vi society.

Valken'Vi are often viewed as loners. They have few people whom they can truly call friends, simply because they ask few questions. They don't get to know people in this manner. They learn more from their observations than by spoken words. They enjoy being alone, but will go along with groups when it suits their interests. Speaking up and sharing their views with others is rare.

Their history is shorter than the previous Races, if you start when there was a group large enough and similar enough to call their own Race. Truthfully, it is not exactly known where they came from. It seems as though they simply appeared out of nowhere, but that can be blamed on their demeanor, as well as the demeanor of others who simply do not notice them. Valken'Vi are recorded as early as the first Great War.

Valken'Vi are probably the most cunning of all of the Races. They tend to prefer small, easily concealed weapons or bows. The quickness and swiftness of an arrow exhilarates them. However the wary man is the safe man and this strategy is helpful in battle. If you kill someone before they have a chance to fight back, before they know you're there, the advantage is yours not theirs. Perhaps they can imagine themselves flying freely through the air striking the heart of their victim.

NOTE: Valken'Vi incorporate small amounts of color into the traditional black and white colorations that they wear. These symbols and colors all carry special meaning among the Valken'Vi and are taught at a very young age. Wearing a colored mark upon your face that you have not earned is considered an offense to the Valken'Vi as a Race and individuals who are caught doing such a thing quickly disappear and are never heard from again.

Colors: Purple signifies that they are one of the three Royal Houses. Red signifies they are a member of the elite military unit composed entirely of Half-Valken'Vi called the Skal'Tar. Blue signifies someone who is a patron for Valken'Vi in need. These individuals are known to help any Valken'Vi who comes to them in need of assistance with matters outside of the Valken'Vi Race. They are most often found outside of Gateway and aid Valken'Vi in dealing with issues of racial prejudice, bullying, or similar problems in Human-run Kingdoms. They also help lost or destitute Valken'Vi return to Gateway if they so desire by any means available to them.

Symbols: Hourglass symbol, usually black face paint with a white hourglass. This is worn by Valken'Vi who are doing specific time-sensitive work for one of the Royal Families.

Valken'Vi Racial Skills

Astrology - For each level of this skill you purchase you gain an ability from the list below. Each ability may be used one time unless it is listed as a persistent effect. You may choose an ability more than once where applicable and with GM approval.

- Aquarius – You gain the First Aid one-shot (persistent), on subsequent purchases you gain a 10-point Heal. This counts as the First-aid one-shot for pre-requisite purposes. If you also purchase the First-aid one-shot you can stabilize on a 10 count.
- Aries – May perform one single action per level of this skill per Re-Pop, while charmed, that goes against that charm. Call is "Aries."
- Cancer – You gain +10 points of natural Armor (persistent). Natural Armor works just like other Armor Points, except that it requires healing instead of refitting.
- Capricorn (R) - You may call "Capricorn" and resist an effect that would cause you to be pushed away (Knockback, Repelling Wind, etc.). In addition you reduce the duration of Fear calls by half.
- Gemini – You may grant a single level of one your skills to someone else. They have that skill until Re-Pop and you no longer have that ability while they possess it. You may NOT grant levels of your Crafting, Racial or Path skills.
- Leo – You may deliver a packet based "Fear, 10 seconds" by performing a small lion's roar.
- Libra – You may trade a basic item for another basic item of equal (or lower) value.
- Pisces – You may ask the constellations for insight on a problem. This insight must take the form of a simple question and the constellations will provide insight with a single word answer unless that information is shrouded by a Scry Shield.
- Sagittarius – You may fire Star Silver arrows for a combat or scene. Star Silver arrows deal "Star Silver" damage.
- Scorpio – You gain a small poison gland in your inner wrist that can secrete a 30 Venom (liquid or paste). Subsequent purchases of Scorpio's blessing increase how many doses of Venom that can be created, not the potency. The Poison expires at the next Re-Pop.
- Taurus - +10 Life Points (constant).
- Virgo – You may perform an, "Innate Spell – Charm Befriend".

Night Boon – For each level of this skill purchased you may enhance your damage by +1 when fighting under star light.

Star Step – You may call upon the stars to help you escape from danger. When in a location where at least two stars are visible you may declare “Star Step” allowing you to move un-impeded for 5 seconds. While in a Star Step you are immune to all effects except Disenchant and Solidify, which cancel the Star Step. This skill works like the Blink skill and spell with the exception that it may only be used when in the presence of starlight.

Night Step (Expert one-shot) – You are no longer required to have at least two stars visible to use this skill, it must be night time still.

Wood Elf



Base Access: Specialty Earth, Specialty Water, +2 Access Points

Costuming requirements:

- Paint Green Runes/Markings on your face.
- Wear ear extensions.

Recommended Costuming:

- Color your skin a darker tan.
- Wear earth-toned clothing.

The forest is the habitat of the Wood Elf. They live in small communities, making their homes high in the trees to evade predators. They often see themselves as the protectors of the forest and become very distressed when any unnecessary damage is done to it. Imagine how upset you would be if someone burned down your house. Good-natured and contemplative, they love the good company of their own kind and of the forest creatures. They are unfailingly good, peaceful, considerate and kind, though each manifests these qualities in their own special ways.

Many Wood Elves dabble in magic. They often use it to entertain themselves, making people fall asleep or break out into uncontrollable laughter. They also use it to enhance the stories they tell late at night, conjuring up visuals for their audience. They do not have many mages of awesome power, as they think that staying inside and studying too hard would destroy your enjoyment of life. It would be better to spend time out in the woods and listen to nature's rhythms. Other Wood Elves are rediscovering the ancient art of Alchemy. They have a natural knack for it and take pleasure in the creation of Potions that can help and heal.

They despise undead and other *cycle-breakers*. Wood Elves prize their happiness and prefer to live in peace. Wood Elven society takes great care of their elders, with both sexes being considered equal.

Wood Elf Racial Skills

Plant Empathy – For each level of this skill purchased you may communicate with a plant or plant creature for five minutes. This skill also causes most plants to act more favorably towards anyone who has this skill. If a plant is being directly hostile this skill may also be used to Pacify them as an innate ability by calling, “Point – Pacify Plant” and specifying the target.

Tree Walk – For each level of this skill purchased you may step into any tree that is larger than you. This skill takes a 10-count to activate and you must be in contact with the tree for the full count. Upon completing the count you may go OOG as you are in the process of portalling to another tree of appropriate size that you have previously seen in person (and not through scrying or other similar means). Upon arriving at your destination, it takes you a 10-count to step out of the tree, during this time you may not use any skills other than Tree Walk. You are not aware of your surroundings prior to stepping from the tree, but upon encountering a hostile effect you may utilize another Tree Walk to reverse your count and go back into the tree and returning to your starting destination.

Take Others (Expert one-shot) – You may bring 1 person per level of this skill with you when Tree Walking.

Woodland Magic – Each time this skill is purchased you may do either of the below actions once/Re-Pop:

a) Innate Barkskin – This skill grants you 50 points of Armor by calling “Innate Barkskin.” Barkskin does not take up an Armor Slot, but is removed if you are disenchanting. Barkskin may not be repaired or healed and you may not have more than one Barkskin active upon you at a time.

OR

b) Nature’s Gift – On a 5 count call “Nature’s Gift” and absorb up to 5 basic earth components and regain 1 mana point for each component absorbed.

Age and Size Tables

There are five age categories: young adult, mature, middle age, old and venerable. PCs usually start out as young adults. Certain creatures, such as ghosts, are known to cause premature aging in victims. Playing an older PC has no advantages but certain disadvantages. Note that all PCs must be at least the minimum age listed for a young adult of their race.

Age	Penalties
Young Adult	None
Mature	None
Middle Age	None
Old Age	-1 to Strength or to damage if Strength less than 1. -2 to Life Points.
Venerable	Another -3 to Strength or to damage if Strength less than 1 (if your Strength is now less than -5 the PC dies). -2 to Life Points. In addition, the PC can no longer run.

Race	Young Adult	Mature	Middle Age	Old	Venerable
Avyana	18-25	26-50	50-75	75-100	100-120
Dwarf ¹	50-75	75-150	150-225	225-300	300-400
Efreet	20-35	35-60	60-100	100-150	150-200
Elf ²	50-200	200-400	400-600	600-800	800-1000
Gnome	40-60	60-100	100-200	200-400	400-600
Guthrie	40-100	100-200	200-400	400-600	600-800
Ga'Vin ³	20-35	35-60	60-100	100-150	150-200
Human ⁴	18-25	25-40	40-60	60-80	80-120
Orc	6-20	20-40	40-45	45-50	50-60
Valken'Vi	25-40	40-85	85-150	150-200	200-250

1. Includes Dwarves and Lorecrafter Dwarves,
2. Includes Fire Elves, High Elves and Wood Elves,

3. Includes Forest walker and Firewalker Ga'vin,
 4. Includes Allerians, Humans, Islanders, Barbarians and Sylvani.

Category	Size	Races
Small	4-5 feet in height	Ga'Vin, Gnome, Guthrie
Man sized (Medium)	5-6.5 feet in height	Allerian, Avyana, Barbarian, Dwarf, Efreet, Elf, Human, Islander, Sylvani, Valken'Vi
Large	6.5-8 feet in height	Orc

CHAPTER THREE: COMBAT OVERVIEW

Definition of Combat

In C.A.R.P.S., combat is defined as any offensive action taken by a PC or creature against another PC or creature. This includes melee, ranged attacks, some spells and some Potions. If you can see or hear combat taking place you are considered in combat, even if you are not actively participating. This is important to remember because some spells, Potions and skills may only be used during combat.

Code of Conduct

Charging is not allowed! A person is considered to be charging when they are unable to control themselves safely. If someone is backpedaling away from you while fighting and you are chasing them, they stop quickly and you run into them ... YOU are charging. The person backpedaling was in control of themselves and able to stop, you were not. In the event that you are called for charging you immediately suffer three attacks of whatever damage you deal, or three attacks from the person you charged, WHICHEVER IS GREATER. Repeated instances of charging should be reported to a GM so that it can be dealt with as a safety issue.

The C.A.R.P.S. combat system is structured to focus on melee combat; not hand-to-hand combat, grappling or wrestling. During the course of combat, grappling, wrestling or hand-to-hand fighting is not allowed. Therefore, there is no reason to move any closer to your opponent than an arm's length away. Please be very aware of this when fighting with a shield. You are not allowed to hit another person with a shield.

Physically pinning weapons is also not allowed because there is almost no way to free your weapon without grappling.

Safe Swings

When fighting with a melee weapon, your weapon must be gripped at one end and only the far end may be used for attacking. As much fun as it would be to take a long club and wind it up like a baseball bat; that is simply too much force. All weapon swings must be at least 45 degrees (including your arm, not just the weapon) but not more than

90 degrees and all damage calls must be clearly understandable. This is to reduce the amount of space that you can use to get the weapon moving too fast. Swinging your weapon above your head and straight down inevitably leads to a head hit and

should not be done. We also ask that our stronger players please try to control the force of their swing so as not to risk injuring anyone.

During combat, it is perfectly normal to get involved, get the heart rate up and so on. What is not acceptable is to lose control and 'go to town' so to speak. This is the fastest way to be removed from combat. If you are involved in combat with another player and that player is going out-of-control, please tell them to calm down.

Also, just because you spend Rage to do more damage does NOT mean you should swing twice as hard!

Illegal Hits

You do not have to take damage in combat from swings that hit you in the:

- Head
- Groin
- Wrist
- Hand

Head and groin shots do not count for obvious reasons. If you take a hard shot to the groin or head, you are allowed to call a game stop and take a moment to recover. We know this is not enough time to really recover after a groin hit, but you do not have the hour or two that it usually takes. If you are concerned about being hit in these areas, you may bring protection.

Wrist and hand hits are illegal. While that was a common combat tactic during much of history and in many combat styles, the possibility of a serious injury from a hand or wrist hit is too great.

Purposely blocking with the head, hands, face or groin is not permitted, though we do retain the right to watch and laugh if you try it.

Magical Effects

For the purposes of certain defenses magical effects include the following; spells (designated by the call "Spell"), bard songs (performances), and curses. Other effects may be considered magical per GM discretion.

Blocking with a Weapon

You can physically block hits with a melee weapon or shield if you do not have the Block skill (wands cannot be used to block). If you block a spell or a crush attack, it will surge and you are still affected.

You can choose to block an attack with a crossbow or bow. Each time you use a bow to block it takes a Shatter Effect. A Resist Shatter can be used to counter this. For example, a long bow with five Resist Shatters could be used to physically block five attacks without risk.

Dealing Damage with a Weapon

To deal damage you must:

- Have an appropriate weapon phys rep.
- Say the amount of damage your weapon does.
- Say what type of damage you are dealing.

There are many different types of damage, but the most common are Edge (from edged weapons) and Blunt (from blunt weapons). For example, if you were a beginning PC wielding a sword that can do three points of damage you would say, "3 Edge" every time you swing it. You do not have to call the full amount of damage, but you may never call more without using an appropriate spell or skill. For example, the above PC may call,

"2 Edge" or, "1 Edge." Sometimes you will come across a special weapon that deals damage other than Edge or Blunt. In this case read the tag on the item. It will state exactly what you need to say to hit with the weapon.

Weapons fall into the following damage categories:

- Blunt Weapons – Clubs, Hammers, Hand to Hand, Maces, Rocks, Staff
- Edged Weapons – Axes, Bows, Crossbows, Dagger, Javelin, Pole arms, Spears, Swords
- Ranged Weapons – Bows, Crossbows, Javelin, Throwing <blank>

Determining Weapon Damage

How to determine the "flavor" of your attack:

- Take the base flavor (blunt or edge)
- Apply any skills that constantly change or modify the flavor (Crush or Vorpall). Your base flavor is now this.
- Add any weapon effects that modify damage flavor (Fire, Magic, Silver, etc.). IF your base flavor is Crush or Vorpall, you add that modifier (Fire Crush, Magic Crush, Fire Vorpall, or Magic Vorpall). If your base flavor is Edge or Blunt, the flavor is replaced by this one (Fire, Magic, Silver), it does not add to it (would not be Fire Edge, Magic Blunt).
- Expending Skills/Items that change the flavor of your attack for a limited duration: (Slay for example)

- No matter what your base flavor is, it gets replaced by that Skill/Item used. Base flavor of Crush or Vorpals would become a base flavor of Slay when using that Skill (it would not be Vorpals Slay). You can expend multiple uses of Skills to change the flavor at the same time, such as Bash or Finesse. Example: If your base damage/flavor is 20 Crush, you can use a Slay and your damage for that attack would be 100 Slay (not 100 Crush). In order to deliver a 100 Crush, you would need to also expend a use of the Bash skill to convert the damage back from Slay to Crush.
- When applying multipliers to your damage they are additive not multiplicative. What this means is that when combining two x2 damage effects, you get x3 damage not x4. For example, you expend a use of Slay with your Rage attack and deal 200 Slay. If you also expended a basic use of Wolverine's Anger you would do 300 Slay not 400.
- Stacking damage modifiers is only possible if both of them are plus X damage. The 100 damage from Slay cannot be combined with the +50 damage from Lethal Poison. On the other hand you can combine the +50 damage from Lethal Poison with the +100 damage from Backstab.

Taking Weapon Damage

In C.A.R.P.S. it is inevitable that your PC will be hit for damage in their adventuring career. It is important to know how to count this damage. Every PC has a certain amount of Life Points and Armor Points. These numbers combined determines how many points of normal damage your PC can take before they begin to die. When damage is dealt to your PC, the points are first subtracted from your Armor Points and then Life Points, unless it is Vorpals damage. Vorpals ignores Armor and goes straight to Life.

Armor

There are two basic types of armor in the game physical and mystical. Physical Armor is most commonly gained through wearing a suit of armor and learning one of the armor training skills. In this case the armor can be repaired by skills, abilities, and items that specify they can repair worn armor. Some physical armors may only be refit by specific skills, abilities, items, or conditions. In these cases it will be specified within the skill how to repair the armor. Examples of physical armor include but are not limited to: Worn Armor (chain, plate, or leather), Dex/Avoidance armor, and Natural Armor. (These armors do not occupy Armor slots on a person)

Mystical Armor is an intangible protection that comes from alternate sources such as spells, skills, or items (among other things). Mystical Armor usually occupies an armor slot, and will specify when it does not. Most mystical armor can be repaired by skills, abilities, and items that specify they repair Mystic Armor. In a few specific cases mystical armor may not be repaired, but that will be specified in the ability

which grants that armor. Examples of Mystic Armor include but are not limited to: Ice Armor, Phase Armor, Spirit Armor, and Essence Armor.

When using both Physical and Mystical armor it is the armor wearers choice which type of armor takes damage first but it is expected that this decision remain consistent throughout the event.

Surging

Surging is a mechanic where if an effect hits you, anything you are wearing or anything you are carrying it is considered to have affected you. You may use an appropriate defense in response as normal. The two signifiers of a surging attack are "Crush" and "Spell". If you are hit by a weapon or packet attack that involves one of those two words the effect surges.

Damaging Effect vs Non-Damaging Effect

A damaging effect is something that does direct damage to your life or armor points. Examples include 100 Fire or Eviscerate (bypasses armor and drops life points to -1). A non-damaging effect is one that doesn't affect your life or armor points, but does something to your physiology or psyche. Examples of a non-damaging effect are "charm enslave" or a "lash destruction" trap going off.

Reductions

Some abilities and items grant a 50% reduction to damage. A single Side-step can be used in addition to this reduction to take damage to zero. In the case where two different 50% reductions could be applied they DO NOT stack.

Immunities

Sometimes you are hit by something that does not affect you. This could be damage or a non-damaging effect. If something does not affect you call "No effect." If there is a visible reason for this you would also give an indication of why there is no effect. For example if you are under the effect of an Ice Prison and were hit with Magic Sleep you would respond with "No Effect, Visible Ice Prison." It is also possible that you might not be affected by something because you have an actual immunity to the effect. In this case you would instead call "Immune" when hit by that effect.

Life Points at Zero

When your Life Points reach zero, your PC falls unconscious for five minutes. If your PC is healed to at least one Life Point before five minutes have passed, they will awaken at their newly-healed Life Point total. If your PC receives no healing they will awaken naturally with one Life Point at the end of the five-minute period.

Bleeding to Death

When your PC's Life Points fall below zero, they are unconscious and begin bleeding to death, which is a 60-count (one minute). You never drop below -1 Life Points. While bleeding to death, your PC has one minute to be healed to at least zero Life Points before they are dead. The skill *Cling to Life* allows you to extend this one-minute bleeding period.

What Happens When Your PC Dies?

At some point in your adventuring career your PC will likely have the misfortune of dying. Once your PC is dead, you can only hope that someone can find your body and afford to have an extremely powerful healer, alchemist, or mage bring your PC back to life. If this does not happen it is time to write up a new PC. Once dead you have **5 minutes** past death during which you can be raised from death without a loss of vitality. If you are brought back to life after those **5 minutes**, it will cost you one of your 12 Vitality. This occurs each time you are raised. If your starting 12 Vitality are gone, you are dead.

All PCs begin with 12 Vitality. Each time you are brought back from the dead you lose one or more points of Vitality. Once your Vitality goes down to 10 or lower it may never be restored back above 10.

Reporting a death or vitality loss: When a PC suffers a vitality loss or is raised from the dead both that PC and the individual who caused that loss or raised them are responsible for reporting that death and the method of raising to the bar (out of character)! A tracking sheet will be kept at the bar as part of the logistics supplies where either the bartender or a logistics marshal will record the loss or death. This is used to track Vitality loss in the character database.

Regenerate and Raise Dead

Regenerate fixes limbs that are broken, missing or suffering other wounding effects. Only one limb is regenerated at a time. The torso and head each count as a separate limb. A dismembered person can only be regenerated from the largest surviving piece in existence.

A person can only be successfully Raised from the Dead or Restored to life from an intact torso and head. Raising someone from the dead does not regenerate lost or missing limbs. They would need to be regenerated.

Definition of Combat and Scene

Bufs that last for a scene or a combat are ended when:

Combat: A combat ends when no damage calls occur for one minute of time and there is no immediate threat/danger. For example, after clearing out a level of a dungeon/cave or if monsters stop attacking an area for one minute of time.

Scene: A scene is one of two things; the completion of a conversation, puzzle, role-play encounter; or the completion of a crafting session. For example, when working on a puzzle, once the puzzle is completed the scene would probably be over and any skills that were enhanced to solve the puzzle would stop being enhanced. If you are crafting and finish a project and decide to take a break and get a drink, stretch your legs, etc. that would end the scene. When you go back and start crafting again you have entered a new crafting scene.

Calls to Know

_____ – The basic damage call including a number and some *flavor* of damage. Unless otherwise specified this deals the number in damage points to your Armor and then your Life Points. Some individuals or creatures may have specific weaknesses to certain flavors of damage, but those are for the individual or NPC to account for. Flavors of damage include (but are not limited to): Bite, Blunt, Claw, Edge, Air, Earth, Fire, Water, Silver, Cold Iron, Order, Chaos and Magic.

Arcane – This damage call is magic in its purest form and acts as whatever damage the target is weakest against. For example; if used against a Fire Elemental it will act as a Water attack and vice versa.

Armor Class (AC) – Reduces any numerical damage, including spell damage, by an amount equal to its value, but can never reduce the damage below one. When applied with multipliers, AC may be applied BEFORE the multiplier.

Assassinate – This call is the equivalent of two Death Effects. To survive the attack you must defend against both deaths.

Banish – Unless resisted or avoided this damage call will destroy an undead creature or send a creature from another plane back to its home/birth plane of existence. This call can affect creatures that are only affected by magic.

Bind – Target's arms are bound to their sides and they may not use their arms (their legs are unaffected, so they can still run around).

Cleanse X – "Cleanse" will reduce the level of any toxin, disease, taint, or corruption by X. This skill may not be used multiple times on the same effect, but may be used in conjunction with other skills or abilities that reduce these effects even if they indicate that no other skill or ability may be used with them. If this ability is used upon a creature outside the cycle it stuns them for X seconds.

Confine – Target is completely immobilized and is unable to use any active skills.

Corruption X – When affected by Corruption you are unable to use any skills (except necromancy). Corruption can only be removed by special abilities that state they remove Corruption, it does not fade over time or go away at Re-Pop.

Crush – This call signifies the surging of physical attacks against the target. Count the damage if it hits any part of you, including shields or weapons your PC is wielding. Note that crush attacks should always be made at the target's center of mass, and not outstretched weapons. If crush attacks are consistently abused in this way, they can be declared as "blown calls."

Crush Limb/Wither Limb/De-Limb – This call renders a specific limb un-usable until it has been healed through a regenerate effect.

Death Blow – If this call results in a hit, the PC is instantly killed.

Death Effects – Effects that render the target bleeding to death or instantly dead. Includes calls such as; Eviscerate, Deathblow, Death, and Assassinate. Note that death effects function on targets even if they are not inherently living (such as undead), unless the target is specifically Immune to death effects.

Destruction – If you are affected by an attack with the Destruction qualifier, all numerical damage you take until the end of the Re-Pop is doubled unless the effect is removed.

Disarm – A single weapon must be tossed at least 5' away.

Disease X – When affected by a Disease you may not run and all skills that take a count to use take twice as long of a count. The level of the Disease is how hard it is to cure and if you have a Disease on you at Re-Pop, upon refreshing your skills you lose access to one use of each skill/level of the Disease. Note: A Disease lasts until cured it does not go away at Re-Pop.

Disenchant – All effects contained within any of the targets buff slots are removed, including spell effects which provide a benefit but are specifically non-slotted such as Stone skin, Shifting Image, Fire Shield and Blink.

Drain – Drain attacks are Vorpal and any damage they deal may not be healed until after the next Re-Pop unless a specific drain-removing ability is used. After the Re-Pop, you are still down that amount of health, and must have it healed.

Dream – This is a type of damage that designed to harm beings of Nightmare. It is also very effective against creatures that utilize fear as a weapon such as Terrors and Horrors.

Envelop – If this attack hits a PC:

1. They are sucked into whatever called the damage;
2. They are trapped there until the creature frees them or dies;
3. They take any damage the creature takes; and
4. They are being suffocated. Start a bleeding to death count, if you complete your count, you have suffocated.

Essence – This damage only harms unnatural creatures and those outside the cycle such as undead and underlings. It is particularly effective against such creatures as it affects those that are only affected by Magic and does double damage to most.

Eviscerate – Unless defended against this attack instantly drops you to -1 Life Points. This counts as a Death Effect.

Fear/Fear X –You must get out of line-of-sight of the source of your Fear and will not go back into the source's line-of-sight if at all possible for at least 10 seconds, if no number is called. Fear X is when a number is called, in which case X is the duration of the call in seconds.

Feint - When "Feint" is called in conjunction with an attack, that attack functions as if it was hitting the target in the back no matter where the blow lands. While Feint may not be resisted, the attack made in conjunction with Feint may still be resisted per the normal rules for that attack.

Flurry – Three consecutive attacks cannot make any other attacks during a flurry or it ends. Each attack can be modified by other skills but each attack is independently modified (by Rage or Press, for example).

Frontal Cone – This attack affects everyone in a 180-degree arc in front of the initiator out to 5'. The call for it is "Cone".

Gas – A packet-delivered effect (usually a poison, but not always) that affects the target if it hits any part of them (cloak, shield, weapon, etc...) similar to how a spell functions.

Group – An effect that affects up to four targets.

X Healing – If you are a living creature this restores X Life Points to you. You may not exceed your maximum Life Points through Healing.

X _____ Healing – This effect works just like healing unless _____ has an additional affect upon you. Most commonly this will be called as, "X Radiance Heal" or "X Essence Heal." Unless you suffer additional damage from Radiance or Essence this effect works just like Healing.

Incorporeal – Similar to Phase but you are able to pass through solid objects.

Innate - "Innate <type (if needed)><effect>" indicates an effect that can function under circumstances where magic normally cannot (disenchanted, suppressed, or magic dead). This could also include innate abilities that mimic spells, where the call would be "Innate Spell <effect>".

Inspiration – This restores a use of a skill to target. Can only benefit from each Inspiration once per Re-Pop. The X in the inspiration call determines what skill level can benefit from the Inspiration (Expert, Master, Grand Master), if used to restore Mana or PP it will restore 1 Mana or 1PP as that is a use of those skills. Expert restores the use of an Expert non-racial non-path level skill you possess or lower, Master restores the use of a Master non-racial non-path level skill you possess or lower. Grand Master restores the use of a Grand Master non-racial non-path level skill you possess or lower. Racial restores the use of a racial skill. Path restores the use of a path skill and Any restores a use of any skill of the targets choosing. Examples of Inspirations are: Alchemical Inspiration, Bardic Inspiration, Draconic Inspiration, Knowledge Inspiration, and Water's Inspiration.

Innate - "Innate <type (if needed)><effect>" indicates an effect that can function under circumstances where magic normally cannot (disenchanted, suppressed, or magic dead). This could also include innate abilities that mimic spells, where the call would be "Innate Spell <effect>".

Killing Blow – A killing blow may only be performed on a target that is under one of the following conditions; Bleeding to death, Confined or Slept. This call takes a three-count to perform, "Killing Blow 1, Killing Blow 2, Killing Blow 3" and must be delivered with a weapon to the target's chest. A killing blow is considered an unavoidable, irresistible, deathblow and may only be stopped by interrupting the

count per counted actions, or skills that specifically state they work on a killing blow.

Knockback X – Knocks you back X' from the person calling it.

Lash – Affects anyone within 5' radius of the effect. Works the same as if a packet of that effect had just hit you. When used to buff this can only affect up to 12 people. Example: "Lash 150 Fire" is the same as the packet hitting you directly if you are within the area of effect.

Life – This damage calls upon the power of the earth to do harm to undead while doing nothing to the living.

Paralyze X – This effect causes you to be paralyzed for X seconds, or until you are dealt damage from an enemy (if your allies strike you, it just hurts).

Phase – Phased creatures are still visible, but are immune to damage while out-of-phase. You cannot pass through solid objects while phased.

Physical – Qualifier added to effects (usually from monsters) such as Web, Acid, Pin and Flame. These effects can be resisted by physical means. When delivered by packet they are considered to be 'Crushing' effects. Physical Pin, Bind or Web effects can be removed from the target by using an edged weapon to cut the person free on a five-count.

Pin – Target's right foot is pinned to the ground and cannot be moved.

Point – When casting a spell as Point, the caster simply points at the target while incanting and then calls "Point (spell name) (spell effect)". The caster does not need to throw a packet when casting a Point spell.

Press – Causes an attack that you just defended against, to need to be defended against again.

Purify X – This will reduce the level of any toxin, disease, taint, or corruption by X. This ability does not work upon creatures above animal intelligence or magical beasts.

Radiance – This damage is designed to harm unnatural creatures such as undead and is particularly effective against those that dislike the light of the sun.

Reaver - When "Reaver" is called in conjunction with an attack or effect, that attack or effect bypasses any immunities the target(s) have, though it still may be resisted or avoided accordingly.

Reflect X – This will happen after you hit someone with an effect. Reflect means your attack still hit them but now X is happening to you and you must take or defend against whatever X happens to be.

Riposte – The attack which you just hit the target with is now hitting you and you must take or defend against that attack.

Shatter – This call reduces Armor by X points.

Silence – This effect prevents the drinking of Potions, the non-focus casting of spells and lasts until a regeneration effect is used upon you or the specified duration passes.

Sleep – This effect lasts for five minutes or until you are awakened through the use of a skill or someone shaking you for an uninterrupted 30 second count.

Slick – You may only walk heel-to-toe.

Smash – This is a Crush Death Blow. If this attack hits any part of you, your weapon or items you are holding; it kills you.

Solidify – Forces an incorporeal creature to become solid for 30 seconds, also forces a phased or blinked target out of their phase/blink instantly. Solidify may not be resisted through the use of Phase.

Speed - This call indicates that a weapon blow lands automatically as long as the target is within range of the wielded weapon.

Spell - This call indicates that the attack or effect surges and is magical. The most common use for this call is a cast spell. All spells surge whether delivered by packet or weapon.

Stun X – A target that is hit by a Stun X is unable to take any action or use any active skills for X seconds.

Sunder Armor - Reduces all Armor Points on the target to zero.

Surprise Attacks - Attacks that must be delivered from behind, such as Backstab, Ambush, Assassinate, and any attack including "Feint" are considered Surprise Attacks.

Taint X - When affected by Taint you are unable to use any skills (except necromancy). Taint can be directly removed by special abilities that state they remove Taint. Taint no longer fades over time but can be removed by intense concentration and focus of will (level of taint x100 count). The count can be interrupted just like any other count. So a taint 4 would take a 400 count to remove, taint 10 would take a 1,000 count to remove. Any interruption or other action (including walking or refitting armor) performed while doing this count interrupts it.

Taunt X Seconds - Unless resisted or avoided that target must now focus entirely upon reaching and attacking the individual who called Taunt for the next X seconds. Some creatures may be too powerful for this skill to work on.

Trip - If tripped, you need to drop to one knee for a three-count before standing back up.

X Venom - Deals X damage/effect to you instantly, can be resisted with Resist Poison.

Voice Radius - Affects anyone who hears the call. The effect works the same as if a packet of that effect had just hit you. Example: "Voice Radius 150 Fire" is the same as the packet directly hitting you for "150 Fire" as long as you hear the call. This is not sonic effect and the call is used to approximate a larger area of effect.

Vorpal - Vorpal damage bypasses armor and goes directly to your Life Points.

Weakness - Your damage is reduced by five points, as is your Strength for purposes of lifting/moving objects.

Web - Target is unable to move from the neck down and is unable to use any active skills.

CHAPTER FOUR: SKILLS

A skill in a fantasy world, much like in the real world, determines what we can do and how well we can do it. However, your PC can have some skills that you may never be able to possess in real life. For example, the ability to wield magic, pick a lock, or deal lethal damage with a single thrust of a sword are all at your fingertips. Skills balance IG abilities, which your PC possesses, with OOG abilities, which you as the player possess.

One of the most important rules in C.A.R.P.S. is that no PC may use a skill IG unless you have bought that skill at least once. The level bought in the skill then determines its effectiveness.

Advanced skills have significant prerequisites (pre-reqs) that must be met before they may be learned. The pre-req is listed with each individual skill.

Named Levels of Skills

Each skill has levels where your expertise in that skill has advanced to a new named level. Below is a reference of those terms and how they can be used IG.

Level 1 in a skill is called Basic

Level 3 in a skill is called Expert

Level 6 in a skill is called Master

Level 10 in a skill is called Grand Master

If your PC has level 6 in the Parry skill they could claim to be a Master of Parry. If they had level 4 they could claim to be slightly better than an Expert in Parry.

Each skill is also classified as a Basic (B), Expert (E), Master (M), or Grand Master (GM) skill based on the pre-requisite skills needed to learn it.

For example Resist Pain is a Basic skill while Resist Damage is an Expert skill and Resist Effect is a Master skill.

Choosing Skills

Please note that skills cannot compensate for all of a player's inabilities. For example, if someone is reading this book to you because you cannot read then please do not pick the Read/Write skill. LARP adds something to the role-playing experience, but for some it may also take something away. If there is a skill you would like your PC to have but will have a problem using it, please discuss the problem with a Marshal and we will try our best to help you.

Also note that using OOG abilities without having the correct IG skills for them can be considered cheating.

When buying a skill, you must know two things:

- The Elemental Access the skill falls into.
- If there is any pre-req skill.

If you do not have any Access to the element of the skill, then you will be unable to purchase that skill without learning it through extraordinary means and with GM approval.

Elemental Accesses

Every living being in Phantara is governed by the elements: Air, Earth, Fire and Water. These elements form The Cycle of life on the planet. All Races have special ties to one or more of these elements and have an easier time learning skills that fall under that element's domain. For example, Wood Elves have a knack for learning things about animals in the woods, while Dwarves seem born to make weapons. The relationship between your Race and your degree of affinity for one particular element is called your Access. A PC can have Major, Specialty, Minor, or no Access to any one element.

A PC with Major Access to an element is more attuned to that element than a PC with a Specialty or Minor. PCs with Specialty Access to an element are more attuned to that element than those with Minor Access and a PC with a Minor Access to an element is more attuned to that element than one with no Access. A PC's elemental Access determines the cost at which they buy skills. PCs with no Access to an element cannot buy skills in that element unless it is otherwise stated.

Production Point (PP) Skills

Some general skills give the PC a certain amount of PP. PP are used to represent a PC's skill and the amount of time they are putting into a certain action. All PP skills give 5PP/level, unless stated otherwise. Only crafting skills have PP (see Chapter Five: Crafting). All other skills give a use of the skill/level purchased in the skill (unless specifically noted under the skill).

Combining Skills

If more than one person with a skill wishes to work together to try and accomplish something they may do so at GM discretion. To evaluate how this would work, take the highest level of the skill and add 1 level for each named level of the skill other members possess. This may only be done in situations and with skills where it makes logical sense; and based upon the situation, the number of people who can work together may be limited due to physical constraints. Only so many people can push on a door at a time.

For example, Crunch the Orc has Master-level Strength, Clonk the Orc has Expert-level Strength and Daniel the Human has Basic Strength. They come across a door which requires level 8 Strength to open. If all three of them work together they can open the door (Crunch 6 + Clonk 2 [Basic, Expert] + Daniel 1 [Basic]). So, they check with the GM to verify that the door is large enough that all three of them could apply Strength at the same time. The GM tells them it is only large enough for two people, so Daniel stands back and watches for trouble while Crunch and Clonk push the door open.

The combining of crafting skills is covered in Chapter Five: Crafting Skills

One-Shot Skills

A one-shot skill is a skill that may only be bought once, instead of in levels. The cost for these skills is determined by the skill level that is required to learn it. There are Basic (level 1), Expert (level 3), Master (level 6) and Grand Master (level 10) level one-shots.

Armor, Shields, and Weapons

If you wear armor without an armor skill you can gain the benefit of any in game quality, coverage, and out of game quality the armor might possess. In similar fashion if you are using a shield without the shield defense skill you can gain an AC equal to the quality bonus of the shield (bucklers do not grant AC).

Anyone may pick up a weapon and do the base damage (plus quality bonus) of the weapon. In addition, players may wield weapons in their offhand but it must be one size category smaller than the weapon wielded in your main hand unless both weapons are short or small in size. You may not dual-wield shields or bucklers.

Available Shield and Weapon options in game

Artist Weapon	Hand-To-Hand	Pole arm (or Great Spear)
Buckler	Hand Crossbow	Shield
Dagger	Heavy Crossbow	Short Axe
Fist Weapon (Gauntlets or Brass Knuckles)	Javelin	Short Bow
Great Axe	Light Crossbow	Short Club
Great Bow	Long Axe	Short Hammer
Great Club	Long Bow	Short Mace
Great Hammer (Maul)	Long Club	Short Sword
Great Mace	Long Hammer	Spear
Great Sword	Long Mace	Staff
	Long Sword	

Artisan Weapons

This includes weapons that don't match any of the options above. They do not require a specific skill but do require approval as to what about of damage they would do and the damage type. Also, the phys rep for an Artist Weapon requires Weapon Marshal approval to ensure safety.

Weapons Damage Levels

Small/Throwing weapons (including hand crossbows) deal one point of damage.

Short weapons deal two points of damage.

Long weapons (including spears and light crossbows) deal three points of damage.

Staff deals three points of damage and must be used as a two handed weapon.

Great weapons (including heavy crossbows) deal five points of damage and must be used as a two handed weapon.

Workshop/Lab

Workshops/labs help those with PP skills be more efficient. All workshops/labs have a set number of PP that can be drawn from them. The way to use these PP is as follows: for each workshop/lab PP you wish to use, you must be in the workshop or at the lab and spend 1PP from the PP skill that your PC will be using. You may never spend more workshop/lab PP than the PP you have from your crafting skill. Labs may only be used in conjunction with PP gained from skills that provide Production Points. All other means of gaining additional PP may not be used with a workshop/lab (magic items, materials found while questing, etc.).

To obtain a workshop/lab, your PC must purchase it with IG money, create it through the crafting skill, or earn it on an adventure. The cost of a workshop/lab is dependent upon what it will be used for and fluctuates greatly. Different types of workshops/labs have different names IG such as forge, laboratory, tannery, etc.

Internal and External Skills

Internal skills are always on, even while sleeping. They work automatically for the PC without their having to think about it, much like people breathe automatically. Internal skills include all Resists, Toughness, and Armor Training.

External skills include anything that the PC must take action to accomplish, such as Dodge, Parry, or Shield Defense. They also include skills that require conscious thought, such as Alchemy, Knowledge or spell casting.

Avoidance and Resist Defense Skills

Defense skills are divided into Avoidances and Resists. Avoidances are skills that require active external movement in order to avoid the attack. The defensive skills under Air and Fire access are examples of Avoidances. Resists are internal skills that can be used without conscious thought, which means they can be used while sleeping or unconscious. In fact resists are the only defenses that can be used while sleeping. The defensive skills under Earth and Water access are examples of Resists. Avoidances are marked with an (A) and resists are marked with a (R).

Path Skills

There are special skills in game known as Path Skills which function differently from normal skills. Path skills cannot benefit from Knowledge or Inspiration effects. Path skills can only benefit from other skills if those skill(s) state that they affect Path skills.

Skill Restoration

There are many ways in the game to restore a use of skill doing so through teas, spells or magical items will grant you a use of that skill again. However, if it is the Mana skill or a Production Point skill it will only restore one point of the skill. Example: 1 Mana or 1PP.

Learning/Training Skills

Learning skills costs CP per the below chart.

Level	Major Access	Specialty Access	Minor Access
1	4	5	6
2	8	9	10
3	12	13	14
4	16	17	18
5	20	21	22
6	24	25	26
7	28	29	30
8	32	33	34
9	36	37	38
10	40	41	42
11+	+4/level		

Note: A PC may only learn ONE skill above level 10 and they must have GM approval before learning each level beyond 10. These levels require a teacher for each numbered level before they can be learned. These levels will also typically require a quest.

One-Shot Costs

Level	Major Access	Specialty Access	Minor Access
Basic	2	3	4
Expert	3	4	5
Master	6	7	8
Grand Master	10	11	12
Read Magic*	10	12	15
*Read Magic is a Basic one-shot with a special cost			

Teaching

In order to learn a new skill, or a named level of a skill you already possess, you must locate a teacher. A teacher can be another PC or an NPC, but the teaching needs to take place during an event. In order for a teaching to be possible the following must all be true:

1. You must have enough available CP to learn the skill you are being taught;
2. You must meet all necessary pre-reqs for the skill you are being taught;
3. If you are learning the level 1 of a skill, your teacher must demonstrate the skill through the expenditure of a use of the skill or some other appropriate means if the skill does not require expenditures;
4. When learning a named level in a skill (Expert, Master, or Grand Master) that you already possess, your teacher must demonstrate one level of the skill per named level you are learning. During the teaching process, the teacher may demonstrate the one shot as part of those this so that the student could learn the named level and the one shot at the same time as part of the teaching. Each named level must be learned in order (you must first learn Basic and then Expert before you can learn Master);
5. If you are learning a one-shot skill associated with a skill you already know, your teacher must demonstrate that specific one-shot skill;
6. You may teach multiple people at one time, but you must expend uses of the skill for each student individually;
7. Your teacher must also explain how the skill works (and hopefully provide an IG role-play of the teaching);
8. Your teacher should then indicate on your character sheet that they taught you X skill (includes character name of teacher) and initial it. **THIS MUST BE LEGIBLE! IF LOGISTICS CANNOT READ WHAT IS WRITTEN YOU WILL NOT BE GRANTED THE SKILL;**
9. You may expend the necessary CP and add the skill to your sheet at the event;
10. It is your responsibility to notify a Logistics Marshal of the skill you learned by turning your character sheet in at the end of the event. Failing that you may do so either via e-mail or at the next event so they can update your character sheet with the skill; and
11. You may advance your skills between games up to the level before the next named level between games by notifying a Logistics Marshal and requesting they add the skill levels to your character sheet with your available CP.

Skills

Leveled Skill Lists and Trees

Air Skills	Level	Type	Requirements
Aqua Mortis	B	skill	
Bard Song	B	skill	
Blink	B	skill	
Portal	M	skill	Master Blink
Disarm Trap	B	skill	
Hide	B	skill	
Nerve Pinch	B	skill	
Precision	B	skill	
Backstab	E	skill	Expert Precision
Ambush	M	skill	Master Backstab
Assassinate	GM	skill	Grand Master Ambush
Scout's Armor Training	B	skill	
Search	B	skill	
Sidestep (A)	B	skill	
Dodge (A)	E	skill	Expert Sidestep
Phase (A)	M	skill	Master Sidestep & Master Dodge
Trade	B	skill	
Trap Making	B	skill	
Undetectable Lie	B	skill	
Scry Shield	E	skill	Expert Undetectable Lie
Urban Knowledge	B	skill	

Weapon Damage	B	skill	
Finesse	E	skill	Expert Weapon Damage
Vorpal	M	skill	Master Weapon Damage & Expert Finesse
Disarm	GM	skill	Grand Master Weapon Damage & Master Speed-of-Blade or Master Vorpal

Earth Skills	Level	Type	Requirements
Alchemy	B	skill	
Animal Ken	B	skill	
Animalism	GM	skill	Grand Master Animal Ken
Harvesting	B	skill	
Herbalism	B	skill	
Resist Pain (R)	B	skill	
Resist Damage (R)	E	skill	Expert Resist Pain
Resist Effect (R)	M	skill	Master Resist Pain & Master Resist Damage
Shield Defense	B	skill	
Strength	B	skill	
Bash	E	skill	Expert Strength
Crush	GM	skill	Expert Bash & Grand Master Strength
Smash	GM	skill	Master Crush
Toughness	B	skill	
Endurance	E	skill	Expert Toughness
Quick Healing	M	skill	Master Toughness & Master Endurance
Trade	B	skill	
Weapon Damage	B	skill	
Knockback	E	skill	Expert Weapon Damage & Expert

			Strength
Stun	M	skill	Master Weapon Damage & Master Strength
Wilderness Knowledge	B	skill	

Fire Skills	Level	Type	Requirements
Evoke Fear	B	skill	
Rally	E	skill	Expert Evoke Fear
Coordination	M	skill	Master Rally
Tactics	M	skill	Master Coordination
Gem Craft	B	skill	
Rage	B	skill	
Delay Effect	M	skill	Master Rage
Resist Fear (R)	B	skill	
Taunt	E	skill	Expert Resist Fear
Shield Defense	B	skill	
Smithing	B	skill	
Soldier's Armor Training	B	skill	
Resist Crush (R)	M	skill	Master Soldier's Armor Training
Trade	B	skill	
Weapon Damage	B	skill	
Block (A)	E	skill	Expert Weapon Damage OR Expert Shield Defense
Parry (A)	E	skill	Expert Block
Riposte (A)	M	skill	Master Block & Master Parry
Slay	E	skill	Expert Weapon Damage

Eviscerate	M	skill	Master Weapon Damage & Expert Slay
Death Blow	GM	skill	Grand Master Weapon Damage & Master Eviscerate
Speed-of-Blade	M	skill	Master Weapon Damage
Press	GM	skill	Grand Master Weapon Damage & Master Speed-of-Blade

Water Skills	Level	Type	Requirements
Air Magic	B	skill	
Augury	B	Skill	
Soothsaying	E	skill	Expert Augury
Detect Lie	M	skill	Master Soothsaying
Destruction Magic	M	skill	Master Air & Fire Magic
Disenchant	B	skill	
Dream Magic	M	skill	Master Air & Water Magic
Earth Magic	B	skill	
Fire Magic	B	skill	
First Aid	B	one-shot	
Healing	B	skill	First Aid
Cure Ailments	E	skill	Expert Healing
Mend Wound	E	skill	Expert Healing
Remove Wound	M	skill	Master Healing
Raise Dead	GM	skill	Grand Master Healing
Knowledge	B	skill	
Research	E	skill	Read/Write & Expert Knowledge
Protection Magic	M	skill	Master Earth & Water Magic

Radiance Magic	M	skill	Master Earth & Fire Magic
Read/Write	B	one-shot	
Read Magic	B	one-shot	
Mana	B	skill	Read Magic
Relic Crafting	B	skill	Read/Write & Read Magic
Resist Elements (R)	B	skill	
Resist Magic (R)	E	skill	Expert Resist Elements
Reflect Magic (R)	M	skill	Master Resist Elements & Master Resist Magic
Ritualism	M	skill	Master Mana, Air, Earth, Fire AND Water Magic
Sense Magic	B	skill	
Spell Weaving	E	skill	Expert Sense Magic
Trade	B	skill	
Water Magic	B	skill	
Weapon Damage	B	skill	

Skill Descriptions

Ambush (Air, Requires Master Backstab) – Once/level you may strike your target from behind with an Eviscerate. This skill is only usable with a 1-handed weapon.

Surprise Ambush (Grand Master one-shot, Ambush) – You have developed your Ambush skill to the point where you are able to Ambush someone from any direction. In order to initiate a Surprise Ambush you must expend two uses of this skill. Upon doing so you may attack from any direction by calling “Surprise Eviscerate”. In the case of a surprise you are not required to strike your opponent in the back but must land a legal strike.

