



# Kyranthia

LIVE ACTION ROLE PLAYING



PRESTIGE CLASSES



# PRESTIGE CLASSES

FIRST EDITION

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# Beastmaster



Beastmasters invoke the spirits of predatory beasts of the forest, taking on their physical aspects and powers. They can manifest bestial claws and fight with the frenzy of a wild animal when backed into a corner. It is said they can also transform into such beasts, but this may just be legend.

## **Grow Claws**

*Free with Prestige*

As befitting your bestial nature, you may grow claws. Claws cannot be Disarmed, but a Shatter will cause a Maim effect to the arm holding the claw. You can retract them at any time. You also may call "2 Damage" with your claws.

You must have claw phys reps, and can use one or two at a time; see the section in the Core Rulebook on Claws and Body Weaponry.

## **Scent of Prey**

*Free with Prestige*

You may use your keen sense of smell to find someone you're tracking. After 10 seconds of concentrated roleplaying detecting a trait, you may call "By my voice, Detect <X>!"

You may use this call to Detect any trait you wish, be it someone's name, a trait such as Undead, Goblin, etc, or even to find those who are Unstable and dying.

## **Ferocious Opening**

*Cost: 5*

At the start of combat, you may cry out a ferocious roar and call "Imbue by Ferocity!" Your first three consecutive melee attacks may then be called as "5 Damage."

You may use this skill again only after 5 minutes or all enemies have fallen or fled from your sight.

## **Claw Frenzy**

*Cost: 4*

Once per reset per purchase, while in battle you may call "Imbue by Frenzy!" You may then call "Crushing 2 Damage" with your claws for 10 seconds.

## **Claws of Rage**

*Cost: 3*

You may call, "Imbue by Rage!" For the next 1 minute, you may call "3 Damage" with your claws. Additionally, you gain the option of using one "Maim," OR three uses

of "Lesser Maim," decided when you activate this skill.

You may use this skill once per reset each time you purchase it.

## **Cornered Animal**

*Cost: 6*

If you take a Pin, Web, or Bind effect, you may howl in outrage and call "Absorb and Imbue by Rage!" You may then call "5 Damage" with weapons or claws for the next 5 minutes.

Alternatively if you are cornered or surrounded and you cannot easily escape, let out a roar or fearsome cry and call "Heal All to Self and Imbue by Rage!" You may then call "5 damage" with weapons or claws until you are free, or 5 minutes pass.

You may use this skill once per reset each time you purchase it.

## **Feral Instincts**

*Cost: 3*

You may use this skill to call "Resist by Instinct" to an effect delivered by a trap, or any one attack from behind.

You may use this skill once per reset each time you purchase it.

## **Lick Wounds**

*Cost: 3*

Anytime you wish, you may roleplay animalistic licking and cleaning your wounds for one uninterrupted minute. During this minute, you must stay in one spot and cannot use any game abilities or skills. You may then call "Heal 5 to Self" OR "Remove Maim."

## **Feel No Pain**

*Cost: 5*

In the heat of battle, you may shrug off pain and damage by calling "Imbue by Rage!" For the next 5 minutes (or until the battle is over), you may call "Reduce to 1" to any called damage taken, and "No effect" to all Agony effects.

You may use this skill once per reset each time you purchase it.

## Beastly Visage

Cost: 6

Your animalistic rage allows you to take on the form of a predatory beast. You must wear makeup, prosthetics, or a mask (approved by staff) to appear as a wolf, bear, lion, tiger, or similar large predatory beast.

You may have long claws while in this form, but you cannot use weapons or shields. You cannot speak while in this form, but may grunt, growl, howl, bark, hiss, etc, whatever is appropriate for the animal you are portraying. This means you cannot cast spells or use any skill that requires reading or speaking. You can understand others just fine.

You call "No Effect" to any Dominate or Fear attack. You gain an additional 10 body points which can be healed. You gain 3 Resists to Packet attacks and can swing "3 Damage" with your claws at will. If you are hit with a Berserk effect, you can tell friend from foe by scent, and will only fight enemies. Three times you can intimidate your foe by growling or making other loud noises and calling "By my Gesture, Fear!"

The transformation takes as long as it takes to put on the mask or makeup. You can stay in this form up to an hour, after which you must leave to change back into your normal form. Once you are out of this form, all benefits end immediately. Any unused benefits of this skill are lost. You may use this skill once per reset each time you purchase it.





# Berserker



Berserkers charge into battle, intimidating their foes with ferocious battle-cries and vicious tactics. When the blood-lust takes over, neither fear nor minor wounds will slow them down. There are tales of enraged Berserkers shrugging off damage, ripping from spells, and cutting a swath through hordes of enemies.

### **Battle Cry**

*Free with Prestige*

Berserkers are opponents to be feared. Whenever you enter battle, you may cry a fearsome challenge to your enemies. To use this skill, yell as loudly as you can, "All foes will feel my rage!" (or another statement, approved by staff). Then call "Imbue by Rage and Heal 5 to Self!" and move fiercely towards your enemies. You may call "Disarm" or "Maim" with your first strike.

You may use this skill again only after 5 minutes or all enemies have fallen or fled from your sight.

### **Controlled Rage**

*Free with Prestige*

Since you are used to battle raging, if you are hit with a Berserk effect, you will recognize friends and only attack foes while under the effect. You may also call "No Effect" to any Fear, Charm, or Agony effects while you are under a Berserk effect.

### **Fearsome Cry**

*Cost: 3*

To use this skill, yell as loudly as you can "To my enemies, fear me and flee!" (or another statement, approved by staff) You then gain three consecutive uses of "By my gesture, Fear by Rage!" Any of these three Gestures you don't immediately use are lost after one minute or by using another skill.

You may use this skill once per reset each time you purchase it.

### **Walk it Off**

*Cost: 2*

For you, the battle must go on, even through crippling injuries. This skill allows you to call "Reduce to Lesser" whenever you are hit with a Maim or Slow effect.

### **Shattering Blows**

*Cost: 8*

Call "Imbue by Rage!" You may then call "Shatter Shield" or "Shatter Weapon!" for 3 consecutive strikes. Any of these three strikes you don't immediately use are lost

after one minute or by using another skill.

You may use this skill once per reset each time you purchase it.

### **Crushing Attack**

*Cost: 4*

This is a powerful strike that bypasses weapons and shields. Call "Imbue by Rage!" to add the Crushing effect to your next two consecutive Melee or Missile attacks. You may use this once per reset, per purchase of this skill.

### **Battle Lust**

*Cost: 5*

Your lust for battle sometimes makes you strike harder and harder the longer you fight. Make a loud battle cry to challenge your opponents, then call "Imbue by Rage!" You then gain a melee attack for "2 Damage." Once you make a successful hit, even if they negate it with a defense, you then gain "3 Damage" for your next strike, then "4 Damage," then "5 Damage," and so on, until your last strike for 10.

This skill lasts until you have used all the attacks, you use another skill, or you are rendered immobile or unconscious. You may use this once per reset, per purchase of this skill.