Animal Ken (Earth) – Once/level you may deliver a Packet-based Charm Pacify on an animal by striking it with a Packet and calling, “Animal Ken – Pacify.” This skill lasts for the duration of the scene. Animals are defined as any creature with the following monster manual classifications: Animal, Dire Animal, Insect, and Spider.

Animal Friend (Expert one-shot) – You may now change your “Animal Ken – Pacify” to “Animal Ken – Befriend” when using your Animal Ken skill. You may also expend a use of this skill to speak with and understand animals, granting you the ability to communicate with them through noises, gestures and body language for one scene. This does not allow you to speak with a non-animal in beast speech.

Running with the Beasts (Master one-shot) – You may expend a use of Animal Ken to grant yourself additional abilities. These abilities last for the Re-Pop and occupy an appropriate buff slot until used. Below is a list of options that you may choose from. If you have a creature befriended through your Animal Ken skill you may request an ability not listed below, if the narrator/GM is available (if one is not available please use the list provided):

- Claws - Base 2 claws or +2 Claw damage
- Bestial Strength - +2 Strength (not to exceed 10 strength)
- Bestial Toughness - +40 Life points (Toughness Buff Slot)
- Toughened Skin - 20pts of Mystical Armor (may be stacked up to 100 into a single Armor Buff Slot). Can be refit on a 100 count.
- Bestial Rage - Grant Rage
- Animal Quickness - Grant Sidestep
- Animal Stealth - Grant Hide
- Scenting - Grant Search
- Pack Leader’s Gift - Inspiration effect (this may only be chosen once per Re-Pop)

Monster Ken (Grand Master one-shot) - Your Animal Ken abilities now function on Animals, Dire Animals, Insects, Spiders, Magical Beasts, Lycanthropes, and Planar Animals (Planar animals is not a specific classification so much as it represents things like Crystal Snakes from the plane of earth). When in doubt the Narrator/GM has final say if the ability works on creatures from this category. The call for this ability is “Monster Ken - Befriend”.

Animalism – (Earth, Requires Grand Master Animal Ken) – Due to the diverse nature of this skill and the variety of abilities that animals have each animalist will be slightly different but must follow the below guidelines.

Note: This is a role-playing intensive skill and should not be taken lightly. It is not considered a *power house* skill, but does allow the player to do some things which are not available in another fashion and gives some creative customization.

- At level 1 of this skill you must choose a patron animal. This patron animal will be used to define how this skill will function, going forward, for you.
- At each level you choose a singular trait of your patron animal and you must designate a specific phys rep or costume change that is conjunctive with this trait. For example, if you took lion as your patron animal and wanted to take

a trait of claws you would need to have appropriate phys rep lion claws in conjunction with this, instead of the standard claw phys reps used by NPCs.

- All traits must be approved by the GM and should be as specific as possible. For example, enhanced senses would not be allowed, but enhanced vision or enhanced smell would be acceptable.
- Some traits may be deemed a *higher tier* than your current level of the skill reflects. If your patron is a hawk and you want winged flight as your level 1 trait, it would probably be deemed too powerful for your current level of the skill as something like that should be a Master or higher level skill.
- As a general rule, if you are duplicating a skill, spell, or ability that can be done by another rule in the game then you should need to have a HIGHER named level than that skill and skills with multiple pre-reqs should be harder to duplicate. The skill should also be slightly weaker in its implementation. So if you want the animal trait *Pounce* with a lion patron and would like this to be reflected as the ability to deal a backstab attack, since Backstab is an Expert-level skill you would need to be a Master. Another example would be if you want the animal trait *Resilient* from a bear patron and wish to gain more Life Points, it should not grant you the same Life Point advantage that the Toughness skill grants.
- If an animal trait replicates an ability that has limited uses, the GM will determine how often you may use the ability. Unless specifically told otherwise, you gain a single use of the ability for the Re-Pop. You do NOT gain a single use for each level of the skill.

Assassinate (Air, Requires Grand Master Ambush) – Once/level you may strike your target from behind and call, “Assassinate.” This attack is the equivalent of two death-dealing attacks that must each be defended against individually. This skill is only usable with a 1-handed weapon.

For example, you strike your target with an Assassinate, your target needs two defenses that would work against a death effect or they are dead. So, they call, “Dodge, Dodge” and are still alive. If they only had one Dodge, they would be dead.

Surprise Assassinate (Grand Master one-shot, Assassinate) – You have developed your Assassinate skill to the point where you are able to Assassinate someone from any direction. In order to initiate a Surprise Assassinate you must expend two uses of this skill. Upon doing so you may attack from any direction by calling “Surprise Assassinate.” In the case of a surprise you are not required to strike your opponent in the back but must land a legal strike.

Augury (Water) – Once/level you may ask a simple (cannot contain any conjunctive words) yes/no question. If the target of the Augury has a Scry Shield, then your question is blocked and the Scry Shield is not diminished. Examples of conjunctive words are: for, and, nor, but, yet, so.

Pierce the Veil (Master one-shot, Augury) – Your Augury questions now reduce Scry Shields by one level when they are blocked.

Backstab (Air, Requires Expert Precision) – Once/level you may deliver an attack from behind your target for +150 damage. This skill is only usable with a 1-handed weapon.

Improved Backstab (Master one-shot, Backstab) – Your Backstab skill now deals +300 damage instead of +150.

I will stab you! (Grand Master one-shot, Backstab) – You have developed your Backstab skill to the point where you are able to expend a second use of Backstab to Press one of your backstabs that lands but is defended against by your target through a skill or ability. They must then defend against that backstab attack again. Only one press may be used per backstab.

Bard Song (Air) – This skill may be used once/level/Re-Pop and requires that the bard perform for at least 30 seconds/level of the Song. All bards must maintain a songbook that contains the description of the performance's effects. Songs can be taught by any Bard that possesses them to any bard of sufficient level. In order to teach a song the Bard doing the teaching must expend a use of the skill and perform the song after which a Temp Tag may be filled out for the learning Bard to add the song to their Song Book (the temp tag must be signed by a Production Marshal as normal). Songs are taught separately from levels of Bard Song.

A bard may only perform Songs that are equal to or below their level of the Bard Song skill. Each Song that provides a beneficial effect must occupy one of the target's Buff Slots. All Bard Songs are Charm effects.

Group Song (Expert one-shot, Bard Song) – The bard may now affect up to four targets with a single Song.

Radius Song (Master one-shot, Bard Song, Requires Group Song) – The bard may now perform Bard Song as a Lash effect. Buffs applied through this Lash can only affect up to 12 targets. In addition, the minimum duration of your bardic performances are reduced to 15 seconds/level instead of 30.

Project Voice (Grand Master one-shot, Bard Song, Requires Radius Song) – The use of the Bard Song skill may now be amplified to a Voice Radius effect.

Songs:

Tier 1:

Opening Act – Upon completion of this Song, all targets are granted one extra General Buff Slot for the Re-Pop or until disenchanting. You can only benefit from this song once/Re-Pop. The end call is "Opening Act, Charm- gain a General Buff Slot."

Restful Lullaby – Places a willing target into a restful sleep that will restore them to full Life Points after a night's rest. The end call is "Restful Lullaby, Charm – Restore to full life after a full night's rest."

Tier 2:

Song of Courage – Provides Courage to a listening target. Upon the completion of the Song, any Fear effects on the target are negated. If the target does not have any Fear effects upon them they gain a single use of Resist Fear until Re-Pop. The end call is "Song of Courage, Charm – Remove fear or grant resist fear."

Song of Calm – Upon completion of the Song targets lose all stacks of battle rage. The end call is "Song of Calm, Charm – End Battle Rage".

Song of Speed – Upon completion of this Song, all targets are either granted a single use of the Blink skill in a Buff Slot, or they may triple the duration of the next Blink they use. The end call is "Song of Speed, Charm – Grant Blink" or "Song of Speed, Charm – Triple duration of next blink used."

Tier 3:

Crafting Song – While this Song is being sung, all targets may perform crafting at a rate of 2PP/30 seconds, instead of 1PP/30 seconds like normal. At the START of this song the Bard calls out "Crafting Song - Charm - Craft Faster while I perform."

Pacify Song – This Song will bring upon a sense of peace and calm within the target preventing them from taking any aggressive or hostile action for one hour or until they are treated in an aggressive or hostile manner. The end call is "Pacify Song – Charm Pacify."

Tier 4:

Song of Anger – Upon completion of this Song, all targets gain one use of the Rage skill. The end call is "Song of Anger – Charm Grant Rage."

Song of Endurance – Upon completion of this Song, each target is granted one use of the Endurance skill or the next Endurance used this Re-Pop restores the target to ½ their total Life Points. The end call is "Song of Endurance, Charm - Grant Endurance" OR "Song of Endurance, Charm – Next endurance restores you to 1/2 your total life points."

Tier 5:

Song of Heartiness – This Song enhances the natural resilience of the target. Upon completion they gain +2 levels of Toughness, in a Toughness Buff Slot, until Re-Pop. The end call is "Song of Heartiness, Charm – gain 2 levels of Toughness."

Song of Restoration – This Song of soothing music causes the target's wounds to close and health to be restored. Upon completion of this Song the target is healed for 50 health. The end call is "Song of Restoration, Charm – heal 50."

Tier 6:

Song of Friendship – Upon completing this Song, the target is so impressed by the performance that they consider the bard to be a trusted and valued friend. The end call is "Song of Friendship, Charm – Befriend." Charm lasts for a combat/scene.

Song of Sleep – Upon completion of this Song all targets fall into a sound sleep, though they can be awakened as normal. The end call is "Song of Sleep, Charm – Sleep."

Tier 7:

Mana Song – Upon completion of this Song, all targets regain five Mana. The end call is "Mana Song, Charm – regain 5 Mana."

Song of Battle – Upon completion of this Song, all targets gain a single use of the Slay skill for the Re-Pop. The end call is "Song of Battle, Charm – Grant Slay."

Tier 8:

Mind Song – While this Song is being sung all targets become immune to Charm and Sleep effects. Upon completion of the Song, all targets gain a single use of Mental Fortitude (per the High Elven Racial skill). If the target already possesses Mental Fortitude, the next use of that skill not only negates the Charm or Sleep effect but makes them immune to Charm and Sleep effects for the duration of the combat. Before starting to sing this song the Bard should call "Begin Mind Song - Immune to Charm and Sleep Effects". The end call is "Mind Song, Charm – Grant Mental Fortitude."

Song of War – Upon completion of this Song, all targets gain a single “Race Deathblow” vs. a specific Race during the next combat. The Race is picked by the bard at the end of the Song. The end call is “Song of War, Charm - gain “Race Deathblow vs (name of race).”

Tier 9:

Song of Inspiration – The bard has learned how to perform a rousing and inspirational Song that causes the target to regain a single use of a Basic skill. An individual may only benefit from Song of Inspiration once/Re-Pop. The end call is “Song of Inspiration, Charm – regain a single use of a Basic skill.”

Song of Quickness – Upon completion of this Song, all targets are granted one use of the Dodge skill. The end call is “Song of Quickness, Charm – Grant dodge.”

Tier 10:

Song of Love – The bard has learned to weave a Song of such beauty and love that the target of the performance will be enamored with the bard and do almost anything for that individual up to and including risking their life. The end call is “Song of Love – Charm Enslave.” Charm lasts for the Re-Pop.

Song of Sorrow – The bard sings a haunting Song so depressing, heartbreaking, or so filled with emotional despair that unless physically prevented, upon the completion of the Song, the target will take their own life. The end call is “Song of Sorrow, Charm – Kill Yourself.”

Bash (Earth, Requires Expert Strength) – Once/level you may deliver a numbered weapon attack as Crush in place of Edge, Blunt or Claw OR in addition to an enhancer such as Fire, Earth or Magic. This skill is only usable with a Bite, Great Claw, Great Axe, or blunt weapon. For example, if you normally deal 10 Blunt, you can use Bash to deal 10 Crush instead. If you normally deal 10 Water, you would deal 10 Crushing Water instead.

Better Bash (Master one-shot, Bash) – You may now deliver any weapon attack as Crush instead of just numbered weapon attacks.

Bash Limb (Grand Master one-shot, Bash) – You may now use your Bash skill to Crush <Limb> making that limb un-usable until it is regenerated.

Blink (Air) – Once/level you may activate this by placing your hand on top of your head and calling, “Blink.” Once called you become out-of-phase for 3 seconds (you are not in the Blink until your hand is over your head). While out-of-phase you are immune to everything except Disenchant and Solidify. You may not take any

actions except moving, and you must be continuously moving in a direction (not just side-to-side). While moving you leave a visible image of yourself (you are not invisible while out-of-phase) wherever you go and your movement is still limited by inanimate objects (you can't Blink through walls or doors, but you could Blink between two people provided you could actually fit between them). This skill can be used while under movement-impairing effects (provided you are still able to make the hand motion and say, "Blink") but it does not remove the effect; once the Blink ends you are once again under the movement-impairing effect. If hit with a Disenchant or Solidify while in a Blink, you are immediately pulled out of it as you cannot resist while Blinking. Being disenchanting out of a Blink will also remove all your buffs. In addition, when your Blink ends you may not Blink again for 3 seconds.

Pass Wall (Expert one-shot, Blink) – You may use your Blink skill to Pass Wall and phase through a solid object up to 10' thick. This skill could require a game stop, but should be kept to a minimum. If you attempt to Pass Wall through an object that is thicker than you can successfully Pass Wall through, your skill is expended and nothing happens.

Longer Blink (Master one-shot, Blink, Requires Pass Wall) – Your Blinks now last 5 seconds rather than 3. Your Pass Wall skill will now travel through 20' thick objects instead of 10'.

Consecutive Blink (Grand Master one-shot, Blink, Requires Longer Blink) – You may now chain your uses of Blink together (no 3 second delay before using again). You can also extend the thickness of object you can Pass Wall through by spending additional uses of Blink.

Block (A) (Fire, Requires Expert Weapon Damage OR Expert Shield Defense) – Once/level you may negate any numerical damaging attack which hits a target within weapon reach by calling, "Block." To use this skill you must have an appropriate phys-rep in hand and ready for combat (just having your hand on a sheathed weapon is not sufficient. This also holds true for fist and gauntlet phys reps).

Return Blow (Master one-shot, Block) – After using your block skill, your next melee attack against that target does x2 damage.

Coordination (Fire, Requires Master Rally) – You may expend a use of Coordination to create a "battle unit" consisting of yourself and up to three other willing individuals for a combat/scene. Everyone in your unit gains +2 weapon damage provided they stay within weapons reach of each other at all times. This bonus damage occupies a General Buff Slot and does not apply to Crush/Vorpal damage.

Inspire Unit (Expert one-shot, Coordination) – After forming a unit you may lead the unit by having all members of the unit perform a 10 count together, expend an additional use of Coordination, and each member of the unit gains the ability to make a single attack for double damage per the Basic Rage skill in a Coordination Buff Slot. (The Coordination Buff Slot can only hold buffs granted from the Coordination skill and is only in effect while the “battle unit” is active.) Example: Wesley forms a Battle Unit with himself, Tarrack, Tal’kar and Gekek. He then gathers them together for a quick battle plan. Ten seconds later they charge the enemy lines with additional Rage.

Co-ordinated Inspiration (Master one-shot, Requires Inspire Unit) – You may now use your Inspire Unit ability to increase the weapon damage bonus by +1 (stacked into the same General Buff Slot) or to grant a single use of one of the following skills (all members of the Unit gain the same buff): Slay, Rage, Knockback, Backstab.

Fight As One (Grand Master one-shot, Coordination, Requires Co-ordinated Inspiration) – When you activate your Inspire Unit ability, any member of the unit may now expend 2 uses of an offensive weapon skill (from the base rulebook) that they possess and grant 1 use of that skill to each member of the unit. Example: Wesley once again forms a battle unit with himself, Tarrack, Tal’kar and Gekek (spending 1 use of Coordination). The four of them group up and Wesley explains how they need to work as a unit and take down the enemy leader quickly. Tarrack volunteers his knowledge of Deathblow skill to the group (expending 2 uses of Deathblow) and at the end of the 10 seconds, all four members of the unit have 1 use of Deathblow in their Coordination Buff Slot.

Crush (Earth, Requires Expert Bash & Grand Master Strength) – You may now deal +1 Crush damage per level of this skill with every weapon attack instead of your regular damage but in addition to damage qualifier type. Other skills that boost damage cannot be used in conjunction with Crush, only the following Crush one-shots work. For example, if your weapon deals Fire damage normally it would deal Crush Fire with this skill, not just Fire. This skill is only usable with certain headed and blunt Great Weapons which are; Great Axes, Great Clubs, Great Hammers, Great Maces, Staves, Great Claws and Bite.

Weapon Crush (Expert one-shot, Crush) – You may now include your weapon’s base damage (but not quality) when determining how much Crush damage you deal.

Better Weapon, Better Crush (Master one-shot, Crush, Requires Weapon Crush) – You may now include any weapon quality when determining your Crush damage.

I'm So Strong! (Grand Master one-shot, Crush, Requires Better Weapon, Better Crush) – You may now include your Strength when determining how much damage you deal with your Crush skill.

Cure Ailments (Water, Requires Expert Healing) – Once/level the healer may Cure a Toxin or Disease up to their level of this skill.

Restore Muscles (Expert one-shot, Cure Ailments) - You may now spend a level of this skill to remove Weakness or Paralysis.

Cure Taint (Master one-shot, Requires Restore Muscles) - You may now spend a level to cure Taint up to your level of this skill.

Death Blow (Fire, Requires Grand Master Weapon Damage & Master Eviscerate) – Once/level you may attack with a weapon and call, "Death Blow." If this attack lands and is not defended against your target instantly dies.

Delay Effect (Fire, Requires Master Rage) – Once/level you may declare, "Delay" when hit by a Fear, Paralyze, or Stun effect. That effect is still upon you, but you do not suffer any effects from it until after the combat is over. Upon the end of the combat, the delayed effect hits you and may not be resisted. If multiple Delay Effects were used in a single combat, all of the effects stack. For example, if you Delay three Stun 10-Second attacks, after the combat you will be stunned for 30 seconds even though the effects do not normally stack. If you Delay a 20-second Fear, a 60-second Paralyze and a five-second Stun, then after the combat you will run in Fear for 20 seconds, then stand in Paralysis for 60 seconds, then be Stunned for five seconds. Fear will take hold first whenever possible upon combat ending, causing you to run away from everyone.

Delay Sleep (Expert one-shot, Delay Effect) – You may now also delay Sleep effects.

Delay Disease (Master one-shot, Delay Effect) – You may now Delay any disease in your system until after the combat.

Delay Death (Grand Master one-shot, Delay Effect, Requires Delay Sleep & Delay Disease) – You may now Delay Death affects. Remember after the combat you still take the Death and may not resist it in any way.

Detect Lie (Water, Requires Master Soothsaying) – Once/level you may declare, “Detect Lie” before asking a question. After your question is answered the target must reveal if they lied or were intentionally misleading with the answer they provided. Ideally this should be done in some subtle way, such as when using Detect Lie hold the target’s hand and if they lie have them squeeze your hand.

Premonition of Truth (Expert one-shot, Detect Lie) – You may now attempt to Detect Lie on any statement that you overhear provided you are able to clearly see the face of the individual who made the statement.

Tell Truth (Master one-shot, Detect Lie) – Expend a use of this skill to force a person to tell the truth when answering a question.

Disarm (Air, Requires Grand Master Weapon Damage & Master Speed-of-Blade or Master Vorpal) – Once/level you may Disarm your opponent by hitting one of their weapons with yours and calling, “Disarm.”

Sunder Claws (Expert one-shot, Requires Disarm) – You may now expend a use of Disarm to instead injure an opponent’s natural weaponry so that they are unable to use them. To do this instead of calling, “Disarm,” call, “Sunder Claw.” Unless resisted or avoided, the target may not use that weapon in any capacity for 10 seconds.

Shatter Weapon (Master one-shot, Requires Sunder Claws) – You may now expend a use of Disarm to instead destroy an opponent’s weapon or shield. To do this hit the target like you would to use the Disarm skill, but instead call, “Shatter <item>.” Unless the target avoids the attack or the item has the ability to resist, it is destroyed.

Sunder Armor (Grand Master one-shot, Requires Shatter Weapon) – You may now expend a use of Disarm to instead destroy an entire suit of armor in a single blow. To use this skill you must land a legal blow upon your target and call, “Sunder Armor.” Any armor they have is reduced to zero Armor Points in value. This skill works on any items, skills, or abilities that grant Armor Points even magical protections and racial abilities.

Disarm Traps (Air) – Once/level you may Disarm any simple trap. Simple traps are those that do not include magic, area based effects or augmented to be unavoidable or irresistible.

Disarm Magic Trap (Expert one-shot, Requires Expert Disenchant) – You may now use your Disarm Trap skill to disarm magical traps.

Disarm Complex Traps (Master one-shot) – You are now able to disarm traps that include area based effects, so long as they are not also unavoidable, irresistible or magical (unless of course you have Disarm Magic Trap, then you can also handle those).

Disarm Devious Traps (Grand Master one-shot) – You are now able to disarm traps that have been made unavoidable or irresistible.

Disenchant (Water) – Once/level you may touch a person, object, or magical construct and declare, “Disenchant.” The effects vary slightly based upon what your target is.

- If used upon a creature: all of the target’s extra buff slots are removed, all effects contained within any of the target’s buff slots are removed, and all effects which provide a benefit but are specifically non-slotted such as Stone skin, Shifting Image, Fire Shield, and Blink are removed.
- If used upon a magical item it becomes inert for five minutes. This does not affect material properties of the item, such as those possessed by exotic metals
- If used upon a magical construct it will negate the magical construct. Examples of some magical constructs are Wall/Circle spells, portals, gateways, or other free standing magical anomalies.

Weapon Range (Expert one-shot, Disenchant) – You may now deliver your Disenchant skill through a melee weapon by calling, “Disenchant” instead of your normal damage call. Alternatively, you may channel the void energy used to disenchant into a weapon attack dealing “50 Void” instead of “Disenchant”.

Increase Range (Master one-shot, Requires Weapon Range) – Your Disenchant skill may now be used as a Spell effect and can now be Packet-based, as can your Void Attack, which is increased to “100 Void”. For Example: “Spell Disenchant” would work for packet or weapon attack.

Unerring Disenchant (Grand Master one-shot, Requires Increase Range) – You may now deliver Disenchant simply by pointing at your target. To do this you must call either, “Point – Disenchant” or “Point Spell – Disenchant” and designate your target.

Banish Elemental (Grand Master one-shot, Requires Unerring Disenchant) - You are now able to deliver “Banish Elemental” as an alternative to “Disenchant” when using your skill.

Dodge (A) (Air, Requires Expert Sidestep) – Once/level when hit by an effect you may declare, “Dodge” and not take the effect. You may not use this skill if your movement is impaired in any way.

Trickle Down (Master one-shot, Dodge) – After using your Dodge skill you gain a free use of the Sidestep skill which must be used within 30 seconds of the Dodge or it is lost.

Endurance (Earth, Requires Expert Toughness) – Once/level when you are reduced to -1 Life Points and fall to the ground; within three seconds you may call, “Endurance” and be at one Life Point.

Rebounding Heal (Expert one-shot, Endurance) – When you activate your Endurance you now come back at 20 Life Points instead of one.

Play Possum (Master one-shot, Endurance) – You now have 10 seconds from falling into

-1 Life Points to declare your Endurance.

Endure Death (Grand Master one-shot, Requires Rebounding Heal) – When you activate your Endurance you now come back at 100 Life Points instead of 20.

Eviscerate (Fire, Requires Master Weapon Damage & Expert Slay) – Once/level you may attack with a weapon and call, “Eviscerate.” If this attack lands and is not defended against your target drops to -1 Life Points and should begin a bleeding-to-death count.

Evoke Fear (Fire) – Once/level you may channel your presence into pure Fear against a single enemy and cause them to flee from you for 10 seconds. Call is “Crush Fear, 10 Seconds”. This effect must be delivered by packet.

Crushing Fear (Expert one-shot, Evoke Fear) – You may now deliver your Evoke Fear skill through a melee weapon by calling, “Crush Fear, 10 Seconds” instead of Evoke fear or your normal damage call.

Fear’s Grip (Expert one-shot, Evoke Fear) – Your Evoke Fear skill can now be used to, “Crush Fear, Pin” your target. The target remains pinned while the evoker has line-of-sight +5 seconds.

Fear's Grasp (Master one-shot, Requires Fear's Grip) – Your Evoke Fear skill can now be used to, "Crush Fear, Paralyze 30 Seconds" your target.

Terror's Gaze (Grand Master one-shot, Requires Fear's Grasp) – Your Evoke Fear skill can now be used to, "Crush Fear, Stun 10 Seconds" your target.

Finesse (Air, Requires Expert Weapon Damage) – Once/level you may deliver a numbered weapon attack as Vorpals in place of Edge or Claw OR in addition to an enhancer such as Fire, Earth, or Magic. This skill is only usable with an edged weapon or claws. For example, if you normally deal 10 Edge, you can use Finesse to deal 10 Vorpals instead. If you normally deal 10 Water, you would deal 10 Vorpals Water instead.

Shatter Armor (Master one-shot) – You may now expend a use of Finesse to make an attack as "100 Shatter" instead of vorpals damage.

First Aid (Water, one-shot) – This skill allows you to stabilize a target who is bleeding-to-death by taking a 30-count. While you are performing First Aid, the target's bleed-out count stops. Upon completion the target is placed at 0 Life Points. You can also use this skill to determine how much damage a friendly/incapacitated target has suffered to their Life Points by asking, "How many Life Points are you down?" Other questions that can be asked to determine status through the skill include "Are you bleeding to death?", "Are you dead?", "Are you poisoned/suffering from any venom?", "Are you diseased?" and "Are you tainted?"

Harvesting (Earth) – Once/level you may harvest from LIVING creatures or sources (specific situations found upon adventures). Harvesting may be used upon an appropriate recently slain (combat/scene) creature or node. You begin by declaring "Harvesting" and must complete an uninterrupted 100 count. If used to harvest a dead creature you may collect either your level worth of random components up to a maximum of 5 or half your level worth of your choice of basic components up to a maximum of 5 (rounded down, minimum of one).

Rare Harvest (Expert one-shot) - When Harvesting you may expend an additional use of the skill in order to perform a Rare Harvest. A Rare Harvest returns a single rare component.

Talismongering (Master one-shot, Requires Rare Harvest) - A Harvester with this ability is now able to expend three uses of Harvesting in order to harvest a talisman component. In addition, they are able to take a talisman component and expend two uses of Harvesting to begin empowering it. An authorized crafting tag should be filled out and submitted to Logistics along with the talisman component. Once these items are turned in, the empowering process will complete before the next

game session and your completed talisman will be issued at your next Logistics check-in.

Exotic Harvest (Grand Master one-shot, Requires Rare Harvest) - When Harvesting you may expend four uses of the skill in order to perform an Exotic Harvest. An Exotic Harvest returns a single exotic component.

Healing (Water, Requires First Aid) – This skill provides 50 points of Healing, by packet, per level. This healing may be used in increments of 10. Simply perform a 5 count, throw the packet (or touch someone with it) and announce, “Heal X” where X is the number of points healed. While you are performing a Heal, the target’s bleed-out count stops.

Group Heal (Expert one-shot, Healing) – A healer may now do a Healing as a Group Heal thus affecting four targets. All four targets must be in contact with the healer.

Fast Healing (Master one-shot, Requires Group Heal) – This skill now provides 100 points of Healing per level. You may also perform a Heal on a 3 count.

Area Healing (Grand Master one-shot, Requires Fast Healing) – A healer may now do Healing as a Lash Healing. In addition, you may now perform healing instantly at a 2:1 ratio. For example, a “Heal 10” would take 20 points from your healing pool.

Hide (Air) – Once/level you may Hide yourself on a five-count. Anyone who watches you at any point during the five-count to Hide knows where you are. This skill may only be used if you are in a location or near an object which could physically hide your presence. You may remain hidden for as long as you wish, but once you have moved from your hiding spot, or perform another action that draws attention, you are no longer hidden. Actions that draw attention include speaking, repairing armor, healing or using any active skill. To signify that you are hidden simply cross your arms in front of you.

Instant Hide (Expert one-shot, Hide) – You may now perform Instant Hides, which removes the count in order to Hide but all other rules of the Hide skill apply (if you are being watched it does not work, must be near an item that can hide your presence, can’t move without dropping your Hide).

Conceal (Expert one-shot, Hide) – You are now able to conceal items on your person. This skill may only be used on items that you can fit within the palm of your hand and small weapons (dagger size or smaller). When you are searched you may expend one use of your Hide skill to conceal an item. This concealment will prevent the item from being found unless more uses of the search skill are used

than hide uses you used to conceal the object. For example, you conceal your lock picks when searched. Your jailor searches you using the search skill. You can expend another use of the conceal skill to keep your lock picks hidden and may continue to do so until you no longer have any uses of the hide skill remaining.

Disguise (Expert one-shot, Hide) – You have established a specific disguise persona that you may *activate* at Re-Pop or with GM permission by doing a full costume and phys rep change. This skill allows a single specific disguise and will be recorded with Logistics as your disguise persona. This skill may be purchased multiple times with a single specific disguise granted each time it is purchased.

Counter Detect (Master one-shot, Hide) – You may now use an additional use of your Hide skill to counter someone attempting to Detect you. You may also expend a use of your Hide skill to counter someone attempting to pierce your Disguise.

Hop (Master one-shot, Requires Master Hide and Expert Blink) – You have gained such a skill at Hiding and Blinking that you may now combine the two skills. Once hidden, a Master of Hop may expend a use of both Blink and Hide in order to transfer their hidden location to a new appropriate location within range of the Blink used. The new location must still meet all of the rules for being a viable Hide location. The call is “Hop” instead of “Blink” for this ability and it does NOT leave a visible trail like a normal Blink.

Entrance (Grand Master one-shot, Requires Grand Master Hide and Expert Blink one-shot Pass Wall) – You have gained such a skill at Hiding and bypassing that you may now combine the use of the skills into a single hidden Pass Wall. Once hidden, a Master of Entrance may expend a use of both Pass Wall and Hide in order to perform a hidden Pass Wall. Once through the Pass Wall you have three seconds of slow movement to reach an appropriate hiding location or your presence is revealed.

Knockback (Earth, Requires Expert Weapon Damage & Expert Strength) – Once/level you may deliver a, “Knockback 10” attack which causes the target to get knocked 10’ away from you. This attack does not deal any damage it just knocks the target away from you. Requires a melee weapon to use.

Crushing Knockback (Expert one-shot, Knockback) – Your Knockback call is now Crush. So, it would be “Crushing Knockback 10.”

Distance Push (Master one-shot, Knockback) – Your “Knockback” call is now increased to 20.

Knowledge (Water) – Once/level you may use your knowledge skill to grant a skill Buff to someone. A skill Buff occupies an appropriate Buff Slot and increases the level of a specific skill that the target possesses by one level for the Combat/Scene. Each skill can only be boosted once per combat/scene. The target's level in the skill they are getting buffed may not exceed your level of the knowledge skill +1. This ability may not be used on Path skills, Racial skills, skills that are used at check-in, skills that provide PP or Mana (but may be used to increase the level of recipe you can craft with a skill) or on itself. Using this ability takes at least 10 seconds as you explain to the person how to perform the skill better. Anything granted through these increased levels / buffs are always used first and are used for the Re-Pop. For example, if you are granted a level of the Resist Damage skill, you gain one Resist Damage. The next Resist Damage you use is the one granted by knowledge. If later in the same Re-Pop you are granted the Resist Damage skill bump, you already used that Resist Damage so do not gain it.

Boundless Knowledge (Expert one-shot) – You may now buff a targets skill even if their skill is greater than your knowledge skill level +1.

Esoteric Knowledge (Master one-shot, Knowledge) – You may now use your knowledge skill to buff the mana skill and grant extra bonuses to crafting skills. When buffing the mana skill the recipient will gain 5 mana per level that you buff their mana skill. When you buff a PP skill to increase the craftable recipe level of the recipient you may also grant a 5 PP lab per level that you buff their crafting skill.

Better Buff (Grand Master one-shot) - When using your knowledge skill to grant a skill Buff you may now grant up to +2 levels.

Mend Wound (Water, Requires Expert Healing) – Once/level you may heal a target to full Life Points with an uninterrupted 100-count, the call is "Mend Wound – Full Heal".

Nerve Pinch (Air) – Once/level you may strike a target from behind and declare, "Sleep." Unless the attack is resisted, they fall asleep for five minutes. A sleeping target may be awakened if someone spends an uninterrupted 30-count shaking them awake or via other abilities that specifically state they remove a sleep effect. This skill is only usable with a fist phys rep.

Nerve Punch (Expert one-shot, Nerve Pinch) – "Sleep" does not need to be performed from behind but is still only usable with a fist phys rep.

Nerve Strike (Master one-shot, Requires Nerve Pinch) – You may now deliver your "Sleep" with a melee weapon as well as with your fist.

Touch-of-Death (Grand Master one-shot, Requires Nerve Strike) – You may now deliver your Nerve Pinch as a “Crush Sleep Death” instead, but this attack must be delivered with a fist phys rep.

Parry (A) (Fire, Requires Expert Block) – Once/level you may parry any physical attack that hits a target within weapon reach by calling, “Parry.” This skill does not work against Spells. To use this skill, you must have an appropriate phys rep in hand and ready for combat (just having your hand on a sheathed weapon is not sufficient. This also holds true for fist and gauntlet phys reps).

Spell Parry (Expert one-shot, Requires Expert Parry and Expert Resist Magic) – You may now parry **damaging** Spells by calling, “Spell Parry”. To use this skill, you must have a melee weapon in hand and ready for combat (just having your hand on a sheathed weapon is not sufficient).

Trickle Down (Master one-shot, Parry) – After using your parry skill you gain a free use of the Block skill which must be used within 30 seconds of the parry or it is lost.

Phase (A) (Air, Requires Master Sidestep & Master Dodge) – Once/level when hit by any effect you may declare, “Phase” and not take that effect.

Portal (Air, Requires Master Blink) – Once/level you may open a Portal from your current location to anywhere on your current Plane that you are familiar with. To open a Portal you must designate a roughly doorway sized opening as the Portal and somehow mark that it is an active Portal (such as hanging a cloak from a tree/doorway). A Portal will last for one minute. To use the Portal you must touch it and perform a three-count. “One I Portal, two I Portal, three I Portal.” If your count is interrupted, your transit fails and you may try again provided the Portal is still active. Travel through a Portal is not instantaneous, but while traveling you may not perform any actions aside from talking (you may not activate items, cast spells, or use any skills even if they would only require verbal or mental ability to use). A Disenchant or any other magic-disrupting effects will destroy this Portal. You can only Portal to an area that you are familiar with.

Becoming familiar with an area takes 10 minutes of time (counted action) to familiarize yourself with that 5’ radius area. You must be in that area and you cannot be actively participating in combat. If you have not done this, you will not be able to Portal to your chosen destination. It is suggested to keep a log book of your locations. Changes to the world can affect the locations you are familiar with which may cause difficulty in portaling to that area, per GM discretion.

Longer Portal (Expert one-shot, Portal) – Your Portal now lasts for five minutes instead of one.

Inner Planar Portal (Master one-shot, Portal) – You may now open a Portal to the Elemental (Earth, Air, Fire, Water) Planes. Note that each Plane has different effects upon entering them and this skill does not provide any protection against those effects, it just opens a Portal to the Plane.

Outer Planar Portal (Grand Master one-shot, Requires Inner Planar Portal) – You may now open a Portal to the Outer (Order, Chaos, Wyld, Shadow, Dream, Void) Planes. As with Inner Planar Portal, this does not provide you with any protection against the effects of those planes.

Precision (Air) – Each level of this skill allows you to deal +2 points of damage with any 1-handed weapon you are trained in provided you strike your target from behind. This skill is only usable with a 1-handed weapon.

Press (Fire, Requires Grand Master Weapon Damage & Master Speed-of-Blade) – Once/level you may declare, “Press” when one of your attacks lands but is defended against by your target through a skill or ability. They must then defend against that exact same attack again. Only one press may be used per weapon attack.

Improved Press (Master one-shot, Press) – You may now expend up to two uses of press on a single attack.

Quick Healing (Earth, Requires Master Toughness & Master Endurance) – Once/level you may activate Quick Healing. To activate this skill takes three seconds and you must call out, “Quick Healing 1, Quick Healing 2, Quick Healing 3.” Any damage dealt to you in this time negates the Quick Healing. At the end of your count you instantly heal for 50 Life Points.

Improved healing (Expert one-shot, Quick Healing) – Your Quick Healing now heals you for 100 Life Points.

Regenerate (Master one-shot, Quick Healing) – You may now use your Quick Healing to perform a Regenerate on yourself (this fixes broken limbs and other specific wounding effects). A use of this skill will regenerate a single limb attached to the body.

Instant Healing (Grand Master one-shot, Quick Healing) – Your Quick Healing no longer takes a three-count to perform.

Rage (Fire) – Each time this skill is purchased you gain the ability to declare, "Rage" and the weapon damage of your next attack is doubled (after all other modifiers). Rage does not affect venoms or poisons. For example; 20 Edge would become 40 Edge. 20 Edge + a Slay (100 Slay) would become, "Rage – 200 Slay."

Anger (Expert one-shot, Rage) – Your Rage now lasts for an additional attack.

Focused Rage (Master one-shot, Requires Anger) – Your Rage now deals triple damage instead of double.

Eternal Rage (Grand Master one-shot, Rage) – If the target you make your first Rage attack against is still standing when your Rage ends you may expend another use of Rage and make five more Rage attacks upon that target. This skill may continue to be used until you have expended all of your Rage ability, or the target is dead/unconscious.

Raise Dead (Water, Requires Grand Master Healing) – Once/level you may return to life any willing creature which has died within the Re-Pop. This skill results in the target losing one point of Vitality if they are raised more than five minutes past death. If they do not have any Vitality then the skill fails and is still expended. When anyone is raised through use of the skill they are raised with full life.

Sense Vitality (Master one-shot, Raise Dead) – The healer may now sense if a dead creature has the necessary Vitality for Raise Dead to succeed upon them. It does not reveal if the target is willing.

Cheat Death (Grand Master one-shot, Raise Dead) – The healer has now reached such an extensive knowledge of restoring life to the dead that they are rumored to have made a deal with death themselves. This skill extends the Raise Dead skill so that it may be used on anyone who has died during the event, instead of within the Re-Pop. Due to the extreme strain upon the essence of the individual they will lose two points of Vitality instead of the normal one.

Rally (Fire, Requires Expert Evoke Fear) – Once/level you may Rally someone who has been overcome by fear allowing them to overcome their fear ("Dispel Fear").

Lasting Rally (Expert one-shot, Rally) – When you Rally someone they also gain a use of Resist Fear in a General Buff Slot.

Rally Unit (Master one-shot, Rally) – Your Rally skill now affects more than just fear and can be used to remove Charm, Paralyze, Sleep and Destruction in addition to Fear.

Booming Voice (Grand Master one-shot, Rally) – Your voice now echoes over the din of battle and affects any who hear, thus making your Rally skill Voice Radius.

Read/Write (Water, one-shot) – Each language listed under this skill is a considered a Basic one-shot skill. Please note that in some cases, players may learn languages that are not on this list, but they are unable to teach them to another player.

Avyana	Human – Great Plateau
Dwarven	Human – Silverthorne
Efreet	Human – Windcrest
Fire Elven	Mathematics
Ga’vin	Orcish
Gnomish	Sylvani
Guthrie	Valken’Vi
High Elven	Wood Elven
Human – Allerian	

Read Magic (Water, one-shot) – This skill allows you to read magical writings and allows you to read and use scrolls.

Reflect Magic (R) (Water, Requires Master Resist Elements & Requires Master Resist Magic) – When this skill is purchased you must choose one specific basic element (for example, Fire). Once/level you may Reflect any Magic or spell effect back on the initiator. When doing so you replace the flavor of their call with the flavor of your chosen element, by calling, “Reflect <chosen flavor><original effect>.” For example, a necromancer hits Alesha with “Necromantic Death.” Alesha, having chosen Fire, expends a use of Reflect Magic and calls “Reflect Fire Death.”

Remove Wound (Water, Requires Master Healing) – Once/level the healer may remove the last numerical wound the target took provided the target is still alive. If the target cannot remember the last wound they took, then this skill will heal 50 Life Points. For example, Gekek gets hit by 200 Slay and takes the hit, before anything else strikes him Aurora taps him and says, "Remove Wound." That 200 Slay is now healed (think of it like a *Hero Skill* for healers).

Regenerate (one-shot, Master Remove Wound) – You may now use your Remove Wound skill to restore a lost limb or perform Regenerate effects on other effects like

Silence. A use of this skill will regenerate a single limb attached to the body. For example; Regeneration on the Head will regrow the torso, not the entire body. It would take multiple uses of the regeneration skill to regrow an entire body.

Research (Water, Requires Read/Write & Expert Knowledge) You may perform recipe or spell research. You may research a specific recipe or spell that you know exists (you may not use this skill to create new spells or recipes). This costs one use of your research skill per level of the recipe or spell you are attempting to research. If your research is completed mid-event you will not gain your new recipe or spell until your next Logistics session. If you are conducting research over multiple Re-Pops please maintain a research log that shows your Research expenditures for a given recipe and have the expenditures notarized (Signed and Dated) by a GM or Production Marshal. Acquiring a spell in this fashion still requires you to spend the material cost (Rare or Exotic material) if the scroll being created normally calls for one, as well as the PP to acquire the scroll (please see Relic Crafting for the rules on scroll creation). A recipe acquired through research is not automatically placed in your Recipe Book, you must expend the skill use and material cost to do so (Rare or Exotic material). This research only lasts for one event. If the recipe or scroll is not copied before the end of the event the research becomes misplaced and must be recreated the next event if desired.

You may expend a level of research to ask a simple question that can yield up to a one sentence answer. The information must be something that could have reasonably been researched and recorded at some point in history. Notes from the queen's diary are not fair game, but knowledge of the aggressive habits of goblins is. Generally, if it is something that someone may have studied or witnessed and written about you could ask a question about it. You could ask "What city in Silverthorne has the most Valken'vi", "The city of Gateway." But you could not ask "Where is the mage known as Dietrich." The GM/NPC is always the final say on whether a question is legitimate for the situation.

Books Know Better (Expert one-shot, Research) – When researching spells or recipes you do so as if the spell or recipe is two levels lower than its actual level. This skill may not reduce the cost to research a spell or recipe below one use of the skill.

World Research (Master one-shot) – You may now submit requests for information on specific events, creatures, or items and learn more about them. For an easy to locate topic you will usually receive one fact or piece of information per use of skill expended. Harder to find information may require more than a single use per fact or piece of information. The more specific the research is the more likely you are to get positive results with less skill used compared to general requests. A request to research the sleeping habits of a typical bear found in the Darkwood is much more likely to get results than a request asking for information about bears.

Research requests should be submitted to Logistics through email or through the crafting submission form and the results will be provided at your next Logistics check in.

Ritual/Artifact Research (Grand Master one-shot, Research) – This skill allows you to research the notes necessary for the crafting of a Ritual scroll, or Artifact recipe. This Research takes an expenditure of the Research skill equal to 3x the level of the recipe/Ritual you wish to gain the notes for.

Resist Crush (R) (Fire, Requires Master Soldier's Armor Training) – Once/level you may resist any call that has the word "Crush" in it by calling, "Resist Crush".

Shatter Resistant (Expert one-shot, Resist Crush) - You may now use your Resist Crush ability to resist any "Shatter <item>" or "Shatter X" call that affects anything in your possession.

Resist Damage (R) (Earth, Requires Expert Resist Pain) – Once/level you may negate any damaging effect by calling, "Resist Damage."

Trickle Down (Master one-shot, Resist Damage) – After using a Resist Damage you gain a free use of Resist Pain that must be used within the next 30 seconds or is lost.

Resist Effect (R) (Earth, Requires Master Resist Pain & Master Resist Damage) – Once/level you may negate any effect that targets you by calling, "Resist Effect."

Resist Elements (R) (Water) – Once/level you may negate any call that includes Earth, Air, Fire, and Water in the damage call by calling, "Resist Elements."

Elemental Shield (Expert one-shot, Resist Elements) – For one minute after using Resist Elements, you gain +10 AC vs. the element which you resisted.

Boon <Element> (Master one-shot, Resist Elements) – When this skill is purchased you must choose one specific element (for example, Fire). When using Resist Elements vs. that element you are now healed for the amount of damage you would have taken and call, "Boon <Element>" instead of, "Resist." This skill may only be purchased one time. When this skill is used against effects such as eviscerate or death it heals for 150 points. For example, if you have Boon Fire and are hit for 200 Fire, you may call, "Boon Fire" and get healed for 200 points instead of just resisting the damage. If you are hit for 200 Stone, all you can do is resist.

Reflect <Element> (Grand Master one-shot, Resist Elements) – When this skill is purchased you must choose one specific element. When using Resist Elements against that element you may now, “Reflect <Element>” instead. This skill may only be purchased one time. For example, you now have Resist Elements and Reflect Fire.

Resist Fear (R) (Fire) – Once/level you may resist any call with the word “Fear” in it.

Remove Fear (Expert one-shot, Resist Fear) - You may now expend a use of your Resist Fear ability to deliver a “Remove Fear” via weapon or packet.

Not Scared (Master one-shot, Requires Remove Fear) – You may expend three uses of Resist Fear to become immune to Fear for a scene/combat.

Un-Fearable (Grand Master one-shot, Requires Not Scared) – You are now immune to all calls with the word “Fear” in them and may expend two uses of your Resist Fear to grant a Resist Fear to someone else for the Re-Pop provided they have an open Buff Slot to hold it.

Resist Magic (R) (Water, Requires Expert Resist Elements) – Once/level you may negate any magic or spell effect by calling, “Resist Magic.”

Trickle Down (Master one-shot, Resist Magic): After using a Resist Magic, you gain a free use of Resist Elements that must be used within 30 seconds of the Resist Magic.

Resist Pain (R) (Earth) – Once/level you may negate any numbered damage call by calling, “Resist Pain.”

Rush of Life (Master one-shot, Resist Pain) – When you activate your Resist Pain you now heal for an amount equal to the damage you resisted up to 20 points (if you only resist a five-point attack, you only heal for five points).

Riposte (A) (Fire, Requires Master Block & Master Parry) – Once/level you may declare, “Riposte” when a strike by a weapon blow occurs upon a target within your weapon reach. The initiator of the weapon blow becomes the new target of that attack and must call a defense or take the attack as if it had just hit them instead of the intended target. To use this skill, you must have an appropriate phys rep in hand and ready for combat (just having your hand on a sheathed weapon is not sufficient. This also holds true for fist and gauntlet phys reps). Riposte will work against ranged attacks but will not send them back against the attacker. When

used against an attack that has multiple effects such as Assassinate, only one effect is riposted with each use of this skill.

Example: Taleous sneaks up on and assassinates Daniel. Daniel is suffering from 2 Death Effects (since Assassinate is 2 simultaneous Death Effects). He can call Riposte and send one of them back at Taleous, but still has one more Death Effect that he needs to deal with otherwise he is dead (even if the one he Riposted kills Taleous as well). If he wishes to send the entire Assassinate back at Taleous he would need to call Riposte 2 times.

Scout's Armor Training (Air) – Each level of this skill provides you with 20 Armor Points when you are wearing armor that is approved by an Armor Marshal. Armor can be padded, leather, scale, chain or plate. See the chart at the end of Chapter Nine: Phys Reps for details on armor coverage and quality.

Refit Armor (Expert one-shot, Scout's Armor Training) – You may take an uninterrupted 100-count and reset your Armor to full value. If you take any other action, use any other skill, or take any effect/damage (even beneficial) during this count you are interrupted and must start over again. You may only use this skill upon your own Armor.

Faster Refit (Master one-shot, Scout's Armor Training) – The count to refit your armor to its full value is now reduced from 100 to 80.

Rapid Refit (Grand Master one-shot, Requires Refit Armor) – You can now do quick, partial Armor refits. Doing this takes a three-count of, "Rapid Refit 1, Rapid Refit 2, Rapid Refit 3" and restores 50 points of Armor. You may only use this skill once/level of the Scout's Armor Training skill you possess and only upon your own Armor.

Scry Shield (Air, Expert Undetectable Lie) – For each level of this skill you automatically stop one divination used upon you each Re-Pop. So, if you have level 3 in this skill, the first three divinations used upon you automatically fail. Note: not all divinations reduce the level of your Scry Shield. Consult the specific divination skill for specifics.

Awareness (Master one-shot, Scry Shield) – You are aware whenever you are Scryed upon.

Counter Scrying (Grand Master one-shot, Requires Awareness) – When your Awareness skill is triggered, you may now expend a use of your Scry Shield to attempt to discover who is trying to scry upon you. This works as a specific

targeted scrying that will reveal basic information about the person trying to scry upon you, unless they have a Scry Shield themselves. If they have a Scry Shield, it will be reduced by one level each time you counter scry upon them.

Search (Air) – Once/level allows you to search a small area/room (10'x10' roughly) at your level of the skill, this action takes an uninterrupted 60 count to perform.

Find Concealed (Expert one-shot, Search) – Your Search skill is now always active but must be declared that you are searching and the level of your Search. This gives you the knowledge that concealed objects and items can be found based on your level of Search, though it does not reveal anyone using the Hide skill. You can then expend a level of Search to find the actual location of said item. Multiple uses will find additional items, if they are present.

This skill may also be used to detect a trap and if the trap is Basic, Complex, Grandmaster or magical but not what the specific effect of the trap is. (See Disarm Traps for an example of how this works) Note: Some objects may be concealed well enough that they take multiple uses of this skill to locate.

Resist Surprise (Master one-shot, Search) – You may now expend a use of your Search skill to resist any Surprise Attacks that are delivered from behind by calling, "Resist Surprise".

Reveal (Master one-shot, Requires Find Concealed) – Your search skill grants you a slight precognition with regards to hidden individuals. You are now able to **expend a** use of your Search skill to reveal the location of hidden individuals by calling, "Detect." Once an individual has been detected, they are revealed to everyone in the area, not just the person using the Reveal skill.

See the Unseen (Grand Master one-shot, Requires Reveal) – Your ability to detect things has now progressed beyond the physical world. You may expend a use of your search skill to be able to see spirits for a scene or combat. In addition, you may also expend a use of search to detect disguise. You must be within arm's reach of a target and call, "Detect Disguise," and it will reveal if the target is under the effects of a disguise.

Sense Magic (Water) – Once/level you may touch an object or person and declare, "Sense Magic." The target must reveal to you if they possess any magic skills and if they have any effects in Buff Slots.

Identify Magic (Expert one-shot, Sense Magic) – You are now able to Identify Magic Items by expending a use of your Sense Magic skill. This process takes five

minutes and reveals the item's reveal-able properties. Some items may have masked properties that fail to reveal themselves through this skill. You also may spend 2 uses of Sense Magic to gain a General Buff Slot, which lasts for the Re-Pop. Limited to 1 additional General Buff Slot from this ability per named level of Sense Magic you possess.

Increased Sense (Master one-shot, Sense Magic) – When you use your Sense Magic skill, you are now able to tell the type of Magic or effect that is upon the target. So you can determine that someone is a Fire caster, or a Dream caster, or that they have alchemical protections upon them. It now costs 1 use of Sense Magic to grant yourself an additional General Buff Slot, or 2 uses to grant someone else a General Buff Slot. Still limited to 1 additional buff slot from this ability per named level of Sense Magic on yourself; someone else can only receive 1 additional General Buff Slot from this ability.

Increase Range (Grand Master one-shot, Sense Magic) – You may now use your Sense Magic skill on anything which you can see. To use this power declare, "Point – Sense Magic." In addition, you may expend 1 use of Sense Magic to grant yourself a Protection Slot, or 2 uses to grant someone else a Protection Slot.

Shield Defense (Earth/Fire, Requires Shield) – Each level of this skill grants you one point of AC when using a full-sized shield (non-buckler). AC reduces the effect of all number-based damaging attacks, including that from spells, by a value equal to your AC down to a minimum of one. This skill is only usable with a shield. For example, if you have 4 AC and get hit for 6 Edge, your AC reduces that damage down to 2 Edge. If you have 4 AC and you get hit for 3 Edge, your AC reduces that to 1 Edge. If you get hit for 5 Vorpal, it would reduce the damage to 1 Vorpal.

Sidestep (A) (Air) – Once/level when hit by a numerical effect you may declare, "Sidestep" and half all numbers in the attack call (rounding down). This skill may be used twice to reduce the effect to 0. You may not use this skill if your movement is impaired in any way.

Acrobatics (Master one-shot, Sidestep) – After using Sidestep, gain + 5 AC for 10 seconds.

Slay (Fire, Requires Expert Weapon Damage) – Once/level you may deliver an attack for "100 Slay."

Improved Slay (Master one-shot, Slay) – Your Slay attacks now deal 200 points of damage instead of 100.

Slay Flurry (Grand Master one-shot, Requires Improved Slay) – When using a slay flurry you make your normal slay attack (200 slay). After that attack is made you may declare “Flurry” and make two more consecutive slay attacks without expending any additional uses of the skill.

Smash (Earth, Master Crush) – Once/level you may deliver a Crushing Death attack with a weapon. The call for this attack is “Smash.” This skill is only usable with a blunt weapon.

Soldier’s Armor Training (Fire) – Each level of this skill provides you with 20 Armor Points when you are wearing armor that is approved by an Armor Marshal. Armor can be padded, leather, scale, chain or plate. See the chart at the end of Chapter Nine: Phys Reps for details on armor coverage and quality.

Refit Armor (Expert one-shot, Soldier’s Armor Training) – You may take an uninterrupted 100-count and reset your Armor to full value. If you take any other action, use any other skill, or take any effect/damage (even beneficial) during this count you are interrupted and must start over again. You may only use this skill upon your own Armor.

Improved Armor (Master one-shot, Soldier’s Armor Training) – Each level of Soldier’s Armor Training now grants +5 Armor Points (25 Armor instead of 20/level).

Rapid Refit (Grand Master one-shot, Requires Refit Armor) – You can now do quick, partial Armor refits. Doing this takes a three-count of, “Rapid Refit 1, Rapid Refit 2, Rapid Refit 3” and restores 50 points of Armor. You may only use this skill once/level of the Soldier’s Armor Training skill you possess and only upon your own Armor.

Soothsaying (Water, Requires Expert Augury) – Once/level/Re-Pop you may ask a question that will receive a one word answer. If this question is blocked by a Scry Shield, then the Scry Shield is diminished by one level and your question does not receive an answer.

Glimpse (Master one-shot, Soothsaying) – Your Soothsaying questions may now provide a single sentence response, instead of a single word, or a brief image that can be described in a single sentence. One question will not provide you with a list, though the right question can get you one element of a list.

Visions (Grand Master one-shot, Requires Glimpse) – Your Soothsaying questions now provide a detailed vision of the object you are soothsaying.

Speed-of-Blade (Fire, Requires Master Weapon Damage) – Once/level you may auto land a numerical damage dealing weapon blow by calling, “Speed”. You must be in range of your target with your weapon to use this skill.

Quick Draw (Expert one-shot, Speed-of-Blade) – You may use one of your Speed-of-Blades to draw your weapon allowing you to call weapon defenses even if you are not holding your weapon. A game stop to draw a weapon is NOT permitted. If you wish to attack you must still take the time to draw your weapon or use additional uses of the Speed-of-Blade skill.

Improved Speed-of-Blade (Master one-shot, Speed-of-Blade) – You may now use your Speed-of-Blade skill with any weapon attacks not just numerical ones.

Strength (Earth) – With each level of this skill you gain one point of Strength. Strength is gained in alternating fashion between your right arm and left arm. These points of Strength add to any weapon damage you deal with that arm. If you wield a weapon with both arms it receives the Strength bonus from each arm.

Rip Free (Expert one-shot) – Your levels of Strength now also grant you one use/level that may be used to rip free of any Pin, Bind or Web effect by calling, “One I Rip Free, two I Rip Free, three I Rip Free.”

Adrenaline Rush (Master one-shot, Strength) – You may now expend a use of your strength to double your Strength for a single non-combat task (breaking open a door, ripping open a box, lifting a boulder) or for a single attack.

Pulled Muscle (Grand Master one-shot, Strength) – You may restore a use of your Strength skill on a three-count by inflicting 5 Drain Life upon yourself. This damage cannot be reduced or resisted in any way.

Stun (Earth, Requires Master weapon & Master Strength) – Once/level you may deliver a “Stun 5.” This attack stuns the target for five seconds. While Stunned you may not take any action or use any active skill for 5 seconds.

Crushing Stun (Expert one-shot, Stun) – Your Stun is now “Crushing Stun 5.”

Longer Stun (Master one-shot, Stun) – Your Stun is now a 10-second Stun.

Hammer down (Grand Master one-shot, Stun) – Your Stun is now a Frontal Cone.

Tactics (Fire, Requires Master Coordination) – You gain one use of this skill/level. The skill is used to establish a tactical unit for the duration of a single combat. To do this you must establish a tactical unit per the following criteria:

1. You may add someone to your tactical unit by expending a use of your Tactics skill;
2. An individual may only be part of one tactical unit at a time;
3. A unit has a max size of your level of the Tactics skill + yourself;
4. All members must be declared in advance of the combat;
5. All members of the tactical unit must be involved in the combat; and
6. All members of the tactical unit must be in sight of each other.

A tactical unit lasts for the duration of a combat. Any skill remaining in the tactician's pool at the end of combat must be re-allocated to members of the unit by the tactician. The tactician may not keep them for themselves.

Each member of the unit may then transfer up to one use of a skill into the tactical pool. The tactician may then grant these skills to other members of the unit, or at any time, use those skills for a member of the unit provided they do so within the appropriate response time to the affect hitting the unit member. For example, Wesley has level 4 Tactics; he forms a unit of Crunch, Tal'kar, Edrial, Alesha and himself. Before they go to into battle they prepare and Wesley has each member of his unit pass him a use of Resist Damage. Wesley now has four additional Resist Damages that he can use for anyone in his unit if he witnesses them take damage. So if Tal'kar charges the death knight while Crunch and Edrial are busy and takes three Death Blows in rapid succession, Wesley could call Resist Damage for all three of those using the ones he was granted earlier by other members of the unit and keeping Tal'kar alive when he would have died if he did not have three resistances of his own.

Expert Leadership (Expert one-shot, Tactics) – You may now add two members to your unit with a single expenditure of the Tactics skill.

Larger Unit (Master one-shot, Requires Expert Leadership) – Your max unit size increases by two.

Grand Master Tactician (Grand Master one-shot, Requires Larger Unit) – You may now transfer two skills from each member of your unit.

Taunt (Fire, Requires Expert Resist Fear) – Once/level you may attack someone and call, "Crush Taunt – 10 Seconds." Unless resisted or avoided that target must now focus entirely upon you for the next 10 seconds.

Extended Taunt (Expert one-shot, Taunt) – Your Taunt now lasts 15 seconds.

Extra Protection (Master one-shot, Taunt) – For the duration of your taunt you gain +5 AC.

Radius Taunt (Grand Master one-shot, Taunt) – You may now expend two uses of your Taunt skill to make it affect all enemies within 5' of you by adding the Lash call to the front of your Taunt skill.

Toughness (Earth) – This grants 20 Life Points/level of the skill.

Cling to Life (Expert one-shot, Toughness) – The time it takes you to bleed to death is increased from one minute to two minutes.

Not Quite Dead Yet (Master one-shot, Requires Cling to Life) – The time it takes you to bleed to death is increased from two minutes to five minutes.

Strong Essence (Grand Master one-shot, Requires Not quite dead yet) – You now have 10 minutes after death during which you can be raised without a loss of vitality.

Trade: <1st trade> (All Elements) – When you first purchase this skill you choose a specific trade skill that it represents. A trade skill is any skill which is not already covered by another skill in the game. Examples of trade skills are Farmer, Hunter, Cobbler, Cooper, Barrister, Book Making, Ferrier, Stable Boy, Brewer, Weaver or Cook just to name a few.

Each level of this skill allows you to do one of the following:

- Provide basic personal and/or estate upkeep at check-in for a single person at a value of two Verlan per use.
- Collect one Verlan at check-in.
- Collect three crafting components of the color appropriate with the Element you purchased the skill in. If your Trade is a Fire skill, then you would get red components. If your trade is an Earth skill then it would be green components, etc.
- You are also able to evaluate gems and determine their value.

Expert Trader: <2nd trade>(Expert one-shot, Trade) – You have now advanced your trade to such a degree that you may now collect an extra three Verlan, six crafting materials, or a single Expert Trade item at check-in. Expert Trade items have no base value but may be sought after by specific individuals. You may now choose a 2nd trade that you have at basic level. This is a purely RP based benefit and provides no additional components, coins, etc.

Master Trader: <3rd trade> (Master one-shot, Requires Expert Trader) – You have now advanced your Trade to such a degree that you may now collect an extra six Verlan, 12 crafting components, or a single Master Trade item at check-in. Master trade items have no base value but may be sought after by specific individuals. Your 2nd trade skill is now considered expert and you may choose a 3rd trade skill that is basic level. This is a purely RP based benefit and provides no additional components, coins, etc.

Grand Master Trader: <4th trade> (Grand Master Trade one-shot, Requires Master Trader) – You have now advanced your trade to such a degree that you may now collect an extra 10 Verlan, 20 crafting components, or a single Grand Master Trade item at check-in. Grand Master Trade items have no base value but may be sought after by specific individuals. Your 2nd trade skill is now considered to be Master level, your 3rd trade skill is considered expert level, and you may choose a 4th trade skill that is considered to be basic level. This is a purely RP based benefit and provides no additional components, coins, etc.

Undetectable Lie (Air) – Once/level you may lie while under the effects of any ability which detects/forces truth. You are not required to make any call when utilizing this skill, but you should notify a GM after the fact when possible that the skill was utilized.

Resist Truth (Expert one-shot, Undetectable Lie) – You no longer need to expend additional uses of your Undetectable Lie skill when answering the same question. Even slight variations of the question will no longer trigger extra uses of your ability.

Truth Immunity (Master one-shot, Requires Resist Truth) – You may now expend two uses of your Undetectable Lie skill to become immune to any ability which forces you to tell the truth or that can detect lies. This ability lasts for one hour or a scene.

Urban Knowledge (Air) – Once/level you may do one of the following:

1. Ask a basic question about an urban setting. This question would generally need to be answerable with a number of words equal to or lower than your level of urban knowledge.
2. You may cover the basic personal and estate upkeep for one person at check-in (up to 2 Verlan).
3. You may acquire the location of an NPC with the ability to teach a specific skill. This ability requires the expenditure of one level of Urban Knowledge/level of the skill you are trying to locate a teacher for, including all pre-req levels for the skill. You can only find a teacher for skills of Grand Master level or lower. For Example; if you are trying to locate a teacher for level 1 of the Slay skill, which requires level 3 Weapon Damage, you would

need to expend four uses of this skill to find a teacher who can teach level 1 Slay. You may gather this information over time, but to do this you must keep a logbook of your knowledge and have a GM initial your expenditure towards a specific teacher if it is being done over multiple Re-Pops or events.

4. You may analyze a lock, determining what level the lock is, if it has any traps upon it and if it has been made extra difficult to pick.

Pick Locks (Expert one-shot, Urban Knowledge) – You may now expend a use of the Urban Knowledge skill to pick a lock up to your level of skill in Urban Knowledge. Picking a lock takes 30 seconds/level to open. This skill requires lock picks to perform.

Hideout (Master one-shot, Urban Knowledge) – You have established a small hideout within a City or town that will provide you with a safe place to sleep or to *lay low* when needed. This hideout is large enough for one person/level of your Urban Knowledge skill. To signify that you are sleeping in such a location you must mark your bunk with an OOG Tag. Any items on your bunk are considered to be at your hideout. All Hideouts are automatically concealed per the skill and gain one Resist that can be used against any detection or scrying attempts made to find your hideout. Hideouts can be shared by multiple characters with this one shot; each additional character adds room for 1 person and an additional resist vs detection or scrying.

Friends in Low Places (Grand Master one-shot, Urban Knowledge, Requires Hideout) – You are now so well known in the urban jungle that you instantly garner respect (or perhaps fear) and have people wanting to work with you. You may expend uses of your Urban Knowledge skill to establish henchmen/followers etc. within the City who will help you out with small matters (nothing overly dangerous, GM discretion). To establish a follower you must first expend a total of 10 uses of your Urban Knowledge skill. This grants you a generic follower with no skills (name, gender and Race are at player discretion but must be Races from the rulebook and will follow the stereotypes of that Race). You are responsible for your followers upkeep each game (unless they have a skill to cover themselves). You may expend two uses of your Urban Knowledge skill to have your follower gain level 1 in a Basic skill or a Basic one-shot skill, six more expenditures of your Urban Knowledge skill will increase that skill from level 1 to level 2 and 10 more will increase the skill from 2 to 3, Expert one-shots require 10 expenditures to learn. You may only increase one follower by one skill or skill level/event and this must be done when you check-in so that Logistics can track your follower's abilities. Followers must follow the below guidelines:

1. You may never have more than three followers;
2. A follower may never possess more than three leveled skills and two Basic one-shot skills;
3. A follower may not possess skills above Expert level;

4. Followers can have ONE crafting skill, but may not work with others on projects and will only use ½ of their PP each level (two) to make items for you, the rest they use for themselves;
5. If your follower has the Trade skill, level 1 is automatically used to cover the follower's upkeep. If they have additional levels they keep half of what they earn from trade for themselves;
6. Each follower who is a crafter must have their own Recipe Book indicating what they are capable of crafting; and
7. You may allow a follower access to workshops/labs but they will only use workshops/labs to aid you if you provide enough workshop/lab for themselves as well (your 2PP are only labbed if you provide a 5PP workshop/lab so they can lab the 3PP they have for themselves at each level).

Vorpal (Air, Requires Master Weapon Damage & Expert Finesse) – You may now deal one point of Vorpal damage/level of this skill with every weapon attack instead of your regular damage but in addition to damage qualifier type. Other skills that boost damage cannot be used in conjunction with Vorpal, only the following Vorpal one-shots work. This skill is only usable with an edged weapon or claws. For example, if your weapon deals Fire damage normally it would deal Vorpal Fire with this skill, not just Fire.

Weapon Vorpal (Expert one-shot, Vorpal) – You may now include your weapons base damage (But not Quality) when determining how much vorpal damage you deal.

Better Weapon, More Blood (Master one-shot, Requires Weapon Vorpal) – You may now include any weapon quality when determining your Vorpal damage.

Your Armor Means Nothing (Grand Master one-shot, Requires Better Weapon, and More Blood) – You may now include your weapon damage bonus when determining your Vorpal Damage.

Weapon Damage (All) – Each level of this skill allows you to deal one additional point of damage with any 1-handed weapon you are trained in or 1½ points of damage (round down) with any great weapon.

Improved Dual-Wield (Expert one-shot) – This skill improves the Dual-Wield skill if you possess it so that you are no longer required to have a smaller weapon in your off-hand.

Wilderness Knowledge (Earth) – Once/level you may ask a yes/no question about a mundane animal/plant. This skill also allows you to track/counter track at your level of skill without expending any uses and this skill negates basic upkeep cost for yourself at check-in without expending any uses of the skill (up to 2 Verlan). If your basic personal upkeep is greater than 2 Verlan you may expend a use to cover another 2 Verlan.

Lair (Expert one-shot, Wilderness Knowledge) – Allows you to establish a Lair in the wilderness. This is a small but generally safe place where you can sleep. To signify that you are sleeping in your Lair you must mark your bunk with an OOG tag. Any items on your bunk are considered to be in your Lair. All Lairs are automatically concealed per the skill and gain one Resist per level of Wilderness Knowledge usable against attempts to detect or scry the location of the Lair. This skill only works for the person who possessed it, bringing others to your Lair negates all advantages it provides.

Quick Travel (Expert one-shot, Wilderness Knowledge) – Allows you to expend a use of the wilderness knowledge skill to half travel time for yourself +1 person/level of the Wilderness Knowledge skill you possess.

Phantaran Knowledge (Master one-shot, Wilderness Knowledge) – Upgrades yes/no question to allow asking about any mystical creature/plant from Phantara. (You are no longer limited to just mundane animals or plants this does not include planar beings).

Master Tracker (Master one-shot, Wilderness Knowledge) – You gain a Scry Shield equal to half your level of Wilderness Knowledge when in the wilderness. You may also use your yes/no questions to help track creatures (even if the question would not normally apply to them). These questions will also reduce a Scry Shield when they encounter it.

Planar Knowledge (Grand Master one-shot, Requires Phantaran Knowledge) – Upgrades Phantaran Knowledge to include questions concerning any creature or environment. This skill also grants you Planar Asylum to all 10 primary planes (Earth, Air, Fire, Water, Shadow, Void, Dream, Wyld, Order and Chaos). You may also use one level of this skill to grant Planar Asylum to a single target.

CHAPTER FIVE: CRAFTING SKILLS

Crafting Materials

There are six types of materials IG that are of use in crafting. These materials are represented by colored sticks and can be acquired through various means. The four Basic types of materials reflect the four Basic elements; Air, Earth, Fire and Water. They can provide extra PP for the crafting skills of the same element. These points may not be used in conjunction with a lab. The other two types of materials represent Rare and Exotic materials which are required for higher-level recipes. All of these materials can also be used in Ritual Magic, in which case they are referred to as components. The following chart shows the relations of color to type of material.

Material Color	Element
Yellow	Air
Green	Earth
Red	Fire
Blue	Water
Orange	Rare
Purple	Exotic

Combining Crafting Skills

Two or more crafters may combine the same skill to create something together. They must meet all of the requirements between them for the project and each person working on the project must contribute at least 1PP. The advantage to working together is each PC can apply a PP to the project every 30 seconds. Like combining non crafting skills the number of people able to work on a project may be limited. If working on a recipe that not every contributor can craft, the person with the required skill level has to contribute 50% of the production points.

Example 1: Daniel and Lochlain are going to work together to craft a Raise Dead Potion. This Potion takes 40PP to craft, so would normally require 20 minutes of time. Since Hawke is dead on the ground and can only be saved if they can get him a Raise Dead in the next fifteen minutes they decide to work together. After ten minutes of time, each of them has applied 20PP to the project and the Potion completes with five minutes to spare (lucky for Hawke).

Example 2: Quill wants to get a master quality spear made, so he goes to Hawke to help him craft the item. Quill is only an expert in Smithing, so Hawke will have to put in 50% of the production points in order to ensure it is of master quality and then Quill or another crafter could contribute the remaining production points.

Crafting Times

In order to craft an item it takes 30 seconds of time/PP of skill or crafting material spent.

After you have crafted 120 PP of items in a single Re-Pop, not including any PP granted by a lab, the rest of your crafting for the Re-Pop may be submitted between games with no additional crafting time needed. You may craft more than 120 PP per Re-Pop at game if you wish.

Example 1; Siensee starts the day by crafting 50 PP points worth of traps, which takes him 25 minutes. He then moves on to crafting 50 PP points worth of tinkering projects, which is another 25 minutes. He then crafts 20 PP of Alchemy potions, knowing he's going to need them later, this takes him another 10 minutes. At this point he has crafted 120 PP, about an hour of time. Any other crafting he wants to do can be considered as having been between events. If he decides he needs a specific Bandage later that Re-Pop he could write a temp tag for that.

Example 2; Hawke wants to complete a Master Shield in a single Re-Pop, which is 250 PP to make. As an Exotic Smith he has 70 PP (plus lab) that he can use. He has also been provided the 110 fire components he will need to complete the project. After spending the time to craft with his 70 PP, he moves on to using fire components. After spending the time to use 50 of them (for a current total of 120 PP) he can choose to stop his crafting role-play if he wishes.

Crafting Maximums

Crafted items can have enchantments placed in/upon them based off the named level of the crafter that is doing the enchantment. At basic level, they could only access the "1st" spot upon an item to enchant it. At expert, they could reach the "1st" and "2nd" enchantment capacity of an item, and so forth. A Grand Master could reach any of the first 4 enchantment spots on an item. There are ways to exceed this cap on item enchantments, but it requires a specialized crafter to do so.

Crafted items have a maximum level of supreme master (+5 for weapons, shields, armor) and seven enchantment slots. No skill, ability, item, path, etc. may bypass these limitations.

Recipes

In order to add a recipe into your book, you must have access to a legal copy of the recipe and then spend one half of the PP required to craft that recipe (thus learning to make it) to place it in your book. You do not actually make the item when doing this, you have only learned the recipe so that in the future you can craft it. It does not require any material expenditure to learn a recipe in this fashion with the exception of any recipe requiring a gem. You will need to submit this as you would any other crafting.

Recording and Submitting your Crafting

All crafting must be submitted to the Production Team of Logistics. This can be done one of two ways. The first method is to log your crafting on a Temp Tag (The form for them can be found on our website) and get it signed by a member of the Production Team at game. When filling out Temp Tags you **MUST** write legibly. If your tag cannot be read and understood by the Production Team you will not get exactly what you crafted or may not get anything at all.

These Temp Tags are then submitted to Logistics by whoever has them after the event by taking a picture of them and emailing that to Carps.characters@gmail.com so that the permanent tags can be prepared by the next event. The person turning in the temp tag will receive the permanent tag at check-in. For projects that span multiple Re-Pops you need to fill out a tag for each Re-Pop spent on the project and then turn in any and all tags for that project together.

The second method is to fill out the online crafting submission form at the end of the event. This form can be found at www.carpsgame.com or linked from our Facebook page in the About section.

Any components required for a crafting project must be turned in at the next event. These components can include sticks, gems, or other crafted items (including Temp Tags or Project Tags if crafted earlier that event).

All Tags: Temp Crafting tags, GM Temp Tags, Handwritten Tags, tags written out on normal looking tags, tags signed or updated by magic marshals, plot runners, narrators, GMs, etc., are required to be reported to production before the next event after you have received it. So any tag not handed to you by production **NEEDS** to be reported to production before the next event. If it is not reported before the next event the tag becomes invalid and you can just throw it out. It may be six months before you attend a game again, but the temp tag **still has to be reported** before the event after it was handed out or modified. As always we understand that there can be emergencies and if you let us know in a timely fashion exceptions can be made as needed. New player tags handed to new players from player marshals are not subject to this rule.

Project Tags have an expiration time on them. They must be turned in at the end of that season or by the start of the first scheduled full event of the next season.

Example: All 2019 Temp Tags need to be turned in by the start of the March 2020 event (the first event of the 2020 schedule).

Crafting Skills

Crafting Skills	Level	Type	Requirements
Alchemy	B	skill	
Aqua Mortis	B	skill	
Gem Craft	B	skill	
Herbalism	B	skill	
Relic Crafting	B	skill	Read/Write & Read Magic
Smithing	B	skill	
Spell Weaving	E	skill	Expert Sense Magic
Tinkering	RA	skill	
Trap Making	B	skill	

Alchemy

Alchemy (Earth) – Each level of this skill provides 5PP which can be used to craft Alchemical Potions. These items are designed to enhance, protect and positively alter living creatures. All alchemies at the base level are ingested liquids and must be drunk to take effect. If placed in another liquid that liquid will now hold the effects of the Alchemy for the first person to drink the liquid (if multiple doses are placed in the same liquid then one drink uses up one dose).

To create an Alchemical Potion the following must ALL be true:

1. You must have a copy of the recipe for the Potion you wish to create;
2. You must have a container to hold the Potion (vial for liquid/paste or gas globe (Packet) for diffused/dispersed);
3. Your Alchemy skill must be equal to or higher than the level of the recipe you are crafting;
4. If the recipe is level 10 expendable or higher it requires the expenditure of one Rare material;
5. All crafting must be submitted to the Production Team in order to receive an official tag; and
6. All Potion effects last until Re-Pop or used, unless the recipe specifically states otherwise.

All alchemists also have the ability to identify Alchemical Potions by spending 100 seconds examining it. After this time is done they may look at the tag and if it is an Alchemical Potion (not a Poison) they are able to tell what it is.

Paste Making (Expert one-shot, Alchemy) – You have now advanced your abilities with Alchemy that you are able to craft a recipe as a paste instead of a liquid. Pastes are designed to be placed upon a weapon and will be delivered on the next swing of the weapon unless the recipe specifies otherwise. Once applied pastes expire at the end of the Re-Pop if not used. You must still follow all of the rules listed for crafting an Alchemical Potion, but instead the end result is a paste instead of a liquid. The cost of crafting a paste is the same as that of crafting the liquid version.

Conversion (Master one-shot) – This skill allows you to convert an Alchemical Potion from one form into another. In order to do this you must have the formula for the Potion. If changing the state of the Alchemy results in it costing more PP or materials then you must provide that difference or the conversion fails. You can convert from a paste back to a liquid for free, but to convert from a paste to a gas will require you to spend additional PP and possibly materials. You may not convert an Alchemical Potion into a form that you do not have the skill to create. If you don't possess the skill Dispersion, you can't convert something into a Lash Gas Alchemy. When converting Alchemical Potions you will need to turn in the old tag as you would any components used in creating a new item.

Diffusion Alchemy (Master one-shot, Requires Paste Making) – You have now advanced your abilities with Alchemy such that you are able to craft a recipe as a single target gas instead of a liquid. You must still follow all of the rules listed for crafting an Alchemical Potion, but instead the end result is a Gas instead of a liquid. The cost when crafting a diffusion Alchemy is 2x that of a liquid (rounded up). The call for these alchemies is “Crush - <effect>”.

Dispersion Alchemy (Grand Master one-shot, Requires Diffusion Alchemy) – You have now advanced your abilities with Alchemy such that you are able to craft a recipe as an area affect gas instead of a liquid. You must still follow all of the rules listed for crafting an Alchemical Potion, but instead the end result is a Lash Gas instead of a liquid. Buffs applied through this Lash can only affect up to 12 targets. The cost when crafting a dispersed Alchemy is 3x that of a liquid (rounded up). The call for these alchemies is “Lash - <effect>”.

Alchemical Potion Recipes

Tier 1:

Alchemical Air, Minor – As an ingested or gas this Alchemy makes you less dense of form allowing you to walk upon clouds, or preventing a single instance of falling damage, for the Re-Pop. As a paste it can be applied to a weapon and it allows that weapon to be swung for Air damage for the next combat. Production Cost: 4PP

Alchemical Earth, Minor – As an ingested or gas this Alchemy allows you to resist being interrupted once per Re-Pop. As a paste it can be applied to a weapon and it allows that weapon to be swung for Earth damage for the next combat. Production Cost: 4PP

Alchemical Fire, Minor – As an ingested or gas this Alchemy provides protection from mundane heat for a Re-Pop, very useful in a desert environment. As a paste it can be applied to a weapon and it allows that weapon to be swung for Fire damage for the next combat. Production Cost: 4PP

Alchemical Water, Minor – As an ingested or gas this Alchemy provides Water Breathing for a Re-Pop. As a weapon paste it allows that weapon to be swung for Water damage for the next combat. Production Cost: 4PP

Minor Toughness – Grants +1 level of Toughness in your Toughness Buff Slot. If you do not have a Toughness Buff Slot available, this has no affect upon you. Production Cost: 4PP

Tier 2:

Cure Minor Wounds – Heal 10 Life points. Production Cost: 8PP

Jump Potion – Allows a single 50’ horizontal leap, or a 20’ vertical leap. May not be used in a combat situation. Production Cost: 8PP

Reduce Disease, minor - Reduces the level of a disease by 1. A single Disease may only be reduced one time. Production Cost: 8PP

Tier 3:

Grant Endurance – Grants a single Endurance in a Buff Slot. Production Cost: 12PP

Grant minor Strength – Grants +1 level of Strength in a Buff Slot. Production Cost: 12PP

Grant Resist Fear – Grants a single Resist Fear in a Buff Slot. Production Cost: 12PP

Grant Sidestep – Grants a single Sidestep in a Buff Slot. Production Cost: 12PP

Tier 4:

Grant Rage – Grants a single use of the Rage skill in a Buff Slot. Production Cost: 16PP

Resist Air – Grants a single Resist Air in a Buff Slot. Production Cost: 16PP

Resist Earth – Grants a single Resist Earth in a Buff Slot. Production Cost: 16PP

Resist Fire – Grants a single Resist Fire in a Buff Slot. Production Cost: 16PP

Resist Water – Grants a single Resist Water in a Buff Slot. Production Cost: 16PP

Toughness – Grants +2 levels of Toughness in a Toughness Buff Slot. Production Cost: 16PP

Tier 5:

Cure Wounds – Heals 25 points of damage. Production Cost: 20PP

Grant Resist Pain – Grants a single Resist Pain in a Buff Slot. Production Cost: 20PP

Grant Resist Poison - Grants a single Resist Poison in a buff slot. Production Cost: 20PP

Reduce Disease – Reduces the level of a Disease by two. A single Disease may only be reduced one time. Production Cost: 20PP

Tier 6:

Alchemical Air – As an ingested or gas this Alchemy grants +20 AC vs. Earth/Stone damage (uses an Armor Buff Slot). As a paste it can be applied to a weapon and it allows that weapon to be swung for +2 Air damage for the next combat. Production Cost: 24PP

Alchemical Earth – As an ingested or gas this Alchemy grants you +20 AC vs. all Air damage (uses an Armor Buff Slot). As a paste it can be applied to a weapon and it allows that weapon to be swung for +2 Earth damage for the next combat. Production Cost: 24PP

Alchemical Fire – As an ingested or gas this Alchemy grants +20 AC vs. all Water/Ice damage (uses an Armor Buff Slot). As a paste it can be applied to a weapon and it allows that weapon to be swung for +2 Fire damage for the next combat. Production Cost: 24PP

Alchemical Water – As an ingested or gas this Alchemy grants +20 AC vs. all Fire damage (uses an Armor Buff Slot). As a paste it can be applied to a weapon and it allows that weapon to be swung for +2 Water damage for the next combat. Production Cost: 24PP

Grant Scry Shield – Grants +1 level of Scry Shield in a Buff Slot. Production Cost: 24PP

Grant Strength – Grants +2 levels of Strength in a Buff Slot. Production Cost: 24PP

Remove Charm - This potion will remove any charm effects from the imbiber. The call is "Remove Charm." Production Cost: 24PP

Rock Skin – Grants +1 AC in an Armor Buff Slot. Production Cost: 24PP

Tier 7:

Cure Serious – Heals 50 points of damage. Production Cost: 28PP

Remove Wound – Works per the Remove Wound skill. When ingested the last damaging effect dealt to the target is removed. As a paste the first target to come in contact has the last damaging effect dealt to them removed. As a gas the target of the globe has the last damage dealt to them removed. Production Cost: 28PP

Resist Elements – Grants a single Resist Element in a Buff Slot that may be used against any Elemental attack (including elements beyond Earth, Air, Fire and Water). Production Cost: 28PP

Taunt – As an ingested, grants a single use of the Taunt skill in a Buff Slot. As a paste, allows a weapon-strike Taunt against a target. As a gas, causes all affected targets to be Taunted to the individual who unleashed the gas globe. Production Cost: 28PP

Tier 8:

Grant Dodge – Grants a single use of Dodge in a Buff Slot. Production Cost: 32PP

Reduce Disease, Greater – Reduces the level of a Disease by four. A single Disease may only be reduced one time. Production Cost: 32PP

Stun – As an ingested, grants a single use of the Stun skill in a Buff Slot. As a paste Stuns the next target which comes in contact with the paste. As a gas causes the target of the globe to take a “Stun 5” per the Stun skill (5 seconds). Production Cost: 32PP

Tier 9:

Cure Critical Wounds – Heals 100 points of damage. Production Cost: 36PP

Great Strength – Grants +3 levels of Strength in a Buff Slot. Production Cost: 36PP

Great Toughness – Grants +3 levels of Toughness in a Toughness Buff Slot. Production Cost: 36PP

Tier 10:

Alchemical Air, Greater – As an ingested or gas this Alchemy grants the ability to remove any movement impairing effects with a three count (this includes from other people). It also provides Planar Asylum vs. the Plane of Air (per the Ritual). As a paste it can be applied to a weapon and it allows that weapon to be swung for -5 Vorpal damage for the next combat. Production Cost: 40PP & the expenditure of one Rare material

Alchemical Earth, Greater – As an ingested or gas this Alchemy converts Drain Life damage that you take into Vorpal Damage and provides Planar Asylum vs. the Plane of Earth (per the Ritual). As a paste it can be applied to a weapon and it allows that weapon to be swung for -5 Crush damage for the next combat. Production Cost: 40PP & the expenditure of one Rare material

Alchemical Fire, Greater – As an ingested or gas this Alchemy grants immunity to calls that cause disarm or shatter and provides Planar Asylum vs. the Plane of Fire (per the Ritual). As a paste it can be applied to a weapon and it allows that weapon to be swung for double the weapon's base damage (before skill, but including quality) as Fire damage for the next combat. Production Cost: 40PP & the expenditure of one Rare material

Alchemical Water, Greater – As an ingested or gas this Alchemy grants immunity to Taint and provides Planar Asylum vs. the Plane of Water (per the Ritual). As a paste it can be applied to a weapon and it allows that weapon to be swung for +5 Magic damage for the next combat. Production Cost: 40PP & the expenditure of one Rare material

Greater Scry Shield – Grants +2 levels of Scry Shield in a Buff Slot. Production Cost: 40PP & the expenditure of one Rare material

Oil of Time – Increases the duration of any single Alchemical Potion effect to Re-Pop. Potions that already grant Re-Pop duration effects are unaffected by an Oil of Time. The Oil of Time may not be applied to Greater Alchemical <Elements>. Production Cost: 40PP & the expenditure of one Rare material

Raise Dead – Return to life anyone who has died within the Re-Pop. Target returns to life with 1 Life Point. Production Cost: 40PP & the expenditure of one Rare material

Stone Skin – Grants +2 AC in an Armor Buff Slot. Production Cost: 40PP & the expenditure of one Rare material

Aqua Mortis

Aqua Mortis (Air) – Each level of this skill provides 5PP which can be used to craft Alchemical Poisons. Poisons have three classifications: acids, toxins and venoms. These items are designed to deceive, injure and negatively-alter living creatures. All Poisons at the base level are ingested liquids and must be drunk to take effect. If placed in another liquid that liquid will now hold the effects of the Poisons for the first person to drink the liquid (if multiple doses are placed in the same liquid then one drink uses up one dose).

To create an Alchemical Poison the following must ALL be true:

1. You must have a copy of the recipe for the Poison you wish to create;
2. You must have a container to hold the Poison (vial for liquid/paste or gas globe (Packet) for diffused/dispersed);
3. Your Aqua Mortis skill must be equal to or higher than the level of the recipe you are crafting;
4. If the recipe is level 10 expendable or higher it requires the expenditure of one Rare material; and
5. All crafting must be submitted to the Production team in order to receive an official tag.

All those who study Aqua Mortis have the ability to identify Alchemical Poisons by spending 100 seconds examining it. After this time is done they may look at the tag and if it is an Alchemical Poison (not a Potion) they are able to tell what it is.

Paste Making (Expert one-shot, Aqua Mortis) – You have now advanced your abilities with Aqua Mortis such that you are able to craft a recipe as a paste instead of a liquid. Pastes are designed to be placed upon a weapon and will be delivered on the next swing of the weapon unless the recipe specifies otherwise. Once applied pastes expire at the end of the Re-Pop if not used. You must still follow all of the rules listed for crafting an Alchemical Poison, but instead the end result is a paste instead of a liquid. The cost of crafting a paste is the same as that of crafting the liquid version.

Conversion (Master one-shot, Aqua Mortis) – This skill allows you to convert a Poison from one form into another. In order to do this you must have the formula for the liquid. If changing the state of the Poison results in it costing more PP or materials, you must provide that difference or the conversion fails. You can convert from a paste back to a liquid for free, but to convert from a paste to a gas will require you to spend additional PP and possibly materials. You may not convert a Poison into a form that you do not have the skill to create (if you don't possess the Dispersion skill, you can't convert something into a Lash Gas Poison). When converting Alchemical Poisons you will need to turn in the old tag as you would any components used in creating a new item.

Diffuse Poison (Master one-shot, Aqua Mortis, Requires Paste Making) – You have now advanced your abilities with Aqua Mortis such that you are able to craft a recipe as a single-target gas instead of a liquid. You must still follow all of the rules listed for crafting an Alchemical Poison, but instead the end result is a Gas instead of a liquid. The cost when crafting a diffused Toxin is 2x that of a liquid (rounded up). The call for these poisons is “Crush - <effect>”.

Disperse Poison (Grand Master one-shot, Aqua Mortis, Requires Diffuse Poison) – You have now advanced your abilities with Aqua Mortis such that you are able to craft a recipe as an area affect gas instead of a liquid. You must still follow all of the rules listed for crafting an Alchemical Poison, but instead the end result is a Lash gas instead of a liquid. The cost when crafting a Dispersed Poison is 3x that of a liquid (rounded up). The call for these poisons is “Lash - <effect>”.

Alchemical Poison Recipes

Tier 1:

Amplifier Poison II – Like Oils of Thickening this is designed to work with Poisons. It applies a damage multiplier of x2 to any numerical Poison/Venom it is mixed with. You can only apply one Amplifier to any poison. Production Cost: 4PP

Minor Poison – Deals 10 points of Venom damage to the target. As an ingested this damage is Vorpals. As a weapon paste it adds +10 damage to your next attack with that weapon and changes or adds the damage type to Venom. Production Cost: 4PP

Slick Poison – Delivers a, “Slick Venom” to the target which prevents them from running. Production Cost: 4PP

Tier 2:

Disease II – Delivers a “Disease 2” to the target. Production Cost: 4PP

Ignore Poison – Causes the target to, “Charm Ignore Venom” the source of the poison. In the case of an ingested poison, it causes the individual who provided the drink to be Ignored; or if that person is not present the first person seen after drinking the poison. Lasts for a combat/scene. Production Cost: 8PP

Minor Anti-Lock Acid – Reduces the level of the target lock by one. A lock may only have one Acid applied to it/Re-Pop. Production Cost: 8PP

Trap Sense Poison – This venom allows the target to sense the next trap they come near. It does not give them any ability to circumvent or disable the trap. It simply lets them know a trap is nearby. Occupies a General Buff Slot and lasts for the Re-Pop or until used. Production Cost: 8PP

Tier 3:

Amplifier Poison III – Like Oils of Thickening this is designed to work with poisons. It applies a damage multiplier of x3 to any numerical Poison/Venom it is mixed with. You can only apply one Amplifier to any poison. Production Cost: 12PP

Disease III – Delivers a “Disease 3” to the target. Production Cost: 12PP

Lethal Poison – Deals 50 points of Poison damage to the target. As an ingested this damage is Vorpal. As a weapon paste it adds +50 damage to your next attack with that weapon and changes or adds the damage type to Venom. Production Cost: 12PP

Oil of Minor Poison Thickening – This Oil is specially designed to work with the Poison line of recipes and it allows any Poison paste that is applied to a weapon to work for one additional swing of the weapon. A Poison paste may only ever have one thickener applied to it. This may not be applied to the Death Poison. Production Cost: 12PP

Tier 4:

Lesser Enshroud Life Poison – This poison masks your life aura causing you to appear as an undead creature to lesser undead and other **unintelligent** creatures that sense life energy. This lasts until the next Re-Pop, or until they take an offensive action. While this poison is active in your system, you must wear a green headband. Production Cost: 16PP

Haze Poison – Target begins to fade out, becoming Hazy, allowing them to use the Hide skill even if being watched. All other Hide rules still apply. Production Cost: 16PP

Pacify Poison – Delivers a “Pacify Venom” to the target, making them unable to take any aggressive/offensive actions for the Re-Pop or until they are dealt damage. Production Cost: 16PP

Tier 5:

Anti-Lock Acid, Standard – Reduces the level of the target lock by two. A lock may only have one Acid applied to it/Re-Pop. Production Cost: 20PP

Sleep Poison – Delivers a “Sleep Venom” to the target. Production Cost: 20PP

Weakness Poison – Reduces damage dealt by five points and target has five less Strength for purposes of feats of Strength. This poison cannot take the target’s Strength below zero. Call is, “Weakness Venom.” Lasts for Re-Pop or until cured. Production Cost: 20PP

Tier 6:

Charm Befriend Poison – Delivers a “Charm – Befriend Venom” to the target, lasts for a combat/scene. Production Cost: 24PP

Deadly Poison – Deals 100 points of Poison damage to the target. As an ingested this damage is Vorpall. As a weapon paste it adds +100 damage to your next attack with that weapon and changes or adds the damage type to Venom. Production Cost: 24PP

Oil of Poison Thickening – This Oil is specially designed to work with the Poison line of recipes and it allows any Poison paste that is applied to a weapon to work for two additional swings of the weapon. A Poison paste may only ever have one thickener applied to it. This may not be applied to the Death Poison. Production Cost: 24PP

Tier 7:

<Race> Death Poison – This poison delivers a death effect targeted at a specific Race. The call to deliver this poison is, “<Race> Death Venom.” If the target is not of the Race specified they do not take any effect. For example, if you have an Orcish Death Poison the call to deliver this is, “Orc Death Venom.” This recipe requires a drop of blood recently gathered from the targeted Race during the same Re-Pop that the poison is crafted. Production Cost: 28PP

Amplifier Poison IV – Like Oils of Thickening this is designed to work with Poisons. It applies a damage multiplier of x4 to any numerical Poison/Venom it is mixed with. You can only apply one Amplifier to any poison. Production Cost: 28PP

Disease VII – Delivers a “Disease 7” effect to the target. Production Cost: 28PP

Silence Poison – Delivers a “Silence Venom – 10 Seconds” to the target. Production Cost: 28PP

Tier 8:

Eviscerate Poison – Delivers an “Eviscerate Venom” to the target. Production Cost: 32PP

Feign Death Poison – Target appears dead for 10 minutes. Target must lie on ground or be in a totally relaxed position for the duration. Target is not actually dead and may resume normal activity at any time. If attempting to be *dead*, they will appear so even to First Aid, Healing, etc. While the target is under the effects of this poison, no other Poisons may affect them. Disenchant will remove the Feign Death effect. Physical damage-causing blows will have no effect. Target is also immune to all death-causing effects such as a killing blows or Death Blow, but not to things such as Crushing Limbs. Upon moving any part of the body (other than subtle breathing) the effect is broken. Target can hear all that goes on around them as long as the player actually hears it! Production Cost: 32PP

Paralyze Poison – Delivers a “Paralyze Venom – 30 seconds” to the target. Production Cost: 32PP

Tier 9:

Anti-Lock Acid, Greater – Reduces the level of the target lock by four. A lock may only have one acid applied to it/Re-Pop. Production Cost: 36PP

Charm Enslave Poison – Delivers a “Charm – Enslave Venom” to the target. The target becomes enslaved to the commands of the source of the poison. Production Cost: 36PP

Destruction Poison – Delivers a “Destruction Venom” to the target. Production Cost: 36PP

Gaseous Form Poison – This poison grants the target the gaseous ability for 30 seconds. While gaseous you are able to seep through cracks in walls, under locked doors, etc. You are immune to movement-affecting abilities while in Gaseous Form (this means you cannot Blink, while also granting you immunity to Pin, Bind, Web, targeted Repelling Winds-type effects). While in Gaseous Form, you may not run. If your Gaseous Form ends while in a location that your physical body cannot physically contain you take a Death effect each second you are in that location. Magical barriers (Circle of Protection, Ritual Circle, and Circle of Wind as examples) and certain enhanced or enchanted materials may prevent a gaseous individual from passing. Production Cost: 36PP

Tier 10:

<Race> Reaver Poison – This poison must be created to work against a specific Race. When delivered it will deal a triple Death effect to that Race, even if that Race is immune to any part of the call for this poison. The call when using this is, “<Race> Reaver – Death, Death, Death.” For example, the call for a Dwarf Reaver Venom would be, “Dwarven Reaver – Death, Death, Death.” If the target is not of that specific Race then they do not take any effect from the poison. This requires the targeted Race’s <Race> Death Poison to craft and then creates a Race Reaver Venom for that Race. So you can’t change an Elf Death Poison into an Orc Reaver Venom. Production Cost: 40PP & the expenditure of one Rare material

Amplifier Poison V – Like Oils of Thickening this is designed to work with Poisons. It applies a damage multiplier of x5 to any numerical Poison/Venom it is mixed with. You can only apply one Amplifier to any poison. Production Cost: 40PP & the expenditure of one Rare material

Death Poison – Delivers a “Death Venom” to the target. Production Cost: 40PP & the expenditure of one Rare material

Major Oil of Poison Thickening – This Oil is specially designed to work with the Poison line of recipes and it allows any Poison paste that is applied to a weapon to work for three additional swings of the weapon. A Poison paste may only ever have one thickener applied to it. Production Cost: 40PP & the expenditure of one Rare material

Gem Craft

Gem Craft (Fire) – Each level of this skill provides 5PP which can be used to cut gems and create jewelry.