### **Strength of the Bear**

*Cost: 10*

You embody the strength of a bear. You may run while carrying a person and call "No Effect" to all Disarm effects. Also, you may be able to manipulate certain IG items (like throwing them for damage). You may move props with a White or Black sticker.

You can also rip out of Bind, Pin, and Web effects, or any physical bindings, by pretending to struggle for 10 seconds, and then calling "Remove X by Rage!" (Where X is Bind, Pin or Web). You may call "Reduce to Slow" when you are hit by a Weakness effect.



## **Undying Rage**

Cost: 5

If you die while in combat, you are so enraged that you may rise again to join the fray. If you are lying dead for at least 10 seconds, you may call (loudly enough so others may hear you) "Remove Death and Lesser Weakness to Self." You refresh all your Body Points and Armor. Any "times per reset" skills you use during this skill are regained again after this skill ends.

There must be combat going on near you, and you can't use this skill after you have turned to a spirit. After combat, receive a Greater Death effect. This skill may only be used once per event, and can only be bought once.

## **Berserk Rage**

Cost: 8

This skill allows you to go into a battle rage. To use this skill, cry out a short challenge to your enemies and then call, "Imbue by Rage!" You then become enraged and bloodthirsty, but only towards the enemy. You may call "No Effect" to all Agony, Charm, Disarm, Dominate, Fear, and Sleep effects. Call "Reduce to 1" for any called damage, gain 3 Resists to packet attacks, and you may call "3 Damage" with weapons ("5 Damage" if you are using a two handed weapon).

You will not stop fighting until all enemies are down or have fled. You may not use Killing Blow on victims while under this effect. This skill ends when you have not delivered a Weapon strike to an enemy for at least 1 minute. You may use this once per reset, per purchase of this skill. This skill cannot be used while using the skill Battle Frenzy.



# unter



Hunters are swift trackers who are deadly with a bow or crossbow. With a keen eye and honed senses, they are able to stalk their prey and kill them with accuracy. The thrill of the hunt drives them, and their legendary tracking skills allow them to find places (and people) that no one else can.

## **Covering Shots**

*Free with Prestige*

If you are hunkered down behind a tree, wall, rock, table, etc., and can't be directly hit because there is something in front of you, you may use a Missile weapon to call Agony, Maim, or "Piercing 5 Damage" until you move from that spot. You may pop up or move to your side to use your Missile weapon, but you must move back to cover after each firing.

Additionally, you may call "No Effect" to any Missile or Packet attack that does hit you. This lasts until you move from the spot or an enemy gets close enough to hit you with a Melee weapon.

## **People Hunter**

*Free with Prestige*

You may take a short trip out of town to try and track down the whereabouts of a specific individual. To use this skill, go to Monster Camp and inquire about a specific person. You may ask if the person is available, plans on visiting town, or perhaps even receive a short message from them as if they bumped into you during your travels.

This skill may be used twice an event (once per reset).

## **A Sharper Weapon**

*Cost: 5*

Anytime you wish, you may spend 1 minute sharpening an edged weapon, arrow, or bolt, to touch deliver ONE of the following to the wielder of that weapon:

"Imbue Melee Attack: 3 Damage."

"Imbue Missile Attack: 5 Damage."

"Imbue Melee Attack: Agony."

"Imbue Missile Attack: Agony and 3 Damage."

You may only grant one effect per person at a time; you cannot stack more than one of these on one person.

## **Ranged Mastery**

*Cost: 5*

You may call "3 Damage" permanently with all Missile weapons.

## **Disarming Shot**

*Cost: 3*

You may call "Disarm X" where X is Left or Right Hand, with each shot with a Missile weapon until you successfully hit an opponent, whether they negate the effect or not. As soon as you hit any target on their body, this skill ends.

This may be used once per reset, each time this skill is bought.

## **Crippling Shot**

*Cost: 3*

You may call "Maim X" where X is Left or Right Leg, with each shot with a Missile weapon until you successfully hit an opponent, whether they negate the effect or not. As soon as you hit any target on their body, this skill ends.

This may be used once per reset, each time this skill is bought.

## **Seasonal Hunter**

*Cost: 2*

Between events, you may contact Logistics and request a specific Harvestable component that comes from a monster. Quantity will be at Staff's discretion based on the rarity or value of that item. If you make no requests, you will be granted random items at Check-In.

You may only buy this skill once.

## **Bolas**

*Cost: 4*

You may employ a non-lethal bolas to try and stop your enemy. You may use either a Thrown Weapon or a packet to deliver one of the following attacks: Bind, Pin, or Knockdown. This may be used once per reset, each time this skill is bought.

### **Thrill of the Hunt**

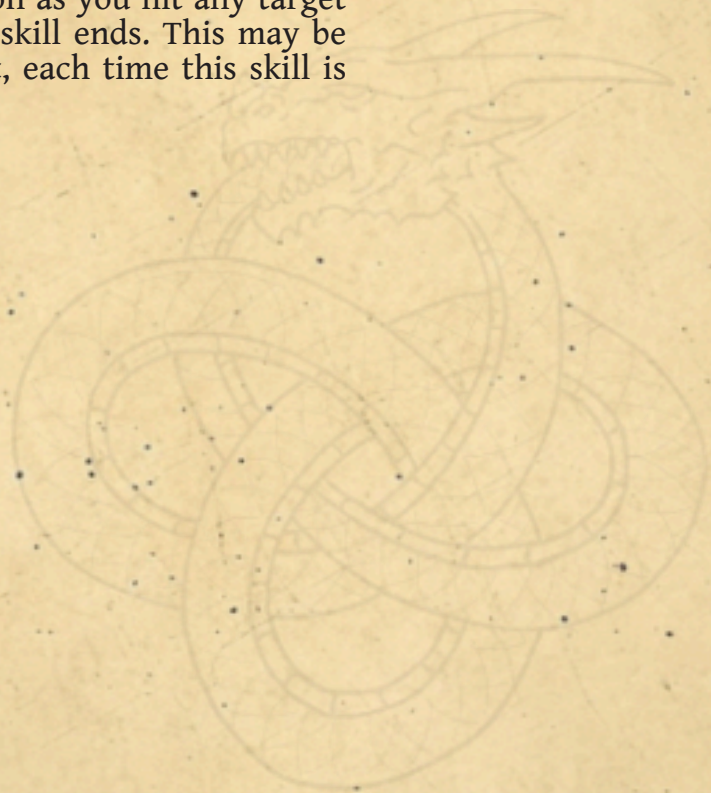
Cost: 2

Tracking and killing your prey from a distance is exhilarating to you. Whenever you deal damage with a Missile or Thrown Weapon, you may Heal 1 Body.

### **Deadly Aim**

Cost: 7

You may call "Death" with each shot with a Missile Weapon until you successfully hit an opponent, whether they negate the effect or not. As soon as you hit any target on their body, this skill ends. This may be used once per reset, each time this skill is bought.





# Wizardslayer



Wizardslayers have a strong hatred for magic and have many ways of destroying it. They can use their weapons to block spells, and even reflect them back to the caster. It is rumored that they can even absorb some spells that would usually cause harm.

## **Hunt Magic**

*Free with Prestige*

You can almost smell the magic around you, keenly aware of its foul stench. You may concentrate for 10 seconds and call "By My Voice, Detect Magic."