At the Basic level you are able to evaluate gems and determine their value, you can also take an uncut gem and cut it into an octagon-shaped gem. You are able to create gems and jewelry items that you have the recipe for and are equal to or lower than your level of Gem Craft skill.

To cut a gem the following must ALL be true:

1. You must have an uncut gem that you are converting into a cut gem;
2. You must spend 4PP/Verlan of value that the gem is being cut into. Gems must be cut to a specific value based upon color and shape; and
3. All crafting must be submitted to the Production team in order to receive an official tag. At the next check-in bring the uncut gem to the Production Team and you can trade it in for the cut version of the gem you crafted.

Gem Values (in Verlan):

Gem	Color	Octagon	Teardrop	Circle	Element/Magic
Amber	Orange	2	5	10	Earth
Spinal	Pink	2	5	10	Destruction
Amethyst	Purple	5	10	20	Dream
Topaz	Yellow	5	10	20	Air
Ruby	Red	10	25	50	Fire
Sapphire	Blue	10	25	50	Water
Emerald	Green	10	25	50	Protection
Diamond	Clear	25	50	100	Radiance

Jeweler (Basic one-shot, Gem Craft) – With this skill you can craft mundane jewelry items. The crafting of these items requires the expenditure of 1PP and five Pemb in coin to craft (these values can both be increased to make a more valuable piece of jewelry) and results in a piece of jewelry with a value equal to the coin used in crafting the item. Jewelers can make finger rings, bracelets, necklaces, earrings or circlets. No other options exist at this time. It costs 5 PP to set an expendable gem in a piece of jewelry and a Jeweler is limited to setting one gem per named level of

Gem Craft they possess into a single piece of Jewelry (at basic level you can set 1, expert 2, etc.).

Cut Teardrop (Expert one-shot, Gem Craft) – You have now advanced your skill and learned how to cut teardrop-shaped gems. The rules for this are the same as the cutting octagon-shaped gems but the value and uses for teardrops may be different.

Set Mystic Stones (Master one-shot, Requires Cut Teardrop) – You have advanced your skill with gems to such a degree that you are now able to inset gems into various pieces of jewelry for uses of magic skills. The cut of the gem that can be inserted into a piece of jewelry is limited to the named level of the Gem Crafter’s skill. Example: A master can set a circle. An octagon takes one Enchantment Slot, a teardrop takes two Enchantment Slots and a circle takes three Enchantment Slots. If you do not have enough skill for the cut of the gem to be inset, both the item and the gem are destroyed in the crafting process. Setting a gem into jewelry also requires one Exotic material/size category of the gem (octagon = 1, teardrop = 2, circle = 3) in addition to any other requirements.

The cost in PP to set gems into jewelry is listed below:

Gem	Octagon (1)	Teardrop (2)	Circle (3)	Element/Magic
Amber	100	200	300	Earth
Spinal	100	200	300	Destruction
Amethyst	100	200	300	Dream
Topaz	100	200	300	Air
Ruby	100	200	300	Fire
Sapphire	100	200	300	Water
Emerald	100	200	300	Protection
Diamond	100	200	300	Radiance

Setting a gem into jewelry grants the wearer additional uses of the appropriate gems Magic’s skill use. So setting a teardrop-cut Amber into a ring would require an Expert Gem Crafter to set, but would grant two additional uses of Earth Magic/Re-Pop to the wearer. If it was an octagon-cut Emerald, it would provide one additional use of Protection Magic.

All Gem Crafting recipes must be placed into a piece of jewelry to function. Every gem with special properties must be set into a piece of jewelry in order for its special properties to be accessible. You can only set one type of mystic gem into any piece of jewelry at a time. Example: only a single Amber, Spinal, Amethyst, etc.

Cut Round Gem (Grand Master one-shot, Requires Cut Teardrop) – You have now advanced your skill and learned how to cut circle-shaped gems. The rules for this are the same as the cutting octagon-shaped gems but the value and uses for circle may be different.

Gem Craft Recipes

To craft a Gem recipe the following must ALL be true:

1. You must have a copy of the recipe for the item you wish to create;
2. You must have the appropriate cut gem and phys rep for the jewelry item;
3. Your Gem Craft/Jewelry Crafter skill must be equal to or higher than the level of the recipe you are crafting;
4. If the recipe is a level 10 expendable or higher it requires the expenditure of one Rare material;
5. Permanent items will have different material requirements based on the recipe; and
6. All crafting must be submitted to the Production team in order to receive an official tag.

Tier 1:

Gem Dust – When cutting a gem you are able to take extra time and gather Gem Dust from the process. This Gem Dust can be used by various other crafting skills and Ritual casters to enhance their creations. You may gather up to ½ of the value of the gem (round down) worth of Gem Dust. Production Cost: each PP of Gem Dust gathered requires the expenditure of 1PP of Gem Crafting skill. For example, if you are cutting an octagon-shaped Topaz valued at five Verlan, it costs 20PP to cut the gem. This process will produce 2PP of Gem Dust which can be gathered by spending two additional PP (so 22 total to cut the octagon-shaped Topaz and gather the Gem Dust).

Gem Dust may be used in the following manner by other crafting skills:

- Alchemy: If an equal number of Gem Dust PP are added to an INGESTED Alchemical Potion when it is crafted, that Alchemy will create two uses of the Potion.
- Aqua Mortis: If an equal number of Gem Dust PP are added to an INGESTED Alchemical Poison when it is crafted, that Alchemy will create two uses of the Poison. The same can be done with an Alchemical Poison Paste when it is crafted, to add an extra swing.

- Herbalism: Adding 2PP/level of the recipe in Gem Dust to an herb while it is being prepared creates one additional serving. May only be done once per herb.
- Relic Crafting: Gem Dust can be used to reduce the cost of making a Scroll by the amount of Gem Dust used. You must still spend a minimum of 1 PP of Relic Crafting.
- Rituals: Gem Dust may be used to replace Air, Earth, Fire or Water components on a one-to-one basis when casting a ritual.
- Smithing: 1PP of Gem Dust may be added to a single arrow. When that arrow is fired it will deal Earth, Air, Fire or Water damage instead of Edge. Damage type must be chosen when the Gem Dust is added to the arrow.
- Spell Weaving: If an equal number of Gem Dust PP are added to a consumable item when it is crafted, that item will have an additional use placed inside of it provided the item has the necessary Enchantment Slot to hold the additional use.
- Tinkering: Gem Dust can be used to power tinkered devices when they are crafted. You may charge a Tinkering device with 4PP of Gem Dust/level of the device and it will add an additional charge to the tinkered device. A tinkered device may only be charged with 1 additional use per named level of the tinker crafting it. (Max 5 uses)
- Trap Making: If an equal number of Gem Dust PP are added to a Spell Storing Trap when it is crafted, it will add an additional stack to the trap, beyond what can be done with Trap Stacking.

Novice Rage Stone – You can convert an uncut Spinal into a Rage Stone, harnessing the power of destruction and granting someone +5 melee damage for the next three attacks after crushing the gem. Production Cost: 4PP

Novice Tracking Stone – You can convert an uncut Amber into a Novice Tracking Stone. To use the stone you attune yourself to it through a simple 30-second process. Once attuned anyone carrying the stone becomes easier to track for the rest of the Re-Pop, granting you +1 to your tracking skill when following the individual carrying the Tracking Stone. Once the stone's power has been expended (Re-Pop) it turns to worthless dust. This stone is commonly used by Cavaliers of DeVris to aid them in tracking a known brigand back to its lair so that they can bring the whole band of outlaws to justice. Production Cost: 4PP

Tier 2:

Lesser Bravery Stone – You can convert an uncut Ruby into a Lesser Bravery Stone. This stone can be used by the possessor in times of great fear to quell that fear. The stone works by removing fear from the holder. To use the stone simply crush it while under the effects of a fear and it will restore your courage. Production Cost: 8PP

Novice Bard Stone – You can convert an uncut Topaz into a Novice Bard Stone. Any bard, who is wearing a Bard Stone and expends its energy during a Bard Song, can affect one additional target with that song. When used, the Novice Bard Stone turns into worthless dust. Production Cost: 8PP

Novice Scrying Stone – You can take an uncut Sapphire and attune it to free-floating knowledge. This stone can then be used to ask a simple question resulting in a yes/no answer. The stone is destroyed when an answer is received and grants one use of the Augury skill. Production Cost: 8PP

Octagon Mana Stone – You are able to take uncut gems and harvest the natural magical energy within them, converting it into raw Mana. To do this costs 4PP/Verlan value of the uncut gem's octagon value (e.g. an uncut Amethyst would contain five Mana once completed). To gather this Mana you must channel it from the stone at a rate of one point/second and the process destroys the gem. A mage may not exceed their Mana capacity per their level of the Mana skill. Production Cost: 4PP/Verlan value of the octagon cut gem

Tier 3:

Expert Rage Stone – You can convert an uncut Spinal into a Rage Stone, harnessing the power of destruction and restoring a use of the Rage skill to someone who crushes it (user must possess the Rage skill). Production Cost: 12PP

Expert Tracking Stone – You can convert an uncut Amber into an Expert Tracking Stone. To use the stone you attune yourself to it through a simple 30-second process. Once attuned anyone carrying the stone becomes easier to track for the next 24 hours, granting you +3 to your tracking skill when following the individual carrying the Tracking Stone. Once the stone's power is expended (24 hours), it crumbles into worthless dust. Production Cost: 12PP

Novice Rogues Gem – You can take an uncut Amethyst and attune it to the Dreamscape in such a way that it will vibrate when you are in danger of setting off a trap. The gem is destroyed in the process and grants one use of the Search - Find Concealed skill only usable for Detecting Traps before setting them off. Production Cost: 12PP

Tier 4:

Bravery Stone – You can convert an uncut Ruby into a Bravery Stone. This stone can be used to absorb a single fear effect that is directed at the wearer (grants one use of Resist Fear). Production Cost: 16PP

Expert Scrying Stone – You can take a uncut Sapphire and attune it to free-floating knowledge. This stone can then be used to ask a simple question resulting in a single word answer. The stone is destroyed when an answer is received (grants one use of the Soothsaying skill). Production Cost: 16PP

Lesser Shrouding Gem – You can convert an uncut Emerald into a Lesser Shrouding Stone. This stone can be crushed to hide your presence from divinations, granting you a small (one question) Scry Shield. Production Cost: 16PP

Teardrop Mana Stone – You are able to take uncut gems and harvest the natural magical energy within them, converting it into raw Mana. To do this costs 4PP/Verlan value of the uncut gem's teardrop value (e.g. an uncut Amethyst would contain ten Mana once completed). To gather this Mana you must channel it from the stone at a rate of one point/second and the process destroys the gem. A mage may not exceed their Mana capacity per their level of the Mana skill. Production Cost: 4PP/Verlan value of the teardrop cut gem

Tier 5:

Cut Rare Component – You are able to take an uncut gem of any color and convert it into a Rare material for use in crafting more advanced items. Production Cost: 20PP (follows all the normal crafting rules).

Expert Bard Stone – You can convert an uncut Topaz into an Expert Bard Stone. Any bard who is wearing a Bard Stone and expends its energy can instantly complete a Bard Song (all other conditions of using Bard Song still apply). When used the Bard Stone turns into worthless dust. Production Cost: 20PP

Expert Rogues Gem – You can take an uncut Amethyst and attune it to the Dreamscape in such a way that it will vibrate when you are in danger of setting off a trap. The gem is destroyed in the process after the second time it detects a trap (grants two uses of the Search - Find Concealed skill only usable for Detecting Traps before setting them off). Production Cost: 20PP

Tier 6:

Circle Mana Stone – You are able to take uncut gems and harvest the natural magical energy within them, converting it into raw Mana. To do this costs 4PP/Verlan value of the uncut gem's circle-cut value (e.g. an uncut Amethyst would contain 20 Mana once completed). To gather this Mana you must channel it from the stone at a rate of one point/second and the process destroys the gem. A mage may not exceed their Mana capacity per their level of the Mana skill. Production Cost: 4PP/Verlan value of the circle cut gem

Master Scrying Stone – You can take an uncut Sapphire and gaze through it like a pool of water, allowing you to scry upon something. This gem functions per the Soothsaying Glimpse one-shot. The gem is destroyed when used and grants one use of the Soothsaying skill. Production Cost: 24PP

Shrouding Gem – You can convert an uncut Emerald into a Shrouding Stone. This stone can be crushed to hide your presence from divinations, granting you a two-question Scry Shield. Production Cost: 24PP

Tier 7:

Courage Stone – You can convert an uncut Ruby into a Courage Stone. This stone can be used to absorb a single Fear effect that is directed at the wearer and then redirect that same Fear effect back upon someone else within the same Re-Pop. If the Fear effect is not released the gem will slowly release the fear it is holding and turn to worthless dust (grants one use of "Absorb Fear" whatever fear effect it absorbs, can then be delivered by anyone who crushes the gem). Production Cost: 28PP

Greater Rage Stone – You can convert an uncut Spinal into a Greater Rage Stone, harnessing the power of destruction and restoring a use of the Rage skill OR granting +10 damage for the next five attacks to someone who crushes it (user must possess the Rage skill to have it restored). Production Cost: 28PP

Master Rogues Gem – You can take an uncut Amethyst and attune it to the Dreamscape in such a way that it will vibrate when you are in danger of setting off a trap. The gem is destroyed in the process after the third time it detects a trap (grants three uses of the Search - Find Concealed skill only usable for Detecting Traps before setting them off). Production Cost: 28PP

Tier 8:

Minor Hekastone – You can modify a Mana stone into a Hekastone. A Hekastone has all the powers of a Mana Stone, but also allows the mage to cast from the gem. In order to do this the mage simply calls, "Hekastone" instead of their normal incant. The Hekastone must have enough Mana within it to fuel the entire casting of the spell and once all the Mana is gone from the Hekastone it crumbles to dust. For example, normally to cast a Fire Bolt the incant would be, "By the Rage of Fire I call forth a Flame bolt – 100 Fire." When using a Hekastone you would simply say, "Hekastone Flame bolt – 100 Fire." Production Cost: 4PP/Mana in the stone.

Master Tracking Stone – You can convert an uncut Amber into a Master Tracking Stone. To use the stone you attune it to your target through a drop of their blood or you can attune it to yourself by placing a drop of your blood on the stone. If attuned to a specific target, the stone will allow you to track that person for 24 hours anywhere in the world by pointing to them. If attuned to yourself, anyone carrying the stone becomes easier to track for the next 24 hours, doubling your tracking skill when following the individual carrying the Tracking Stone. This stone may be activated once every 24 hours. Once activated it will "Cast Track X" into a General Buff Slot. Production Cost: 100PP & the expenditure of 1 Exotic material.

Tier 9:

Craft Vision Stone – You can transform a cut Diamond into a Vision Stone. A Vision Stone can be used one, two or three times/Re-Pop depending on the cut. An octagon can be used 1/Re-Pop, a teardrop can be used 2/Re-Pop and a circle can be used 3/Re-Pop. A Vision Stone will allow someone to share a soothsayer's vision. The diviner must be willing to share the vision with the stone and once begun the stone will continue showing the vision until it is ended (no cutting it off part way through) by "Cast: Vision Stone" upon the target. Production Cost: 100/200/300PP depending on the cut & the expenditure of 1/2/3 Exotic materials depending on the cut.

Greater Shrouding Gem – You can convert an uncut Emerald into a Greater Shrouding Gem. This Gem can be crushed to hide your presence from divinations, granting you a three-question Scry Shield. Production Cost: 36PP

Shrouding Ring – This ring requires a cut Emerald to craft. Once completed it will provide the wearer with a Skill Store of one, two or three uses of Scry Shield each Re-Pop, depending on the cut. The ring attunes itself to the wearer, causing them to appear hazy through divinations even after the shield has been breached. Due to this attuning a second one of these rings causes the opposite effect resulting in the individual appearing vibrant and clear to any divinations (resulting in the loss of ALL Scry Shields for the Re-Pop). Crafting of this will either create a new ring, or allow the crafter to place the enchanted gem into a pre-existing item of appropriate type. The shrouding effect takes up one enchantment slot with each level of scry

shield taking up another enchantment slot. So a level one Shrouding Ring requires 2 enchantment slots while a level three requires 4 enchantment slots and to be crafted by a Grand Master. Production Cost: 100/200/300PP depending on the cut & the expenditure of 1/2/3 Exotic materials depending on the cut.

Tier 10:

Air Ring – This ring requires a circle-cut Topaz to craft. Once completed it will function as Skill Store: Mana Reduction Air, reducing the cost to cast Air spells by one, to a minimum of one Mana. An individual may only benefit from one Air Ring. Setting the gem into this ring does occupy an Enchantment Slot. Crafting of this will either create a new ring, or allow the crafter to place the enchanted gem into a pre-existing item of appropriate type. Production Cost: 300PP & the expenditure of 3 Exotic materials.

Earth Ring – This ring requires a circle-cut Amber to craft. Once completed it will function as Skill Store: Mana Reduction Earth, reducing the cost to cast Earth spells by one, to a minimum of one Mana. An individual may only benefit from one Earth Ring. Setting the gem into this ring does occupy an Enchantment Slot. Crafting of this will either create a new ring, or allow the crafter to place the enchanted gem into a pre-existing item of appropriate type. Production Cost: 300PP & the expenditure of 3 Exotic materials.

Cut Exotic Component – You are able to take an uncut gem of any color and convert it into an Exotic material for use in crafting more advanced items. Production Cost: 40PP & the expenditure of one Rare material.

Fire Ring – This ring requires a circle-cut Ruby to craft. Once completed it will function as a Skill Store: Mana Reduction Fire, reducing the cost to cast Fire spells by one, to a minimum of one Mana. An individual may only benefit from one Fire Ring. Setting the gem into this ring does occupy an Enchantment Slot. Crafting of this will either create a new ring, or allow the crafter to place the enchanted gem into a pre-existing item of appropriate type. Production Cost: 300PP & the expenditure of 3 Exotic materials.

Master Bard Stone – You can convert an uncut Topaz into a Master Bard Stone. A Master Bard Stone is capable of storing a Bard Song that is sung by a bard specifically into the Master Bard Stone. This song can then be released by crushing the gem (the song is completed instantly). Many bards use this as a means of preserving their work in the hopes that another bard will find the song and continue its life. This stone cannot store songs affected by Project Voice. Production Cost: 40PP & the expenditure of one Rare material.

Water Ring – This ring requires a circle-cut Sapphire to craft. Once completed it will function as a Skill Store: Mana Reduction Water, reducing the cost to cast Water spells by one, to a minimum of one Mana. An individual may only benefit from one Water Ring. Setting the gem into this ring does occupy an Enchantment Slot. Crafting of this will either create a new ring, or allow the crafter to place the enchanted gem into a pre-existing item of appropriate type. Production Cost: 300PP & the expenditure of 3 Exotic materials.

Herbalism

Herbalism (Earth) – Each level of this skill provides 5pp that can be used to craft Herbalism items. At the basic level an herbalist is able to craft any recipe they know as a Bandage or Poultice. Using a bandage or Poultice takes an uninterrupted 30 count to apply and then 10 minutes of time to take effect. A person may only have one Herbalism timer in effect on them at a time, but this timer does not interfere with other counted actions.

To create an Herbalism item the following must ALL be true:

1. You must have a copy of the recipe for the item you wish to create;
2. You must have a phys rep for the item;
3. Your Herbalism skill must be equal to or higher than the level of the recipe you are crafting;
4. If the recipe is level 10 expendable or higher it requires the expenditure of one Rare material; and
5. All crafting must be submitted to the Production team in order to receive an official tag.

Craft Salve (Expert one-shot) - You have now advanced your abilities with Herbalism such that you can craft a recipe as a salve. Salves still require an uninterrupted 30 count to apply, but only take one minute after that to take effect. You must still follow all the rules listed for crafting Herbalism items but instead the end result is a salve. The cost of crafting a salve is 1½x the recipe cost, rounded up.

Craft Herbs (Master one-shot) - You have now advanced your abilities with Herbalism such that you can craft a recipe as an herb. An herb may be used either to brew tea, or be cooked into food, that when consumed has the recipe effect. Preparing food/tea with an herb requires at least 10 minutes and will produce 5 servings. An individual may only benefit from one serving per cooking/brewing, and any servings that remain unused at the end of the Re-Pop expire. You must still follow all the rules listed for crafting Herbalism items. The cost of crafting an herb is 3x the total recipe cost, rounded up.

Craft Candle (Grand Master one-shot) – You have now advanced your abilities with Herbalism such that you can craft a recipe as a candle. A candle must burn for at least 10 minutes after which it will affect anyone within the room/voice radius range of the candle when the effect is called. You must still follow all the rules listed for crafting Herbalism items. The cost of crafting a candle is 4x the recipe cost, rounded up.

Herbalism Recipes

Tier 1:

Basic Pouch – This pouch can hold 1 instant effect enchant. You may utilize the consumable items by simply touching your pouch and calling "Pouch <Effect>". The pouch does not reduce the time it takes for the item to take effect, but you are no longer required to find the item in your pouch in order to use it. It takes a 100 count for each item to be set up in your pouch and takes a separate 100 count to equip the pouch to be used once set up. An individual may only have one pouch "equipped" at a time. A pouch does not need to be attuned to use. Production: 100 production points and one Exotic material.

Cure I – This Herbalism item reduces any Disease or Taint on an individual by 1 level. Production Cost: 4PP

Heal I – This Herbalism item heals 10 life points when it takes effect. Production Cost: 4PP

Purifying I – This Herbalism item provides a buff into a General Buff Slot that reduces all taint effects by 1 to a minimum of 0. Production Cost: 4PP

Tier 2:

Heal II – This Herbalism item heals for 20 life points when it takes effect. Production Cost: 8PP

Restore Life I – This Herbalism item restores 10 drained life points when it takes effect. Production Cost: 8PP

Restore Strength I – This Herbalism item restores 1 drained strength level when it takes effect. Production Cost: 8PP

Tier 3:

Expert Pouch - This pouch can hold 3 instant effect enchants. You may utilize the consumable items by simply touching your pouch and calling "Pouch <Effect>". The pouch does not reduce the time it takes for the item to take effect, but you are no longer required to find the item in your pouch in order to use it. It takes a 100 count for each item to be set up in your pouch and takes a separate 100 count to equip the pouch to be used once set up. An individual may only have one pouch "equipped" at a time. A pouch does not need to be attuned to use. Production: 200 production points and two Exotic materials.

Focus I – This Herbalism item grants a buff into a General Buff Slot that reduces all counted actions that are greater than 10 by 10%. Production Cost: 12PP

Heal III – This Herbalism item heals 30 Life Points when it takes effect. Production Cost: 12PP

Mana Restore I – This Herbalism item restores 5 mana when it takes effect. Production Cost: 12PP

Purifying II - This Herbalism item provides a buff into a General Buff Slot that reduces all taint effects by 2 to a minimum of 0. Production Cost: 12PP

Tier: 4

Cure II - This Herbalism item reduces any Disease or Taint on an individual by 2 levels. Production Cost: 16PP

Heal IV – This Herbalism item heals 40 life points when it takes effect. Production Cost: 16PP

Reduce <Element> Casting I – This Herbalism item grants a buff into a General Buff Slot that reduces the mana cost of all spells from a single element by 1. The element must be chosen at the time of crafting, not at the time of activation. Production Cost: 16PP

Restore Skill I – Grants an Inspiration of Herbalism: Gain a Basic skill restore. Production Cost: 16PP

Tier 5:

Heal V – This Herbalism item heals 50 Life Points when it takes effect. Production Cost: 20PP

Planar Asylum <Elemental> - This Herbalism item grants a buff into a General Buff Slot for Planar asylum to one specific elemental plane. The Plane must be specified when the item is crafted, not when it is activated. Production Cost: 20PP

Plenty – This Herbalism item grants an additional General Buff slot when it takes effect. Production Cost: 20PP

Purifying III - This Herbalism item provides a buff into a General Buff Slot that reduces all taint effects by 3 to a minimum of 0. Production Cost: 20PP

Tier 6:

Heal VI – This Herbalism item heals 60 Life Points when it takes effect. Production Cost: 24PP

Mana Restore II – This Herbalism item restores 10 mana when it takes effect. Production Cost: 24PP

Master Pouch - This pouch can hold 6 instant effect enchants. You may utilize the consumable items by simply touching your pouch and calling "Pouch <Effect>". The pouch does not reduce the time it takes for the item to take effect, but you are no longer required to find the item in your pouch in order to use it. It takes a 100 count for each item to be set up in your pouch and takes a separate 100 count to equip the pouch to be used once set up. An individual may only have one pouch "equipped" at a time. A pouch does not need to be attuned to use. Production: 300 production points and three Exotic materials.

Restore Life II - This Herbalism item restores 50 drained life points when it takes effect. Production Cost: 24PP

Restore Strength II – This Herbalism item restores 5 levels of drained strength when it takes effect. Production Cost: 24PP

Tier 7:

Heal VII – This Herbalism item heals 70 Life Points when it takes effect. Production Cost: 28PP

Purifying IV - This Herbalism item provides a buff into a General Buff Slot that reduces all taint effects by 4 to a minimum of 0. Production Cost: 28PP

Reduce <Element> Casting II – This Herbalism item grants a buff into a General Buff Slot that reduces the mana cost of all spells from a single element by 2. The element must be chosen at the time of crafting, not at the time of activation. Production Cost: 28PP

Restore Skill II – Grants an Inspiration of Herbalism: Gain an Expert skill restore. Production Cost: 28PP

Tier 8:

Cure III - This Herbalism item reduces any Disease or Taint on an individual by 3 levels when it takes effect. Production Cost: 32PP

Heal VIII – This Herbalism item heals 80 Life Points when it takes effect.
Production Cost: 32PP

Reduce Casting I – This Herbalism item grants a buff into a General Buff Slot that reduces the mana cost of all spells by 1. Production Cost: 32PP

Tier 9:

Heal IX – This Herbalism item heals 90 Life Points when it takes effect. Production Cost: 36PP

Focus II – This Herbalism item grants a buff into a General Buff Slot that reduces all counted actions that are greater than 10 by 20%. Production Cost: 36PP

Mana Restore III – This Herbalism item restore 15 Mana when it takes effect.
Production Cost: 36PP

Planar Asylum <Any> - This Herbalism item grants planar asylum to one specific plane into a General Buff Slot. The plane needs to be specified at the time of crafting, not at the time of activation. Production Cost: 36PP

Tier 10:

Grand Master Pouch - This pouch can hold 10 instant effect enchants. You may utilize the consumable items by simply touching your pouch and calling "Pouch <Effect>". The pouch does not reduce the time it takes for the item to take effect, but you are no longer required to find the item in your pouch in order to use it. It takes a 100 count for each item to be set up in your pouch and takes a separate 100 count to equip the pouch to be used once set up. An individual may only have one pouch "equipped" at a time. A pouch does not need to be attuned to use.
Production: 400 production points and four Exotic materials.

Heal X – This Herbalism item heals 100 Life Points when it takes effect. Production Cost: 40PP & the expenditure of one Rare material

Protection – This Herbalism item grants a Protection Slot when it takes effect.
Production Cost: 40PP & the expenditure of one Rare material

Purifying V - This Herbalism item provides a buff into a General Buff Slot that reduces all taint effects by 5 to a minimum of 0. Production Cost: 40PP & the expenditure of one Rare material

Restore Life III - This Herbalism item restores all drained life points when it takes effect. Production Cost: 40PP & the expenditure of one Rare material

Restore Skill III - Grants an Inspiration of Herbalism: Gain a Grand Master skill restore. Production Cost: 40PP & the expenditure of one Rare material

Restore Strength III - This Herbalism item restores all drained strength when it takes effect. Production Cost: 40PP & the expenditure of one Rare material

Relic Crafting

Relic Crafting (Water, Requires Read/Write & Read Magic) - Each level of this skill provides 5PP that can be used to craft Relic Crafting items.

A scroll is a magical paper that contains everything needed to enact a specific spell. In order to use a scroll you must be able to Read Magic. Using a scroll requires that you have a light with which to read the scroll. You must touch the spell Packet to the scroll, recite the incant on the scroll and you may then deliver the spell. The scroll is then expended and should be ripped in half. Each level of this skill provides 5PP which can be used to craft relics and scrolls.

To create a scroll the following must ALL be true:

1. You must have a legal copy of the scroll you wish to create;
2. You must have the necessary skill levels to be able to cast the spell (if you are trying to craft a level 5 Fire scroll, but you only possess level 3 Fire Magic, you may not create that scroll even if your Relic Crafting skill is level 5 or higher, you simply don't have the working knowledge of how Fire Magic works);
3. Your level of Relic Crafting must be equal to or higher than the level of the scroll;
4. You must expend 4PP for each level of the scroll you are creating;
5. If the recipe is level 10 expendable or higher it requires the expenditure of one Rare material; and
6. All crafting must be submitted to the Production team in order to receive an official tag.

To create a Relic the following must ALL be true:

1. You must have a copy of the recipe for the item you wish to create;
2. You must have a phys rep for the item;
3. Your Relic Crafting skill must be equal to or higher than the level of the recipe you are crafting;
4. If the recipe is level 10 expendable or higher it requires the expenditure of one Rare material.
5. All crafting must be submitted to the Production team in order to receive an official tag; and
6. All wand phys reps must be at least 12 inches long and may not be used to block or attack in melee.

Transcribe (Expert one-shot, Relic Crafting) – You have now advanced your abilities with crafting scrolls to such a level that you are able to place a scroll that is not currently in a Spell Book into a Spell Book so that it may be used by a mage to cast that specific spell if they have the appropriate skills. While there is not a material cost to Transcribe a scroll into a Spell Book you must do the following:

1. You must first have a legal copy of the scroll you wish to Transcribe;
2. You must tape that scroll onto a page of the Spell Book you wish to place it in;
3. You must expend 1PP/level of the scroll you are Transcribing; and
4. A Production Marshal must initial the Transcription on the page in the Spell Book that the scroll was placed.

Master Scroll Maker (Master one-shot, Relic Crafting) – You have now advanced your knowledge of Relic Crafting so that you are no longer required to be able to cast the spell of the scroll you wish to copy in order to create a scroll of it. You must still have the appropriate level of Relic Crafting for the crafting and this ability only applies to Earth, Air, Fire and Water spell scrolls. If you wish to create a level 5 Fire scroll, but you only possess level 3 Fire Magic you may still create that scroll so long as your level of Relic Crafting is equal to or greater than the level of the scroll.

Ritual Crafting (Grand Master one-shot, Relic Crafting) – You have advanced your abilities as a Relic Crafter to such a degree that you are not only able to copy Ritual scrolls, but you may also create Ritual scrolls.

In order to copy a Ritual scroll all of the following must occur:

1. You must have a legal copy of the Ritual scroll you wish to copy;
2. You must expend 5PP/level of the Ritual scroll;
3. You must expend one Exotic component/2 levels of the Ritual scroll;
4. You must expend one Rare component/level of the Ritual scroll;
5. You must expend Basic components equal to those needed for casting the Ritual scroll; and
6. The Ritual scroll copied will possess one charge. At the time of crafting additional PP equal to the base cost may be spent to grant the scroll extra uses up to a maximum of five uses. For example, Vaellar wishes to copy a level 1 Ritual scroll that takes three blue components to cast. After spending the required time for the crafting he is then responsible for submitting the crafting properly. If everything was done correctly then at the next event the Production Marshals will have a printed copy of the Ritual scroll for him with the appropriate number of use boxes on the scroll.

In order to create a Ritual scroll the following must occur:

1. This process should take place at Logistics whenever possible to avoid disrupting the game;
2. You must know of the Ritual you wish to create the scroll for and have the required research notes (usually gained through the Research skill). Just having seen the Ritual cast is not the same as having the notes on the Ritual (however, it would be enough to start looking for the notes);
3. You must expend 10PP/level of the Ritual scroll you are creating;
4. You must expend one Exotic component/level of the Ritual scroll you are creating;
5. You must expend two Rare components/level of the Ritual scroll you are creating;
6. The newly-crafted Ritual scroll can only possess **one** charge.
7. A GM and a Production Marshal must initial the newly-crafted Ritual scroll.

Note: For wand recipes, the gem and gem dust cost to create the wand must also be spent while learning that recipe. In addition, if the cost for a recipe includes another wand, the learner must already have the recipe for that wand in their recipe book. For example, you cannot learn the Master Water Wand recipe if you do not already have the Basic Water Wand and Expert Water Wand recipes.

Wands do not require attunement by the player unless they are enchanted beyond their base ability even though they are of a magical nature. These are no different than a sword or armor before it is enchanted.

Relic Recipes

Tier 1:

Basic Air wand – This wand provides a +1 damage bonus to combat duration air damage packets generated through the air magic skill. Production Cost: 5PP & an uncut Topaz

Basic Earth wand – This wand provides a +1 damage bonus to combat duration earth damage packets generated through the earth magic skill. Production Cost: 5PP & an uncut Amber

Basic Fire wand – This wand provides a +1 damage bonus to combat duration fire damage packets generated through the fire magic skill. Production Cost: 5PP & an uncut Ruby

Basic Water wand – This wand provides a +1 damage bonus to combat duration water damage packets generated through the water magic skill. Production Cost: 5PP & an uncut Sapphire

Tier 2:

Basic Life wand – This wand provides a +1 damage bonus to combat duration Life damage packets generated through the earth magic skill. Production Cost: 15PP & an uncut Amber

Basic Lightning wand – This wand provides a +1 damage bonus to combat duration Vorpal Air damage packets generated through the air magic skill. Production Cost: 15PP & an uncut Topaz

Basic Magic wand – This wand provides a +1 damage bonus to combat duration magic damage packets generated through the water magic skill. Production Cost: 15PP & an uncut Sapphire

Basic Shatter Armor wand – This wand provides a +1 damage bonus to combat duration Shatter Armor damage packets generated through the fire magic skill. Production Cost: 15PP & an uncut Ruby

Tier 3:

Expert Air wand – Upgrades a Basic Air wand into an Expert Air wand granting it +3 damage (instead of +1). Production Cost: 25PP, a Basic Air wand & an octagon cut Topaz

Expert Earth wand – Upgrades a Basic Earth wand into an Expert Earth wand granting it +3 damage (instead of +1). Production Cost: 25PP, a Basic Earth wand & an octagon cut Amber

Expert Fire wand – Upgrades a Basic Fire wand into an Expert Fire wand granting it +3 damage (instead of +1). Production Cost: 25PP, a Basic Fire wand & an octagon cut Ruby

Expert Water wand – Upgrades a Basic Water wand into an Expert Water wand granting it +3 damage (instead of +1). Production Cost: 25PP, a Basic Water wand & an octagon cut Sapphire

Lesser Repair Crystal – This crystal takes a five count to activate and repairs 30 point worth of Mystical Armor. Once activated the crystal turns to dust. Production Cost: 12PP

Tier 4:

Basic Protection wand – By utilizing this wand the wielder may refit Mystical Armor 5 seconds faster. Production Cost: 15PP & an uncut Emerald

Basic Ritual wand – This wand removes the need for one basic component when used in casting a ritual. A ritual can be affected by only one Ritual wand. Production Cost: 15PP & 25PP worth of Gem Dust

Simple Disenchanting wand – This wand enhances the wielders disenchant skill to Packet range but consumes an additional use of the skill when activated. Production Cost: 50PP & 10PP worth of Gem Dust

Simple Sense Magic wand – This wand enhances the basic level of sense magic to point range but consumes an additional use of the skill when activated. Production Cost: 50PP & 10PP worth of Gem Dust

Tier 5:

Expert Life wand – Upgrades a Basic Life wand into an Expert Life wand granting it +3 damage (instead of +1). Production Cost: 50PP, a Basic Life wand & an octagon cut Amber

Expert Lightning wand – Upgrades a Basic Lightning wand into an Expert Lightning wand granting it +3 damage (instead of +1). Production Cost: 50PP, a Basic Lightning wand & an octagon cut Topaz

Expert Magic wand – Upgrades a Basic Magic wand into an Expert Magic wand granting it +3 damage (instead of +1). Production Cost: 50PP, a Basic Magic wand & an octagon cut Sapphire

Expert Shatter wand – Upgrades a Basic Shatter wand into an Expert Shatter wand granting it +3 damage (instead of +1). Production Cost: 50PP, a Basic Shatter wand & an octagon cut Ruby

Repair Crystal – This crystal takes a five count to activate and repairs 50 points worth of Mystical Armor. Once activated the crystal turns to dust. Production Cost: 20PP

Spell Amplification Crystal – This crystal can be used to amplify the power of any numerical damage dealing spell. Once activated the crystal doubles the damage of the next spell the mage casts. When activated the crystal turns to dust. Production Cost: 20PP

Tier 6:

Expert Protection wand – Upgrades a basic protection wand into an expert protection wand. This changes the refit reduction from 5 seconds to 10 seconds. Production Cost: 75PP, a Basic Protection wand & an octagon cut Emerald

Expert Ritual wand – Upgrades a basic ritual wand into an expert ritual wand. This changes the wand so that it removes the need for one of each basic component when used in casting a ritual. A ritual can be affected by only one Ritual wand. Production Cost: 75PP, a Basic Ritual wand & 50PP worth of gem dust

Master Air wand – Upgrades an Expert Air wand into a Master Air wand granting it +6 damage (instead of +3). Production Cost: 50PP, an Expert Air wand & a teardrop cut Topaz

Master Earth wand – Upgrades an Expert Earth wand into a Master Earth wand granting it +6 damage (instead of +3). Production Cost: 50PP, an Expert Earth wand & a teardrop cut Amber

Master Fire wand – Upgrades an Expert Fire wand into a Master Fire wand granting it +6 damage (instead of +3). Production Cost: 50PP, an Expert Fire wand & a teardrop cut Ruby

Master Water wand – Upgrades an Expert Water wand into a Master Water wand granting it +6 damage (instead of +3). Production Cost: 50PP, an Expert Water wand & a teardrop cut Sapphire

Tier 7:

Complex Disenchanting wand – This wand enhances the wielders disenchant skill allowing them to expend an additional use of the skill to “Press” their disenchant when resisted. Production Cost: 250pp, a Simple Disenchanting wand & 25PP worth of Gem Dust

Complex Sense Magic wand – This wand enhances the basic level of sense magic to lash centered upon the wielder but consumes an additional use of the skill when activated. Production Cost: 250pp, a Simple Sense Magic wand & 25PP worth of Gem Dust

Master Life wand – Upgrades an Expert Life wand into a Master Life wand granting it +6 damage (instead of +3). Production Cost: 100PP, an Expert Life Wand & a teardrop cut Amber

Master Lightning wand – Upgrades an Expert Lightning wand into a Master Lightning wand granting it +6 damage (instead of +3). Production Cost: 100PP, an Expert Lightning wand & a teardrop cut Topaz

Master Magic wand – Upgrades an Expert Magic wand into a Master Magic wand granting it +6 damage (instead of +3). Production Cost: 100PP, an Expert Magic wand and a teardrop cut Sapphire

Master Shatter wand – Upgrades an Expert Shatter wand into a Master Shatter wand granting it +6 damage (instead of +3). Production Cost: 100PP, an Expert Shatter wand and a teardrop cut Ruby

Tier 8:

Master Protection wand – Upgrades an expert protection wand into a Master Protection wand. This changes the refit reduction from 10 seconds to 15 seconds. Production Cost: 150PP, an Expert Protection wand, a teardrop cut Emerald & 2 Exotic materials

Master Ritual wand – Upgrades an Expert Ritual wand into a Master Ritual wand. This changes the wand so that it removes the need for one of each basic component, and one spirit component when used in casting a ritual. A ritual can be affected by only one Ritual wand. Production Cost: 150PP, an Expert Ritual wand, 75PP worth of gem dust & 2 Exotic materials

Tier 9:

Greater Repair Crystal – This crystal takes a five count to activate and repairs 100 points worth of Mystical Armor. Once activated the crystal turns to dust. Production Cost: 36PP

Wand of Casting – When crafting a Wand of Casting a Mana Gem must be used in the process. The Mana Gem is set into the wand and functions as the power source for the wand. Once crafting is completed the wand can be used to cast any spell the wielder is capable of casting by activating it. The wand utilizes mana from the gem that is set into it to power the spell instead of the caster's mana. If the wand does not have enough mana available it will not function to cast the desired spell. A Wand of Casting does not benefit from any mana reduction items the wielder may have, and the wand must be wielded at the time of casting for it to function. Once the wand has expended all of its mana it ceases to function. Production Cost: 36PP & a Mana Gem

Example: A wand of casting created with a fully charged Octagon Ruby mana gem will have 10 mana available for the wielder to use.

Tier 10:

Grand Master Air wand – Upgrades a Master Air wand into a Grand Master Air wand granting it +10 damage (instead of +6). Production Cost: 75PP, a Master Air wand, a circle cut Topaz & 3 Exotic materials

Grand Master Earth wand – Upgrades a Master Earth wand into a Grand Master Earth wand granting it +10 damage (instead of +6). Production Cost: 75PP, a Master Earth wand, a circle cut Amber & 3 Exotic materials

Grand Master Fire wand – Upgrades a Master Fire wand into a Grand Master Fire wand granting it +10 damage (instead of +6). Production Cost: 75PP, a Master Fire wand, a circle cut Ruby & 3 Exotic materials

Grand Master Life wand – Upgrades a Master Life wand into a Grand Master Life wand granting it +10 damage (instead of +6). Production Cost: 150PP, a Master Life wand, a circle cut Amber & 3 Exotic materials

Grand Master Lightning wand – Upgrades a Master Lightning wand into a Grand Master Lightning wand granting it +10 damage (instead of +6). Production Cost: 150PP, a Master Lightning wand, a circle cut Topaz & 3 Exotic materials

Grand Master Magic wand – Upgrades a Master Magic wand into a Grand Master Magic wand granting it +10 damage (instead of +6). Production Cost: 150PP, a Master Magic wand, a circle cut Sapphire & 3 Exotic materials

Grand Master Protection wand – Upgrades a Master Protection wand into a Grand Master Protection wand. This changes the refit reduction from 15 seconds to 20 seconds. Production Cost: 225PP, a Master Protection wand, a circle cut emerald & 3 Exotic materials

Grand Master Ritual Wand – Upgrades a master ritual wand into a grand master ritual wand. This changes the wand so that it removes the need for one of each component when used in casting a ritual. A ritual can be affected by only one Ritual wand. Production Cost: 150PP, a Master Ritual wand, 100PP worth of Gem Dust, 3 Exotic materials & an uncut Alabaster

Grand Master Shatter wand – Upgrades a Master Shatter wand into a Grand Master Shatter wand granting it +10 damage (instead of +6). Production Cost: 150PP, a Master Shatter wand, a circle cut Ruby & 3 Exotic materials

Grand Master Water wand – Upgrades a Master Water wand into a Grand Master Water wand granting it +10 damage (instead of +6). Production Cost: 75PP, a Master Water Wand, a circle cut Sapphire & 3 Exotic materials

Smithing

Smithing (Fire) – Each level of this skill provides 5PP that can be used to craft Weapons, Armor and Smithing items.

As a smith you have the following abilities available to you:

- You may take an uninterrupted 100-count and reset a suit of physical Armor to full value. If you take any other action, use any other skill, or take any effect/damage (even beneficial) during this count you are interrupted and must start over again. You may use this skill upon any physical suit of Armor, but may not be used on Spell or Racial Armors unless that skill specifically states that you can.
- You can determine how damaged a friendly target's Armor is by asking, "How damaged is your Armor?"
- Restore Shattered Weapon – You can Restore a Shattered Weapon. To do this it must be a weapon that you are capable of crafting to begin with, you must spend ½ the PP it took to craft the weapon originally and this process does not restore any magic or additional effects the weapon may contain unless you also possess the ability to replace those in which case ½ the total PP of those effects must also be spent.

To craft an item with Smithing all of the following must be true:

1. You must have a copy of the recipe for the item you wish to create;
2. You must have a phys rep for the item;
3. Your Smithing skill must be equal to or higher than the level of the recipe you are crafting;
4. You must have all necessary components required by the recipe;
5. If the recipe is a level 10 expendable or higher it requires the expenditure of one Rare material;
6. Permanent items will have different material requirements based on the recipe; and
7. All crafting must be submitted to the Production team in order to receive an official tag.

Weapon/Armor Breakdown (Expert one-shot, Smithing) – An Expert smith may now breakdown weapons and armor for one Red Basic material per point of damage the weapon can do before quality modifiers. This breakdown is then multiplied by the quality level of the item. Armor and shields can be broken down for the same amount as great weapons. Rusty items only give a single Red Basic material. Only tagged items which the plot team place into game can be broken down in this fashion. For example, if you defeat two dozen bandits who were wielding swords and shields, but the plot team does not tag those items you are not allowed to simply collect 48 red materials. A Smith can only use this ability once per named level of the Smithing skill that they possess. Example: A Master Smith could use this ability three times a day (Basic, Expert, and Master).

Resist Shatter (Expert one-shot, Smithing) – With this skill a smith can add Resist Shatters to a weapon or armor per the following rules:

- An item may not have more than five total Resist Shatters.
- The number of Resist Shatters on an item may not exceed ½ your level of Smithing rounded down.
- The cost to add a Resist Shatter to an item is pyramidal with a base cost of 5PP. So adding the 1st costs 5PP, adding a 2nd costs 20PP, adding a 3rd costs 50PP, adding a 4th costs 100PP and adding the 5th costs 175PP.
- Resist Shatters refresh themselves each Re-Pop.

Improved Breakdown (Master one-shot, Weapon/Armor Breakdown) – A Master Smith now gains double the materials from breaking down weapons/armor.

Gem Forging (Grand Master one-shot, Smithing) – Allows a Grand Master smith to forge specific gems into Weapons and Armor granting those items magical properties.

Forging a Gem into an item is detailed below:

Gem	Octagon (1)	Teardrop (2)	Circle (3)	Element/Magic
Amber	50	100	150	Earth
Spinal	100	200	300	Destruction
Amethyst	100	200	300	Dream
Topaz	50	100	150	Air
Ruby	50	100	150	Fire
Sapphire	50	100	150	Water
Emerald	100	200	300	Protection
Diamond	100	200	300	Radiance

Any gem inset into an item occupies 1, 2 or 3 Enchantment Slots. This is listed as the number next to the shape of the gem in the above table. The numbers in the columns are how many PP the smith must spend to inset the gem. Setting a gem requires one Exotic material per use the gem set into an item allows each Re-Pop (1, 2 or 3). You can only set one of each color of gem into any weapon or suit of armor. Example: only a single cut of Amber, single cut of Spinal, single cut of Amethyst, etc.

Amber – Placed in a weapon allows it to “Cast Weapon Rune: Earth” for a combat 1, 2 or 3/Re-Pop

Amber – Placed in armor gives Skill Store: Resist Earth 1, 2 or 3/Re-Pop

Spinal – Placed in a weapon gives Skill Store: Slay 1, 2 or 3/Re-Pop

Spinal – Placed in armor gives Skill Store: Resist Destruction 1, 2 or 3/Re-Pop

Amethyst – Placed in a weapon gives Skill Store: Nerve Pinch 1, 2 or 3/Re-Pop

Amethyst – Placed in armor gives Skill Store: Resist Dream/Nightmare 1, 2 or 3/Re-Pop

Topaz – Placed in a weapon allows it to “Cast Weapon Rune: Air” for a combat 1, 2 or 3/Re-Pop

Topaz – Placed in armor gives Skill Store: Resist Air 1, 2 or 3/Re-Pop

Ruby – Placed in a weapon allows it “Cast Weapon Rune: Fire” for a combat 1, 2 or 3/Re-Pop

Ruby – Placed in armor gives Skill Store: Resist Fire 1, 2 or 3/Re-Pop

Sapphire – Placed in a weapon allows it to “Cast Weapon Rune: Water” for a combat 1, 2 or 3/Re-Pop

Sapphire – Placed in armor gives Skill Store: Resist Water 1, 2 or 3/Re-Pop

Emerald – Placed in a weapon gives Skill Store: Parry 1, 2 or 3/Re-Pop

Emerald – Placed in armor gives Skill Store: +20 armor points, +40 armor points, or +60 armor points

Diamond – Placed in a weapon allows it to “Cast Weapon Rune: Magic” for a combat 1, 2 or 3/Re-Pop

Diamond – Placed in armor gives Skill Store: Resist Magic 1, 2 or 3/Re-Pop

Tier 1:

Basic Manacles/Chain – Craft a set of Manacles that require 3 Strength or greater to break free from. Production Cost: 25PP

Craft Basic Armor – Craft a suit of Basic-quality Armor. Production Cost: 50PP

Craft Basic Great Weapon – Craft a Basic-quality Great Weapon such as a Great Bow or a Great Sword. Production Cost: 25PP

Craft Basic Long Weapon – Craft a Basic-quality Long Weapon such as a Long Hammer, a Long Sword or a Staff. Production Cost: 15PP

Craft Basic Shield – Craft a Basic-quality Shield or Buckler. Production Cost: 25PP

Craft Basic Short Weapon – Craft a Basic-quality Short Weapon such as a Short Axe or Short Sword. Production Cost: 10PP

Craft Basic Small Weapon – Craft a Basic-quality Small Weapon such as a Dagger or Club. Production Cost: 5PP

Tier 2:

Armor Patch I – This armor kit takes five seconds to apply and repairs 20 points of Armor. Production Cost: 8PP

Balancing Stone I – Craft an Expert-quality Balancing Stone. After applying a Balancing Stone to a blunt weapon (30 seconds) the weapon's quality bonus is replaced with that of the stone, if the stone is higher, for the next combat. Production Cost: 8PP

Sharpening Stone I – Craft an Expert-quality Sharpening Stone. After sharpening an edged weapon with this stone for 30 seconds the weapon's quality bonus is replaced with that of the stone, if the stone is higher, for the next combat. Production Cost: 8PP

Silver Arrows – Craft 20 Basic quality silver Arrows or Bolts. Once fired, Arrows/Bolts are consumed. Production Cost: 8PP and 5 Pemb (per 20 arrows)

Tier 3:

Craft Expert Armor – Craft an Expert-quality suit of armor. Production Cost: 250PP

Craft Expert Great Weapon – Craft an Expert-quality Great Weapon such as a Great Bow or a Great Sword. Production Cost: 125PP

Craft Expert Long Weapon – Craft an Expert-quality Long Weapon such as a Long Hammer, a Long Sword or a Staff. Production Cost: 75PP

Craft Expert Shield – Craft an Expert-quality Shield or Buckler. Production Cost: 125PP

Craft Expert Short Weapon – Craft an Expert-quality Short Weapon such as a Short Axe or Short Sword. Production Cost: 50PP

Craft Expert Small Weapon – Craft an Expert-quality Small Weapon such as a Dagger or Club. Production Cost: 25PP

Expert Manacles/Chains – Craft a set of manacles that require 6 Strength or greater to break free from. Production Cost: 75PP

Expert Shield Brace – After applying this bracing to a shield for 30 seconds the shield's quality bonus is replaced with that of the brace, if the brace is higher, for the next combat. Production Cost: 12PP

Tier 4:

Alchemy Vein I – Adds a single Alchemy Vein to a weapon. An Alchemy Vein stores a weapon paste and allows that paste to be activated/used instantly while wielding the weapon. A weapon only benefits from the highest level Alchemy Vein recipe applied to it. Also requires a 30 second fill time to load a poison into the vein. Production Cost: 50PP & the expenditure of one Exotic material.

Craft Expert Arrows/Bolts – Craft 20 Expert-quality Arrows or Bolts. Once fired, Arrows/Bolts are consumed. Production Cost: 16PP

Silver Weapon – Adds a Silver coating to a weapon. The cost to do this is ½ the original cost of creating the weapon (so Expert-, Master- and Grand Master-quality weapons cost more to Silver) and 1 Pemb per PP spent and this changes the weapon's damage from Edge or Blunt to Silver. Production Cost: varies, see above + Pemb cost

Slay Stone – After sharpening an edged weapon with this stone for 30 seconds the weapon’s next attack is changed to 100 Slay. Production Cost: 16PP

Tier 5:

Armor Patch II – This Armor kit takes five seconds to apply and repairs 40 points of Armor. Production Cost: 20PP

Balancing Stone II – Create a Master-quality Balancing Stone. After applying a Balancing Stone to a blunt weapon (30 seconds) the weapon’s quality bonus is replaced with that of the stone, if the stone is higher, for the next combat. Production Cost: 20PP

Master Shield Brace – After applying this bracing to a shield for 30 seconds the shield’s quality bonus is replaced with the quality of the brace, if the brace is higher, for the next combat. Production Cost: 20PP

Sharpening Stone II – Craft a Master-quality Sharpening Stone. After sharpening an edged weapon with this stone for 30 seconds the weapon’s quality bonus is replaced with that of the stone, if the stone is higher, for the next combat. Production Cost: 20PP

Tier 6:

Craft Master Armor – Craft a Master-quality suit of Armor. Production Cost: 500PP & the expenditure of two Exotic materials.

Craft Master Great Weapon – Craft a Master-quality Great Weapon such as a Great Bow or a Great Sword. Production Cost: 250PP & the expenditure of two Exotic materials.

Craft Master Long Weapon – Craft a Master-quality Long Weapon such as a Long Hammer, a Long Sword or a Staff. Production Cost: 150PP & the expenditure of two Exotic materials.

Craft Master Shield – Craft a Master-quality Shield or Buckler. Production Cost: 250PP & the expenditure of two Exotic materials.

Craft Master Short Weapon – Craft a Master-quality Short Weapon such as a Short Axe or Short Sword. Production Cost: 100PP & the expenditure of two Exotic materials.

Craft Master Small Weapon – Craft a Master-quality Small Weapon such as a Dagger or Club. Production Cost: 50PP & the expenditure of two Exotic materials.

Master Manacles/Chain – Craft a set of manacles that require 10 Strength or greater to break free from. Production Cost: 150PP & the expenditure of two Exotic materials.

Vorpal Stone I – After sharpening an edged weapon with this stone for 30 seconds the weapon's damage for the next two attacks is changed to Vorpal. Production Cost: 24PP

Tier 7:

Armor Patch III – This armor kit takes five seconds to apply and repairs 60 points of Armor. Production Cost: 28PP

Craft Master Arrows/Bolts – Create 20 Master-quality Arrows or Bolts. Once fired, Arrows/Bolts are consumed. Production Cost: 28PP

Pinning Arrow – Craft a single Arrow that causes a Pin effect when fired. Production Cost: 28PP

Tier 8:

Alchemy Vein II – Adds two Alchemy Veins to a weapon. An Alchemy Vein stores a weapon paste and allows that paste to be activated/used instantly while wielding the weapon. A weapon only benefits from the highest-level Alchemy Vein recipe applied to it. Also requires a 30 second fill time to load the poison. Production Cost: 100PP & the expenditure of two Exotic materials.

Balancing Stone III – Create a Grand Master-quality Balancing Stone. After applying a Balancing Stone to a blunt weapon (30 seconds) the weapon's quality bonus is replaced with that of the stone, if the stone is higher, for the next combat. Production Cost: 32PP

Grand Master Shield Brace – After applying this bracing to a shield for 30 seconds the shield's quality bonus is replaced with that of the brace, if the brace is higher, for the next combat. Production Cost: 32PP

Sharpening Stone III – Create a Grand Master-quality Sharpening Stone. After sharpening an edged weapon with this stone for 30 seconds the weapon's quality

bonus is replaced with that of the stone, if the stone is higher, for the next combat.
Production Cost: 32PP

Vorpal Stone II – After sharpening an edged weapon with this stone for 30 seconds the weapon's damage for the next four attacks are changed to Vorpal. Production Cost: 32PP

Tier 9:

Armor Patch IV – This armor kit takes five seconds to apply and repairs 80 points of Armor. Production Cost: 36PP

Crushing Arrow – Create a single Arrow that deals Crush damage when fired.
Production Cost: 36PP

Resist Crush Patch - This patch takes 30 seconds to apply to a suit of Armor and grants a single Resist Crush during the re-pop to the armor wearer. May only have one of these patches on a suit of armor at a time. Production Cost: 36PP

Tier 10:

Alchemy Vein III – Adds three Alchemy Veins to a weapon. An Alchemy Vein stores a weapon paste and allows that paste to be activated/used instantly while wielding the weapon. A weapon only benefits from the highest-level Alchemy Vein recipe applied to it. Production Cost: 150PP & the expenditure of three Exotic materials.

Craft Grand Master Armor – Craft a Grand Master-quality suit of Armor. Production Cost: 750PP & the expenditure of three Exotic materials.

Craft Grand Master Arrows/Bolts – Craft 20 Grand Master-quality Arrows or Bolts. Once fired, Arrows/Bolts are consumed. Production Cost: 40PP & the expenditure of one Rare material.

Craft Grand Master Great Weapon – Craft a Grand Master-quality Great Weapon such as a Great Bow or Great Sword. Production Cost: 375PP & the expenditure of three Exotic materials.

Craft Grand Master Long Weapon – Craft a Grand Master-quality Long Weapon such as a Long Hammer, a Long Sword or a Staff. Production Cost: 225PP & the expenditure of three Exotic materials.

Craft Grand Master Shield – Craft a Grand Master-quality Shield or Buckler.
Production Cost: 375PP & the expenditure of three Exotic materials.

Craft Grand Master Short Weapon – Craft a Grand Master-quality Short Weapon such as a Short Axe or Short Sword. Production Cost: 150PP & the expenditure of three Exotic materials.

Craft Grand Master Small Weapon – Craft a Grand Master-quality Small Weapon such as a Dagger or Club. Production Cost: 75PP & the expenditure of three Exotic materials.

Grand Master Manacles/Chain – Craft a set of manacles that require 15 or greater Strength to break free from. Production Cost: 250PP & the expenditure of three Exotic materials.

Vorpal Stone III – After sharpening an edged weapon with this stone for 30 seconds the weapon's damage for the next six attacks is changed to Vorpal. Production Cost: 40PP & the expenditure of one Rare material

Spell Weaving

Spell Weaving: <element> (Water, Requires Expert Sense Magic) – This skill provides 5PP/level that can be used for the crafting of items with magical spell-like abilities. When this skill is purchased you must choose an elemental type (Earth, Air, Fire, or Water). You are able to craft items only of the chosen type. To create such an item all of the following must be true:

1. You must have a scroll of the spell you wish to enchant the item with in a Spell/Recipe Book. The spell must be of your chosen elemental type. The spell may not be modified in any way;
2. You must have a phys rep for the item which you are placing the spell upon;
3. The phys rep must have an available Enchantment Slot, or the Spell weaver must be of proficient skill to add additional enchantments. All basic spell weavers can place one enchantment on an item, any additional enchantments must be added through higher level spell weaving;
4. Your level of Spell Weaving must be equal to or higher than the level of the spell;
5. You must expend 4PP/level of the spell you are placing into the item;
6. If the spell is level 10 or higher and is going into an expendable item it requires the expenditure of one Rare material; and
7. All crafting must be submitted to the Production team in order to receive an official tag.

To use the item after it is created simply say the word, "Activate" followed by the spell name and effect. So if you create an item that grants a Resist Fire to use this item simply say, "Activate – Grant Resist Fire" and the item is now used up and must be re-enchanted before it can be used again, unless it has multiple Enchantments upon them.

Enchantable Quality (Expert one-shot) – With this skill a Spell Weaver can add additional Enchantments to an item per the following rules:

- An item may not have more than four total Enchantments.
- The number of Enchantments on it item can only be added based off the named levels of Spell Weaving that the crafter possesses. A basic spell weaver can only add the first enchantment to an item, an expert can add a second, a master can add the third enchantment and a grandmaster spell weaver can add the fourth enchantment to an item. All crafted items may only have four total enchantments.
- Any enchantments already upon an item that is having additional Enchantments placed upon it may not be called upon until the crafting process is completed.

Additional Element: <2nd element> (Master one-shot) – When you purchase this one-shot you can choose a second Elemental Magic to use when Spell Weaving.

Craft Re-Usable (Master one-shot) – With this skill a Spell Weaver can now craft an enchantment into an item that will regain its power at each Re-Pop. To craft such an item all of the following must be true:

1. The spell you wish to enchant the item with must be from your chosen Elemental magic(s) and may not be modified in anyway;
2. You must have a phys rep for the item which you are placing the spell upon;
3. Your level of Spell Weaving must be equal to or higher than the level of the spell;
4. You must expend 25PP/level of the spell you are placing into the item;
5. You must expend one Exotic material for items involving spells of Tiers 1-3, two Exotic materials for Tiers 4-6, three Exotic materials for Tiers 7-9 and four Exotic materials for Tier 10; and
6. All crafting must be submitted to the Production team in order to receive an official tag.

Craft Skill Store Item (Grand Master one-shot, Requires Craft Re-Usable) – You no longer require a spell to craft an item that will regain its power at each Re-Pop. You may now craft Re-Usable items using your own skills or the skills of others. To craft such an item all of the following must be true:

1. You must have a phys rep which you are placing the spell upon;
2. The spell weaver must be of sufficient skill level to add an additional enchantment to the item;
3. The skill being placed into the item must be expended three times during the crafting of the item. It does not need to be expended by the crafter and it does not need to be expended by the same person all three times. You cannot benefit from the skill when storing it, and will lose the use of that skill level when it is expended. For example, for Edrial to skill store Knowledge, he would have expend three uses of the skill during the crafting of the item and would not be able to use those skill uses in any other way;
4. The skill must be from your chosen Elemental magic(s) and in the following chart, and you must pay the listed cost;
5. All crafting must be submitted to the Production team in order to receive an official tag.

Spell Weaving Skill Store List and Costs

Air

100PP + 1 Exotic Material	200PP + 2 Exotic Materials	300PP + 3 Exotic Materials
Bard Song	Backstab	Ambush
Hide	Blink	Dodge
Nerve Pinch	Disarm Trap	Portal
Search	Finesse	
Sidestep	Scry Shield	
Undetectable Lie		
Urban Knowledge		

Earth

100PP + 1 Exotic Material	200PP + 2 Exotic Materials	300PP + 3 Exotic Materials
Animal Ken	Bash	Animalism
Resist Pain	Endurance	Quick Healing
Strength	Harvesting	Resist Damage
Wilderness Knowledge	Knockback	

Fire

100PP + 1 Exotic Material	200PP + 2 Exotic Materials	300PP + 3 Exotic Materials
Block	Delay Effect	Coordination
Evoke Fear	Rally	Eviscerate
Rage	Slay	Parry
Resist Fear	Taunt	Speed-of-Blade
Resist Physical		

Water

100PP + 1 Exotic Material	200PP + 2 Exotic Materials	300PP + 3 Exotic Materials
Air Magic	Augury	Research
Disenchant	Cure Ailments	Resist Magic

Earth Magic	Detect Lie	Soothsaying
Fire Magic	Mend Wound	
Healing	Remove Wound	
Knowledge		
Resist Elements		
Sense Magic		
Water Magic		

Tinkering

Tinkering (Gnome Racial) – Tinkering is the art of crafting devices of a mechanical nature. Generally speaking these devices are designed to work in conjunction with other items produced by crafters or designed to work in conjunction with specific skills. Tinkered devices can also be used to perform actions that would not normally be possible. Each level of this skill provides 5PP which can be used for crafting devices per the rules below.

To craft a device all of the following must be true:

1. You must have a copy of the Tinkering recipe for the device you wish to create;
2. You must have an appropriate phys rep for the device;
3. Your level of Tinkering must be equal to or higher than the recipe level;
4. If the recipe is a level 10 expendable or higher it requires the expenditure of one Rare material;
5. Permanent items will have different material requirements based on the recipe; and
6. All crafting must be submitted to the Production team in order to receive an official tag.

Below is a list of recipes for Tinkering, a description of what the item does, a PP cost to produce the item and any special materials needed.

Tinkering Recipes

Tier 1:

Basic Lock Picks (Single use) – Counters the first Resist to your lock picking attempt on a lock. Basic Lock Picks last until used. Production Cost: 4PP

Craft (Alchemy, Gem Craft, Smithing, etc.) Tools – Construct tools that enhance the ability to craft items of a particular toolset. Each tool crafted adds 1PP value to a lab. Production Cost: 10PP/tool

Lock – Craft a lock up to 1.5 x your level of Tinkering (rounded down). Production Cost: 10PP/level of the lock crafted

Tier 2:

Disease Injector - Allows the Injection of a liquid Disease into an immobilized target. Since the Disease is going directly into the bloodstream the effect of the Disease is increased by +1 level. Single Use. Production Cost: 8PP

Mechanized Arrow Enhancer (Single-Use) – Attaches to an arrow improving the accuracy when fired. Allows an archer to *re-throw* an arrow that misses all targets. Production Cost: 8PP

Potion Injector (Single-Use) – Allows an ingested healing Potion to be injected directly into the blood stream instead of drank, requiring only half the Potion in order to receive the full effect. Production Cost: 8PP

Slicky Slick - A vial of slippery, oily substance which can be thrown at a target making it difficult for them to move quickly. Causes a "Crush Slick" effect. Single Use. Production Cost: 8PP

Tier 3:

Expert Lock Picks – Grants +1 level when determining the max level of lock that you are able to pick. Production Cost: 100PP

G.P.I. (Gnomish Pursuit Inhibitor) - A ball of sticky goo which can be thrown at a target and "Crush Pin" them. Single use. Production Cost: 12PP

Gnomish Deflector (Single-Use) – This device must be attuned to one of the four basic Elements. It will then allow the user to resist that type of damage one time. Production Cost: 12PP

Lesser Element Channeler (Single-Use) – Allows a user to channel raw Mana into the form of a weapon. Each point of Mana spent in this fashion results in one point of Elemental damage that the weapon deals (max of five points). The damage dealt by this weapon is unmodifiable by any means, lasts for one combat and may not be changed once chosen. The mana is spent when the weapon is activated, not when it is created. Production Cost: 12PP

Puzzle Lock I – Modify a lock so that it is harder to pick. For each level of Puzzle Lock the lock gains the ability to resist two pick lock attempts/Re-Pop. Production Cost: 75PP + cost of the original lock

Tier 4:

Archery Scope I – Permanently attaches a Scope to a bow or crossbow that allows the user to fire projectiles a certain number of times/Re-Pop with extra accuracy allowing the archer to *re-throw* an arrow that misses all targets. This device works a number of times/Re-Pop equal to its level. Production Cost: 100PP & requires the expenditure of one Exotic material

D.D.O.M. (Don't Die On Me) (Single-Use) – A specially-crafted material used in the production of bandages which reduces the time for a bandage to take effect down to one minute. The device takes 30 seconds to apply to a bandage and once added may not be moved, but can be applied prior to using the bandage. Production Cost: 16PP

Gnomish Trade Skill Enhancer (Single Use) – This device must be crafted for a specific Trade skill. When used it increases the value gain through the use of that Trade skill by +3 Levels. Production Cost: 16PP

Tier 5:

Disguise Kit (Single Use) – This device allows for a single-use Disguise. You may not Disguise yourself as a specific person and you may not establish a full persona with this kit. This Disguise lasts for one scene. Applying the Disguise requires a costume change. Production Cost: 20PP

Gnomish Light Emitter (Single-Use) – A device which projects a beam of light outward and enhances vision in the dark (must provide phys rep). Production Cost: 20PP.

Gnomish Magical Accuracy Enhancer (Single-Use) – This device allows a mage to recast a single spell if they completely miss the target with the Packet. To use this device they simply call, "Overcast – <spell name and effect>" and throw a second Packet. Production Cost: 20PP

R.A.E.D (Re-Assemble Enhancing Device) (Single-Use) – This device will convert a single basic crafting material into a single Rare material. Production Cost: 20PP

Tier 6:

Element Channeler (Single-Use) – Allows a user to channel raw Mana into the form of a weapon. Each point of Mana spent in this fashion results in one point of Elemental damage that the weapon deals (max of 10 points). The damage dealt by this weapon is unmodifiable by any means, lasts for one combat and may not be changed once chosen. The mana is spent when the weapon is activated, not when it is created. Production Cost: 24PP

G.T.D. (Gnomish Truth Detector) (Single-Use) – This simple forked rod will vibrate intensely when held by someone who then tells an intentional lie. Production Cost: 24PP

L.A.S.H. (Limited Area Subterfuge Heightener) - Converts a non-spell storing, non-poison trap into a lash effect when it is set off. Each of these devices will work on up to 3 stacks of a single trap. Any trap with 4 or more stacks would require a second one of these be applied or the trap will fail to function properly. Production Cost: 24PP

K.I.T (Keeps It Together) – This simple transportation device is useful to taking crafting tools with you. The number of tools which a K.I.T. can hold varies but must be determined when crafting the K.I.T. When combined with a lab the K.I.T. becomes permanently attached. Production Cost: 30PP/tool it will hold

Muscle Enhancer (Single-Use) – Can be activated to rip free from any Pin, Bind or Web effect on a three-count. Production Cost: 24PP

Puzzle Lock II – Modify a lock so that it is harder to pick. For each level of Puzzle Lock the lock gains the ability to resist two pick lock attempts/Re-Pop. Production Cost: 150PP + cost of the original lock & requires the expenditure of two Exotic materials

Tier 7:

Archery Scope II – Permanently attaches a Scope to a bow or crossbow that allows the user to fire projectiles a certain number of times/Re-Pop with extra accuracy allowing the archer to *re-throw* an arrow that misses all targets. This device works a number of times/Re-Pop equal to its level. Production Cost: 200PP & requires the expenditure of two Exotic materials

G.S.G.D. (Gnomish Sooth Gazing Device) (Single Use) – When used in conjunction with the Soothsaying skill this device improves the results from a single-word answer up to a three-word answer. Production Cost: 28PP

Gnomish Jumper Cables (Single-Use) – Attempts to shock a dead person back to life, as long as they died during the same event. The user and the target rock-paper-scissors. If the user wins, the target comes back to life with 1 Life Point, if there is a tie nothing happens, if the user loses the target suffers the loss of 1 Vitality. This device requires a uncut Topaz in addition to any other materials. Production Cost: 28PP

Gnomish Shielding Rebuilding (Single-Use) – Attaches to the user’s gloves and can then be used to refit a Mystical Armor up to full value per the base Protection Mage ability. Production Cost: 28PP

Master Lock Picks – Grants +2 levels when determining the max level of lock that you are able to pick. Production Cost: 200PP & requires the expenditure of two Exotic materials

Tier 8:

G.B.B.M.T. (Gnomish Boom Boom Magic Thingy) (Single-Use) – Can be activated to double the numerical damage of a single spell from the Element the G.B.B.M.T is attuned to. This device requires an uncut gem of the appropriate Element when crafted, in addition to all other materials. Production Cost: 32PP

Gas Mixer - Converts a number-based gas Disease into a Lash Disease of the same level -2. Single Use. Production Cost: 32PP

S.T.R.I.N.G. (Single Time Retain Insure Nobody Gets) (Single-Use) – When attached to a weapon it allows the wielder to retain the weapon when it is disarmed. Production Cost: 32PP

Tier 9:

G.R.C. (Golem Remote Control) (Single-Use) – Allows a user to take control of a golem. The user must throw the G.R.C. (Packet) at the golem and call, “Charm Enslave – Golem.” Unless the golem resists, it is under the user’s control for one minute. At the end of that time the golem is considered to be enraged to the user and deals +10 damage against them. Production Cost: 36PP

Puzzle Lock III – Modify a lock so that it is harder to pick. For each level of Puzzle Lock the lock gains the ability to resist two pick lock attempts/Re-Pop. Production Cost: 225PP + cost of the original lock & requires the expenditure of three Exotic materials

Weapon Accuracy Enhancer (Single-Use) – Device allows the user to re-swing any physical attack which misses their target. They must call, “Haste” before re-swinging the attack. For example, Bob swings a 100 Slay and misses Andy, he then activates his W.A.E. by calling, “Haste” and may swing that same 100 Slay a second time. This device may only improve accuracy so much and may only be used once on any single attack. Production Cost: 36PP

Tier 10:

Archery Scope III – Permanently attaches a Scope to a bow or crossbow that allows the user to fire projectiles a certain number of times/Re-Pop with extra accuracy allowing the archer to *re-throw* an arrow that misses all targets. This device works a number of times/Re-Pop equal to its level. Production Cost: 300PP & requires the expenditure of three Exotic materials

Gnomish Portal Device (Single Use) – This device can be used to open a Portal to a specific location. When crafting the Portal you must designate the location the Portal goes to and have an item from that location, which is destroyed in the process. The item does not need to have specific value, but must have been in that location for at least one year of time or have a strong connection to that location (GM discretion). Examples might include a stone off the ground, a leaf from a tree, or a piece of hair from the town's Constable. Production Cost: 40PP & requires the expenditure of one Rare material

Gnomish Reconstruction Device (Single-Use) – This device will take one Basic material and convert it into a single Exotic material. Production Cost: 40PP & requires the expenditure of one Rare material

Grand Master Lock Picks – Grants +3 levels when determining the max level of lock that you are able to pick. Production Cost: 300PP & requires the expenditure of three Exotic materials

Greater Element Channeler (Single-Use) – Allows a user to channel raw Mana into the form of a weapon. Each point of Mana spent in this fashion results in one point of Elemental damage that the weapon deals (max of 20 points). The damage dealt by this weapon is unmodifiable by any means, lasts for one combat and may not be changed once chosen. The mana is spent when the weapon is activated, not when it is created. Production Cost: 40PP & requires the expenditure of one Rare material

Trap Making

Trap Making (Air) – Each level of this skill provides 5PP which can be used to craft Traps. Most Traps once crafted can be moved before being set (common sense applies, you clearly can't move a Pit Trap). Setting a Trap takes 30 seconds of time and once a Trap is set, moving it causes the Trap to trigger.

To create a Trap the following must ALL be true:

1. You must have a copy of the recipe for the Trap you wish to create;
2. You must have a phys rep for the Trap or immediately place and arm the Trap via the tag created;
3. Your Trap Making skill must be equal to or higher than the level of the recipe you are crafting;
4. If the recipe is a level 10 expendable or higher it requires the expenditure of one Rare material;
5. Permanent items will have different material requirements based on the recipe; and
6. All crafting must be submitted to the Production team in order to receive an official tag.

Trap Attunement (Basic one-shot, Trap Making) – You can expend 5PP when creating or setting a trap to attune it to a specific individual. The process of attunement allows those attuned to bypass a trap without setting it off or disarming it. This attunement should be noted on the tag and can be done multiple times, each person attuned to a trap occupies one of the traps enchantment slots. The trap maker can attune one person per named level of their skill. This needs to be filled out on a temp tag so it can be added to the trap the person is being attuned to.

Poison Trap (Expert one-shot, Trap Making) – You are able to include pastes, diffused gas Poisons and dispersion gas Poisons into your Traps. To add these you must have the Poison you wish to include and provide that tag to the Production Marshal along with all other materials used in crafting the Trap. You may then note on the Trap tag that it includes the Poison.

Trap Stacking (Expert one-shot, Trap Making) – You are now able to craft multiple-effect Traps. These Traps will trigger the same effect multiple times when the Trap is triggered. You may stack up to ½ your levels of Trap Making into a single Trap. Each effect must be the same, you cannot stack different Traps together. This extends to spell storing traps; they must store the same spell and all of them go off at the same time. Each effect past the first costs ½ the base cost of the recipe rounded up. For example; you have a Small Weapon Trap recipe which does 50 Edge for 4PP and you have level 4 Trap Making. You can make a Stacked trap for 6 PP that deals "50 Edge, 50 Edge" when it is set off.

Counter Trap (Master one-shot, Trap Making) – You have now learned how to make Traps that are resistant to disarming. You may increase the difficulty to disarm a Trap up to three times with each additional resist disarm having an increased cost. The first resist disarm requires 10 additional PP, the second one requires 30 additional PP and the third one requires 60 additional PP (so 100 extra PP total). This cost is always added to the final cost after all multipliers.

Un-Resistible Trap (Grand Master one-shot, Trap Making) – You may now craft your Traps so that they are guaranteed to affect anyone who triggers the Trap. This ability is only usable on Traps that contain a numerical damage effect and increase the cost of crafting that Trap x5 (including materials). This Trap may still be disarmed and avoided, but may not be resisted. When triggered, this skill adds the call, "Un-Resistible" to the front of the damage effect. This skill can be used in conjunction with Trap Stacking and Lash Trap, but the x5 increased cost is the last multiplier applied when determining the cost of crafting the trap. It may not be combined with Unavoidable Trap. For example; you decide to use your Small Weapon Trap and make an Un-Resistible version. It costs 4PP to craft, so to make it Un-Resistible increases the cost to 20PP. Now when the Trap is triggered it will deal "Un-resistible 50 Edge." You could not place this effect upon a Death Blow Trap since it does not contain a number call. If you placed it upon the same Trap Stacked twice and Lash then the cost would be $4 + 2$ (Stacked) = 6×5 (Un-Resistible) = 30 and the final call would be, "Un-Resistible -50 Edge, 50 Edge." So anyone hit by the trap would take "50 Edge" twice unless they used an Avoidance skill or ability, such as Sidestep, Dodge or Phase.

Unavoidable Trap (Grand Master one-shot) – You may now craft your Traps so that they may not be avoided. This skill is only usable on Traps that contain a numerical damage effect and increase the cost of crafting that Trap by x5 (including materials). This Trap may still be disarmed and resisted, but may not be avoided. When triggered, this skill adds the call, "Unavoidable" to the front of the damage effect. This skill can be used in conjunction with Trap Stacking and Lash Trap, but the x5 increased cost is the last multiplier applied when determining the cost of crafting the Trap. It may not be combined with Un-Resistible Trap. For example; you decide to use your Small Weapon Trap and make an Unavoidable version. It costs 4PP to craft, so to make it Unavoidable would increase the cost to 20PP. Now when the Trap is triggered it will deal "Unavoidable 50 Edge." You could not place this effect upon a Death Blow Trap since it does not contain a number call. If you placed it upon the same Trap Stacked twice and Lash then the cost would be $4 + 2$ (Stacked) = 6×5 (Unavoidable) = 30 and the final call would be, "Unavoidable - 50 Edge, 50 Edge." So anyone hit by the Trap when triggered would take 50 Edge twice unless they used a Resist skill, such as Resist Pain.

Trap Making Recipes

Tier 1:

Minor Charm – (Magic Trap) Causes the person affected to do some minor thing. This minor charm cannot affect combat, cannot deny skills and must be able to be completed within 5 seconds. Examples include; Charm cluck like a chicken or Charm do a little dance. The charm must be chosen at trap creation. Production Cost: 4PP

Trip Trap - Create a Trip Wire Trap. This causes a "Crush Trip" when triggered that makes the victim drop to one knee for a three-count before standing back up. Production Cost: 4PP

Small Weapon – Create a Trap involving a small weapon that inflicts 50 Edge or 50 Blunt, determined at the time of creation. Production Cost: 4PP

Tier 2:

Alarm – Create a Trap that shouts, "Alarm" (+1 time/stack). Production Cost: 8PP

Dart – Create a Dart Trap that inflicts "5 Vorpals, 5 Vorpals, 5 Vorpals." Production Cost: 8PP

Shield Breaker – Create a trap that "Reduces AC to 0." Production Cost: 8PP

Small Paralyze Trap - Creates a trap that will cause "Crush Paralyze 1 minute" when it is triggered. See Paralyze under calls to know. Production Cost: 8PP

Tier 3:

Disenchant – (Magic Trap) Create a Trap that does "Disenchant." Production Cost: 12PP

Expert Spell Storing – (Magic Trap) Create a Trap of Spell Storing that holds up to a Tier 3 spell. Production Cost: 12PP

Oil Slick Trap - Create a Trap that causes heel-to-toe movement for one minute. Call is, "Crush Slick" (+1 minute/stack). Production Cost: 12PP

Small Vorpals – Create a Trap that inflicts "30 Vorpals" damage. Production Cost: 12PP

Tier 4:

Battering Ram – Create a Trap that hits for “50 Crush – Knockback 10.” Production Cost: 16PP

Disarm – Create a Trap that causes a “Disarm” effect that removes ALL weapons on the target. Production Cost: 16PP

Gas Trap - Creates a trap that will release a single gas Disease at the target. Gas Disease must be provided and inserted in the trap at creation. Production Cost: 16PP

Pin Trap - Creates a trap that will cause "Crush Pin." When pinned, the target's left foot is pinned to the ground and they may not move. Production Cost: 16PP

Spiked Floor – Create a Trap that inflicts “5 Vorpals/step that is not heel-to-toe” through the area. This trap lasts for a combat/scene once activated. Production Cost: 32PP

Tier 5:

Bear Trap - Create a Trap that does “5 Vorpals Crush Pin.” Once the Pin is removed the target is still under the effects of a “Slick” until fully healed. While pinned, the target's left foot is stuck to the ground and they are unable to move. "Slick" makes the affected target walk heel-to-toe. Production Cost: 20PP

Eye Gouge Trap - Creates a trap that will cause "Crush Weakness" Effect (-5 damage). Unless removed this debuff lasts for the re-pop. Production Cost: 20PP

Large Weapon – Create a Trap involving a large weapon that inflicts “100 Slay.” Production Cost: 20PP

Small Flesh Lopper Trap - Create a Trap that does “50 Crush Drain Life.” Drain is a Vorpals attack and is not healable under normal means. It becomes healable by normal means at the next re-pop. Production Cost: 20PP

Tier 6:

Concealed Pocket – Craft a clothing compartment that conceals an object of a size that would fit in the palm of your hand. Up to 3 pockets can be placed in a single article of clothing. Eligible articles of clothing include a shirt/vest, pants/skirt and a cloak. Production Cost: 100PP & requires the expenditure of one Exotic material

Eviscerate – Create a Trap that inflicts an “Eviscerate” to the target. Production Cost: 24PP

Large Paralyze Trap - Creates a trap that will cause "Crush Stun - 10 Seconds" when triggered. See stun description under calls to know. Production Cost: 24PP

Master Spell Storing – (Magic Trap) Create a Trap of Spell Storing that holds up to a Tier 6 spell. Production Cost: 24PP

Tier 7:

Cage – Create a Trap that drops a barred wall Cage with 50 structure points, the bars can be bent by someone with a Strength 6 or higher by expending a use of Strength. Production Cost: 28PP

Large Vorpall – Create a Trap that inflicts “100 Vorpall”. Production Cost: 28PP

Limb Snapper – Create a Trap that breaks one of the target’s limbs. The target cannot use the limb until a Regenerate effect is applied. Production Cost: 28PP

Sonic Wave Trap - Create a Trap that causes a "Spell Silence" effect in Trap area (lasts two minutes). Production Cost: 28PP

Weapon Breaker – Create a Trap that does “Shatter Weapon.” Production Cost: 28PP

Tier 8:

Concealed Compartment – Craft a concealed compartment inside of a stationary object (compartment size up to one cubic ft./level of Trap Making skill). Production Cost: 100PP & requires the expenditure of one Exotic material

Electrified Floor - (Magic Trap) Create a Lash Trap that inflicts, “20 Vorpall Air” every five seconds for five minutes to anyone standing within the area of the trap (stacking can either increase the damage or cause it to pulse one second faster/stack). This trap lasts for a combat/scene once activated. Production Cost: 64PP

Song Storing – (Magic Trap) Create a Trap that can hold a Bard Song. The song stored must be one that doesn't require the song be performed continuously (can't store a Song of Crafting for example, but you could store a Song of Anger). In order to store this song a bard must perform the song into the trap after it is created. Once the trap is triggered it releases the song as a lash upon anyone in range. Production Cost: 32PP

Transposition – (Magic Trap) Create a Trap that moves the target up to 10' away. Distance and direction are determined at the time the trap is set. Transport is instantaneous and magical in nature. If the target will not fit in the transposition location then the trap fails to operate. Production Cost: 32PP

Tier 9:

Heavy Weapon – Create a Trap that inflicts "100 Slay, 100 Slay, 100 Slay". Production Cost: 36PP

Large Flesh Lopper Trap - Create a Trap that inflicts "100 Crush Drain Life". Drain is a Vorpall attack and is not healable under normal means. It becomes healable by normal means at the next re-pop. Production Cost: 36PP

Pit – Create a 10'x10'x10' Pit Trap that does a "Crushing Eviscerate." This is not a portable Trap and must be crafted at the location it is being set. It cannot be made larger. Each stack does another Crushing Eviscerate. This trap is permanent. Production Cost: 100PP & requires the expenditure of one Exotic material

Throat Spike Trap - Create a Trap that inflicts "50 Vorpall Crush Silence" until regenerated. Target cannot drink Potions, speak, or cast normal spells until regenerated. Production Cost: 36PP

Web Net Trap - Creates a trap that will inflict "Crush Web" upon the target. Production Cost: 36PP

Tier 10:

Death Blow – Create a Trap that inflicts "Death Blow." Production Cost: 40PP & requires the expenditure of one Rare material

Destruction Trap - Create a Trap that causes a "Crush Destruction" effect. Production Cost: 40PP & requires the expenditure of one Rare material

Evil Twin – (Magic Trap) Create a Trap that Charms the target to see all their companions as enemies. Target must attack these enemies to the best of their ability. Call is, “Charm – Kill Your Companions to the Best of Your Ability.” Charm lasts for a combat. Production Cost: 40PP & requires the expenditure of one Rare material

Grand Master Spell Storing – (Magic Trap) Create a Trap of Spell Storing that holds up to a Tier 10 spell. Production Cost: 40PP & requires the expenditure of one Rare material

Heavy Vorpal – Create a Trap that inflicts “100 Vorpal, 100 Vorpal, 100 Vorpal.” Production Cost: 40PP & requires the expenditure of one Rare material

CHAPTER SIX: MAGIC

Magic is the ability to tap into the cycle of elements, draw that power through you and use it to affect the physical world. With magic, you can summon raw elemental energy and use it to smite your enemies, or use this energy to manipulate the world around you. Those who have this ability are called mages or casters.

Magic—and the ability to control it—comes from the domain of Water. In the Kingdom of Silverthorne, most people hate and fear mages because of the mysticism and power inherent to the magical arts. In general, mages are not allowed to hold positions of power and have a difficult time in political situations.

Each spell is aligned with one of the four elements—Earth, Water, Air, or Fire. A mage may feel an affinity for one of these elements and concentrate on learning spells from that particular element. Someone interested in using spells to overwhelm or destroy opponents might pursue Fire for example.

The Element Earth: (Opposes Air) Earth represents a base; it is the foundation for all living things. Earth is associated with life, order, living beings, toughness, but also the inanimate.

The Element Water: (Opposes Fire) The nature of Water is to control and purify. Water also represents enhancement, nurturing, or mental prowess.

The Element Air: (Opposes Earth) Air is the most chaotic of the elements and is volatile and unpredictable. Air may signify change, chaos, freedom, alteration, sustaining force, quickness, or simply wind. Air is a high damage element focused on single target attacks.

The Element Fire: (Opposes Water) Fire is dynamic and destructive, as well as strong and difficult to control. Fire can be death, destruction, cleansing, consumption, rage, strength, or simply heat. Fire is a high damage element that is focused on multi-person attacks.

A mage can only cast spells that they have in their Spell Book. The more spells the PC acquires, the more versatility they have available to them.

Note that the spells in a Spell Book cannot simply be copied with the Read/Write skill. Your PC will need to find someone with the Transcribe skill in order to place a spell scroll into a Spell Book.

Casting a spell is a rather simple matter. In order to cast a spell all of the following must be true:

1. You must have the spell in your Spell Book;
2. You must have an equal to or higher level of that Element's Magic than the spell level;
3. You must expend Mana equal to the level of the spell. Certain items/skills may reduce this cost, but the cost may NEVER be reduced below one;
4. You must incant your spell (see Spell Incants below);
5. You must throw a spell Packet within three seconds of completing your incant;

OR

6. You must touch the target of your spell with a spell Packet; and
7. You must declare your spell effect.

Note: If you attempt to cast a spell that you do not meet the criteria to cast (due to skill level, not being in your spell book, etc.) it will still succeed. However, you immediately take an unavoidable, irresistible Death, and you will lose a Vitality regardless of when or under what conditions you are raised. This is intended as a penalty for something unintentional, not a way to cast beyond your ability.

The appropriate amount of mana based on the spell's level must be spent each time a spell is cast and are then gone for that game session (until Re-Pop).

Mana Reductions

A mage can only benefit from 1 of each type of Mana reducer at a time. These types include item, expendable, racial ability, path ability and artifact. A spell can never have its Mana cost reduced by more than half, rounded down, minimum of one, unless otherwise stated. If the spell is level 5, it can be reduced to 2 at most ($5/2 = 2.5$, rounded down = 2). There are certain abilities (Path and Racial) that will allow a spell to be reduced to 0 Mana cost, but those skills will specifically call this out as part of their ability.

Scroll Casting

If you do not have the spell in your spell book, you can still cast it from an appropriate scroll. In order to use a scroll you must be able to Read Magic. Using a scroll requires that you have enough light with which to read the scroll. You must touch the spell packet to the scroll, recite the incant on the scroll, and you may then deliver the spell. The scroll is then expended and should be ripped in half. Note that casting from a scroll does not cost any mana.

Range

All spells have a range of either Caster or Packet. If the range is Caster, then that spell may only be cast upon the caster themselves. No ability, skill, or spell can modify the range of a Caster-only spell.

A Packet-based spell means the caster must Touch the target or hit them with a thrown Packet. A target may choose to resist a Touch-cast spell without any skill use unless the spell is designated as Un-Resistible.

Certain skill sets have the ability to modify the range of a spell from Packet to Point. In this case a Packet does not need to be thrown to hit the target; the caster may simply point at the designated target and declare the word, "Point" followed by the spell effect.

Spell Modifications

All spells are broken down into two functions: Delivery and Effect. As a spell caster progresses and gains various skills they can gain abilities which allow them to modify these functions. Each function of a spell may only be modified once. For example: You could cast a Fire Bolt (base 100 fire) as a Lash Radiance Bolt (Lash 100 Radiance) since Lash modifies the Delivery function and Radiance modifies the Effect function. You are not able to cast a Fire Bolt as a Storm Lash Radiance Bolt since both Lash and Storm affect the Delivery function.

Delivery Modifiers: (base is Packet)

- Echo
- Group
- Lash
- Point
- Spell strike (call is Spell X)
- Storm
- Voice Radius

* Spell strike is a spell cast through a weapon.

Effect Modifiers:

- Extend
- "Flavor" Change (Destruction, Radiance, Dream, etc.)
- Increased Defense
- Numerical increase

Circles and Walls: A caster may only ever have one of these active at a time. These special spells must be clearly marked through the use of a phys rep such as a rope. Once erected they last until: A) the next Re-Pop, B) they are disenchanting, or C) the caster erects another one.

Spell Incants: C.A.R.P.S. has four basic spell incants based upon the element of the spell. These incants are as follows:

- "By the Quickness of Air ..."
- "By the Might of Earth ..."
- "By the Rage of Fire ..."
- "By the Flow of Water ..."

These incants are then followed

- "I cast Spell..."

The below are still acceptable, if used as part of the incant. The word "Spell" MUST be included no matter what incant is used:

- "I call forth Spell ..." (used when casting an offensive spell)
- "I grant Spell ..." (used for casting a protective or enhancing spell on a target)

The last part is the effect of the spell being cast.

So examples of these incants would be:

- "By the Might of Earth I cast, Spell – 100 Earth."
- "By the Might of Earth I cast, Spell – Gain one use of the Resist Damage skill."
- OR "By the Might of Earth I cast, Spell – Grant Resist Damage."
- "By the Flow of Water I cast, Spell - Charm Pacify."
- "By the Flow of Water I grant, Spell - 30 Mystic Armor."
- "By the Quickness of Air I cast, Spell – Knockback 10."
- "By the Quickness of Air I grant, Spell - Disarm Basic Trap."
- "By the Rage of Fire I cast, Spell – Lash 100 Fire."
- "By the Rage of Fire I cast, Spell - Grant Resist Fire."
- "By the Rage of Fire I cast, Spell - Fire Eviscerate, Spell - Fire Eviscerate, Spell - Fire Eviscerate."