Additionally, if you witness an ally within 10 feet of you get hit by a packet attack from an enemy, you may call "Imbue by Hatred" to swing for "2 Damage" with weapons for one minute.

## **Bind Wounds**

*Free with Prestige*

You distrust even the most basic healing magics! You've overcome this by being adept at treating your own wounds. You may roleplay binding your wounds for 1 uninterrupted minute and call "Heal 5 to Self" or "Remove Maim to Self."

## **Suppress Magic**

*Cost: 7*

Your hatred of magic allows you to point at a magic user and call, "By my Gesture, Suppress and Lesser Silence!" After this ability is used, you gain three weapon attacks for "3 Damage."

This may be used once per reset, each time this skill is bought.

## **Silencing Roar**

*Cost: 5*

Your shouts can scare those around you into silence, momentarily stopping any mages from spellcasting. Roar and call "By my Voice, Lesser Silence!"

Alternatively, you may deliver a "Silence" by weapon. This may be used once per reset, each time this skill is bought.

## **No Pain, No Gain**

*Cost: 1\**

Since you'd rather not have magic cast on you, you have hardened your skin into a kind of protective shell. You have points of Protection that reset after use with one minute of intense concentration, during which you cannot use any skills or abilities

or move from one spot. As long as you do not have any spell effects on you, you gain these protection points. They are \*lost\* if you voluntarily receive a spell effect.

For every purchase of this skill, you gain 1 point of Protection which can be reset as described above. You may purchase this skill up to 20 times.

\*This skill costs 1 CP up to 10 times. After that, it costs 2 CP.

## **Spell Blocking**

*Cost: 5*

You may call "Absorb" to a packet delivered attack that hits your weapons or shield, to gain a weapon delivered "Crushing Silence" effect.

This may be used once per reset, each time this skill is bought.

## **Magic Reduction**

*Cost: 3*

You have trained your body to use magical energy directed at you. If you are hit with a packet effect, you may call "Reduce to Scream."

This may be used once per reset, each time this skill is bought.

## **Throat Cut**

*Cost: 4*

You may call "Silence" with a weapon for one strike. Alternatively, you may deliver three "Lesser Silence" strikes instead.

This may be used once per reset, each time this skill is bought.

## **End Magic**

*Cost: 3*

A Wizardslayer delights in delivering death to any spellcasters. If you successfully "Killing Blow" an enemy that you personally witnessed casting a spell in the last 5 minutes, you may call "Imbue by Hatred" to Heal All your BP, and to call Resist to the next packet attack.

## Deny Mysticism

Cost: 5

Your hatred of magic is so strong, you are able to return magical energies back to the one who cast it. When hit by a packet, you may call "Reflect by Hatred!" You then gain a single use of "By my Gesture, 5 Damage and Knockdown" that may only be used against that same person.

This may be used once per reset, each time this skill is bought.





# erald



Heralds grant extra strength and courage to their companions, aiding them in battle with their songs and tales. With the power of their voices, they bolster those who are joined in their company. They are thought to be invincible while they carry their banners for their allies to rally to in battle.



## **Company's Call**

*Free with Prestige*

You and up to five other people gain a unique Trait: a military company or adventuring group name. The name of this Trait is up to those included, and many of the Herald skills will reference this unique Trait. The name of the Trait is chosen at Check-In and lasts until the end of the Event. Once per reset, you may change the targets of the Trait.

Anyone with the chosen Trait gains: 3 additional Body Points that may be healed, added to their total that last for as long as they have that Trait.

## **Company Banner**

*Free with Prestige*

You create a banner to represent your Company and unlock your most powerful abilities. The construction of this banner is ultimately up to you, but must have a unique symbol special to the Company it represents, and can be no smaller than 2 square feet when fully unfurled.

Materials and style used are up to you, but must be approved for safety. The banner may be attached to a combat safe boffer staff and used to \*block\* attacks, as long as the banner end stays elevated above head level.

Also, anytime you wish, you may concentrate for 30 seconds while holding the Company Banner aloft to call "By my Voice, Heal 2 to X" where X is the Company Trait.

## **Company's Resolve**

*Cost: 2*

While wielding your Company Banner, you may call "By my Voice, Imbue Defense: Resist Fear to <Company>!"

This may be used twice per reset, each time this skill is bought.

## **Health to the Company**

*Cost: 5*

You are adept at keeping your Company strong and healthy. You may call "By my Voice, Heal 10 to <Company>" 3 times per

reset, each time this skill is bought.

Additionally, you may call "Heal 2 by Inspiration" by touch or Gesture, 5 times per reset, each time this skill is bought.

## **Safely Back to the Tavern**

*Cost: 6*

If you are out in the woods away from town, or on a module that you just finished, you may call "By my voice, Imbue Defense: Spirit to <company>" to ensure you make it back to the town safely. This defense will last until you arrive within 10 feet of the tavern.

Your company must stay together, cannot stop moving, and cannot stray from a direct path to the tavern.

This may be used once per reset, each time this skill is bought.

## **Be Well, My Friend**

*Cost: 3*

You may heal a member of your Company by targeting their name. Call "By Your Name: <name of ally>" Heal All by Inspiration!"

Alternatively, you could deliver this effect by Touch or Gesture. This may be used twice per reset, each time this skill is bought.

## **Banner's Rally**

*Cost: 8*

Anyone within your Company may approach you while you're wielding your banner and let out a rallying cry (the cry must include the Company Trait). You may then touch cast "Imbue Defense: Shield vs packet" or "Imbue Defense: Guard vs weapon."

This may only be used on a member of your Company, and you cannot Imbue more than one defense on a person at a time until that defense is used.

## **Banner's Protector**

Cost: 4

While wielding only your Company's Banner and no other weapons or shields, you may concentrate for 10 seconds, hold the banner to the sky, and shout "Imbue by Rally!" Then plant your feet to gain the Spirit Defense. You may still use Voice, Touch, and Gesture skills and abilities.

This skill lasts until you move from that spot. You may pivot or turn around as long as you remain in the same spot.

## **Declare Champion**

Cost: 7

You may declare a Champion for the Company over the course of 1 minute of Roleplay. This roleplay should include stating intentions, codes of the Company, and rallying cries. You then hand them the Imbue card for this skill. They must be a member of the Company.

There can only be one Champion at any time. You can declare a different Champion at the start of each event if you wish. If you need to declare a new Champion during an event, remove the Imbue card from the previous Champion and declare a new one as described above. You can only change Champions once per event.

## **KYRANTHIA IMBUE CARD**

Champion of \_\_\_\_\_ (Company)

Once per reset, you may cry "For <the Company>!" and gain a single use of "25 Damage." Additionally, anytime you wish, you may Roleplay giving respect to the Company Banner for 10 seconds to gain three Weapon Strikes for "3 Damage." Or, you may call "Heal 5 to Self."

## **Greatest Cause**

Cost: 9

One of the Herald's greatest honors is to rally their home town. You may use anywhere you call home for the event as a Trait and, once per game, rally anyone else that also calls it their home (For example, Thaydon's Rest!)