Other incants are possible for advanced and path magics, at GM or Magic Marshal discretion.

If you are uncertain which incant to use, please consult a GM or Magic Marshal. You must fully complete your incant before you release your Packet and all spell incants must be spoken in a conversational voice (no whispering incants) and must be understandable. If you make a mistake while incanting a spell your mana are lost and your spell does not take effect.

Magic Skills

Water Skills	Level	Type	Requirements
Air Magic	B	skill	
Destruction Magic	M	skill	Master Air & Fire Magic
Dream Magic	M	skill	Master Air & Water Magic
Earth Magic	B	skill	
Fire Magic	B	skill	
Mana	B	skill	Read Magic
Protection Magic	M	skill	Master Earth & Water Magic
Radiance Magic	M	skill	Master Earth & Fire Magic
Ritualism	M	skill	Master Mana, Air, Earth, Fire AND Water Magic
Water Magic	M	skill	

Air Magic (Water) – This skill allows you to cast Air spells up to your level of the Air Magic skill. It also grants you one use/level of Air Magic. You may expend a use of Air Magic to throw bursts of wind for a combat. These bursts deal "Air" damage equal to 2x your level of this skill.

Air's Quickness (Expert one-shot, Air Magic) – You may expend a use of Air Magic to, "Innate – Blink" per the spell.

Air's Mastery (Master one-shot, Air Magic) – You may now expend a use of Air Magic to throw Lightning Bolts for a combat. These Lightning Bolts deal "Vorpil Air" damage equal to your level of the Air Magic skill. In addition, each time you activate your ability through Air Magic to throw bolts of lightning or gusts of wind you also gain the ability to grant a shifting image to those around you (Lash- Grant Shifting Image). This ability must be used before the combat ends or it is lost and only affects up to 12 targets.

Air's Thunder (Grand Master one-shot, Air Magic) – You may now expend a use of Air Magic to convert one of your damage dealing Air spells into a Lash effect, as a delivery modifier.

Earth Magic (Water) – This skill allows you to cast Earth spells up to your level of the Earth Magic skill. It also grants you one use/level of Earth Magic. You may expend a use of Earth Magic to throw bursts of rock and stone for a combat. These Packets deal Earth damage equal to 2x your level of this skill.

Earth Heal (Expert one-shot, Earth Magic) – You may expend a use of Earth Magic to heal yourself for 50 Life Points. To activate this skill takes three seconds and you must call out, "Earth Heal 1, Earth Heal 2, Earth Heal 3." Any damage dealt to you in this time negates the Earth Heal. At the end of your count you instantly heal for 50 Life Points.

Earth's Mastery (Master one-shot, Earth Magic) – You may now expend a use of Earth Magic to throw bursts of life energy for a combat. These bursts deal "Life" damage equal to twice your level of the Earth Magic skill. In addition, each time you activate your ability through Earth Magic to throw bursts of stone or life you also gain the ability to grant Stone skin to those around you (Lash- Grant Stone skin). This ability must be used before the combat ends or it is lost and only affects up to 12 targets.

Earth's Embrace (Grand Master one-shot, Earth Magic) – You may now expend a use of Earth Magic to activate Earth's Embrace and instantly cocoon yourself in a protective barrier of amber. This skill works just like the Protection Mage Stasis ability.

Fire Magic (Water) – This skill allows you to cast Fire spells up to your level of the Fire Magic skill. It also grants you one use/level of Fire Magic. You may expend a use of Fire Magic to throw bursts of flame for a combat. These Packets deal Fire damage equal to 2x your level of Fire Magic.

Empower Flame (Expert one-shot, Fire Magic) – Spend a use of Fire Magic to have your next numerical damage dealing fire spell deal double damage.

Fire's Mastery (Master one-shot, Fire Magic) – You may now expend a use of Fire Magic to throw bursts of shattering energy for a combat. These bursts deal "Shatter" damage equal to three times your level of the Fire Magic skill. In addition, each time you activate your ability through Fire Magic to throw bursts of flame or shatter you also gain the ability to grant a Fire Shield to those around you (Lash- Grant Fire Shield I). This ability must be used before the combat ends or it is lost and only affects up to 12 targets.

Fire's Anger (Grand Master one-shot, Fire Magic) – You may now expend a use of Fire Magic when a Fire spell you cast is resisted through the use of another skill. When this happens you may call, "Fire Press" for your spell and the target must defend against the spell (or the press) again. This skill may normally only be used once per spell. In the case of a spell with three packets it can be used with each packet but takes a use per packet.

Mana (Water, Requires Read Magic) – This skill provides 10 Mana/level which can be used to cast spells from your Spell Book per the rules for casting spells.

Water Magic (Water) – This skill allows you to cast Water spells up to your level of the Water Magic skill. It also grants you one use/level of Water Magic. You may expend a use of Water Magic to throw bursts of Water damage for a combat. These Packets deal Water damage equal to 2x your level of this skill.

Water's Weaving (Expert one-shot, Water Magic) – You may expend a use of Water Magic to refit Mystical Armor by 100 points on a three-count. To do this you must have contact with the target that has the Mystical Armor and call out, "Refit Mystical Armor 1, Refit Mystical Armor 2, Refit Mystical Armor 3 – 100 points."

Water's Mastery (Master one-shot, Water Magic) – You may now expend a use of Water Magic to throw bursts of magic for a combat. These bursts deal "magic" damage equal to twice your level of the Water Magic skill. In addition, each time you activate your ability through Water Magic to throw bursts of water or magic you also gain the ability to repair Mystical Armors to those around you (Lash- Repair 30 Mystical Armor). This ability must be used before the combat ends or it is lost and only affects up to 12 targets.

Water's Barrier (Grand Master one-shot, Water Magic) – You may now expend a use of Water Magic to activate Water's Barrier. This effect does not occupy a Buff Slot, but does take three seconds to form. Water's Barrier fully stops the next spell or attack that would affect you, unless it is delivered through peaceful contact. This means it would fully stop an Assassinate just as much as it would stop a Packet-based Healing effect. It would not stop a Touch-of-Death delivered while casually sitting in the tavern, nor would it stop a Death Poison if you drank it willingly.

Spells

Air Spells

Tier 1:

Air Dart – “25 Air” damage.

Glide – You slowly fall to the ground on a cushion of air, avoiding any damage from falling.

Grant Freedom – Release someone from a movement impairing effect.

Grant Jump – Allows you to jump straight up 10’ or across 25’.

Weapon Rune: Air – Enchant a weapon to deal Air damage for a single combat. The rune is cast into the Rune Slot on a weapon.

Tier 2:

Grant Glide – Grants a single use of Glide to someone in a General Buff Slot. Glide is used to negate falling damage.

Grant Resist Sleep – Grant a single use of Resist Sleep to someone.

Grant Sidestep – Grant a single use of the Sidestep skill to someone.

Whispering Wind – Upon completing this spell a magical wind will record up to a 20 word message and deliver it to the designated individual. The designated individual must be someone the caster has met and had some conversation/interaction with. The wind is not capable of crossing planar boundaries. The caster of this spell does not get any indication if the message was successfully delivered or not upon completing the casting.

Wind Force – “Magic Knockback 10.”

Tier 3:

Air Bolt – “100 Air” damage.

Blink – You instantly Blink for 3 seconds (per Blink skill).

Grant Disarm Basic Trap – Grants the target the ability to disarm the next basic trap they encounter.

Grant Resist Earth – Grant a single use of Resist Earth to someone.

Levitate – You float 3” above the ground instead of walking. This negates any effect that is caused by stepping on the ground (spiked floor, pool of acid, etc.) and makes the user immune to falling damage. While levitate is active you may not use any skills that require *planting your feet* such as Storm.

Tier 4:

Bind – Lock target’s arms to their sides while in line-of-sight +10 seconds. Call is, “Magic Bind.”

Grant Hide – Grant a single use of the Hide skill to someone.

Shatter Bolt – Single Packet of “100 Magic Shatter Armor.”

Shifting Image – Self-only Dodge vs. the next attack. A caster may only have one Shifting Image or one Stone Skin spell active at a time. Shifting Image does not occupy a buff slot.

Windblast – “50 Air Knockback 10.”

Tier 5:

Air Blast – “150 Air” damage.

Charm Ignore – Causes the target to ignore the caster unless the caster takes a direct action against the target. Charms last for the combat/scene. Call is, “Magic Charm Ignore.”

Extend Spell – The spell doubles the duration of the next Blink, Hop, Pass Wall, or Portal spell you use. This spell occupies a General Buff Slot until used and counts as an Effect Modifier.

Grant Blink – Grant a single use of the Blink skill to someone.

Protection from Earth – Grant +10 AC vs. Earth for a combat in an Armor Slot.

Tier 6:

Grant Disarm Complex Trap – Grants the target the ability to disarm the next basic or complex trap they encounter.

Grant Dodge – Grant a single use of the Dodge skill to someone.

Invisibility – Instantly hides the caster per the Hide skill by calling, “Invisibility” and crossing their arms in front of them. Once Invisible, the caster has five seconds to reach an area that is appropriate to maintain their hidden state per the Hide skill rules.

Pass Wall – Self-only Pass Wall.

Wall of Lightning – Creates a Wall up to 10’ long made of Lightning. Anyone passing through the Wall takes, “Unavoidable 50 Vorpals Air”. A caster may only have one Wall/Circle active at a time and the Wall must have a phys rep marking its location.

Tier 7:

Air Bolts – Three consecutive Packets of “100 Air” damage.

Dimensional Ward – Prevents the use of Portals and Pass Walls within the room the spell is cast upon.

Grant Break Free – Grants a single use of the ability to break free from any movement-impairing effect on a three-count.

Grant Phase Armor – Grant the target a 100-point Phase Armor in an Armor Buff Slot. Phase Armor can be used to Phase any attack with a numerical value below the Phase Armor value. Any time Phase Armor is used its value is reduced to zero.

Lightning Dart – “25 Vorpals Air” damage.

Tier 8:

Find Concealed – This spell may be cast to reveal any hidden objects or compartments within 10’ of the caster.

Grant Pass Wall – Grant a single use of the Pass Wall skill to someone.

Shatter Bolts – Three consecutive Packets of “100 Magic Shatter Armor.”

Silence – Target is affected by a “Magic Silence” that lasts for 30 seconds.

Sleep Dart – “Magic Sleep.”

Tier 9:

Air Blasts – Three consecutive Packets of “150 Air” damage.

Circle of Wind – Creates a Circle of powerful Wind up to 10’ in diameter. The Circle of Wind prevents all normal movement, ranged attacks and spell Packets from going in or out of the Circle (you can still Blink, Portal, Pass Wall, or Phase into or out of the Circle). A caster may only have one Wall/Circle active at a time and the Circle must have a phys rep marking its location.

Lash Spell – This spell will make the next damage dealing spell you cast work as a Lash spell, this counts as a Delivery Modifier. This spell occupies a General Buff Slot until used

Unseal – This spell will instantly unlock any lock up to level 8.

Lightning Bolt – “100 Vorpal Air” damage.

Tier 10:

Confine – Confine target in a powerful magic force by calling, “Magic Confine.” Unless this is resisted, the target may not move from the neck down and the only skills the target may use are those with the word “Resist” in them.

Grant Phase - Grant a single use of the Phase skill to someone.

Lightning Blast – “150 Vorpal Air” damage.

Portal – This spell creates a five-minute Portal per the Air skill by the same name.

Suffocation – Delivers a Packet-based “Magic Sleep Death” to the target.

Earth Spells

Tier 1:

Ladder – Forms a 50'-high ladder made of stone.

Shield of Stone – Creates a shield made of Stone and grants the caster the ability to use a shield for the Re-Pop. This spell occupies an Armor Buff Slot.

Stabilize – Instantly stabilize a target so they are no longer bleeding to death.

Stone Dart – "25 Earth" damage.

Weapon Rune: Earth – Enchant a weapon to deal Earth damage for a single combat. The rune is cast into the Rune Slot on a weapon.

Tier 2:

Grant Resist Disease – Grant a single use of a Resist Disease to someone.

Life Dart – "25 Life" damage.

Pin – Target is hit by a "Magic Pin" and their left foot is pinned to the ground and may not move while the caster has line-of-sight +5 seconds.

Remove Weakness – Removes the current weakness effect from the target.

Stone Fist – You may deliver a single Crush attack with a weapon, as your next attack.

Tier 3:

Cure Wounds – Heals 25 Life Points.

Grant Resist Air – Grant a single use of Resist Air to someone.

Harvest Material – You may cast this spell upon a dead creature. You may then collect one Basic material from an NPC as if you had used the Harvesting skill. This spell may only be cast upon a creature once.

Stone Bolt – "100 Earth" damage.

Weapon Rune: Life – Enchant a weapon to deal Life damage for a single combat. The rune is cast into the Rune Slot on a weapon.

Tier 4:

Grant Orc Strength – Grants a target level 2 Strength for a combat.

Grant Resist Pain - Grant a single use of the Resist Pain skill to someone.

Life Bolt – “100 Life” damage.

Protection from Air – Grants +10 AC vs. Air attacks in an Armor Buff Slot.

Shield of Bronze – Creates an Expert quality shield made of bronze and grants the caster the ability to use a shield for the Re-Pop. This spell occupies an Armor Buff Slot.

Stone Skin – Grants the caster a Resist Damage against the next damaging effect that hits them. A caster may only have one Shifting Image or one Stone Skin spell active at a time. Stone Skin does not occupy a buff slot.

Tier 5:

Cure Disease – Cures a Disease up to level 5.

Grant Resist Venom – Grant a single use of Resist Venom which can be used to resist any call with “Acid” or “Venom” in the call.

Grant Rip Free – Grant a single use of the Rip Free skill.

Stone Blast – “150 Earth” damage.

Web – Traps target in a powerful magic net by calling, “Magic Web.” Unless resisted or avoided, the target may not move from the neck down.

Tier 6:

Grant Ogre Strength – Grants target level 4 Strength for a combat.

Grant Resist Damage – Grant a single use of the Resist Damage skill to someone.

Life Blast – “150 Life” damage.

Mend – Heals a target for 50 Life Points.

Wall of Sand – Creates a Wall up to 10’ long made of abrasive Sand. Anyone passing through the Wall takes 150 Earth damage. A caster may only have one Wall/Circle active at a time and the Wall must have a phys rep marking its location.

Tier 7:

Remove Wound – Removes the last numerical damaging effect the target was hit by.

Shield of Iron – Creates a Master quality shield made of iron and grants the caster the ability to use a shield for the Re-Pop. This spell occupies an Armor Buff Slot.

Stone Bolts – Three consecutive Packets of “100 Earth” damage.

Wall of Life – Creates a Wall up to 10’ long made of Life energy. Anyone passing through the Wall takes “150 Life” damage. A caster may only have one Wall/Circle active at a time and the Wall must have a phys rep marking its location.

Tier 8:

Grant Giant Strength – Grants the target level 6 Strength for a combat.

Life Bolts – Three consecutive Packets of “100 Life” damage.

Paralyze – Delivers a “Magic Paralyze – 5 Minutes” to the target. Unless resisted or avoided, the target is paralyzed for five minutes or until they take damage.

Stun Bolt – Delivers a “Magic Stun – 10 Seconds” to the target. Unless resisted or avoided, the target is stunned for 10 seconds.

Tier 9:

Circle of Life - Creates a Circle of powerful Life energy up to 10’ in diameter. The Circle of Life will attempt to Banish any creature each time they walk through the Circle. This is a magical effect that works on magic plus creatures. This is

particularly effective against undead and underlings. The Banish does affect magic plus creatures. A caster may only have one Wall/Circle active at a time and the Circle must have a phys rep marking its location.

Earthquake – This spell causes a “Voice-Radius Magic Disenchant Barriers” effect causing all magical Walls, Circles and barriers to suffer a Disenchant effect.

Regenerate – Restores a lost/damaged limb or removes an affliction that is healed by the Regenerate skill.

Shield of Steel - Creates a Grand Master quality shield made of steel and grants the caster the ability to use a shield for the Re-Pop. This spell occupies an Armor Buff Slot.

Stone Blasts – Three consecutive Packets of “150 Earth” damage.

Tier 10:

Grant Resist Effect – Grant a single use of the Resist Effect skill to someone.

Imprison – Delivers a “Magic Imprison.” Unless defended against, the target is completely incapacitated and may not use any skills. Only the caster of the Imprison spell may affect the target of the Imprison and upon affecting them or five minutes goes by, the Imprison is negated.

Life Blasts – Three consecutive Packets of “150 Life” damage.

Restore Life – Return a dead individual to life, with 1 Life Point, provided the essence is still strong enough and they have died within the Re-Pop. Target has to be willing and loses one point of Vitality if raised after one minute.

Smashing Fist – Caster may deliver a single Smash attack with a melee weapon.

Fire Spells

Tier 1:

Evoked Fear – Target is overcome by Fear for five seconds and will flee from your presence. Call is, “Magic Fear – 5 Seconds.”

Fire Dart – “25 Fire” damage.

Furious Strike– Target of spell is overcome by rage and deals +5 damage for the next three attacks.

Remove Fear – Cancels Fear effect from the target.

Weapon Rune: Fire – Enchant a weapon to deal Fire damage for a single combat. The rune is cast into the Rune Slot on a weapon.

Tier 2:

Fire's Taunt – "25 Fire – Taunt 10." 10 second Taunt.

Grant Rage – Grant a single use of the Rage skill to someone.

Grant Resist Fear – Grant a single use of Resist Fear to someone.

Grant Resist Water – Grant a single use of Resist Water to someone.

Tier 3:

Fire Bolt – "100 Fire" damage.

Fire Shield I – Grants you a Fire Shield. Fire shield does not occupy a buff slot. Fire shield does not negate damage, but the next time you *suffer damage from a melee attack* your fire shield will trigger resulting in "Reflect 100 Fire" to the individual who damaged you. Please note the effect must actually damage you for the fire shield to go off, so an effect that you dodge or resist would not trigger your fire shield. You may only have one of these style Shield spells active at a time.

Grant Block – Grant a single use of Block to someone.

Grant Taunt – Grant a single use of Taunt to someone.

Tier 4:

Protection from Water – Grants +10 AC vs. Water damage in an Armor Buff Slot.

Releasing Flames – Burns away Slick, Pin, Bind, or Web effect over three seconds, but deals 50 Fire damage to the target in the process.

Shatter Item – Target item up to a large shield in size suffers a single shatter effect. Call is, "Magic Shatter <Target>."

Tier 5:

Fire Blast – "150 Fire" damage.

Fire Shield II– Grants you a Fire Shield. Fire shield does not occupy a buff slot. Fire shield does not negate damage, but the next time you *suffer damage from a melee attack* your fire shield will trigger resulting in "Reflect 100 Fire, Reflect 100 Fire" to the individual who damaged you. Please note the effect must actually damage you for the fire shield to go off, so an effect that you dodge or resist would not trigger your fire shield. You may only have one of these style Shield spells active at a time.

Grant Slay – Grant a single use of Slay to someone.

Tier 6:

Fireball – "Lash 100 Fire" damage.

Grant Parry – Grant a single use of Parry to someone.

Wall of Fire - Creates a Wall up to 10' long made of Fire. Anyone passing through the Wall takes "150 Fire" damage. A caster may only have one Wall/Circle active at a time and the Wall must have a phys rep marking its location.

Tier 7:

Eviscerate – "Fire Eviscerate."

Fire Bolts – Three consecutive Packets of "100 Fire" damage.

Fire Shield III – Grants you a Fire Shield. Fire shield does not occupy a buff slot. Fire shield does not negate damage, but the next time you *suffer damage from a melee attack* your fire shield will trigger resulting in "Reflect 100 Fire, Reflect 100 Fire, Reflect 100 Fire" to the individual who damaged you. Please note the effect must actually damage you for the fire shield to go off, so an effect that you dodge or resist would not trigger your fire shield. You may only have one of these style Shield spells active at a time.

Point Spell – Grant yourself the ability to cast a single spell as a Point spell per the Destruction Magic ability. This ability occupies a General Buff Slot until used. This counts as a Delivery Modifier.

Tier 8:

Circle of Fire – Creates a Circle of Fire up to 10' in diameter. The Circle of Fire will attempt to destroy any creature that walks through it by causing a "Fire Death" to them each time they walk through the Circle. A caster may only have one Wall/Circle active at a time and the Circle must have a phys rep marking its location.

Grant Eviscerate – Grant a single use of Eviscerate to someone.

Grant Spell Parry – Grant a single use of Spell Parry to someone.

Lava Shield – Grants you a Lava Shield. Lava shield does not occupy a buff slot. Lava shield does not negate damage, but the next time you *suffer damage from a melee attack* your Lava shield will trigger resulting in "Reflect Fire Death" to the individual who damaged you. Please note the effect must actually damage you for the lava shield to go off, so an effect that you dodge or resist would not trigger your lava shield. You may only have one of these style Shield spells active at a time.

Tier 9:

Death – "Fire Death."

Fire Blasts – Three consecutive Packets of "150 Fire" damage.

Press Spell – Grant yourself one use of Press Spell which is only usable for spells, this counts as a Delivery Modifier. This spell occupies a General Buff Slot until used. Only one Press Spell may be used on a single spell.

Sunder Armor – Target is affected by a Sunder Armor per the skill. If the target is a golem, they are affected as if by a Death spell.

Tier 10:

Doom – Three consecutive Packets of "Fire Eviscerate."

Fireballs – Three consecutive "Lash – 100 Fire."

Fire Storm – Initiate a Fire Storm by planting your feet. You may throw consecutive Packets of “Spell Storm 100 Fire” until you move your feet, use another skill/spell or are dealt damage.

Grant Press – Grant a single use of the Press skill to someone.

Grant Riposte – Grant a single use of Riposte to someone.

Water Spells

Tier 1:

Sense Magic – This spell allows the caster to tell if an item or person they are touching possesses any Magic per the Sense Magic skill.

Water Breathing – Grants someone the ability to breathe underwater for the Re-Pop.

Water Dart – “25 Water” damage.

Weapon Rune: Water – Enchant a weapon to deal Water damage for a single combat. The rune is cast into the Rune Slot on a weapon.

Tier 2:

Grant Modern Language – Grants the target the ability to read a single page of a specific Modern Language per the one-shot Language skill. The Language must be chosen at the time of casting.

Grant Resist Charm – Grant a single use of Resist Charm to someone.

Grant Resist Fire – Grant a single use of Resist Fire to someone.

Magic Dart – “25 Magic” damage.

Remove Enchantment – Allows for a single buff to be disenchanting from a willing target. For example; Able to clear an Armor buff from a willing target so they can put a different buff into that spot.

Slick – Target must walk heel-to-toe while the caster is within line-of-sight +10 seconds. Call is, “Magic Slick.”

Tier 3:

Charm Pacify – Target is affected by a “Magic Charm Pacify” and may not take any hostile actions until they are attacked or the combat/scene ends.

Grant Resist Elements – Grant a single use of the Resist Elements skill to someone.

Grant Sense Magic – Grant a single use of the Sense Magic skill to someone.

Ice Armor I – Grant 30 points of Armor to someone in an Armor Buff Slot.

Water Bolt – “100 Water” damage.

Tier 4:

Charm Speak Truth – Target is affected by a Charm that causes them to speak the truth to the next question they answer. Call is, “Magic Charm – Speak Truth.”

Death Sight – Allows the caster to see the target’s last minute before death, through the eyes of the deceased. You must have the skull or eyeball of the target in order to cast this spell.

Magic Bolt – “100 Magic” damage.

Protection from Fire – Grants +10 AC vs. Fire to someone in an Armor Buff Slot.

Slow Disease – Causes any Diseases affecting the target to be suspended for the scene.

Tier 5:

Charm Befriend – Target is affected by a “Magic Charm Befriend” and unless resisted or avoided, considers the caster to be a good friend and trusted confidant. Charm lasts for the combat/scene.

Grant Read Magic – Grants the target the ability to Read Magic per the one-shot skill for the Re-Pop into a General Buff slot.

Imprint Read – Reveals information about an object touched as if the Soothsaying skill had been used upon that specific item. Only items of note or those highly valued by someone tend to have an imprint.

Speak with Mentor – Establishes a two-way communication through a pool of water between the caster and someone who has taught them. This communication lasts up to five minutes and cannot cross planar boundaries. Example; Anya needs to speak with her mentor Vaellar, so she locates a pool of water and activates the spell. The water acts as a conduit and links her telepathically to Vaellar where they can talk for five minutes before the spell ends. This cannot cross planes.

Water Blast – “150 Water” damage.

Tier 6:

Grant Resist Magic – Grant a single use of the Resist Magic skill to someone.

Ice Armor II – Grants 60 points of Armor to someone in an Armor Buff Slot.

Magic Blast – “150 Magic” damage.

Wall of Water – Creates a Wall up to 10’ long made of Water and Ice. Anyone passing through the wall takes “150 Water” damage. A caster may only have one Wall/Circle active at a time and the Wall must have a phys rep marking its location.

Tier 7:

Grant Knowledge – Per the Knowledge skill, grants the target +1 level of any skill they possess not to exceed level 7.

Ice Prison – The caster may place themselves into a solid block of ice that prevents them from doing anything and makes them immune to all effects until the ice prison breaks or is dismissed. The ice prison breaks after taking 1000 cumulative damage or an Eviscerate, Death or Sunder Armor effect. The Ice Prison may be dismissed instantly, including in order to use a defense.

Protection from Elements – Grants +10 AC vs. Elements in an Armor Buff Slot.

Water Bolts – Three consecutive Packets of “100 Water” damage.

Tier 8:

Aura of Peace – Caster exudes an aura of pacification, causing a “Lash – Magic Charm Pacify” to target anyone near them.

Circle of Truth – Caster creates a Circle up to 10’ in diameter. Anyone within the Circle is affected by “Magic Charm – Speak Truth” every second which prevents them from lying while they are in the Circle. This does not make them answer the question. A caster may only have one Wall/Circle active at a time and the Circle must have a phys rep marking its location.

Disenchant – Target is affected per the Disenchant skill. The call is, “Magic Disenchant.”

Magic Bolts – Three consecutive Packets of “100 Magic” damage.

Remove Destruction – Removes the current Destruction debuff effect from the target.

Tier 9:

Activate Waystone – When this spell is cast upon a Waystone, it activates it, transporting those around it into The Ways.

Boon <Element> – Grants the target a single use of “Boon <Element>” per the Boon Element skill. The Element is chosen by the caster at the time of casting and must be specified from Earth, Air, Fire or Water when cast.

Ice Armor III – Grants 90 points of Armor to someone in an Armor Buff Slot.

Water Blasts – Three consecutive Packets of “150 Water” damage.

Weapon Rune – Magic – Enchant a weapon to deal Magic damage for a single combat. The rune is cast into the Rune Slot on a weapon.

Tier 10:

Charm Enslave – Target is affected by a “Magic – Charm Enslave” and they will do anything you command of them. Charm lasts for the Re-Pop.

Grant Reflect Magic – Grant a single use of the Reflect Magic skill to someone in a General Buff Slot.

Ice Armor IV – Grants 100 points of Armor to someone in an Armor Buff Slot.

Inspiration of Water – Grants an Inspiration of Water: Gain a Grand Master skill restore.

Magic Blasts – Three consecutive Packets of “150 Magic” damage.

Advanced Magics

Destruction Magic (Water, Requires Master Air Magic & Master Fire Magic) – Destruction is a flavor of damage that, unless resisted or avoided, places a de-buff upon the target causing all numerical damage they take to be doubled until the end of Re-Pop.

Each level of this skill grants one use of Destruction Magic.

Destruction Magic can be used to change the damage type of an instant duration offensive spell to Destruction (does not work on weapon runes or other spells that would allow someone to swing for Destruction damage).

Lash (Expert one-shot, Destruction Magic) – You may now expend a use of Destruction Magic to have one of your damage dealing Fire or Air spells do a Lash.

Echo (Expert one-shot, Destruction Magic) – You may now expend a use of Destruction Magic to have one of your offensive Fire or Air spells grant twice as many Packets. This skill may not be stacked upon itself. So a single Packet spell would become two Packets of that spell for one use of Destruction Magic. If the spell granted three Packets to begin with, this would grant six Packets of that spell. All other rules of the spell still apply (so if the Packets must be used consecutively, that still applies if you have six Packets).

Storm (Master one-shot, Requires Echo) – You may now expend a use of Destruction Magic to enter into a *Spell Storm*. To do this the mage plants both feet and incants a numerical damage-dealing Fire or Air spell. They release the first Packet and may then call just the effect followed by, “Storm” over and over again, until they either; move a foot out of place, take damage, or use another skill. For example, a Fire Bolt Storm would be, “By the Rage of Fire I call forth a Fire Bolt Storm – 100 Fire, Storm – 100 Fire, Storm 100 Fire ...”

Point (Master one-shot, Destruction Magic) – You may now expend a use of Destruction Magic to cast a spell as Point. This ability may not be combined with Storm.

Improved Destruction (Grand Master one-shot, Destruction Magic) – Your Basic ability to convert spells to Destruction no longer requires a use of your Destruction Magic.

Maelstrom of Destruction (Grand Master one-shot, Requires Storm) – When in a Storm you may now expend an additional use of Destruction Magic to move at a slow walk while maintaining the Storm. Any damage will negate the Maelstrom.

Dream Magic (Water, Requires Master Water Magic & Master Air Magic) – Each level of this skill grants one use of Dream Magic and it grants you the knowledge necessary to Activate a Waystone. A use of Dream Magic may be expended to Focus cast a spell. Focus casting removes all verbal and somatic components from spells making them useable even when silenced or confined. To Focus cast a spell, instead of performing a normal incant you just say, “Focus – <Spell Effect>.”

Dream Shift (Expert one-shot, Dream Magic) – You may now expend a use of Dream Magic to open a portal to the Dreamscape. This skill works exactly like the Portal skill/spell except it goes into the Dreamscape.

Dream Spell (Expert one-shot, Dream Magic) – You may now change the damage type of an Air or Water spell to Dream.

Full Presence (Master one-shot, Dream Magic) – You may expend a use of Dream Magic to grant yourself Planar Asylum: Dream. You may also spend a use to grant someone else Planar Asylum: Dream in a General Buff Slot.

Dream Portal (Grand Master one-shot, Requires Dream Shift) – You may expend a use of Dream Magic to Open Portal within Phantara. This skill mimics the Portal skill and stays open for 1 minute. Portals made in this fashion are Purple.

Improved Focus Casting (Grand Master one-shot, Dream Magic) – You no longer need to expend a use of Dream Magic to Focus cast your spells.

Protection Magic (Water, Requires Master Earth Magic & Master Water Magic) – Each level of this skill grants one use of Protection Magic. It also allows you to refit any Mystical Armor that is within a target's Armor Buff Slot. This ability takes an uninterrupted 100-count to use.

You may expend a use of your Protection Magic to grant a Protection Slot to someone. A target may only ever have one Protection Slot, this Slot may be used as either a Toughness or Armor Buff Slot and lasts until Re-Pop or the target is disenchanting.

Group Protection (Expert one-shot, Protection Magic) – You may now expend a use of Protection Magic to cast any Earth or Water spells, that occupy a buff slot, as *Group Spells* thus affecting four targets. All four targets must be in contact with the mage.

Increased Defense (Master one-shot, Protection Magic) – You may expend a use of Protection Magic to perform a Group Grant Protection Slot. OR You may now expend a use of Protection Magic when casting a defensive Earth or Water spell into one of your General Buff Slots (not able to combine with Group Buff). That spell now grants one extra use of the defense that it grants.

Stasis (Master one-shot, Protection Magic) – You may expend a use of your Protection Magic to place an item or a willing person in Stasis. While in Stasis, they are immune to all damaging effects but may not do anything. Stasis lasts until Re-Pop, until it is disenchanting, or until the individual in Stasis wills it to end.

Armor Storm (Grand Master one-shot, Requires Group Protection) – You may expend a use of your Protection Magic to cast any spell that occupies the Armor or Toughness Buff Slots as a *Storm*. To do this simply plant your feet and cast the spell like normal. You may then call, "Storm" and the spell effect again; thus invoking the spell's power again and again. You may do this until you either move your feet, take a damaging effect, choose to end the spell, or more than 30 seconds goes by without invoking the Storm's power.

Circle of Protection (Grand Master one-shot, Requires Increased Defense) – You may expend a use of your Protection Magic to invoke a Circle of Protection. Once invoked, nothing may pass through the Circle, even through the use of normal Blink or Pass Wall skills and spells. To invoke a Circle of Protection you must place a phys rep of a Circle no larger than 10' diameter on the ground. The mage may grant an individual permission to enter or exit the Circle. This permission lasts for one instance of moving in or out of the Circle or until the target leaves the mage's line-of-sight. To grant permission, the mage must specify the target either by name, by gaze, or by pointing at them and then announce, "May Enter" or, "May Exit." If a Circle of Protection is struck by a Disenchant effect while the creator of the Circle is within it, the creator may call, "Resist" at no cost to themselves. If the creator is not within the Circle or does not call, "Resist", the Disenchant ends the Circle of Protection (please move the phys rep so it is obvious the Circle is not active).

Radiance Magic (Water, Requires Master Earth Magic & Master Fire Magic) – Each level of this skill grants one use of Radiance Magic and it allows you to transform the damage type of any offensive Earth or Fire spells to Radiance.

You may expend a use of Radiance Magic to call forth a single weapon made of Radiance energy that deals un-modifiable damage equal to your level of Radiance Magic. The Radiance weapon lasts for the Re-Pop unless it leaves your person or is disenchanting.

Radiance Slay (Expert one-shot, Radiance Magic) – You may now expend a use of your Radiance Magic to perform a Radiance Slay (100 Radiance).

Rebirth (Master one-shot, Radiance Magic) – Upon slaying an undead you may expend a use of Radiance Magic and perform a “Lash – 50 Radiance Heal.”

Radiance Flurry (Grand Master one-shot, Requires Radiance Slay) – You may now expend a use of your Radiance Magic and declare “Radiance Flurry.” Upon doing this, your next three attacks become “200 Radiance.”

Radiance Burst (Grand Master one-shot, Requires Rebirth) – Upon completion of any ability that requires the expenditure of a use of Radiance Magic, you may expend an additional use of Radiance Magic and perform “Lash - 100 Radiance Heal” centered on yourself. Radiance Burst cannot be triggered off itself.

Ritualism (Water, Requires Master Mana, Air, Earth, Fire and Water Magic) – This skill represents a mage’s mastery over all four Elements of Magic and the ability to combine all four of those Magics into a Ritual spell.

A ritualist gains one use of Ritualism/level of skill. These levels can be used to cast Rituals per the following rules:

1. A ritualist may cast Rituals equal to or lower than their level of the Ritualism skill;
2. A ritualist must have a Ritual scroll for the Ritual they wish to cast;
3. A ritualist must follow the directions on the scroll detailing what components are necessary for the Ritual;
4. A Ritual takes one minute/level to perform;
5. A Ritual takes one use of Ritualism/level of the Ritual (unless using Dark Territory);
6. The ritualist may pull mana from any mages that are participating in the ritual.
7. The ritualist must contribute at least 50% of the mana needed for the ritual.

8. A Magic Marshal or GM must be present for the Ritual; and
9. If casting in Dark Territory, a GM must be notified prior to starting the Ritual.

How to Cast a simple Ritual

To cast a Ritual you begin by gathering your components, the Ritual scroll and the target of the Ritual. The Ritual scroll must be visible at all times while Ritual casting. The Magic Marshal will verify that all components are present and that the Ritual scroll is valid and determine if you are casting in Dark Territory or not (see below for details). Once the Magic Marshal indicates everything is in order you may begin through the following process:

- First, declare, "Begin Ritual."
- Second, declare the Ritual name. For example, "Grant Planar Asylum: Fire."
- Third, declare the target such as, "Myself."
- The Magic Marshal will then call out, "Ritual Begins," at this point all components, skill levels, etc. are expended. This is the also where the Magic Marshal needs to inform you of any modifications from Plot/world events (such as casting a Ritual during October or May). The Magic Marshal does not inform you why the effect is happening, they will simply notify you of the result and you then have the option to expend additional uses of Ritualism to attempt to counteract the effect. Once that is resolved the Ritual may continue, if enough magic was not available the Ritual may continue in Dark Territory, or in some cases it may simply fail at this point.
- The Ritual caster must spend the required Ritual time in concentration. If they are disturbed, the Magic Marshal may require them to expend additional levels of Ritual Magic to stabilize the Ritual from the disturbance. Examples of disturbances might include shouting, taking damage, being hit by a spell, being shaken, bumped, pushed, etc. If the caster does not have additional levels of Ritual Magic available, the Ritual either enters into Dark Territory (notify a GM upon conclusion of the Ritual) or the Ritual immediately fails (caster's choice), all components are expended and a charge from the Ritual scroll is used up. If the caster is so far into Dark Territory already and suffer a disturbance, the Ritual will simply fail expending all resources used in the Ritual. In the event the Ritual caster falls unconscious, or is killed, during the Ritual the result is automatically a backlash (which ends the Ritual). A backlash causes
 - 10x the level of the Ritual in Magic damage, a number of times equal to the level of Dark Territory, in a Voice-Radius. So a level 5 Ritual that is at Dark Territory 3 when the caster is killed would result in "Voice-Radius 50 Magic" three times.
 - Once the time has passed the Magic Marshal will declare, "Ritual Ends" and if all went well, "Ritual Succeeds." If the Ritual went into Dark Territory during the casting, someone must notify a GM and provide them the following information:
 - What Ritual it was.
 - Who the primary Ritual caster was.
 - Any additional casters involved.
 - Anyone else present during the casting.

- How far into Dark Territory the Ritual went (on to ten).

Dark Territory

It is possible for a Ritual caster to attempt more Ritual castings than they are normally capable of. This is called casting in Dark Territory. Whenever a Ritual caster attempts to cast a Ritual that they do not possess enough expenditures of Ritualism for they are considered to be casting in Dark Territory. The level of Dark Territory is how many levels of Ritualism they are lacking.

For example, if Tim the Master ritualist (level 6) casts a level 5 Ritual earlier in the Re-Pop and later learns that he needs to cast another level 3 Ritual but only has one expenditure of Ritualism remaining, he may do so but is automatically placed in Dark Territory (level 2) the moment he starts the Ritual. Note: This does not allow him to cast Rituals beyond his level of skill, so he is still only able to cast level 1-6 Rituals.

Dark Territory is risky, the further into Dark Territory you go the higher chance you have of a Ritual failing as you try to manipulate too much magic while in a tired state. If you begin a casting in Dark Territory (as opposed to falling into it) the most common occurrence is for an oppositional force to try and prevent what you are doing. Some scholars believe that the process of casting in Dark Territory strains the ley lines and that the oppositional force is Phantara trying to protect itself from harm. For example, if you are casting a Planar Asylum: Fire in Dark Territory, the most likely response will be for Fire Elementals to attack during the Ritual since you are performing a Ritual against their Plane. So not only is the Ritual caster at greater risk of getting injured, thus pushing the Ritual further into Dark Territory, but it also increases the chance the Ritual may fail or backlash.

If you fall into Dark Territory while casting, the results can vary widely but often affect an entire area for a period of time. Examples might include Planar Portals, certain elements being stronger or weaker in an area, spells taking more Mana to cast, or specific skills not being usable.

Rituals

Components are required for most Rituals. These components are the same as crafter materials; represented by the same colored sticks. The color relates to an element for a ritualist instead of a profession for a crafter.

The Basic Components are:

- Red = Fire
- Blue = Water
- Green = Earth
- Yellow = Air

The Advanced Components are:

- Orange = Spirit
- Purple = Magic

Commonly-Found Rituals

Tier 1:

Create Ritual Circle – This ritual requires the following to perform: 10 mana, 2 of each basic component, a circular rope no more than 10' in diameter.

This ritual creates a ritual circle which lasts for the re-pop. Only the caster of the ritual circle or someone who is invested in the circle may use the circle. A ritual circle can be targeted by any ritual that affects a living individual thus affecting everyone in the circle. (Example: When casting an Unlearn ritual, if the target is declared as the circle, everyone inside of a ritual circle is affected by the ritual upon completion).

Tier 2:

Elemental Planar Asylum Ritual – This ritual requires the following to perform: 20 Mana, 10 basic components for the plane you are granting asylum from (fire = red, water = blue, earth = green, air = yellow).

This ritual bestows the target with immunity from the residual effects of being on the specific plane and its sub-realms. The effect lasts for 5 days and occupies a Minor Boon slot OR it lasts for the re-pop and occupies a General Buff Slot. For example, normally when on the Plane of Fire an individual suffers 1 point of fire damage every second. This ritual negates that damage. At the completion of the ritual, each person affected by the ritual makes the choice on whether they take this as a minor boon or as into a General Buff Slot. Inside a General Buff Slot, this can still be affected by a Disenchant.

Inner Planar Gate Ritual – This ritual requires the following to perform: 20 Mana, 10 basic components for the plane you are opening the gate to, "Portal/Gate" phys rep. This ritual upon completion opens a portal to one of the four elemental planes: Earth, Air, Fire, or Water. An individual may touch the portal and transfer themselves to the plane on a 3 count. The Gate can be targeted to a general area, or a specific realm within the plane, but may not be targeted to an exact location. The gate will open in a generally safe location whenever possible. This Planar Gate is open for the Re-Pop unless it is disenchant shut sooner.

Tier 3:

Invest/Divest Ritual – This ritual requires 30 mana, 1 of each Basic material. This ritual must target a ritual circle. When cast it invests anyone in the circle into it so that it may be used by them. This allows another ritualist to use a Circle that has already been cast.

Magic Circle – This Ritual requires the following to perform: 30 mana, 1 Spirit Component, and a circular rope no more than 10' in diameter. This ritual creates a ritual circle which lasts for the Re-Pop. Only the caster of the ritual circle or someone who is invested in the circle may use the circle. A ritual circle can be targeted by any ritual that affects a living individual thus affecting everyone in the circle. However, unlike the Create Circle Ritual, this circle will allow any person outside the circle to assist in the Mana cost of Rituals performed inside the circle. A Ritualist must still provide 50% of the Mana cost of the ritual, but that Mana cost can come from multiple Ritualists, not just the Ritualist leading the Ritual. Example: Ziggy and Vaellar are combining skill to cast a Permanence Ritual. They get assistance from other Mages to cover 50% of the Mana cost and then Vaellar and Ziggy both put in 25% each, instead of Ziggy having to put in 50% himself as the lead Ritualist.

CHAPTER SEVEN: WORLD POLITICS AND INFLUENCE

Influence

Players may request favors from a variety of organizations and even occasionally affect policy decisions. To accomplish this requires the calling in of favors, debts, etc. The various favors/debts owed a person take the form of Influence. The amount of Influence owed a particular individual is represented by Influence Dots. You *call in a favor* by spending your Influence Dots—they're the currency of the political system. Like regular currency, these Influence Dots may be exchanged between PCs (think of a friend recommending you highly to an organization). You can obtain Influence as a plot reward, by joining an organization, or through the Human Racial Skill. There are four main types of Influence: Knighthood, Royal, House and Guild. Each of these is generic in that it will work for anything of its appropriate organization level. For example, if you were given three House tags from a Mandalor member, you could in turn spend this to talk to someone from Toevass. In addition, there are other groups outside the Kingdom that can grant Influence, such as other Races, Kingdoms, etc.... and would only be usable within those groups with the exceptions of the Underworld organizations and Peasant Influence. Peasant Influence may be spent within any organization (except the Knighthoods) at a two-one ratio. Two Dots of Peasant Influence is the same as one Dot of Guild, House, or even Royal Alliance Influence. Influence you have earned or purchased will be given to you as a tag. Please note that you are much more effective at calling in favors within organizations that you belong to.

Gathering Influence Dots

You gain Influence Dots in the following ways:

1. As a member or head of an organization you may collect one Dot (Member) or two Dots (Head) of Influence for your organization's tier when you check-in at an event. You may only collect this once each event no matter how many organizations you belong to.
2. If you have the Human Racial Skill, *Silverthorne, My Silverthorne*, you may collect Dots of Influence when you check-in at an event
3. You may be rewarded Influence Dots for completing a quest or doing a favor for someone

Spending Influence Dots

You may spend as much Influence within any organization as you have Dots of that type. If you are a member of that organization, they have full effect. If you are not a member of that organization your expenditure is half as effective.

Influence Rings

Within Silverthorne Influence is divided into four categories which are referred to as rings. The highest ring is the Knighthood Ring. Influence with the Knighthoods may be spent in any ring at a one-one ratio. The second ring is the Royal Alliance Ring. Royal Alliance Influence may be spent in a lower ring at a one-one ratio but may not transfer up. The third ring is the House Ring. House Influence may be spent in the House or Guild ring at a one-one ratio or in the Royal Alliance ring at a two-one ratio. The final ring is the Guild ring. Guild Influence may be spent in the Guild ring at one-one ratio, the House ring at two-one ratio, or the Royal Alliance ring at four-one ratio. Any other Influence may not be spent within the Silverthorne Influence rings (but could be used within the appropriate ring that they apply to).

Countering Influence

In addition to spending Influence in an organization to use an ability, anyone may spend Influence (in the same organization) in advance, to counter a specific person's benefits of that ability but this costs one Dot to counter one of the other person's Dots.

Organizations within the Kingdom

The Royal family of Silverthorne runs the Kingdom. The only way to be a member within the Silverthorne family is to have been born a Silverthorne (not an option for the PCs of this campaign).

There are four Royal Alliances in the Kingdom. Each Royal Alliance has an economic base and strong ties to that neighboring Guild. The members of these Royal Alliances entered through either birth or marriage. Although membership is not required to attain Influence in a Royal Alliance, an individual may only join one of the Royal Alliances by invitation from the ruling members of that Royal Alliance.

There are also four Houses set up by the King to perform various functions. These Houses, unlike the Royal Alliances, were artificially introduced and are thus more political and without the strong ties to the economy. In order to join, a person must be of at least Freeman station (other restrictions may apply, see individual House descriptions). A person can only belong to one House at a time.

There are over a dozen various Guilds and membership requirements vary from Guild to Guild. These are the Guilds that control a significant percentage of the Kingdom's gross income. An individual may be a member of as many Guilds as they wish but they may only be the Head of one such organization.

Abilities of All Organizations

Add a Member: The head of an organization may add a member to their organization by reporting to House Toevass that they have offered a position within the organization to that person and that person has accepted. In the absence of the Head of an organization, the Second assumes all duties, responsibilities and powers of the Head of the organization.

Remove a Member: At any time a member may leave an organization simply by notifying House Toevass that they have left the organization. The Head of an organization may also remove anyone below them in rank from the House by notifying House Toevass that they said individual has been removed.

Request Teachers: Each organization has specific skills that it can obtain teachers for. These skills are listed within the organization's description. The cost to obtain a teacher for these skills is one Dot of Influence/level of the skill. For any skills with a pre-req, the total level of skills including these pre-reqs must be taken into account. So in order to find a teacher for level 3 Slay they would need to spend six Dots; three for level 3 Slay and three for level 3 Weapon Damage (the pre-req for Slay).

Once the Influence Dots are spent to request a teacher it will still take time for the teacher to arrive in town and you are expected to compensate the teacher for their time (nothing is free).