If you spend at least 1 minute giving a

rousing speech to the members of the Town before or as a battle begins, you may call "By my Voice, 10 Protection to <town name>!" (up to 30 minutes before, or as the battle begins).

After this, you may use each of the following calls twice:

"By my Voice, Heal 10 to <town name>."

"By my Voice, Remove <Fear or Dominate> to <town name>."



# ester



Jesters have mastered the art of entertaining others. Their performances are the fuel for their magical abilities. They are acrobatic and nimble, quick enough to jump out of the way of attacks, and can even catch projectile weapons. Using their comical nature to their advantage, Jesters have some unique abilities and ways to deliver them.

### **(DEFINITION) Jester's Performance**

The Jester specializes in using the spirit of entertainment to fuel their magical effects and abilities. Any skill that calls for a "Jester's Performance" requires at least 10 seconds of Roleplaying that can include (but is not limited to) the following ideas:

*Jokes*  
*Slapstick*  
*Miming*  
*Story Telling*  
*Theatrical Performance*  
*Singing (silly or otherwise)*

### **Jester's Performance**

*Free with Prestige*

Anytime you wish, you may execute a Jester's Performance; if you get a reaction, choose one of the following:

3 instances of Touch: "Heal 2 by Jest" (Remaining uses lost if you use another skill)

3 Packets of "2 Damage by Harmony" (remaining packets are lost if you use another skill)

"By my Voice, Stabilize"

### **Killing Joke**

*Free with Prestige*

To use this skill, execute a Jester's Performance, perform a successful Killing Blow on a victim, then call "Heal 5 to Self."

### **Only When it is Funny**

*Cost: 4*

If you are afflicted with an effect that allows you to speak and has a duration of 5 minutes or less, you may make light of your condition at your own expense.

Execute a Jester's Performance, then call "Remove <effect> by Mirth!" You may then call "Resist by Mirth" to the next 3 occurrences of the removed effect.

This may be used once per reset, each

time this skill is bought.

### **Healing Power of Laughter**

*Cost: 2*

To use this skill, execute a Jester's Performance; you may then call "By my Voice, Heal 5 by Mirth."

This may be used once per reset, each time this skill is bought.

### **Disarming Smile**

*Cost: 4*

Execute a Jester's Performance, point at your target, then call: "By my Gesture, Disarm by Mirth" three times (no more than 10 seconds between each call).

This may be used once per reset, each time this skill is bought.

### **Catch and Release**

*Cost: 2*

Anytime you wish, you may (attempt to) catch a thrown weapon and throw it back at the target (or at anyone else), calling "5 Damage."

### **Light and Nimble**

*Cost: 3*

This skill allows you to permanently call "No Effect" to the Knockdown effect.

### **Laugh it Off**

*Cost: 2*

You may state "Reduce by Mirth" to any called weapon attack and then must immediately execute a Jester's Performance. The called weapon attack is reduced to 1 point of Damage.

This may be used once per reset, each time this skill is bought.

### **Knife Thrower**

*Cost: 3*

You may execute a Jester's Performance, call "Imbue by Mirth," then you may call "2 Damage" with any thrown weapons you use for five minutes.

This may be used once per reset, each

time this skill is bought.

### **Fool's luck**

*Cost: 5*

This is the ultimate get-out-of-jail-free card. This allows you to call "Resist by Mirth" to any effect (except anything with Greater). This includes Afflictions and Plot Card effects. Whether you trip over a rock and the sword missed your head, or you told a joke so funny the orc just couldn't bear to kill you you get a chance to live on.

This can only be bought once and can only be used once per game.

### **Spirit of Laughter**

*Cost: 8*

You become an untouchable spirit of pure joy. Execute a Jester's Performance, then call "Imbue by Mirth" to gain the Spirit Defense for 5 minutes. No other skills or abilities can be used during this time, except you gain 10 uses of either "Heal 2 by Harmony" by touch or "By my Gesture, 2 Damage by Harmony." These are lost after 5 minutes or when you lose the Spirit trait.

You may drop the Spirit trait anytime you choose before the 5 minutes are up, but then this skill ends.

This may be used once per reset, each time this skill is bought.



# Minstrel



Minstrels can gather magical power by singing and entertaining crowds, which allows them to cast Harmony spells easier. They excel at gathering rumors that are more often true than not, and many Minstrels charge plenty for their information. It has even been said that their songs can be powerful and moving enough to please Death, allowing for an easier resurrection; but that might just be a Minstrel's tale.

## Hot Gossip

*Free with Prestige*

Between events, you may ask a basic question about an NPC or another Player Character to receive information on them. Class, Prestige, or maybe even skills known could be divulged in varying degrees.

The more descriptive your question, the more specific the answer may be. You may also receive a rumor relevant to the plot at Check In at an event.

## Minstrel's Home

*Free with Prestige*

The Minstrel's Home is a place dedicated to some of your greatest deeds and plotting. Indeed, some of your abilities require being in such a location.

Dedicate a place (tavern, Lovellian Theater, your cabin, etc. - this must be Staff approved) as the official place where you do your most important business: rumor mongering and entertainment.

After spending 5 minutes relaxing or entertaining, you may call "Heal All to Self." Also, if you become unconscious and unstable within your Minstrel's Home, you automatically Stabilize.

Additionally, while within your Minstrel's Home, you may cast any of your spells by Gesture instead of by packet. Call the spell's incant, point or gesture at your target, then "By my Gesture" and the OOG verbal.

## Bouncer

*Cost: 2*

You may not be the official owner of wherever you call home, but it's still your home! You may spend one minute roleplaying with another person and call "By my Gesture, Charm" while within your Minstrel's Home.

This may be used once per reset, each time this skill is bought.

## Minstrel's Blessing

*Cost: 5*

While in the Minstrel's Home, you may spend at least 10 seconds loudly entertaining at least 5 people, then call "In this Room X", where X can be one of the following:

Heal 5

Restore 3 Mana

Imbue Defense: Resist Silence

This may be used once per reset, each time this skill is bought.

## Spirit of Minstrel's Home

*Cost: 3*

You have a spiritual connection to your chosen Minstrel's Home. Twice per reset, you may call "Imbue by Home" to choose one of the following two abilities:

Gain the Spirit defense while within the Minstrel's Home until you choose to end it or leave. No skills or abilities may be used.

Or gain the Spirit defense, but you *\*must\** immediately travel to your Minstrel's Home in the most efficient path possible. No skills or abilities may be used, but the effect may be ended prematurely at your discretion.

In either case, once you end this skill or reach your Minstrel's home, suffer the Weakness effect.

## Work the Crowd

*Cost: 4*

If you're within 20 feet of at least five non-hostile beings, your Harmony spells cost 1 less Note to cast (to no less than 1) and you may repeat the last cast spell on another target (within 1 minute).

### **Speed of Information**

Cost: 3

You may magically Gate a message to someone. To use during an event, write a message on paper and bring it to Monster Camp and inform them of the recipient. You may not receive a reply at that event. If it is someone on site at the event, a Staff Member will deliver it to the recipient.

This may be used once per event, each time this skill is bought. You may instead use this skill between events by emailing [logistics@kyranthialarp.com](mailto:logistics@kyranthialarp.com).