Royal Alliances

Royal Alliance Influence may also be spent to gain an audience with a Noble, although it is un-advisable to bother a high ranking Noble without good reason.

- A Thane = three Dots
- A Baron = six Dots
- A Duke = 10 Dots

Royal Alliance 1

Summary: This Royal Alliance consists primarily of the Duchy of Silverthorne. No Duke presides over this Duchy since it has the Capital of Silverthorne within its boundaries. This Alliance is ruled by the Royal family and those appointed to assist in running the Alliance.

The area is the oldest part of the Kingdom of Silverthorne and contains the largest concentration of Nobles. As no surprise, it also contains the largest number of merchants specializing in luxury goods and Alchemy.

Major Cities	Silverthorne, Castellion
Large Cities	Pellin, Gateway
Other Cities	Norillan, Bran
Skills That Can be Taught Here	Alchemy Herbalism Read/Write Silverthorne, My Silverthorne Trade Tinkering Urban Knowledge

Royal Alliance 2

Summary: This Royal Alliance consists primarily of the Duchy of Susspin. Duke Ironheart oversees the Duchy and leads this particular Royal Alliance.

A good portion of this Duchy once belonged to the elves of Syl'Van'Dar. In addition to the various sea and river ports, the Duchy of Susspin also contains the headquarters for the Guild of Mages. So this Duchy contains the largest concentration of seafarers and Mages.

Major Cities	Susspin, Vannaphasauk
Large Cities	Portsmouth, Ironguard (Port's End)
Other Cities	Murdin, Tucor, Illian, Westinan, Terragon Keep
Skills That Can be Taught Here	Air/Earth/Fire/Water Magic Animal Ken Mana Read/Write (including Read Magic) Sense Magic Soothsaying Trade

Royal Alliance 3

Summary: This Royal Alliance consists of the Duchy of Caldonia. Duke Campbell oversees the Duchy and leads this particular Royal Alliance.

The small Duchy of Caldonia is the buffer between the rest of the Kingdom of Silverthorne and The Kingdom of the Dwarves. Caldonians are a group of proud and noble humans who live the lives of warriors and herders in the hill country between the Dwarven Mountains and the Silverthorne plains. These kilt wearing hill men have never turned away from an honorable war and have never failed to come to the aid of the Dwarves whom they consider their greatest allies, often trading whole herds of animals for the finest weapons the dwarves can make. It is considered a mark of great pride among Caldonians to carry a Dwarven-made blade (or other weapon).

One of the most notable features of Caldonia is Golach Meur, "Tree of Woe". Caldonia sits in a natural bowl on the side of a mountain. At the lowest point of the bowl is a small spring fed lake on the far side of which is a hillock upon which sits a lone tree. From a distance the tree seems eternally in bloom. Up close it is a grim and somber thing for Caldonians tie scraps of tartan to its branches for their loved ones. This is a custom for those who cannot say good-bye. Golach Meur is considered hallowed and no clan would spoil another's tatters for fear of haunted. As such this piece of Caldonia is neutral ground.

Major Cities	Argyle
Large Cities	Skara Brae
Other Cities	Orphir, Toab, Agotnes
Skills That Can be Taught Here	Any Weapon Skill Quick Healing Strength Toughness

Royal Alliance 4

Summary: This Royal Alliance consists of both the Duchy of Gilbain and the Duchy of Bonnifus. Duke Harrison oversees the Duchy of Gilbain and leads this particular Royal Alliance.

The Duchy of Gilbain lies to the far north of the Kingdom and remains a frozen wasteland for much of the winter, harboring both the Wraith Woods and Bear Lake, the largest body of fresh water in the Kingdom. To the east lies the Goblin Forest and to the north lies the Great Plateau.

Duchy of Gilbain

Major Cities	Gilbain
Large Cities	N/A
Other Cities	Meterwyn, Cadence, Land's End, Kodiak, Ellinan
Skills That Can be Taught Here	Animal Ken Endurance Healing Resist Fear Trade Wilderness Knowledge

The Duchy of Bonnifus is primarily an agricultural region, with the Dwarven Homeland to its east.

Duchy of Bonnifus

Major Cities	Bonnifus
Large Cities	Da'Thannis
Other Cities	Salek
Skills That Can be Taught Here	Animal Ken Endurance Healing Herbalism Trade

Houses

House Influence may also be spent to gain an audience with a high-ranking member of the House, although it is un-advisable to bother a high-ranking member of your House without good reason.

- A Thane-level House Head = Three Dots
- A Baronial-level House Head = Six Dots
- A Ducal-level House Head = 10 Dots

House DeVris

Summary: Membership to this House is available to Freemen who:

- Have no significant record of crimes committed.
- Are not Mages.
- Are not Sylvani.

Members serve as Magistrates, Judges and experts on the King's Law for the local community. As such, House DeVris serves as the King's legal representative and members are expected to act in the best interest of the King. The judge that never makes a mistake gains a great deal of respect.

Due to the Mage Hunters being placed into House DeVris, Mages are not allowed to join this House. Anyone capable of casting spells is denied Access to this House.

Special Dispensation

Order Trial(s), Writ of Bounty, Power to Arrest

Magistrates

The local Magistrates have the power to convene a trial on any person accused of a crime. Trials may be conducted in the fashion dictated by the DeVris Magistrate. As such, many Magistrates simplify their own lives by merely deeming the accused guilty unless they can prove their innocence.

Magistrates-House Heads

The House Head serves on the Town Council and has the protections provided a Gentlefolk. The House Head also has authority to Issue Writ of Bounty, which they can use to request monies from the Baron or the Town Council and to Send Cavaliers out to apprehend criminals.

Cavaliers

Cavaliers are the Militant arm of House DeVris. When there is a known criminal loose, the Cavaliers are dispatched to track that person down and return them to town for trial. They also patrol the wilderness of Silverthorne with the authority to hold trials on the spot, if they see a crime committed. The crimes a cavalier can try are recent crimes – within three days – if the crime is older, it should be turned over to a Magistrate. When Cavaliers are dispatched to retrieve someone, they will return with that person; alive or dead if the accused resist.

Mage Hunters

A recent addition to House DeVris, King Silverthorne moved the Mage Hunters into DeVris on the Death of the Mage Lucas. The Hunters are the LAW when it comes to rogue mages; they hold power over even the Magistrates. Acting as impartial judges of the mages of Silverthorne they protect the people from the ravages of necromancers, rogue mages and magical anomalies. It is also the duty of the Mage Hunters to help ensure that anyone capable of casting or reading magic within the Kingdom is registered with the Mages Guild. Anyone not registered who is caught casting within the Kingdom is subject to the purview of the Mage Hunters. While mages may avoid joining the Mages Guild through either joining House Toevass as an Arcanist or electively choosing not to cast while in the Kingdom of Silverthorne, they cannot avoid being registered as *potential casters*.

Order Trial

Although citizens and taxpayers have the right to request arbitration, peasants and non-citizen/non-tax payers do not automatically have this option. Normally, each Freeman may request a separate trial.

Any money or items collected from a condemned criminal will be split in the following manner:

- 30% to the Town Coffers.
- 30% to the victim or victim's family (or local nobility if there was no obvious victim).
- 30% to House DeVris.
- 10% in taxes to the local nobility.

Power to Arrest

If the Constable is not in town, a Member of House DeVris can have the Town Guard arrest someone suspected of a crime.

Skills You Can Get Teachers For

Any Weapon Skill, Detect Lie, Disenchant, Read/Write, Sense Magic, Wilderness Knowledge

Examples of Influence Use

- One Dot: Provide a trial to someone who would not normally be entitled to one.
- Three Dots: Have a trial's location changed (and thus its Magistrate).
- Six Dots: Hasten Trial.
- 10 Dots: Set Bounty at 100 Verlan (10 Verlan/Dot).

House Jakoric

Summary: Membership to this House is available to Freeman. Members work to improve the lot of the common working people. House Jakoric possesses the power to obtain search warrants and thus serves as a counter-balance to the judges of House DeVris. Jakoric also prefers to believe that a person is innocent until proven guilty. Members are also encouraged to know non-lethal means of apprehending suspects. Members of Jakoric have the ability to postpone a trial of a person they believe is innocent, so that they can investigate and inform DeVris of their findings. A member of Jakoric will inform DeVris of whatever they discover be it good or bad.

Members are expected to continuously collect information on the people. Those members that can quickly find evidence during searches are given a great deal of respect.

It is rumored that House Jackoric has a secret internal group that handles 'delicate' matters for the good of the crown and her people when necessary. It is uncertain if such a group exists, but those who abuse the common folk and hide behind the law often find themselves dealt with and little to no investigation into the matter taking place. A strange coincidence considering the fervor with which most members of house DeVris pursue crime.

Special Dispensation

Postpone Trials, Investigate Crimes, Carry and Use Poisons.

Invoke the right of search to aid an investigation. – *With a written script from the Constable*, a member of Jakoric may search for evidence, provided:

- Items and dwellings searched are in the possession of those of a rank equal to or lower than themselves in the Kingdom of Silverthorne.
- Beings searched belong to those of a rank equal to or lower than themselves in the Kingdom of Silverthorne.

Members of Jakoric may invoke the right of emergency search and search *without a script* if they feel:

- The evidence may be destroyed or become unavailable before they can obtain a script from the Constable.
- The welfare and safety of the people may be at risk if the search is not immediate.
- Delays in searching will cause a trial to be delayed or go on without proper evidence. All declarations of emergency search must be reported to a Jakoric member's superior and the local Constable for review.

House Heads

The House Head serves on the Town Council and has the protections provided a Gentlefolk.

The Watchers

House Jakoric maintains a background network of members and peasants that for whatever reason do not wish to participate in politics or have their affiliation known. This group is called *The Watchers* and serves the function of observing certain areas such as places on a road, taverns, inns, shops, etc. Powerful Jakoric members have even been known to seek out individuals hiding in towns and villages in the area.

The Bardic Circle

Until recently, the Bards within the Kingdom of Silverthorne were an unorganized group of traveling musicians that spread their stories and songs across the countryside. The King saw in this group a great benefit to his Kingdom and has organized them into an arm of House Jakoric. The Bards are offered a limited form of immunity when speaking out about their betters. As they are tasked with spreading stories about the happenings within the Kingdom, the King has offered this limited immunity in order to keep them disseminating information. The Bards can tell stories and speak out about people up to two stations above them; this will not allow them to speak out against the Royal family, however.

The Bards also act as eyes and ears for House Jakoric. As they often travel the length and breadth of the Kingdom, they see and hear many things that other members of Jakoric do not. The Bards are not often used during trials as the House does not want to jeopardize the Bard's position within the Kingdom. Bards are tasked to learn the stories and histories of the Kingdom and to pass them on to the people, they also listen to the recent events as they travel and use their own judgment as to which information to pass on.

Where House Toevass are the masters of the written history of Silverthorne, the Bards are the masters of the spoken histories. They have learned a large amount of information that has never been recorded in book.

Skills You Can Get Teachers For

Aqua-Mortis, Hide, Knowledge, Search, Soothsaying, Urban Knowledge

Influence

Jakoric members need to know everyone and everyone wants to be on the good side of a member of Jakoric. Because of this, a member of Jakoric transfers their Influence at a ratio of two-one in any Royal Alliance, AND adds in a bonus equal to their rank in the House:

- Member: +1
- Local/Thane Head: +2
- Baronial Head: +3
- Ducal Head: +4
- Kingdom Head: +5

For example, as House Head, Sylas spends six Dots of Influence within his own organization. In order to affect the Royal Alliance 4, however, he could only get ½ of that which he spent (two to one) or three Dots. Being the local House Head, however, he is able to add in his +2 for a total of five Dots of Influence.

Examples of Influence Use

- One Dot: Postpone a trial one day.
- Three Dots: Obtain a writ of investigation for a Freeman.
- Six Dots: Have the Watchers keep an eye on a non-Noble person.
- 10 Dots: Start an investigation upon a Noble for a crime.

House Mandalor

Summary: Membership to this House is available to Freemen. This House was created as a counterbalance to the vast number of organizations and Guilds that have gained prominence in recent years. Members are responsible for collecting taxes on any transaction that takes place within the Kingdom in which the seller is not a member of the appropriate Guild or House to sell their wares. Since the King's Law specifically states, "No one shall buy or sell goods or services," the only way to legally circumvent this law is to obtain a Writ of Sale or to join one of the King's organizations. These Writs must be re-approved on a yearly basis. Even mercenaries and bodyguards must have such a Writ in order to perform their duties (a service).

Any House member may issue a business Writ for sales with a minimum tax rate of 40% of total sales without the expenditure of Influence. Members spending Influence to decrease the tax rate may do so at a rate of 1%/dot spent a Member cannot lower the tax rate below 25%. A Member may also increase the tax rate on a given Writ with the expenditure of Influence at the same ratio with a maximum tax of 55%.

House Mandalor, being the richest House, also has its own standing army; these warriors are the guards and enforcement arm of the Tax Collectors. Many a foolish bandit has paid dearly in an attempt to rob a Tax Collector when an Enforcer was nearby. The Enforcers are members of the House, but only a very foolish House Head would allow an Enforcer to collect the taxes.

Special Dispensation

Issue Writs – Members of House Mandalor can issue a Writ to buy/sell things without being in the appropriate Guild or House. House Mandalor may buy and sell any legal goods of the Kingdom as a Member of the House. They may also request a Trade Caravan (see below) with at least one weeks' notice.

House Heads

The House Head serves on the Town Council and has the protections provided a Gentlefolk.

Collectors

The Collectors of Mandalor are responsible for distributing the tax money which they collect each month. Taxes collected are distributed on the following chart:

- 50% goes to the next highest Level in Mandalor to be distributed at their Level.
- 20% goes to the town coffers.
- 10% goes to the Town Guard.
- 10% goes to the Local House Mandalor.
- 10% goes to the Local Thane.

Skills You Can Get Teachers For

Any Weapon Skill, Scout Armor Training, Read/Write, Search, Trade, Urban Knowledge

Examples of Influence Use

- One Dot: Make change at NPC Camp, Issue Writ to sell specific type of items without being in that Guild or House.
- Three Dots: Raise/lower taxes by 1%/Dot spent (cannot lower below 25%).
- Six Dots: Summon buyer for specific item – sends word to the House that you are looking for a buyer for a specific item and request that they send someone who is interested.
- 10 Dots: Summon Trade Caravan – bring in a Trade Caravan with crafted goods of a specific type for sale, max level of the crafted goods will be equal to the Influence spent (so a level 10 Alchemy Caravan will have level 1-10 Potions for sale. A level 5 Trap Maker Caravan will only have level 1-5 traps available). Extra Influence can be spent to have the Caravan carry multiple types of items, or a large quantity of a specific type of item.

House Toevass

Summary: Membership to this House is available to Freemen. House Toevass accepts Mages into their ranks. These *Arcanists* must be registered with the Mage Hunters of House DeVris and the Mages Guild, but are not required to maintain membership with the Mages Guild. Recently the Mages Guild and House Toevass have put aside many of their differences regarding magic and mages within the Kingdom and have reconciled their differences. It is now permitted for mages to be members of House Toevass and the Mages Guild.

In addition to maintaining long-term records for the Kingdom, the House Toevass Archivists strive to recover lost or forgotten knowledge, as well as chronicle current events. Knowledge is highly praised within Toevass as are the abilities to perform research and translate the numerous languages found in old books.

It is also the task of House Toevass to maintain lists of Memberships in the various organizations of the Kingdom.

Special Dispensation

Find Teachers, Research Recipe, Translate Document, Identify Magic Item

Find Teachers

Members of House Toevass may find teachers for any skill that is described in the main C.A.R.P.S. Rulebook.

Skills You Can Get Teachers For

Any Skill in the Base Rulebook

House Heads

The House Head serves on the Town Council and has the protections provided a Gentlefolk.

Examples of Influence Use

- One Dot: Translate a single page document from a modern language into another modern language. This process can take an entire Re-Pop to complete.
- Three Dots: Request a simple research project be performed.
- Six Dots: Identify a Magic Item.
- 10 Dots: Research any crafting recipe up to level 10.

Guilds

All Members of a Guild have the ability to sell the goods of their own Guild without the need of a Writ.

Alchemist Guild

Summary: Membership to this Guild is available to Freemen. This small but wealthy Guild deals in the buying, selling and identifying of Potions.

Special Dispensation

Can Buy and Sell Potions within the Kingdom

Skills You Can Get Teachers For

Alchemy, Trade

Examples of Influence Use

- Three Dots: Identify Potion (this takes at least one hour).
- Six Dots: Request a Master alchemist come to town to sell Potions.
- 10 Dots: Locate a specific recipe within the Guild at a rate of one Dot/level of the recipe. This does not provide you the recipe, though, it does provide you with someone in the Guild who has it that you can contact to try and learn the recipe from.

Carpenters and Masons Guild

Summary: Membership to this set of Guilds is available to Freemen. This Guild is primarily run by Gnomes and is headquartered within Castellion. Peasants may join as workers.

The Members of this large Guild are fairly well-off. This Guild encompasses not only Carpenters but also Masons and road crews. Nothing of size gets built without their involvement. Contracts are typically arranged through the Guild Head.

Special Dispensation

Can Buy and Sell Tinkered Items and Building Services within the Kingdom

Skills You Can Get Teachers For

Tinkering, Trade

Examples of Influence Use

- One Dot: Hire a crew to repair a structure.
- Three Dots: Hire a building crew and tinkerer (foreman) to craft a building.
- Six Dots: Request a Master tinkerer come to town to sell items.
- 10 Dots: Locate a specific recipe within the Guild at a rate of one Dot/level of the recipe. This does not provide you the recipe, though, it does provide you with someone in the Guild who has it that you can contact to try and learn the recipe from.

Charities and Healers Guild

Summary: Membership to this Guild is available to Freemen (and peasants with their Thane's permission). Members of this very small Guild strive to better the conditions of the less-fortunate. Income and respect for this organization varies from region to region and at the whim of local Nobles.

Special Dispensation

Can Sell Herbalism Items, Harvested Materials/Talismans and Healing Services within the Kingdom

Skills You Can Get Teachers For

First Aid, Healing, Herbalism, Mend Wounds, Remove Wound

Examples of Influence Use

- One Dot: Acquire basic healing for a small fee.
- Three Dots: Reduce a Disease/Toxin by 1 level or cure a Disease/Toxin up to level 3.
- Six Dots: Request a Master herbalist come to town to sell items or a Master healer come to town to aid in healing the injured.
- 10 Dots – Locate a specific recipe within the Guild at a rate of one Dot/level of the recipe. This does not provide you the recipe, though, it does provide you with someone in the Guild who has it that you can contact to try and learn the recipe from.

Diviners Guild

Summary: Membership to this Guild is available to Freemen. The Members of this Guild are often looked on with wonder. The King formed this Guild to keep track of the people giving out information.

Special Dispensation

Can Sell Divination and Investigative Services within the Kingdom

Skills You Can Get Teachers For

Augury, Detect Lie, Soothsaying

Examples of Influence Use

- Three Dots: Locate an Expert diviner to investigate a matter for you.
- Six Dots: Locate a Master diviner to investigate a matter for you.
- 10 Dots: Locate a Grand Master diviner to investigate a matter for you.

Drovers and Shippers Guild

Summary: Membership to this Guild is available to Freemen. Peasants may also join but may not stay in a given area for more than one month (i.e., not every event). The members of this large Guild are fairly well-off. This Guild encompasses not only the teamsters with their wagons but also the mercantile fleet of ships. Members can use their Influence to reduce their travel time.

Special Dispensation

Can Transport Goods or People for a Fee

Skills You Can Get Teachers For

Animal Ken, Wilderness Knowledge

Examples of Influence Use

- One Dot: Have a single item delivered to someone.
- Three Dots: Reduce travel time for one person by a factor of one.
- Six Dots: Reduce travel time for a small group (up to six) by a factor of one.
- 10 Dots: Request the services of a Portal Master to provide near instant transportation for a group.

Food Stuffs and Brewers Guild

Summary: Membership to this Guild is available to anyone, even peasants. This huge but very poor Guild deals in the buying and selling of not only the produce and meat from farmers but also baked and preserved goods. The Brewers who produce alcohol also belong to this Guild. Many of the smaller taverns and pubs also belong to this Guild.

Special Dispensation

Can Buy and Sell Food and Alcohol within the Kingdom

Skills You Can Get Teachers For

Herbalism, Trade

Examples of Influence Use

- One Dot: Obtain enough food to feed 10 people.
- Three Dots: Obtain a small bottle of good-quality alcohol.
- Six Dots: Obtain Rare ingredients for crafting food/drink items.
- 10 Dots: Obtain very hard to find alcohol or food items.

Gem Crafters, Jewelers and Luxury Goods Guild

Summary: Membership to this Guild is available to Freeman. This small but wealthy Guild deals in the buying and selling of gems and jewelry (including silver and gold) and in the buying and selling of luxury goods such as artwork, furs, lanterns, locks, satins, silks, etc. This Guild also has Access to professional entertainers.

Special Dispensation

Can Buy and Sell Gems and Jewelry within the Kingdom

Skills You Can Get Teachers For

Gem Crafting, Trade

Examples of Influence Use

- One Dot: Request a miner to come to town to sell uncut Gems.
- Three Dots: Locate a Gem Crafter who can cut a stone for you, for a price.
- Six Dots: Request a Master jeweler visit town to sell items.
- 10 Dots: Locate a specific recipe within the Guild at a rate of one Dot/level of the recipe. This does not provide you the recipe, though, it does provide you with someone in the Guild who has it that you can contact to try and learn the recipe from.

Mages Guild

Summary: Membership to this Guild is available to all Freeman who are not members of House DeVris. This Guild deals in the arcane arts. The existence of this oldest of Guilds is not so much by choice but by the decree of the first King of Silverthorne. The King's Law forces all persons practicing magic to be registered with the Mages Guild. This Guild is watched carefully. Those with magical abilities who avoid registration, or refuse membership and are caught casting, are called Rogue Mages and are automatically considered to have committed the act of Treason. Penalties for Rogue Mages are harsh and execution is the typical punishment.

It is the duty of the House DeVris Mage Hunters to police the populace and register anyone capable of casting.

Special Dispensation

Allowed to Cast Spells within the Kingdom, Can Buy and Sell Magical Services and Items within the Kingdom

Skills You Can Get Teachers For

Air/Earth/Fire/Water Magic, Mana, Read/Write Magic

Examples of Influence Use

- Three Dots: Have a Magic Item identified.
- Six Dots: Request a Master Spell Weaver come to town to sell items.
- 10 Dots: Locate a specific spell within the Guild at a rate of one Dot/level of the spell. This does not provide you the spell, though, it does provide you with someone in the Guild who has it that you can contact to try and learn the spell from.

Mercenaries Guild

Summary: Membership to this Guild is available to bands consisting of Freemen. Individuals do not register separately, but instead must be part of a named group consisting of at least four members. This group registers to the Mercenaries Guild as a band with an appointed captain and lieutenant with a list of band members. Each band's leaders are held responsible for the actions of their members. Larger towns often have several competing bands in the Guild.

Special Dispensation

Can Sell Mercenary Services within the Kingdom

Skills You Can Get Teachers For

Any Weapon Skill, Scout's Armor Training, Soldier's Armor Training, Shield, Toughness, Weapon Damage

Examples of Influence Use

- Three Dots: Hire a small mercenary band for a specific mission.
- Six Dots: Request a contract/work from the guild.
- 10 Dots: Request a trainer come to town to teach Weapon Skills.
- Please note that there has to be a job available when influence is spent in order to acquire a job, it does not just create a job.

Messengers Guild

Summary: Membership to this Guild is available to Freemen. This small but well-off Guild is focused on taking a message from one area, traveling to another area and also tracking down the person to deliver the message to. Discretion guaranteed. Fees are typically negotiated through the Guild Head.

Special Dispensation

Authority to Travel Anywhere in the Kingdom, May Charge to Deliver Messages

Skills You Can Get Teachers For

Animal Ken, Read/Write, Urban Knowledge, Wilderness Knowledge

Examples of Influence Use

- One Dot: Have a message delivered to someone between events.
- Three Dots: Reduce travel time for yourself by a factor of one.
- Six Dots: Have a message delivered to someone within 24 hours.
- 10 Dots: Have a message delivered almost instantly via magical means.

Scouts and Woodsmen Guild

Summary: Membership to this Guild is available to Freemen (and peasants with their Thane's permission). Members of this small and poor Guild continuously scout the wooded areas for threats such as invaders, monsters, etc. Members earn money by guiding people from one area to another.

Special Dispensation

Can Sell Harvested Materials/Talismans and Scout/Guide Services within the Kingdom

Skills You Can Get Teachers For

Animal Ken, Archery, Endurance, Wilderness Knowledge

Examples of Influence Use

- Three Dots: Reduce travel time for a small group (six or less) by a factor of one.
- Six Dots: Have a specific location scouted for inhabitants.
- 10 Dots: Reveal specific information about the number and quantity of creatures/inhabitants within a specific location.

Scribes and Booksellers Guild

Summary: Membership to this Guild is available to Freemen. Members of this very small but financially well-off Guild buys and sells books, scrolls and similar antiquities. For these items their best customer is House Toevass. This Guild also prepares the special paper and ingredients used in the creation of magical scrolls with the Mages Guild being their best customer.

Special Dispensation

Can Buy and Sell Written Works and Sell Transcribe/Translation Services within the Kingdom

Skills You Can Get Teachers For

Read Magic, Read/Write, Relic Crafting

Examples of Influence Use

- Three Dots: Hire a scribe to transcribe a scroll into a Spell Book.
- Six Dots: Request a Master Scroll Maker come to town to sell items.
- 10 Dots: Locate a Ritual researcher who would be willing to aid in crafting a Ritual Scroll, for a price.

Smiths Guild

Summary: Membership in this Guild is available to Freemen. This fairly small but wealthy Guild deals in the buying and selling of armor and weapons.

Special Dispensation

Can Buy and Sell Weapons, Armor and Smithed Goods within the Kingdom

Skills You Can Get Teachers For

Smithing, Strength, Trade

Examples of Influence Use

- One Dot: Have a local smith refit a suit of Armor.
- Three Dots: Repair a shattered weapon.
- Six Dots: Request a Master Smith come to town to sell items.
- 10 Dots: Locate a specific recipe within the Guild at a rate of one Dot/level of the recipe. This does not provide you the recipe, though, it does provide you with someone in the Guild who has it that you can contact to try and learn the recipe from.

Underworld

Summary: Membership to this non-public, highly-illegal Guild is available to anyone after they have been reviewed. There are three branches in this organization with the main one being the Thieves and the other two are the Assassins and the Smugglers. Traditionally the head of the Thieves branch is the local "head" of the Underworld in the area.

Thieves

Most members of this underworld organization are thieves and scoundrels who have banded together to better survive and operate while breaking the laws of the kingdom. They function as contacts and allies for each other in an effort to outwit and hide from Constables, Guard and agents of House Jakoric and Devris. Those working outside of this Guild may soon find themselves in trouble with the Guild if working in an area claimed by the Guild.

Examples of Influence Use: Have the Guild case a location for you, have a specific item stolen for you, or locate a valuable item (depending on the rarity of the item, this can take some time).

Smugglers: This branch of the guild specializes in moving, hiding, and selling goods that are too hot to keep in town. They are also responsible for the majority of the guilds piracy, banditry, or other acts of theft that take place outside of a town. Most smugglers tend to work in "crews" or "gangs" as the actions they perform often require multiple people. Most crews or gangs are formed under the leadership of a single individual who reports to the guild boss, getting assistance from the other branches when necessary, tips on upcoming targets, and help planning an operation. In return the gang leader pays a portion of the haul of each job to the underworld boss.

Examples of Influence Use: Locate buyer for stolen item (the more valuable (*hot*) the item is the more Influence it takes to locate a buyer) or request sanctuary from the Guild. The Guild will hide you in a City and make it harder for anyone to locate you. Have an item or person smuggled into a specific location.

Assassins: Usually the smallest branch of the guild, the Assassins branch is responsible for the security of the guild, as well as providing skilled muscle for an operation or in the event of a guild war with a rival underworld guild. This branch of the guild also contains specialized individuals who can deal with "problems" to the guild quietly and discreetly should the need arise.

Examples of Influence Use: Acquire/Purchase Poisons, place a contract upon an individual, obtain a contract for work.

Skills You Can Get Teachers For

Aqua Mortis, Disarm Traps, Hide, Precision, Nerve Pinch, Search, Trade, Trap Making, Urban Knowledge

Cultural Organizations

These organizations are various Races and Countries that are not directly linked to the Influence Rings of the Kingdom of Silverthorne. Influence is available for these organizations but most of them require role-playing to spend.

Peasants

Summary: Membership to this culture is available to all Peasants. A few lucky peasants join the lesser Guilds for the better income. Most villages are led by an elder who has say in simple matters such as which field to plant what crops, who can marry who, etc.

Remember that Peasants have far fewer rights than Freemen as well. They cannot join other organizations or Guilds (except for Food Stuffs and Brewers) and they cannot practice magic. They cannot buy or sell goods or services or travel outside of the domain of the local Noble (usually the Thane).

Skills You Can Get Teachers For

Trade

Examples of Influence Use

Peasant Influence can be spent two-one in any organization

Races

Avyana Homeland

Summary: This is a faction of Avyana that currently live in Lethenal and work for the new King of the Avyana helping to stabilize things after the downfall of King Roderick.

Skills You Can Get Teachers For

Trap Making, Light as a Feather, Oooo Shiny, Sneaky Bird

Barbarian Lands

Summary: This is a group of tribes that live in the swamp and plains land in the southwest section of Silverthorne. There are a number of tribes each of which exists within the larger collective of the Barbarian Lands, who co-exist with Silverthorne through a Caldonian leader and member of the Stag Tribe, Baron Galen Campbell.

Other types of Barbarians exist but they rarely have any interaction with Silverthorne and will not normally accept favors in trade.

Skills You Can Get Teachers For

Quick Healing, Toughness, Extra Toughness, Hunter-Gatherer, Totem Power (see Barbarian Racial skill list)

Dwarven Homeland

Summary: The Dwarven Homeland consists of the major Dwarven clans that live to the east of Silverthorne within a large mountain range, the capital of the Dwarven Homeland is known as Hammer Hold and contains the seat of Dwarven Kingship which is held by Clan Draconis. Each of the other Major clans also has a seat at the table of clans where the Dwarven leadership gathers for one week each quarter of a year to discuss matters affecting them.

Relations between Silverthorne and the Dwarven Homeland are somewhat strained currently. Several incidents within the Duchy of Dorchak over the past couple years have led to the Dwarves becoming angry with Silverthorne and pulling back aid in the current war with the Red Tear. This lack of support in turn is causing Silverthorne to be mistrusting the Dwarven homeland and wonder if they have decided to aid their enemy.

Skills You Can Get Teachers For

Smithing, Taunt, Dwarven-Built, Extra Armor, Stubborn

Ga'Vin of the Darkwood

Summary: The Ga'Vin of the Darkwood are a small group of organized Ga'Vin Tribes that protect the forest from and revere its creatures, living in harmony with them whenever possible.

Most of Silverthorne considers Ga'Vin to be primitive and uneducated, but are among the most skilled animalists in the world.

Skills You Can Get Teachers For

Animal Ken, Wilderness Knowledge, Animal Companion, Animal Friend, Natural Weaponry

Gnomes of Castellion

Summary: The Gnomes of Castellion are helpful, creative and inventive members of the Kingdom of Silverthorne. They have recently been granted the City of Castellion as their own by the ruling council of Silverthorne (provided they continue to pay taxes and obey the laws of Silverthorne), which has made the Gnomes ecstatic. They work diligently to create new devices to aid Silverthorne in the war with the Red Tear and are Phantara's leading experts and source for golems.

Skills You Can Get Teachers For

Alchemy, Sense Magic, Craftiness, Repurpose, Tinkering

Guthrie

Summary: The Guthries of Silverthorne travel the inner roads of the Kingdom gathering stories and telling tales of deeds both great and small. Ever friendly and helpful it is a rare individual who does not enjoy the company of a Guthrie for good meal and a few laughs. Lately many Guthries have begun settling down in the heartlands of the Duchy of Bonnifus and established small farming communities within a few days travel of a larger City. The Guthrie wanderer's are most commonly called upon to provide food, lodging, a story, or some information about a person, place, or thing they may have heard about in their travels.

Skills You Can Get Teachers For

Bard Song, Disarm Traps, I Can Sell That, Insatiable Curiosity, Nimble Feet

High Elves of Syl'Van'Dar

Summary: The High Elves of Syl'Van'Dar have recently become less distant than they normally are. There are rumors flying around that this is due to the threat of attack the forests of Syl'Van'Dar are under from Red Tear war bands who cross the northern chaos mountains and plunge into Syl'Van'Dar destroying the magical forest slowly. The elves have placed themselves fully on the defensive and have allied themselves with Silverthorne in this war. The High Elves of Syl'Van'Dar are among the best mages in Phantara, but do not possess the numbers for a prolonged war. This has resulted in them reaching out to Silverthorne for aid in guarding its borders. In exchange they offer magical support in almost every confrontation between the forces of Silverthorne and the forces of the Red Tear.

Skills You Can Get Teachers For

Knowledge, Mana, Magic Craft, Magic of the Ancients, Mental Fortitude, Research

Orcs of the Great Salt Flats & Plateaus

Summary: The Orcish bands of the Great Salt Flats have little use for politics or favors, most of them deal in the here and now. Occasionally a few of the more skilled leaders among them will recognize the value of favors and honor them, especially when presented by other Orcs. Orcs pride themselves on Strength and to have gained the favor of one means something to all Orcs because it is such a rare thing.

Skills You Can Get Teachers For

Rage, Strength, Battle Rage, Nom!, Unstoppable

Sylvani

Summary: The Sylvani travel in brightly colored caravans from place to place, living free in spirit, owing allegiance only to themselves (which upsets Nobles). They survive by hunting off the land (which upsets local Thanes) and selling luxury goods such as fine silks and artwork (often without paying taxes upsetting House Mandalor). The Sylvani have their own set of traditions and follow their own unique code of honor (which tends to land them in trouble with House DeVris). The few Sylvani who venture from camp to enter town are usually performers trying to earn a few extra coins.

While the Sylvani have little respect for the laws of Silverthorne they are some of the most skilled seers in Phantara and have a knack for acquiring hard to come by

items. Many superstitious individuals will also seek out the Sylvani and request their blessing before attempting a major life event such as marriage, going to war, having a child, or the imminent passing of a loved one.

Skills You Can Get Teachers For

Bard Song, Soothsaying, Blessing of the Sylvani, I Can Get That, Sylvani Cursing

Valken'Vi of Gateway

Summary: The Valken'Vi of Gateway are among the most secretive folk in Phantara. They do however take favors owed and favors gained very seriously. Most Valken'Vi will do their best to honor favors granted someone, even non Valken'Vi. Most theorize this is because a large part of the Valken'Vi culture revolves around favors and is almost as common a currency among them as coins.

Skills You Can Get Teachers For

Aqua Mortis, Precision, Astrology (see Valken'Vi Racial skill list), Night Boon, Star Step

Wood Elves of Syl'Van'Con

Summary: The Wood Elves of Syl'Van'Con have little in the way of coin, but are by no means paupers. Since they value material goods very little, they in turn place a high value on favors. It is unlikely for a Wood Elf to grant a favor to a non-Wood Elf unless that individual saved the Wood Elves' life or aided in protecting the forests they value so highly. While Wood Elven favors are rare, they are highly prized and honored by almost all Wood Elves.

Skills You Can Get Teachers For

Healing, Wilderness Knowledge, Plant Empathy, Tree Walk, Woodland Magic

Kingdoms

The Allerian Empire

Summary: The Allerian Empire is a primarily Human Kingdom to the Southeast of Silverthorne. The Kingdom is run as a mageocracy with the more powerful casters being the highest ranking Nobles. The empire itself is run by one of Phantara's most powerful mages, known only as The Emperor. Within Alleria all mages of the empire are granted the equivalent of Gentlefolk status, simply for knowing magic. The more skilled of a mage a person is the higher rank they are likely to hold within the empire. All Noble positions can be challenged for by other mages and the empire has very strict rules regarding these challenges for position.

Non-mages within Alleria consist of the majority of the Empire, but are also subservient to the mage nobility. Many non-mages find a comfortable life working as Samurai (personal guards) for a Nobles lands. A Nobles lands (known as a fiefdom) are his own and some mages treat their subjects as little better than slaves, others grant them increased freedom and allow them privileges akin to the Freemen of Silverthorne.

Skills You Can Get Teachers For

Air/Earth/Fire/Water Magic, Disenchant, Mana, Sense Magic

Corsair Isles

Summary: This was once a loose grouping of pirate gangs residing in a series of islands. Over the past decade these pirates have been forged into a Kingdom under the rule of the Pirate Queen Jasmine. It is rumored that she conquered the isles in a bloody war between the various pirate captains and that now all of those pirate captains serve her directly. The pirates of the Corsair Isles have very few laws and are a land ruled by those with might, power, wits and cunning. Many of the residents are slaves who were captured in raids upon trading vessels or coastal villages by the pirate captains. It is unknown just how many ships Jasmine has under her control, but it is rumored that should she bring them all together she would have the largest and most powerful navy on Phantara.

Skills You Can Get Teachers For

Hide, Sidestep, Trade

Dorchak

This Kingdom consists of parts of three Duchies that have broken away from the Kingdom of Silverthorne. King Kendell is the ruler of this newly forged kingdom.

This Kingdom borders the eastern mountains that separate the Kingdom of Silverthorne from the Great Salt Flats, which is where many Orc Tribes reside. As such, the people of the Dorchak are constantly on guard for Orcish raids. King Kendall once supported both the arts and music, but the City of Dal'Bin that housed these artists was destroyed during the Gromm war. Due to this war, King Kendall's focus changed from the arts and music to that of war, rebuilding the City of Dal'Bin into Brackus Keep, one of the most heavily-fortified fortresses in the Kingdom. The Kingdom still contains the largest concentration of weapon and armor smiths in the land, both due to the recent war and the Kingdom's proximity to the same mountain range that the Dwarven Homeland mines.

Due to being on the forefront of the Gromm War, many residents of this Duchy harbor mistrust of demi-humans. Before recent events Dwarves were an exception to this mistrust, as they came to their aid during the Gromm War. Now the situation for all demi-humans has grown worse with any found within the Kingdom becoming slaves.

Major Cities	Dorchak
Large Cities	Katak, Brackus Keep
Other Cities	Timbertown
Skills That Can be Taught Here	Any Weapon Skill/Damage Soldier's Armor Training Shield Smithing Trade Toughness Wilderness Knowledge

The Great Plateau

Summary: The Great Plateau was founded by individuals who fled from Silverthorne many decades ago and banded together to the north of Silverthorne, forming a Kingdom that exists upon a large plateau. The only reason the Kingdom has survived in the northlands where orcs, goblinoids and other monstrous creatures roam is due to the protection provided by the plateau. The Kingdom is not large, nor is it wealthy. They survive mostly off the limited land they have upon the plateau. As a result many residents of the great plateau have become very adept at surviving in harsh climates and are skilled in the way of traps and trickery. If you are granted favors from a member of the Great Plateau, they are just as likely to lure you into a trap and rob should you try and cash it in as they are to do as you ask.

Skills You Can Get Teachers For

Hide, Precision, Nerve Pinch, Trap Making

Windcrest

Summary: This small Kingdom to the Northeast of Silverthorne across the great salt flats is viewed with awe and wonder by many in Silverthorne. It is said that this land of heroes embodies the best of a person and that those deemed worthy

are reincarnated by the grand phoenix when they are thrown into a sacred volcano. The people of Windcrest consider honor to be of great import and will often very graciously acknowledge favors when they are presented in a polite and appropriate fashion. It is also rumored that they have struck an accord with at least one clan of Storm Giants and that some of the most skilled smiths in Windcrest have been trained in the Storm giant art of Lightning Forging.

Skills You Can Get Teachers For

Fire Magic, Resist Fear, Taunt

Special Positions

Constable

Summary: The regional head of the region's Noble Alliance, usually a Baron, appoints the person to fill this position. This individual must be a Freeman and while they hold this position they are considered Gentlefolk. The Town Council can recommend candidates to the Nobles for this position, should it become vacant.

The Constable serves as the chief law enforcement officer for the King's Law, any additional laws passed by the Noble Alliance for that region and any edicts/laws passed by the Town Council.

Although most Constables must defend the entire region including the local town, roads and villages, the authority of the Cavalier (another type of law enforcement officer) supersedes the Constable in matters that fall outside of the local town where the Town Council sits.

The Constable is responsible for arresting anyone accused of a crime and placing them in jail until a Magistrate can deal with them.

Special Dispensation

Gentlefolk, the Town Council is required to pay the Constable one Wald/month (event).

Arrest

The Constable has the broad power to arrest anyone suspected of committing a crime. This includes even those of Gentlefolk station.

Question Station

The Constable can demand proof of station (title/position) of anyone, even Nobles, without repercussions.

Choose Captain of the Guard

The Constable can appoint (and dismiss) a Captain of the Guard who must also be a Freeman and not a member of any House. The salary for the Captain is negotiable and paid for by the Town Council. The Captain of the Guard's powers of Arrest and Question are limited to those of less than Gentlefolk station.

Determine Patrols

The guards assigned to a town take their orders first from the Constable and second from the Captain of the Guard (exception: see Mayor). The guards will not follow the commands of anyone else (below the rank of a Thane) unless instructed to by the Constable or Captain.

Draft People

Both the Constable and Captain of the Guard may draft anyone below Gentlefolk station to do patrol or assist in an arrest. This includes Soldiers not under the command of a Thane or above. Refusal to do so is justification for immediate arrest.

Recruit New Guards

The Constable may attempt to convince novice soldier(s) to stay on as permanent additions to the Town Guard. The novice soldier must stay for the entire month (event) and participate in patrols. If impressed by the Constable/Captain's leadership, the Constable may recruit the soldier for 10 Verlan (covers fee, weapon cost, leather armor, army dismissal paperwork and a one month signing bonus).

Town Council

Summary: Most towns of notable size have a Town Council consisting of five members. These members include the Head of each of the four Houses and a delegate chosen by the Guilds to represent them. This delegate of the Guilds has the power to call a recess in order to consult the various Guild Heads.

Responsibilities

The Town Council may pass local ordinances and temporary taxes (to pay for Guards, etc.) so long as these edicts do not contradict either the King's Law or laws passed by the local Nobles. All five members must be present and a majority vote is required.

Mayor

Summary: This position is determined for each town by its Council. If both the Constable and Captain of the Guard are not present, the Mayor may step in as acting Captain of the Guard. Town Councils appoint a Mayor to avoid the discomfort that occurs should the region not be defended. When a region does not have a Constable, Captain of the Guard, or Mayor present, the ruling Noble will usually summon in a Constable from a neighboring region to temporarily take over. The Town Council then must pay both the Noble and the visiting Constable for the inconvenience. Constables do not like cleaning up someone else's mess and will be certain to let the Town Council know that in no uncertain terms.

Special Dispensation

Protections provided a Gentlefolk

Village Elder

Summary: Villages, being smaller than towns, do not have their own individual House representatives. So it follows that there is no such thing as a Village Council. Instead, villages will select an individual to represent them when discussing the village's overall needs to the local Nobility, such as the local Thane.

The Village Elder is allowed to travel outside the Thanedom without special permission. In these cases, the nearest Town Council presides.

Special Dispensation

Travel

Kingdom of Silverthorne Influence Rings

Kingdom of Silverthorne Influence Rings



CHAPTER EIGHT: SPECIAL MOVEMENT/ENVIRONMENT RULES

Burrowing

Representing burrowing in a game where the players are not actually able to burrow underground is complex. If you are playing something that has the ability to burrow, follow these rules:

1. For burrowing:
 - Clearly and loudly announce the burrowing by stating, "One I burrow, two I burrow, three I burrow, four I burrow, five I burrow, six I burrow, seven I burrow, eight I burrow, nine I burrow, ten I burrow, below ground."
 - The PC is fully vulnerable to all effects while they are burrowing and if interrupted must start the count from the beginning. See counted actions for further explanation on interrupting a counted action.
 - The PC represents *burrowing* by placing their Fist/Claw phys reps together to form an arrow pointing towards the ground.
2. For emerging:
 - Clearly and loudly announce the emergence by stating, "One I'm emerging, two I'm emerging, three I'm emerging, four I'm emerging, five I'm emerging, six I'm emerging, seven I'm emerging, eight I'm emerging, nine I'm emerging, ten I'm emerging, above ground."
 - People near the emerging point realize that something is emerging and the burrower is vulnerable while emerging.

Familiarization of a Place

Becoming familiar with an area takes 10 minutes of time (counted action) to familiarize yourself with that 5' radius area. You must be in that area and you cannot be actively participating in combat. If you have not done this, you will not be able to Portal to your chosen destination. It is suggested to keep a log book of your locations. Changes to the world can affect the locations you are familiar with which may cause difficulty in portaling to that area, per GM discretion.

Flight

Representing flight in a game where the players are not actually able to fly is complex. All PCs that have the ability to fly must follow these general rules:

1. You must perform a count to take off or land, which must be clearly and loudly announced as follows:
 - "One I take off, two I take off, three I take off, four I take off, five I take off, airborne."
 - "One I'm landing, two I'm landing, three I'm landing, four I'm landing, five I'm landing, landed."

2. A flying PC can only carry 50% of their body's own weight in equipment and other items; and
3. Further rules and restrictions on flight depend on the method you are using to fly. The two types of flight and the rules for each are in the table below.

Type of Flight	Rules for That Type of Flight
Gliding Flight	<ul style="list-style-type: none"> • PC must hold their arms out at their sides, level with their shoulders. • It does not allow for take-off, but will negate all falling damage provided the PC has room to fully extend their arms without touching any obstruction. • Gliding Flight can be used to cross pits, ravines and other natural obstructions, but generally requires the PC be higher up on the take-off point than the landing point. • While gliding, a PC may only use defensive skills and Resists.
Winged Flight	<ul style="list-style-type: none"> • Represented through the use of wings, such as birds, insects, or griffons. • Requires a five-count to both take off and land. • During those five seconds, the PC must move their arms up and down out at their sides to represent that Winged Flight is taking place. • The PC is fully vulnerable to all effects while they are taking off AND landing. • While using Winged Flight, a PC can only use Defensive skills and Resists. • Those flying must hold role-playing aspects in mind (you can't stop on a dime or do a 180 in an instant). • Players who are found to be abusing the Winged Flight rules can have the ability stripped from the PC at GM discretion.

Underwater Rules

You can hold your breath an amount of time equal to your bleed-out count. For most people this is one minute unless you have a skill such as Cling to Life that modifies your bleed-out count. After your bleed-out count has expired you suffer an Unavoidable Crushing Death effect and continue to suffer additional Unavoidable Crushing Death effects every 10 seconds you remain underwater. While underwater the following rules apply:

1. You may not move faster than a walk;
2. All damage from Edged weapons is halved;
3. All damage from Blunt weapons is reduced to one point;
4. Fire spells do not work; and

Structures

All structures have a certain amount of structural integrity. This is represented in C.A.R.P.S. by structure points and structural AC (most wood has an AC of 5, stone 10 and metal 20). Structural AC CAN reduce damage to zero. These points indicate how much damage the structure can take before it is damaged or destroyed. To damage a structure you need to use the appropriate type of weapon or deal crush damage. For example, a wooden door would require using an axe or a hammer. A stone structure could only be damaged with a pick, a great hammer, or other specialized stone-cutting tool.

Once damage is done equal to the number of structure points, you create a man sized hole. If you deal an amount of damage equal to the original structure points again, that section of the structure is destroyed.

In the case of large structures such as buildings or walls, the structure points are usually those of a 5' section of the structure. So a 20' long, 5' thick, stone wall with 100 structure points (and an AC of 10) would require that you deal 100 structure points to create an opening large enough for a normal person, another 100 structure points to collapse a 5' section of the wall and in total 800 structure points total to destroy the entire wall. If the wall was 10' thick, you would double all of the above numbers.

Estates

This system is still being play tested and could be modified at GM discretion.

Houses

The Carpenters and Mason's guild is offering the opportunity for members of the local area to purchase homes and/or shops within the area. Homes are currently for available in Midway for base cost, Port's End and Tarragon at 1.5 x base cost and the outer areas of Silverthorne City for 2x base cost. Currently you are only able to hold deed on one house, one wagon and one ship. Only the deed holder may benefit from the IBGA action.

Homes

Homes in Midway are at least a 10-minute walk from the Silver Rose Tavern and are available to any freeman with the following options and prices. These houses can be upgraded at a later time by paying the difference;

Basic house: A small modest home. The purchase/construction cost is 1.5 bar. Upkeep increases by 1 verlan extra per event.

Expert House: A fair sized fine house. It is well maintained and has a small yard. The purchase/construction cost is 3 bar. Upkeep increases by 2 verlan extra per event.

Master House: A large elegant home, possibly multiple levels. Has a large yard and is in a nicer neighborhood and room for a maid or butler. The purchase/construction cost is 6 bar. Upkeep increases by 4 verlan extra per event.

Grand Master House: An opulent multiple story home. Has an extravagant large yard and servant's quarters. The purchase/construction cost is 12 bar. Upkeep increases by 8 verlan per event.

These homes can be combined with building mods to add or alter the house to have workspaces or functional areas. A basic home has a single mod area available, an expert has two mod areas available, a master three mod areas available, and a grand master has four mod areas available.

Building Mods

These mods can be removed at one half the original cost to build/install.

Basic Shop Front: A simple open air shop front with a counter to display wares. Having this mod on your house will cover 1 verlan of personal or estate upkeep per event can also spend IBGA for a roll on the local merchant table. This mod will occupy a single mod area in a house. Purchase/construction cost is 5 Wald.

Expert Shop Front: A small in closed shop front with a counter and wall rack to display wares. Having this mod on your house will cover 2 verlan of personal or

estate upkeep per event can also spend IBGA for a roll on the local Merchant table 2 times. This mod will occupy two mod areas in a house. Purchase/construction cost is 1.5 Bar.

Master Shop Front: A large shop room with a front counter, display cases, and several wall racks to display wares. Having this mod on your house will cover 4 verlan of personal or estate upkeep per event can also spend IBGA for a roll on the local Merchant table 3 times. This mod will occupy three mod areas in a house. Purchase/construction cost is 3 bar.

Grand Master Shop Front: A large shop room with waiting areas, display cases, shelves and wall racks to display goods. There is also an attached workshop room. Having this mod on your house will cover 8 verlan of personal or estate upkeep per event can also spend IBGA for a roll on the local Merchant table 4 times. This mod will occupy four mod areas in a house. Purchase/construction cost is 6 Bar.

Basic Crafting Area: A basic tiny area full of crafting tools designated to a single specific craft you are skilled at. It has a workbench and work stool. Having this mod on your house will grant 5 PP that can only be spent in between events as part of your IBGA to 'Craft' one time. You may craft any single item you are able to craft in the chosen skill as long as it costs no more than 5 PP. This mod will occupy a single mod area in a house. Purchase/construction cost is 1 Bar.

Expert Crafting Area: A small crafting area with an assortment of crafting tools designated to a single specific craft you are skilled at. Having this mod on your house will grant 15 PP that can only be spent in between events as part of your IBGA to 'Craft' two times. You may craft up to two items that you are able to craft in the chosen skill as long as the total cost for all items is no more than 15 PP. This mod will occupy two mod areas in a house. Purchase/construction cost is 2 Bar.

Master Crafting Area: A large work space for a single individual with a multitude of unique and common tools for a single specific craft you are skilled at. Having this mod on your house will grant 30PP that can only be spent in between events as part of your IBGA to 'Craft' up to three times. You may craft up to three items that you are able to craft in the chosen skills as long as the total cost for all items is no more than 30 PP. This mod will occupy three mod areas in a house. Purchase/construction cost is 4 bar.

Grand Master Crafting Area: A two room work space with tools specialized to two specific crafts you are skilled at. Having this mod on your house will grant 50 PP that can only be spent in between events as part of your IBGA to 'Craft' up to four times. You may craft up to four items that you are able to craft in either of the chosen skills as long as the total cost for all items is no more than 50 PP. This mod will occupy four mod areas in a house. Purchase/construction cost is 8 bar.

Thieves Hideout: A basic addition onto a house that allows your character to use their house as a Hideout as per the Urban Knowledge master one-shot skill. If you have the Urban Knowledge master one-shot skill, Hideout then you can designate this as your Hideout and the bonuses will stack. This mod will occupy a single mod area in a house. Purchase/construction cost is 1 Bar.

Thieves Lair: An advanced addition onto a house that is large and spacious. This functions like the Thieves Hideout mod except for two things. First, it allows your character and one other to use the house as a Hideout. Secondly, it grants two Resists that can be used against any detection or scrying attempts made to find your hideout. Again if you have the Urban Knowledge master one-shot skill, Hideout then you can designate this as your Hideout and the bonuses will stack. This mod will occupy two mod areas in a house. Purchase/construction cost is 2 Bar.

Portal Room: A special room covered in mystical runes that allows the owner to portal to the room once per Re-Pop. This room is special as the owner can portal to it even if the outside area is Planar Locked preventing normal portals working. This mod does not grant the ability to return to the area the portal was opened from. The portal will stay open for 1 minute or until the house owner walks through it. This mod will occupy two mod areas in a house. Purchase/construction cost is 4 bar.

Vehicles

Wagons

A new company aligned with the Drovers Guild has finally completed their newest product line. Small Golem carts made at affordable rates for a single individual to purchase. These carts are now available at the nearest Drovers Guild hall. You do not need to be a citizen to enjoy the privilege and benefits of owning your own Golem cart.

Basic Cart: A small open bed wagon can be fitted with a tarp over the bed to cover goods. Tarp not included. The purchase/construction cost is 1.5 Bar. Upkeep increases by 5 Pemb per event. Can spend IBGA for a roll on the Caravan trade table 1 time.

Expert Cart: A small covered wagon that comes with a weather resistant cover and protective barrier side walls. The purchase/construction cost is 3 Bar. Upkeep increases by 1 Verlan extra per event. Can spend IBGA for a roll on the Caravan trade table 2 time.

Master Wagon: A medium sized wagon that comes fully enclosed with reinforced steel pine wood. This wagon comes with small bed area and field stove. The purchase/construction cost is 6 Bar. Upkeep increases by 1.5 Verlan extra per event. Can spend IBGA for a roll on the Caravan trade table 3 time.

Grand Master Wagon: A Behemoth of a wagon that uses compartmentalizing magic to reinforce the frame of the wagon to store massive amounts of goods in a near indestructible wagon body. This wagon is the pinnacle of traveling in style. The purchase/construction cost is 12 Bar. Upkeep increases by 2 Verlan per event. Can spend IBGA for a roll on the Caravan trade table 4 times.

Ships

The city of Ironguard (Ports End) has finished its newest dry dock and has opened the purchasing of small merchant vessels to the public by order of Duke Ironheart. This is to combat the growing pirate and privateer threat in the great oceans. The Duke has also issued a decree that he is willing to allow that any able captain may act as privateers to hunt any pirates in his waters.

Basic Ship: A small single masted ship with a single main deck. This small vessel can sail up just about any river. Usually flat bottomed these ships range from a simple sloop to a landing craft. The purchase/construction cost is 1.5 bar. Upkeep increases by 3 verlan per event. Can spend IBGA for a roll on the Pirate Hunting or Sea Trade table 1 time. May only select Pirate Hunting or Sea Trade for all rolls on that IBGA.

Expert Ship: A small trading vessel, not heavily reinforced. Single masted this small vessel has a captain's cabin or a crew sleeping area plus a very small hold, similar to a Ketch or a Yawl. The purchase/construction cost is 3 bar. Upkeep increases by 6 Verlan extra per event. Can spend IBGA for a roll on the Pirate Hunting or Sea Trade table 2 times. May only select Pirate Hunting or Sea Trade for all rolls on that IBGA.

Master Ship: A medium sized ship that comes fully enclosed with reinforced steel pine wood. This double masted ship comes with two decks and a small hold, similar to the Brigantine or Brig. The purchase/construction cost is 6 bar. Upkeep increases by 12 Verlan extra per event. Can spend IBGA for a roll on the Pirate Hunting or Sea Trade table 3 times. May only select Pirate Hunting or Sea Trade for all rolls on that IBGA.

Grand Master Ship: A Behemoth of a ship usually reserved for military vessels. This three masted ship comes with 3 decks and a hold and uses compartmentalizing magic to reinforce the ship's frame so that it may store massive amounts of goods safely. This ship is similar to a Barquentine or a full rigged ship. The purchase/construction cost is 12 bar. Upkeep increases by 2 Wald per event. Can spend IBGA for a roll on the Pirate Hunting or Sea Trade table 4 times. May only select Pirate Hunting or Sea Trade for all rolls on that IBGA.

IBGA Actions

Merchant Trade: Owning a physical shop in a city allows you to spend your time in between games bolstering sales and business in your shop by being present and making deals with merchants traveling through town. This action can net random sticks or a coin payout.

Caravan Trade: Wagons not only allow faster travel over land but they also allow you to carry larger quantities of trade goods from settlement and city. Spending your in between game time wheeling and dealing across the land in your wagon pays better than sitting in a single physical location but it is not without its own risks. This action can net you random sticks or a coin payout.

Pirate hunting: The Duke Ironheart has issued a charter and bounty for any pirates that sail the seas near Silverthorne. Taking up Pirate Hunting is a dangerous task

to undertake but it is not without its own benefits and acknowledgements from the Duke. This action rewards differing types of influence or a coin payout.

Sea Trade: Much like the other forms of trade you are spending your time in between game traveling from port to port trying to get the best deals and find profit wherever it can be made. This action nets Gems or a coin payout.

	Coin Payout (all)	Merchant Trade (shop)	Caravan Trade (Wagon)	Pirate Hunting (ship)	Sea Trade (ship)
1-5	-3 verlan	no trade	Lost Cargo -1 Wald	Ship Repairs - 1 Wald	Lost Cargo -1 Wald
6-10	-2 verlan	no trade	Broken axle -5 verlan	Ship Repairs - 5 verlan	Lost Cargo -1 Wald
11-15	-1 verlan	no trade	1 basic component	No Captures	No Buyer
16-20	0 verlan	no trade	2 basic components	No Captures	No Buyer
21-25	1 verlan	no trade	3 basic components	No Captures	1 uncut gem
26-30	2 verlan	no trade	4 basic components	No Captures	1 uncut gem
31-40	3 verlan	1 basic component	5 basic components	1 dots Guild Influence	2 uncut gems
41-50	4 verlan	2 basic components	6 basic components	2 dots Guild Influence	2 uncut gems
51-60	5 verlan	3 basic components	7 basic components	3 dots Guild Influence	3 random uncut gems
61-70	6 verlan	2 rare components, 2 basic components of choice	2 rare components, 6 basic components of choice	1 dots House Influence	3 random uncut gems
71-80	7 verlan	2 rare components, 3 basic components of choice	2 rare components, 7 basic components of choice	2 dots House Influence	3 random uncut gems + 1 cut gem
81-90	8 verlan	1 exotic component, 2 rare components, 3 basic components of choice	1 exotic component, 2 rare components, 9 basic components of choice	3 dots House Influence	3 random uncut gems + 2 cut gems

91-95	9 verlan	1 exotic component, 2 rare components, 4 basic components of choice	1 exotic component, 2 rare components, 10 basic components of choice	4 dots House Influence	4 random uncut gems + 2 cut gems
96-100	1 wald	1 exotic component, 2 rare components, 5 basic components of choice	1 exotic component, 2 rare components, 11 basic components of choice	2 dots Royal Influence	4 random uncut gems + 3 cut gems

CHAPTER NINE: PHYS REPS

Crafting IG weapons

Your weapons should be of standard size and made of standard materials. The core of your weapon should be made of CPVC and the outer covering should be duct tape. Weapon Marshal approval is required for all non-standard construction; this includes alternate cores and covering materials. **Wood, rattan and metal cores are NOT allowed.**

Weapon Type	Minimum Size	Maximum Size	CPVC Diameter	Base Damage
Dagger / Fist	6"	18"	½"	1
Short Weapons	19"	36"	½"	2
Long Weapons	37"	49"	¾"	3
Great Axe, Club, Hammer (Maul), Mace, Sword	50"	79"	1"	5
Short Spear	24"	48"	¾"	2
Long Spear	49"	59"	1"	3
Great Spear	60"	96"	See below	5
Pole Weapons	60"	96"	See below	5
Staff	60"	96"	See below	3
Short Bow	24"	40"	½"	2
Long Bow	41"	59"	¾"	3
Great Bow	60"	79"	1"	5
Hand Crossbow	6"	18"	½"	1
Light Crossbow	19"	36"	½"	3
Heavy (Great) Crossbow	37"	49"	¾"	5
Throwing Dagger	3"	8"	N/A	1
Javelin	24"	48"	N/A	2

Throwing Rock	3" across	6" across	N/A	1
Boulder	2 cubic ft. *	special	N/A	1 Crush
Buckler	32"	38"	N/A	N/A
Shield	40"	100"	N/A	N/A
Wand	12"	18"	Coreless	N/A

NOTE: Measurements given are for the entire length of the weapon including the pommel—not just the blade or head. For bows it is the length of the bow, following the curve not the length of the string. For crossbow the size is both the length of the bow piece, again following the curve and the length of the haft or stock. The two measurements can be different but must fall within the size restrictions listed. In the case of shields and bucklers it is the outer circumference.

To make a sword:

1. Cut the CPVC pipe to an appropriate length as shown on the chart above. Make sure that you are using CPVC—not PVC—pipe and that the diameter is correct for the weapon that you will be making. CPVC holds up better and is less likely to snap. Hacksaws and tubing cutters work well for cutting CPVC pipe.
2. Cut a length of 5/8" wall thickness CPVC pipe insulation for the blade part of your sword. Make sure to leave 2" of insulation extending past the end of the pipe for a thrusting tip and fill the end of the thrusting tip with the same type of insulation. Use duct tape to secure the insulation to the pipe. When you tape the insulation, make sure to have the tape running only in the direction of the arrow in the diagram and that there is only one layer of tape.
3. Using the same insulation as before, make a hilt guard and a pommel. Make sure that the pommel extends at least 1" out from the end of the CPVC pipe. Secure the hilt guard and pommel onto the pipe with duct tape.
4. Weapons should be color-coded to represent the composition of the weapon you are using. Metal weapons should be made with gray or black duct tape. Wood weapons with brown duct tape. Claw phys reps should be white and red striped and Fist phys reps completely white. Please do not use metallic silver duct tape on any weapon unless that weapon is made of silver.

To make spears and pole arms: Follow the same procedure as for swords **except** use PVC pipe and at least 2" of open-cell foam must be on the thrusting tip. Weapons longer than 79" must be made of a sturdy material other than CPVC pipe and approved by the Weapon Marshal.

To make javelins: Javelins are intended to be throwing weapons and as such must be made without a core. See a weapons marshal for advice on how to make a javelin.

To make clubs: Follow steps 1 and 2 for sword construction but do not wrap the sword in duct tape yet. Instead, glue or fasten chunks of open-cell foam to the pipe insulation foam. Then wrap the whole thing in brown duct tape.

To make headed weapons: To make any axes or hammers you would mostly follow the sword tutorial and attach an appropriately shaped block of open-cell foam on the end for the head. Attaching that block is where it get complicated. A better tutorial will be added when one is available. Until that time please speak to a Weapon Marshal on the best way to construct a headed weapon and how to attach the head.

To make a staff: There are two types of C.A.R.P.S. staves: those completely covered with foam and those with two clear areas serving as handholds. A staff with handholds can only be swung for damage if the PC keeps their hands on both handholds at all times. Staves without handholds can be gripped anywhere. In either case the staff must be gripped by both hands. Each end of the staff must have 2" of pipe insulation extending past the PVC pipe as shown in the sword-making illustration.

To make shields: Shields can come in various sizes and shapes. In C.A.R.P.S. we have a few limits to keep our players safe and to help keep the game play as realistic as possible. A few examples of acceptable shield design include; round/oval shields, board/square shields, or site/heater shields. Dueling shields, lantern shields and tower shields are not considered C.A.R.P.S. legal as they have unsafe or unfair designs.

Shields can be made either out of four layers of cardboard glued together, thin plywood or foam. The outer Edge of the buckler or shield must then be covered in foam for protection, making sure to cover any screws or rough points on the face of the shield with cloth or duct tape. To be usable at C.A.R.P.S. the circumference of a shield must be 100" or less, this is determined by measuring along the entire outer rim of the shield. All shields must be approved by a Weapon Marshal. To be counted as a shield and not a buckler the shield must have a circumference of 40" or greater. The circumference of a buckler must be at least 32" and no greater than 38."

To make wands: Wands need to be 12-18 inches in size, coreless and made from foam. Other crafting materials may be considered, but must pass a safety check by a Weapon Marshal before being allowed.

To make bows and crossbows: The ideal construction for bows and the bow on crossbows is CPVC pipe core, cover the arms with foam like the sword blade, the grip may be left bare. Each end of the bow should have 1" of foam extending past the CPVC similar to the pommel in the sword-making illustration. The string can be permanently attached by drilling a hole through the bow or put on in the same manner as a real bow. For the haft or stock on a crossbow there should be a CPVC covered with foam and shaped appropriately.

To make throwing weapons (daggers, rocks and boulders): Throwing weapons must be made completely out of foam, not PVC or other hard material. Rocks and boulders should be made of open-cell foam. You may add a small amount of weight for greater accuracy, but the substance used **must** be non-shifting and completely covered by foam. Boulders must be at least 2 cubic ft. in size and only made out of open-cell foam. For all thrown weapons cut the foam to the shape you want and cover it with duct tape. **Throwing rocks must be phys rep'd appropriately!! You CANNOT use packets as throwing rocks.**

To make spell packets and *packet* arrows: Mages use spell packets when casting many of their spells and archers use *packet* arrows. This means they throw the packet at their target and the *call* only takes effect when the target is hit. Boffer arrows are not allowed at C.A.R.P.S.

To make a packet, take a small square of cloth (approximately 6"x 6") and drop about a tablespoon of birdseed into the center. Gather up the corners of the cloth, making a little bundle and secure the bundle with a rubber band. Players may make packets of any color, but C.A.R.P.S. strongly recommends the use of lighter colors as they will be easier to find in the dark woods and caves.

Armor Chart

Phys Rep Coverage	Example	Change in Levels
Almost No to No Coverage	Suit consists of one or less of the following: <ul style="list-style-type: none"> • Back plate (back torso) • Bracers (lower arms) • Breastplate (front torso) • Helmet (head) • Pauldrons (shoulders and/or upper arms) • Cuisse/Greave (upper or lower legs) 	-2
Poor Coverage	Suit consists of two of the following: <ul style="list-style-type: none"> • Back plate (back torso) • Bracers (lower arms) • Breastplate (front torso) • Helmet (head) • Pauldrons (shoulders and/or upper arms) • Cuisse/Greave (upper or lower legs) 	-1
OK Coverage	Suit consists of three of the following: <ul style="list-style-type: none"> • Back plate (back torso) • Bracers (lower arms) • Breastplate (front torso) • Helmet (head) • Pauldrons (shoulders and/or upper arms) • Cuisse/Greave (upper or lower legs) 	0
Good/Near Total Coverage	Suit consists of four of the following: <ul style="list-style-type: none"> • Back plate (back torso) • Bracers (lower arms) • Breastplate (front torso) • Helmet (head) • Pauldrons (shoulders and/or upper arms) • Cuisse/Greave (upper or lower legs) 	+1

Phys Rep Quality	Example	Change in Levels
No Phys Rep	No phys rep or electing not to wear a phys rep	-2
Poor Phys Rep	Cardboard covered in duct tape, aluminum foil or leather-like cloth	-1
OK Phys Rep	Football or hockey pads made to look more realistic	0
Excellent Phys Rep	Real leather, metal, suede, or padded cloth armor	+1

CHAPTER TEN: GUIDE TO PHANTARA

Unusual aspects of Phantara and the C.A.R.P.S. world. Below are some brief descriptions of various aspects of the world of C.A.R.P.S. More detailed information exists on all of the below, but in order to help enhance the mystery of C.A.R.P.S. and maintain a sense of mystery about certain aspects of the game we are just giving a very basic explanation of these things. The below information can be considered to be what an average adventurer might know about these aspects of the world. Additional information can be uncovered through game play.

Fae and The Fae Realms – The Fae are enigmatic creatures of magic and creation. They will occasionally travel to Phantara through a Fae Gate (which open and close at various times during the year) which connects the Fae Realms to Phantara through the Planes. These beings possess unusual abilities, motivations and goals ... interact with them at your own risk.

Ley Lines – Sources of magical power that span the world of Phantara. Most ley lines are invisible to the naked eye, but are considered by most scholars to be the source of magic within Phantara.

The Planes – The following are the known Planes of existence connected to Phantara in some fashion: Earth, Air, Fire, Water, Order, Chaos, Wyld, Shadow, Void and Dream. Each Plane has special rules or conditions that apply to those who visit the Plane. Within each Plane are smaller areas that may have even more modified rules or conditions from the base Plane, these places are called Realms. An example of this would be the Realm of Nightmare within the Plane of Dreams or the Realm of Savagery within the Plane of Wyld.

Portal Stones – Creations of Alleria these large archways are about 10' tall and 10' wide made of stone and covered with runes. When the magic is activated by its Allerian controller the entire portal lights up and you can step through to your destination, another Portal Stone. There are eight known Portal Stones in Silverthorne; Midway, Tarragon, Silverthorne, Castellion, Gateway, Vannaphausak, Susspin and Gilbain. Portal Stones cost 1 Wald to use unless on official Kingdom business.

The Spirit Realm – A near overlapping realm to the physical where spirit creatures reside. Most people are not able to even see the spirit realm, but many people hear stories about spirits manifesting, haunting, or even attacking people. Within C.A.R.P.S. all spirit creatures must be portrayed with an orange headband unless

they are physically manifested. Spirit beings only rarely interact with the physical world, but when they do they are very dangerous.

Waystones – Roughly 6’ tall obelisks throughout the world which can be activated by properly-skilled individuals to enter into *The Ways*. The Ways are a series of silver paths which connect the Waystones, and travelling along The Ways greatly increases the speed at which a person travels.

Villages of Midway

Brax Paddocks – Alchemist, this village was lost in time and came back when the 13 tower mages returned. It was destroyed by a magical storm caused by a shifting of the Ley Lines.

Blackwell – Smithing and mining town.

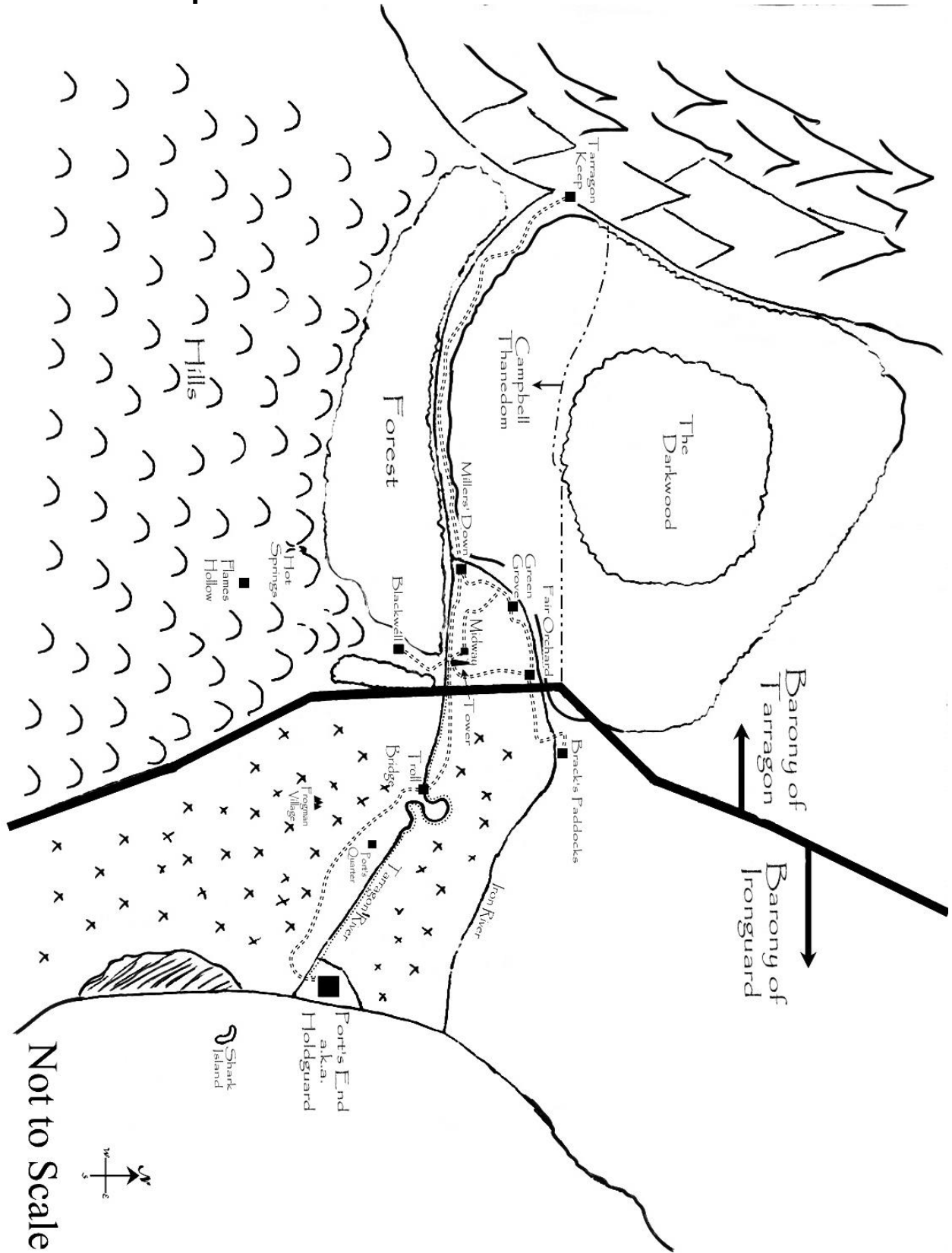
Fair Orchard – Orchards and vineyards mostly, but really any fruits and vegetables for the area come from here.

Flame’s Hollow – A small outpost of Efreets who have come to this side of the Chaos Mountains in order to fight their old foes the Underlings. With them are a small number of Fire Elves.

Green Grove – Healers, Charities, shepherds. Generally considered the pacifist or peace (Essence) village. Is the location of the local orphanage.

Millers Down – Is on the Tarragon River and is the location of the mills which provide grain to the area.

Local Area Map



Glossary

Access – This represents your PC's strength in an element and their ability to learn skills from that element. For example, one may say, "I have major Access to Earth."

Alleria – This much smaller, Kingdom lies to the southeast of the Kingdom of Silverthorne.

An'Dar – An ancient Race.

Armor – This is the protection that your PC wears to shield themselves from weapons and effects.

Armor Points – This is a number that represents the current strength of your armor. Armor Points are deducted before Shadow Life Points, natural Life Points and Costume Points. When your Armor Points reach zero, your Armor must be repaired or it is destroyed.

Armor Value – The total amount of Armor Points a particular suit of Armor has.

Bar – A Bar is a unit of currency worth more than a Wald. 10 Bar = 1 Brick.

Baron – The position of Baron falls immediately below that of the Duke. As such, Dukes or Duchesses may appoint a Baron. The governing of lesser matters befalls the Baron. A Baron's wife is known as a Baroness but she does not wield the same power as the Baron. Each Baron typically controls three-five towns or villages.

Baroness – A female Baron. Her husband would be called a Baron.

Blackwell – Smithing and mining village south of Midway.

Blain – A Blain is a unit of currency worth more than a Brick. It is the highest level of currency.

Bonnifus – Bonnifus is the name of both an agricultural Duchy and its capital. The City of Bonnifus lies on the Bonnifus River just west of the mountains separating Silverthorne from the Orc Territories.

Brack's Paddocks, Village of – A village near the town of Midway, known for their Alchemists. This village was lost in time and came back when the 13 tower mages returned.

Bran – This City lies where the Inner Sea flows in the Silverthorne River. Bran lies in the Duchy of Silverthorne, north of the Capital.

Brick – A Brick is a unit of currency worth more than a Bar. 10 Brick = 1 Blain.

Brownie Points (BP) – BPs are a reward for helping the game in one way or another.

C.A.R.P.S. – The game you are reading about. C.A.R.P.S. stands for Central Action Role-Playing System.

Campaign – The ongoing storyline and backdrop for the plots characters participate in.

Castileon – Gnomish City within the Kingdom of Silverthorne.

Chaos – The opposite of Order. Chaos is the force that causes change within Phantara. Without Chaos, the world would stagnate. There would be perpetual winter, no rain or snow and the sky would be sunless and grey. No plants would grow and no children would be born. However, in a world of pure Chaos, there would be no rules. Gravity may or may not work. Spring may follow winter, summer, or fall—or not come at all. Children might be born at age 80 and die when they reach the ripe old age of two. Therefore, all beings are glad that Order and Chaos have reached a series of compromises—some call it a *Balance*—and that the world works the way it does.

Chaos Mountains – An ominous mountain range near the town of Midway known for its monstrous inhabitants.

Charging – **Charging is not allowed!** A person is considered to be charging when they are unable to control themselves safely. If someone is backpedaling away from you while fighting and you are chasing them, they stop quickly and you run into them ... YOU are charging. The person backpedaling was in control of themselves and able to stop, you were not. In the event that you are called for charging you immediately suffer three attacks of whatever damage you deal, or three attacks from the person you charged, WHICHEVER IS GREATER. Repeated instances of charging should be reported to a GM so that it can be dealt with as a safety issue.

Character Points (CP) – This is a number that represents your PC’s knowledge and experience. CP are used to buy skills and are earned by attending events. The amount of points you earn is based on the number of days you are at an event. Extra CP may be awarded for exceptional role-playing.

Charter – A Charter is a written contract in which a Guild’s rights and restrictions are defined. These may grant additional responsibilities and privileges to members of the Guild.

Citizenship – All Humans of Silverthorne are considered Citizens and are bestowed certain privileges, such as a greater ease toward becoming influential in world or local politics. Some of the more noteworthy demi-Humans who have proven their loyalty to the Crown have been granted the honor of Citizenship.

Combat – In C.A.R.P.S., combat is defined as any offensive action taken by a PC or creature against another PC or creature. This includes melee, ranged attacks, some spells and some Potions. If you can see or hear combat taking place you are considered in combat, even if you are not actively participating.

Constable – This person is responsible for protecting the residents of an area and making arrests. The Constable is considered a Gentleman (or Gentlewoman).

Corsair Isles – These islands lie far to the south of Silverthorne in the ocean. Rumors say pirates control these islands.

Costume – This term refers to what you are wearing at an event (i.e., your clothing).

Costume Points – Costume Points can be designated as either Armor Points or Life Points and are then treated as such. They are awarded to you for wearing an in-period costume and are based on the costume’s quality.

Council – Many places have a Council that serves to help govern the local populace. Each Council has five seats; one from each House and the fifth seat from the chosen representative by the Guilds. Council members must be Freemen or Freewomen.

Count – A Noble related in some manner to a current or previous Duke, but without the same powers, usually the child of a Duke.

Countess – A female Count, usually the child of a Duke.

Counted Action – Some actions may not be simply acted out; they may require a certain amount of time to complete and simply acting them out will not satisfy this requirement. In order to fulfill this time requirement, the action is described a certain number of times, depending on the action. For example; if you would like to search someone you would say, “One I search you, two I search you, three I search you, four I search you, five I search you.” When performing a hostile action it must be role-played and the count must be said out loud. If it is not hostile, you merely need to roleplay the situation and think the count to yourself. NOTE: Counted actions cannot be reduced below 50% unless the effect or ability explicitly states otherwise.

Creature – This term refers to any living being that cannot be played by a PC.

Crush – Crush is a damaging effect that will still damage a player even if blocked by a shield or weapon, excluding special calls such as “Parry” or “Block.”

Cycle – When someone refers to The Cycle, they refer to Earth as the beginning (birth), Water as nurturing, Air as change and Fire as the completion (death).

Da’Thannis – This town is located in the Duchy of Bonnifus near the merging point of the Bonnifus and Dorchak Rivers.

Dal’bin – In the east part of the Duchy of Dorchak, this City once served as a center for art and music until recently destroyed in the Gromm’s War and rebuilt into the largest fortress in Silverthorne.

Damage – This is called out whenever a weapon is being used or sometimes when a spell is being cast. Damage represents the strength of the weapon or spell, and upon being hit by either; you must immediately deduct that number from your Armor Points then Life Points.

Death – Either upon bleeding to Death or receiving a fatal blow your PC is considered dead. At this time you may get up and return to NPC Camp, leaving all IG items where your PC died.

DeVris, House – The House charged with taking the King’s Law to the people.

Disease – A damage call that indicates that your PC has been afflicted with some sort of malaise. Your PC only becomes afflicted if they take damage to their Life Points as a result of the Disease call.

Dreamscape – The realm of dreams.

Dorchak – The name of both a Duchy and its capital in the east of Silverthorne, this City lies on the great Dorchak River. Once ruled by Duke Kendall this primarily mountainous region bordering the Dwarven Homeland lost the civil war with Silverthorne and was reclaimed.

Duchess – A female Duke. Her husband would be called a Duke.

Duke – The position of Duke (or Duchess) falls immediately below that of the King. As such, only the King may appoint a Duke. The governing of lesser matters falls onto the Dukes, of which there are currently four. A Duke's wife is known as a Duchess.

Dwarven Homeland – Beyond the mountains to the east lies this land of Dwarves.

Elements – The four elements are Earth, Water, Air and Fire. When someone refers to The Cycle, they refer to Earth as the beginning (birth), Water as nurturing, Air as change and Fire as the completion (death).

Elthanaar – In the east part of the Duchy of Dorchak. This village apparently rested atop the ruins of an ancient An'Dar City. The village and the neighboring City of Dal'bin were destroyed to prevent the spread of an ancient plague.

Essence – The life force of any living thing.

Essence War – An ancient war between the living and the undead.

Event – An Event consists of multiple back-to-back Game Sessions. A weekend Event will typically consist of three Game Sessions.

Fair Orchard, Village of – A village near Midway, known for their skilled craftsmen.

Freeman – This term applies to either a man or woman – whether Human or non-Human – who, unlike a peasant, has the freedom to choose where to live, travel and work. PCs are typically Freemen.

Game Master (GM) – The individual in charge of the overall story and responsible for running the game. Any disputes are settled by the GM – they have final say.

Game Session – A typical Game Session consists of about six hours of time where plots are actively run. Each Game Session starts with what is called Re-Pop, where all skills are reset. Skills that are not used are lost, however, now all skills return to their normal maximums. Effects from long-lasting Potions and spells also end at Re-Pop.

Game Stop – This phrase can be used for both IG and OOG reasons. If you are hurt or need to stop the game, please make this call. This call is also used during scenes when the NPCs or PCs need to relate something important that just happened or is happening to the other players. A PC will not normally call a Game Stop for IG reasons; however there are certain circumstances where it would be called. It is imperative that a Game Stop be observed in any situation, no matter who called it. A Game Stop may be called by yelling, "Game Stop" or blowing a whistle. When Game Stop is called, you must stop whatever you are doing! This is for safety reasons.

Gateway, City of – The border City between the Kingdoms of Silverthorne and Alleria. Predominantly populated by Valken'Vi.

Great Plateau – The Kingdom of outcasts to the north who have banded together.

Green Grove – Healers, Charities, shepherds. Generally considered the pacifist or peace (Essence) village. Is the location of the local orphanage. Located near Midway.

Guild – In recent years, Freemen and those above them in rank have been able to break free from a few of the limitations imposed upon them through the King's Law. This is possible through the use of Charters (see definition above).

Holdguard – The sailor's term for Port's End. A hundred years ago, Holdguard was a fortress with its own building dock and warehouse district at the Port's End. After a devastating sea storm, the fortress and building dock were destroyed.

Houses – Along with the rise of the Freemen, the King has formed four new Houses. These Houses do not require Noble birth for membership and exist only to serve the

function defined by the King. These new Houses are: the House of DeVris, the House of Jakoric, the House of Mandalor and the House of Toevass. See Chapter Seven: World Politics and Influence for further details.

In-Game (IG) – A person or item is IG when it exists in the game and can affect you and other PCs. All IG items require a phys rep (see definition below). Any time you are playing C.A.R.P.S. you and your PC's belongings are considered IG.

Incant – An incant is the group of words spoken prior to casting a spell, informing the other players of what is happening.

Influence – Tokens used by organizations to represent favors owed. See Chapter Seven: World Politics and Influence for more information.

Jakoric, House – House of the People.

Katak – This small town in the Duchy of Dorchak lies south of the City of Dorchak on the Dorchak River. It is rumored to be the base of operations for the underworld organizations within the Kingdom.

King – King Johann Silverthorne was the last King to preside over the Kingdom of Silverthorne. His death left the Queen and a council in charge of the Kingdom until the young Princess comes of age.

Knight – An individual appointed by the Knight Council who travels the land and adjudicates the intent of the law as opposed to the letter of the law. Knights operate outside of the laws of Silverthorne.

Lab – For those plying a trade, a Lab is an area with specialized equipment that permits them to make items cheaper and more efficient.

Lady – A female Noble related to a current or past Baron but without the same powers.

Level – This is a number that represents your PC's ability in a certain skill. The higher the number, the better your PC is at performing that skill.

Life Points – This is a number that represents the amount of damage your PC can take before they are dead.

Lord – A male Noble related to a current or past Baron but without the same powers.

Magistrate – Members of House DeVris who act judge, jury and executioner for trials in the Kingdom of Silverthorne.

Mandalor, House – House of Merchants and Tax Collectors.

Marshals – Specialists in the rules for a specific area of the game. Marshals help the game to run smoothly by aiding with Production, Logistics, Weapon Safety/Training, New Players and Rituals.

Melee Combat – Any combat that involves melee weapons (see melee weapon).

Melee Weapon – Any non-projectile weapon.

Mennon – This outpost town lies in the Duchy of Gilbain.

Mercenary – Anyone who sells their services for money.

Meta-Game – This refers to using knowledge that you as a person might know or have heard OOG but that your PC would not. Meta-Gaming is severely frowned upon.

Midway – This locale serves as a resting stop and checkpoint for caravans since it lies halfway between Tarragon Keep and Port's End along the Tarragon River.

Millers Down – Is on the Tarragon River and is the location of the mills which provide grain to the area of Midway.

Murdin – This town lies northwest of the Inner Sea in the forest toward the Kingdom of Syl'Van'Dar.

Necromancy – Outlawed magic dealing with the undead and the breaking of The Cycle.

Nick – The smallest unit of currency in Silverthorne. 10 Nick = 1 Pemb.

Non-Player Character (NPC) – People who work for C.A.R.P.S., playing many of the people and creatures you will meet in your travels through Phantara. Good role-players will treat them exactly the same as they treat the other players, based on Race, overall impression and how long they've known them. These NPCs report to the GM and serve a particular function or role. Some of these only interact regarding specific plots but many are recurring characters.

Norillon – This City lies north of the Silverthorne Capital and is most famous for the Academy of Alchemy.

Ombudsman – An OOG term referring to a player whom other players can go to with their OOG issues and concerns in lieu of a GM/Marshal.

One-Shot Skill – A one-shot skill is a skill that may only be bought once, instead of in levels.

Order – The opposite of Chaos. Order is the force that causes stability within Phantara. Without Order, the world would be plunged into anarchy. There would be winters during summer, freak rainstorms during winter and the sky would be forever changing. Plants would transmute into creatures – both dangerous and cuddly – and children would sometimes be born directly into adulthood. However, in a world of pure Order, the world would revolve around rules. There would be perpetual winter, the sky would be sunless and grey and magic would cease to exist. Therefore, all beings are glad that Order and Chaos have reached a series of compromises—some call it a *Balance*—and that the world works the way it does.

Out-of-Game (OOG) – Any time you are not playing C.A.R.P.S. or are not checked in you are considered OOG. Also, anything that is not being used in the game is OOG. Items that are not phys reps for use while playing are considered OOG. This includes food, clothing, bedding, etc. Information that you as a player may be aware of but your PC would not be is also referred to as OOG info. Using OOG information IG is called Meta-Gaming and is seriously frowned upon.

Path Experience (PXP) – PXP is only useable for buying Path and Racial skills. PXP is only earnable by helping the game. It is C.A.R.P.S.' way of thanking those people who go that extra distance to help the game out.

Pemb – The primary unit of currency in Silverthorne. 10 Pemb = 1 Verlan.

PEW – Post Essence War - The calendar commonly used starts with year 0 as being the

first year after the conclusion of the Essence Wars between Essence magi and Necromancers. The year PEW corresponds to one thousand years less than the actual OOG year AD. So the year 2001 AD means the IG year would be 1001 PEW.

Phantara – The planet on which C.A.R.P.S. takes place.

Phys Rep (Physical Representation) – These are items that represent your PC's possessions. For example, you actually wield a foam sword to represent your PC's sword.

Player Character (PC) – The persona that you create and role-play in C.A.R.P.S..

Port's End – The southern-most port City in the Kingdom of Silverthorne. Port's End lies where the Tarragon River empties into the ocean. As such, it falls in the Duchy of Susspin. Trade from beyond the Chaos Mountains and the Corsair Isles passes through Port's End on its way to the rest of the Kingdom.

Portal – A means of traveling long distances. They function like a short corridor between places usually through or connecting to another plane. When open the portal appears as a door of swirling color. This color is determined by the plane which it is connected to (Void = Black, Dream = Purple, Wyld = Green). This color is all that can be seen when looking at a Portal.

Portsmouth – A City just west of Silverthorne. It acts a large distribution center for trade goods. This City falls in the Duchy of Susspin.

Potion – A liquid, paste, or gas that causes fantastical effects. Although the effects are fantastic, they are NOT magical. This term can also refer to Poisons.

Prerequisite (pre-req) – When used in reference to skills, this refers to another skill or ability that the PC must already possess before the PC can learn that particular skill.

Production Points (PP) – Some general skills give your PC a certain amount of PP. PP represent how much time, effort and degree of skill it takes your PC to produce a certain item. Simple items require low numbers of PP to make, while complex items take many more.

Race – Any type of creature that is playable by a PC.

Re-Pop – Each game session starts with what is called Re-Pop, where all skills and costume points are reset.

Red Tear – The only known organization of Necromancers.

Resists – This type of skill allows a PC to resist a particular type of effect.

Sea of Dust – A large desert beyond the Chaos Mountains.

Silverthorne – The name of the campaign setting's Kingdom, its Capital and its King. Silverthorne was founded over 300 years ago. This large Kingdom has several neighbors; Alleria lies to the southeast, the Dwarven Homeland to the east, the Wastes filled with Orcs to the northeast, the Elven Syl'Van'Dar forest to the northwest, the Chaos Mountains provide the border to the Sea of Dust to the direct west and the ocean lies to the south. The strictly Human Nobility ultimately rules, however, the growing class of Freemen typically govern themselves on day-to-day matters. Tolerance for non-Humans varies from region-to-region throughout the Kingdom. For detailed information please consult Chapter Seven: World Politics and Influence.

Sir – This title must be earned and is bestowed only upon full Knights of Silverthorne. Unlike the position of Nobles, the title of Sir is not hereditary. Thus a Lord is called a Lord not Sir. Female Knights are referred to as either Sir or Siress.

Skills – A skill in a fantasy world, much like in the real world, makes up part of our selves. Unlike the real world, however, you are allowed to give your PC some skills that you may never be able to possess. For example, the ability to wield magic, pick a lock, or deal lethal damage with a single thrust of a sword. Skills balance IG abilities, which your PC possesses, with OOG abilities, which you as the player possess.

Sleep – A PC who falls into a Sleep is incapacitated (asleep) for five minutes and may be awakened after 30 seconds of continuous shaking.

Surprise Call – A term used to indicate an attack coming from someone who was utilizing the Hide skill. The also applies to any attack which hits you in the back when determining if you can use the Resist Surprise skill.

Susspin – The name of both a Duchy and its capital in the southwest portion of Silverthorne. This City lies south of the elven forest of Syl'Van'Dar.

Syl'Van'Dar – This Elven Kingdom lies deep within the Syl'Van'Dar forest northwest of the Kingdom of Silverthorne. Those not of Elven blood are not tolerated within its borders.

Sylvani – A Race of nomadic people who travel in tight-knit caravans.

Tags – Most items in C.A.R.P.S. are tagged. A tag is used to give information about the item, including who owns it. If an item does not have a name on it, it is the property of C.A.R.P.S.. All keys will be tagged, but not all are IG.

Tarragon – The name of a Barony in the Duchy of Susspin. Tarragon contains the villages of Blackwell, Fair Orchard, Midway and Miller's Down. Tarragon Keep guards the only known pass through the Chaos Mountains to the Sea of Dust that is capable of handling wagons or caravans.

Thane – The position of Thane falls immediately below that of the Barons and Baronesses. As such, Baronesses or Barons may appoint a Thane. The title of Thane is the same regardless of gender. The governing of lesser matters befalls the Thane, such as the running of farms or a small town or village. A Thane's husband or wife is known as either a Gentleman or Gentlewoman, respectively, but does not wield the same power as the Thane.

Toevass, House – The House of Knowledge.

Tucor – This town lies west of Bran on the Inner Sea in the Duchy of Silverthorne.

Undead – These creatures were once living but have been unnaturally separated from the Cycle. Skeletons and zombies are the most common forms. Restless spirits are considered undead by many.

Verlan – A Verlan is a unit of currency worth more than a Pemb. 10 Verlan = 1 Wald.

Vonnaphusek – Before the founding of the Silverthorne, Vonnaphusek was the stronghold of a league of magi known as the Mageocracy who ruled the land. Even now the City is the central headquarters for the Mages Guild in Silverthorne and no City possesses a larger number of mages. However, the rest of the Duchy still strongly remembers the evils of the Mageocracy and treats mages cautiously.

Wald – A Wald is a unit of currency worth more than a Verlan. 10 Wald = 1 Bar.

WindCrest, Kingdom of – An isolationist Kingdom to the northeast of Silverthorne.

World – Phantara; this is the planet where your PC resides.

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