### **Courageous Words**

Cost: 3

You may spend 10 seconds encouraging someone to bravery, then touch cast "Remove X by Inspiration" where X is any Effect with a maximum duration of 5 minutes or less.

This may be used once per reset, each time this skill is bought.

### **Tale of Heroes**

Cost: 6

Entertain at least 3 people for at least one minute telling an epic tale involving heroes. When you finish the tale, you may Touch Cast five of the following effects:

- "Imbue Defense: Resist Fear!"
- "Imbue Defense: Resist Dominate!"
- "Imbue Defense: Resist Death!"

This may be used once per reset, each time this skill is bought.

### **A Hero's Epilogue**

Cost: 8

Once per event, when Death asks how you entered their realm, you may spend one minute reciting an exciting and dramatized version of your demise. If you do, you may choose two boxes instead of one, and pick the result to submit to Death.

When you return from Death's Realm,

you have Death's Favor and gain 10 Protection Points that last until used.

This may be used once per event, each time this skill is bought.





# Thespian



Thespians have a knack for public performance, and it runs deep into their way of life. Their over-the-top acting abilities and flair for theatrics allow them to imitate other people, even other races! They are said to craft magical masks that grant them special powers, allowing them to use skills they don't normally have.

## Class/Species Studies

*Free with Prestige*

You may purchase skills that require a specific Race or Class at the normal cost and ignore the prerequisite. You may also silently ignore a Detect effect if you wish to.

## Role Masks

*Free with Prestige*

The Thespian is ever fluid with their imitations and emulation of powers and abilities they've witnessed. When earning this Prestige, pick your first Role Mask for free; additional Role Masks may be purchased later.

You may only have one Role Mask active at a time, and after removing the mask, all effects of that mask are lost and you must wait at least 1 minute before donning another. Masks must be "Half" sized, either Masquerade or "lower face" style.

Additional Masks purchased beyond the first free choice cost 8 SP.

(The listed name of the masks may be modified with approval by a Staff Member, but must have a strong roleplaying reason and it must be relevant to the original intent. The effects of the Masks will not change)

Role Masks - All abilities gained by a Role Mask are for *\*only\** while that Mask is on your face. Any abilities that are static are NOT active when the mask is removed. Any skills gained in specific quantities are per Reset, and tracked even while the Mask is off and the skills are unusable.

For example, while wearing your Brute Mask, you use a Parry. If you put the Brute mask on again before Reset, you have two Parrys left to use while wearing the Role Mask.

### Role Mask "Brute/Veteran"

- Gain the Barbarian or Warrior Trait.
- Gain 10 Body Points that are treated as a part of your Body Point total.
- Gain three Parries.
- Gain three "5 Damage" by weapon.

(Removing this mask sets your Body Points to your original maximum, or current Body, whichever is lower).

### Role Mask "Medic/Healer"

- Gain the Cleric OR Druid Trait.
- Gain the Empathic Healing skill.
- Gain five uses of a packet or touch delivered "Heal 5 by Medic."
- Gain three uses of touch delivered "Remove X by Medic," where X can be Maim, Slow, Bind, or Paralyze.

### Role Mask "Arcanist/Sage"

- Gain the Sorcerer OR Wizard Trait.
- Gain the Transient Spell skill.
- Gains five uses of packet delivered "5 Damage by Magic."
- Gain three uses of the Arcane Defense skill (choose the type when donning this mask).

### Role Mask "Sneak/Opportunist"

- Gain the Rogue Trait.
- Gain the Hide in Shadows and Pick Pocket skills.
- Gain three uses of Escape Bonds.
- Gain three uses of Backstab.

### Role Mask "Happy"

- Gain three uses of "Charm by Mirth" that may be delivered by Packet or Gesture.
- Gain three uses of "Repel by Mirth" that may be delivered by Packet or Gesture.
- Gain a single use of "By my Voice, Heal 5 by Happiness."

### **Role Mask "Sad"**

- Gain the Frailty effect while wearing this mask.
- Gain three uses of Phase that may be used against any Weapon or Packet attack.
- Gain three uses of "Fear by Gloom" that may be delivered by Packet or Gesture.
- Gain three uses of "Agony by Gloom" that may be delivered by Packet or Gesture.
- Gain a single use of "10 Damage and Fear by Gloom" that *\*must\** be delivered by surprise.

### **Body Language**

*Cost: 3*

You're a master at reading body language and emulate it in a way that charms your target.

Once per Reset, you may cast "By my Gesture, Charm," or touch-cast "Charm" after spending at least 30 seconds roleplaying with the target in a friendly manner.

You can use this skill once per reset for each purchase.

### **Acting Savant**

*Cost: 8*

You may spend 5 minutes roleplaying with another person to learn how to emulate and act out a skill (Core Rulebook Only) or spell (under 20 mana).

Once per reset, you may replicate this skill or spell with perfect accuracy and produce the results. You may retain one skill or spell this way at a time.

### **Thespian's Mask**

*Cost: 5*

This skill represents you crafting a magical mask to alter your appearance. Once per reset, you may disguise yourself as another race for up to one hour. You must wear any makeup, mask, or prosthetics that

the race requires. You may even borrow a monster mask from Monster Camp (if available).

You gain the Trait of that race, but not any racial skills or abilities. The disguise takes as long as it takes to put on the makeup. You may shed this disguise any time before the hour is up, but then you must remove all makeup and prosthetics (and apply any makeup for your actual race, if required) before you can come back into play.

You can use this skill once per reset for each purchase.



onk



Monks have augmented their powers of Light with meditation and faith. Their willpower is legendary, and they are experts with a staff and can even conjure a magical one. It is said that a Monk's skill in healing the life-force of others is so strong, they have the power to bring the dead back to life.

## Light Mastery

*Free with Prestige*

Anytime you wish, you may pray or meditate for 1 uninterrupted minute to gain one of the following:

- Three uses of "Heal 3 by Light" delivered by Gesture, Touch, or Packet
- Three uses of "5 Damage to Undead" delivered by Gesture or Packet
- Three uses of "Remove Fear by Light" delivered by Gesture, Touch, or Packet.

You cannot stack these effects. If you use this skill again, you lose any remaining effects from the previous use.

## Staff of Light

*Free with Prestige*

You may manifest a staff of pure light. This staff may not be Disarmed, but can be Shattered. If it is Shattered, you may reform it with 10 seconds of uninterrupted focus..

You may call Light with this staff anytime you wish. You provide your own staff prop that is completely white. You may decorate the staff with the Light symbol. No one else may use this staff.

Additionally, twice per event, you may plant your staff on one end on the ground, shout "By the Light, Begone!" then choose one of the following calls:

- "By my Voice, Repel to Undead!"
- "By my Voice, Repel by Light!"

## Save the Dying

*Cost: 2*

Anytime you wish, after spending 10 seconds praying or meditating, you may call "By my Voice, Stabilize by Light!" so that you know for sure no one is bleeding out on the battlefield.

## Spirit Grace

*Cost: 6*

Your unwavering faith can strengthen the spirit of others. You may touch-cast a target and call "Imbue by Faith" to grant them a Spirit Grace card, which adds up to 3 white orbs to replace any black orbs when you visit Death.

You can use this skill once per event for each purchase.

## Inner Calm

*Cost: 3*

You become immune to Fear and Berserk and may call "No Effect" when you are hit by such attacks.

## Healing Meditation

*Cost: 5*

Your powers of meditation have been honed to such an extent, you may enter the veil itself and yet still heal others.

Sit or kneel comfortably, pray or meditate for 10 uninterrupted seconds, then call "Imbue by Will." You now have the Spirit defense. You may shift your position for comfort or move your arms, but must remain in that spot or this skill ends. You cannot use any skills or abilities, or speak, though you may touch cast "Heal 3 by Light" unlimited until you move from the spot, use any skills or abilities, or fall unconscious; then the skill ends.

This may be used once per reset, each time this skill is bought.

## Improved Healing Meditation

*Cost: 5*

You have furthered your studies with Healing Meditation. In addition to the required Healing Meditation skill, you may "Remove <x> by Light" by Touch any of the following effects: Fear, Maim, Weakness, Slow, Silence.

## Restore Life

*Cost: 8*

Your skill in healing the life-force of others is so strong, you have the power to

bring the dead back to life. The target is revived but weakened for a time.

After 1 minute of concentration over a dead body, you may call "Remove Death and Weakness by Light." If the body becomes a spirit before the minute is up, this skill does not work, but the skill is not used up.

This skill can be used once per event only, and can only be bought once.

### **Staff of Force**

Cost: 3

With a staff, you may call "Imbue by Light!" You then gain "Lesser Repel" with your next three consecutive strikes. After those are exhausted, you may call "5 Damage" with your next three consecutive strikes.

This may be used once per reset, each time this skill is bought.

### **Staff of Light's Might**

Cost: 3

While wielding a staff, call "Imbue by Light!" and gain 5 melee attacks for "2 Damage" and 5 gesture or touch effects for "Heal 2 by Light."

This may be used once per reset, each time this skill is bought.

### **Blessing of Light**

Cost: 5

Your connection to the Light has become so strong, you may cure even the most stubborn and difficult of afflictions. You may Roleplay for 1 minute with another person to Remove any effect with a duration of less than 5 minutes, or the Stricken effect.



# Necromancer



Necromancers wield powerful magics that harm or help undead, and can corrupt a life-force to create undead abominations. They can empower a circle of bones to aid them, and may draw forth disease from someone to send at another foe. Legends say that Necromancers can assume an undead visage to evoke fear in the living and walk among the restless dead.

## Circle of Bones

*Free with Prestige*

A Necromancer's refuge is a Circle of Bones. It can be placed indoors or outdoors, and as long as it's large enough for you to stand within it, it can be as small or large as you wish, up to 10 feet in diameter. The bones (and/or skulls) must make a ring (it doesn't have to be perfect), and each bone or skull may be no further apart than 10 inches. You may also choose to ring the circle with led candles, rope lights, or other approved lighting, and must be white, yellow, or multi-colored.

This area will let you use skills that may only be used within the circle. While within your circle, you may rest for 5 minutes and then call "Heal Full to Self." If you fall unstable and bleeding out in your circle, you immediately become stable.

You may roleplay with another person for one minute to remove a Weakness effect, or any effect with the Disease trait, from the target while within your Circle of Bones.

Additionally, while within their Circle of Bones, you may opt to deliver any of your spells by Gesture.

## Night's Respite

*Free with Prestige*

If you fall unstable and bleeding out at night or in a graveyard, you immediately become stable.

In addition, anytime within your Circle of Bones, you may point to a target within your circle and call "Lesser Fear!" This cannot be used on anyone outside your circle.

## Power of the Bones

*Cost: 1*

Your circle grants you a pool of damage that you can renew at any time. After 1 minute of concentrated rest within the circle, you may call, "Imbue by Necromancy." You now have a pool of damage.

Every time you buy this skill, you gain 1 point of Darkness damage in your pool. You

may cast the points as you wish, from 1 to your pool maximum. You may throw a packet and call "<X> Damage by Darkness!" with X being the amount of points you use.

You can always return to your circle to refresh the points with one minute of concentration or calling on dark forces.

You may purchase this skill up to 20 times.

## Control/Repel Undead

*Cost: 2*

You may call "Dominate to Undead!" or "Repel to Undead!" by packet or gesture.

You may use this skill three times per reset for every purchase.

## Help/Harm Undead

*Cost: 4*

You may call "Heal 10 to Undead" or "10 Damage to Undead" by packet or gesture.

You may use this skill three times per reset for every purchase.

## Sanctuary of Bones

*Cost: 5*

Within your Circle of Bones, anytime you wish you may turn to Spirit form after 10 seconds of concentration or calling on dark forces. Then call "Imbue by Necromancy" to gain the Spirit Defense.

You may move within the circle, but cannot pass beyond it in Spirit form. You may not use any skills or abilities while in Spirit form. You may end this skill with 10 seconds of concentrated rest before you can leave your circle.

Alternatively, once per reset, you may gain the Spirit Defense to return to your circle. Call, "Imbue by Necromancy!" to gain the Spirit Trait. You must walk directly back to your Circle of Bones. You take the Weakness effect when you come out of spirit form. You may end this skill any time with 10 seconds of concentrated rest, but you take the Weakness effect.



### **Undead Visage**

*Cost: 3*

You may take on the appearance of undead by wearing a skull mask or makeup to resemble a zombie or skeleton.

In this guise, you will not be affected by a Detect Living, but Detect Undead will affect you. You gain five uses of "Lesser Fear" delivered by either Gesture or Packet. Finally, you gain three uses of "Repel to Living" delivered by Gesture or Packet.

To end this ability, you must remove the mask or makeup completely. This skill can only be used from dusk 'til dawn. You may use this skill once per reset for every purchase.

### **Renewal of Bones**

*Cost: 4*

Anytime you wish, you may rest within your Circle of Bones for one uninterrupted minute to restore 3 mana.

### **Absorb Disease**

*Cost: 5*

You may remove disease from someone and use it later on someone else. If someone is afflicted with Disease or Stricken, you may call "Remove <Stricken or Disease> and Imbue by Necromancy." You then gain a single packet attack for "Stricken by Disease."

You may use this skill once per reset for every purchase.

### **Dance Macabre**

*Cost: 3*

You exert effortless control over undead and may call "Imbue by Necromancy" to gain five attacks of "Pin to Undead" that may be delivered by any combination of Weapon, Gesture, or Packet.

Or you may use this skill on other targets by calling "Lesser Pin by Necromancy."

You may use this skill once per reset for every purchase.

### **Create/Destroy Undead**

*Cost: 8*

This skill allows you to place a packet on a dead body and call "Lesser Animate by Necromancy" to create an undead minion. Or you can choose to call, "15 Damage to Undead!" by packet or gesture.

You may use this skill three times per reset for every purchase.



# Oracle



Oracles are soothsayers and prophets of ancient times, able to read the fates of the mana-flows in people and places. They can walk the Paths of Dreams to gain valuable information of the past or present, and even imbue others with the power of Fate. There are whispers of Oracles drifting into trances to take on the ethereal form of spirits.

## **Dream Cloth**

*Free with Prestige*

As an Oracle, you may use a Dream Cloth, a special personal space that lets you concentrate to make better contact with the spiritual realm. This cloth may be placed on any flat surface or ground in which you can roleplay reading dice, runes, bones, cards, or even a crystal ball.

Many of your greatest skills and abilities require sitting or standing within arms reach of your Dream Cloth, or even on it (if it's large enough).

This space must be at least 24" x 13.5" and the maximum length being 4' on any side.\* This cloth must be decorated in some way, such as with runes, symbols, or other appropriate markings. The cloth may be transported and set up in any space to use skills and abilities that require it. This space could also be a small table or desk, but keep in mind that a Dream Cloth may be more useful as a portable cloth.

In a pinch, you can spend 5 minutes roleplaying making a suitable area special to treat that area as though it were your Dream Cloth. If you leave this space for longer than 5 minutes, the process must be repeated.

Anytime you wish, you may spend at least 5 uninterrupted minutes relaxing within arms reach of your Dream Cloth to call "Heal Full by Fate" to heal yourself only.

\*The 24" x 13.5" size of the Cloth is intentional. This is the size of a standard Trading Card Game playmat. While you may use anything that suits you, there are companies that custom print these, and they are machine washable and durable!

## **Fate Reading**

*Free with Prestige*

When you spend at least three uninterrupted minutes performing a fortune telling, seance, tarot reading, or some other kind of soothsaying, spirits may intervene and grant a beneficial effect.

While using this skill, you must be within arm's reach of the Dream Cloth. After the three minutes, you may touch

another person and grant them one of the following:

A fortuitous reading:

- "Fate smiles upon you! Imbue Defense Guard by Fate vs Weapon."
- "The Fates smile upon you! Imbue Defense: Shield by Fate vs Packet."
- "The Fates smile upon you! Imbue Attack: 5 Damage by Fate."

An ominous reading:

- "May Fate watch over this one! Imbue 3 Protection by Fate."
- "May Fate watch over this one! Imbue Defense: Resist Chaos by Fate."
- "May Fate watch over this one! Imbue Attack: Agony by Fate."

Beware, for Fate is a powerful force, and such readings sometimes draw the attention of mischievous or malevolent spirits.

## **Oracle's Blessing**

*Cost: 4*

While at your Dream Cloth, you may spend 10 seconds roleplaying and bestow one of the following abilities by touch:

- "Imbue Attack: 5 Damage by Weapon or Packet."
- "Heal 5 by Fate."
- "Remove X by Fate." X may be Fear, Frailty, or Weakness

(This ability may be used while you have the Spirit Trait, so long as you are not traveling to Death).

## **Spirit of Divination**

*Cost: 6*

Once per event, you may blur the lines between the material world and the ethereal. After one uninterrupted minute of roleplaying (meditation, seance, runes, etc.) you may gain the Spirit defense for up to an hour.

Oracle's Blessing may be used with the Spirit Trait. You may use this skill once per event for every purchase.

### **Path of Dreams**

Cost: 3

You have been interpreting many of your dreams over time. When you check in, you receive a written Dream that may be relevant to the plot of the event.

This skill may only be purchased once.

### **Ethereal Jaunt**

Cost: 5

You may call "Phase by Fate" to negate an attack, then call "Imbue by Dreams" to gain three "5 Damage by Fate" packet attacks that must be used within 1 minute after the Phase.

You may use this skill once per reset for every purchase.

### **Break Charm**

Cost: 2

You can send a waking dream to another character to break a mind effect that is upon them. You may call (by Touch or Gesture) "Remove Charm by Dreams" or "Remove Dominate by Dreams."

After this ability is used, you gain a Resist Charm or Dominate (whichever you removed).

You may use this skill once per reset for every purchase.

### **Precognition 1**

Cost: 5

You gain a permanent immunity to Waylay and Subdue effects.

### **Precognition 2**

Cost: 2

You may call "Absorb by Fate" on an attack from behind to negate it and gain the Spirit Trait for up to 1 minute.

You may use this skill once per reset for every purchase.

### **Waking Nightmare**

Cost: 4

While you have the Spirit Trait, you may call "Imbue by Nightmares" and for 5 minutes (or until you lose the Spirit Trait), you may use up to 5 Packet delivered "5 Damage by Darkness" attacks.

You may use this skill once per reset for every purchase.

### **Lucid Dream**

Cost: 4

While you have the Spirit Trait, you may call "Imbue by Dreams" and for 5 minutes (or until you lose the Spirit Trait), you may use up to 5 Gesture or Touch delivered "Heal 5 by Dreams."

You may use this skill once per reset for every purchase.



# aladin



Paladins were once the guardians of Light and protectors of the land. They consecrate their weapons with holy might, and smite undead creatures with the power of their faith. Tales are told of the Paladins of ancient times sacrificing themselves to clear a battlefield of undead foes.

### **Consecration 1**

*Free with Prestige*

You may call the "Light" damage trait with any weapon you are wielding anytime you wish. Also, you may deliver any spells of the Path of Light with "By My Gesture" instead of a packet.

### **Consecration 2**

*Free with Prestige*

You may manifest a shield and weapon of pure light that only you can use. These cannot be Disarmed, but they may be Shattered. You may focus for 10 seconds to reform them.

You provide your own props that are completely white. You may decorate the weapons and shield with the Light symbol.

Anytime you wish, you may swing Light damage with this weapon.

### **Holy Voice**

Cost: 5

As a powerful demonstration of your faith, call out "By my voice, 10 damage to Undead!" Alternatively, you may call "By my Voice, Heal 5 by Light!"

This skill can be used once per reset per purchase.

### **Rebuke**

Cost: 3

You can ward off undead foes and keep them at bay. Point at your undead foe and call "By my Gesture, Repel to Undead!"

You may also deliver this by packet if you wish, and you may repeat this up to a total of 3 times.

Alternatively, if your targets do not have the Undead Trait, you may call "By my Gesture, Lesser Repel by Rebuke" and again, repeat this up to a total of 3 times.

This skill can be used once per reset per purchase.

### **Last Act of Sacrifice**

Cost: 10

You may sacrifice yourself to the Light to give great aid to your friends. Once per event, you may call "By my Voice, Greater 40 Damage to Undead!"

After you have used this skill, you immediately gain the Spirit Defense. You may choose one of the following:

- Remain as a Spirit for one hour. If you spend at least 30 straight minutes at the Temple of Light praying or whispering quietly to others in the Temple (or a Staff designated replacement), you may then lose the Spirit trait and suffer a Greater Weakness effect that cannot be removed for the remainder of the hour.
- Die and travel by Spirit to Death.
- Report to Monster Camp to take an hour long NPC shift.

This skill can only be bought once.

### **Champion of Light**

Cost: 7

You may call upon the Light to grant you the power to defeat your enemies. To use this skill, call "Imbue by Light!" For the next 5 minutes, you may call "3 Damage (or Light)" with weapons (or 5 damage with two-handed weapons) or "2 Damage by Light" with packets. You also gain 5 uses of "Reduce by Light" to reduce any called Damage to 1 point.

This skill can be used once per reset per purchase.

### **Light's Favor**

Cost: 1

Your faith protects you. As long as you are displaying the Holy Symbol of Light (on your person, shield, or costume, as long as it's visible and at least 6"), this skill grants you one permanent point of Protection for each purchase of this skill, to a maximum of 10.

You may reset these points when lost by resting or praying in place for one continuous minute. These points cannot be

used unless you are displaying the symbol of light as described above.

### **Detect Undead**

*Cost: 5*

If you suspect there are undead near, you may use this skill to call "By my voice, Detect Undead!" If any undead are revealed, you gain 5 weapon or packet attacks of "10 Damage to Undead" that last until used or 5 minutes have passed.

This skill can be used once per reset per purchase.

### **Slay Undead**

*Cost: 5*

You may deliver "25 Damage to Undead" with a weapon or by Gesture. Additionally, after this attack is completed, you may repeat it as "5 damage by Light" three times.

This skill can be used once per reset per purchase.

### **Holy Shield**

*Cost: 5*

You may call "May the Light protect me! Imbue by Light!" and then for 5 minutes, you call "No Effect" to attacks with Chaos, Darkness, Void, or Shadow in the verbal.

This skill can be used once per reset per purchase.

### **Light's Wrath**

*Cost: 7*

You charge yourself with Light and wield it as a weapon against your foes. Anytime you wish, roleplay for 1 uninterrupted minute (praying or meditating), call "Imbue by Light" and gain three "5 Damage to Undead" attacks by weapon.

Alternatively, you may gain three "3 Damage by Light" attacks by weapon. These do not stack; every time you use this skill, any leftover attacks are gone.



# anger



Rangers are self-sufficient woodsmen adept at survival in the wilderness. They are excellent at scouting, and know the lay of the land so well they always know when something is amiss in the forest. They can strengthen their furs to wear as surprisingly tough armor, and are hardy foes when in the forests they call home.



## **Ranger's Protection**

*Free with Prestige*

If you are wearing Fur, Leather, or Bone armor, you may gain an additional 5 points of Armor while you are wearing the armor.

Also, when in woods or under a canopy of trees, you can reset all armor by concentrating and refitting for 30 seconds. If you are in the woods surrounded by trees, unstable and bleeding out, call "Heal 2 to Self by Nature."

## **Forest Guardian**

*Free with Prestige*

As long as you're in the woods surrounded by trees (at least 50 feet from a building), you may call "2 Damage" with any of your Melee and Missile strikes.

## **Woodswalker**

*Cost: 4*

If you are in the line of sight of a tree that is both taller and wider than you are, you may turn into a Spirit and walk directly to that tree. Call "Imbue by Nature," bow your head, and begin walking at a normal pace to the tree. You can't talk with anyone unless someone uses Speak to Spirit. You cannot use any skills or abilities but defenses, and you cannot deviate from the path, stop, or slow down.

When you arrive and touch the tree you can choose to leave your Spirit form or touch the tree and stay as a Spirit as long as you like, or until you move from that spot. Any attack that is "to Spirit" will affect you and knock you out of Spirit form.

This skill can be used once per reset per purchase.

## **Survival on the Edge**

*Cost: 4*

You may call "Resist by Nature" to negate a melee, missile, or packet attack. After using this skill, you gain 5 touch casts of "Heal 2 by Nature."

This skill can be used once per reset per purchase.

## **Volley of Arrows**

*Cost: 5*

Anytime you wish, if you are within arm's reach of a tree that is both wider and taller than you are, you may concentrate for 10 seconds (you may ready ammunition and talk during this 10 seconds, but not use other skills or abilities), call "Imbue by Archery" and gain three calls of "5 Damage" with a crossbow or bow.

## **Ranger's Flurry**

*Cost 5*

Call "Imbue by Nature" to gain 5 melee or missile attacks of either "Lesser Maim" or "Lesser Pin."

This skill can be used once per reset per purchase.

## **Spirit Scout**

*Cost: 4*

A ranger must be able to scout ahead. Concentrate and prepare yourself for 10 seconds, then call "Imbue by Nature." You then gain the Spirit Defense, and you can walk on ahead as long as you're in the woods surrounded by trees (and making an effort to be quiet) for up to 5 minutes. You may end this at any time before the 5 minutes are up.

This skill may be used on a Module that takes place in a natural environment and \*not\* a building or indoors.

This skill can be used once per reset per purchase.

## **Hardiness**

*Cost: 7*

You may permanently reduce Maim and Disarm effects. Call "Reduce to Agony." After you use this defense, if you are surrounded by woods and at least 50 feet from a building, gain 5 Protection points that last until used.

## **Ranger Danger**

*Cost: 4*

You may call "Imbue by Nature!" to gain 10 total uses of any combination of "Heal 3

by Nature" by Touch or weapon attacks for "3 Damage."

This skill can be used once per reset per purchase.

### **Return Fire**

*Cost: 5*

Anytime you take damage from an enemy Missile Weapon, you gain three Bow or Crossbow Weapon attacks for "5 Damage."

### **Hated Foe**

*Cost 7*

This skill allows you to do extra damage to a specific type of foe. Choose one enemy Trait: skeletons, zombies, trolls, goblins, orcs, beastmen, lizardmen, or any one type approved by Staff.

Once you are certain you are fighting your hated enemy (you may at any time call "By my voice, Detect <enemy>" to be sure), you may swing unlimited "3 Damage" (5 Damage if you are wielding a two-handed weapon) against that type of foe until they are dropped or flee from sight.

Additionally, the first time you strike your Hated Foe, you may call "Agony." This skill can only be bought once.



# shaman



Shamans are sensitive to the spirits of the forest and have learned how to call on their aid. They are known to have a close relationship with the woodland fey, but such fey have not been seen in ages. They have primitive healing skills using herbs and roots of the forest they keep in their medicine bags.

## Medicine Bag

*Free with Prestige*

As a shaman, you may carry a medicine bag where you store magical herbs, flowers, and roots you find in the forest. This bag should be at least 6" wide and must be on your person and visible to use your medicine skills.

This bag cannot be Shattered (call "No Effect" to Shatter) or taken without your permission, but any game items stored within may be searched and taken.

Fill your medicine bags with various plants, roots, herbs, etc., real or fake. To use these skills you must have at least one hand free.

Anytime you wish, after 10 seconds roleplaying with your Medicine Bag (mixing herbs, rummaging, etc) you may call "Speak to Spirit by Herbalism."

Anytime you wish, after 10 seconds roleplaying with your Medicine Bag (mixing herbs, rummaging, etc) and touching a plant or packet to a player, you may call "Remove X by Herbalism" (X can be either Web, Disease, or Maim) or "Heal 2 by Herbalism."

Consuming a component:\* "Imbue Defense: Resist X by Herbalism." X can be either Web, Disease, Acid, Poison, or Maim.

**\*Consuming a Component** is a feature that you will see in the Shaman Prestige Class. The effect listed is in addition to the usual effect of the skill.

To consume a component, select any one component tag on your person and discard it into a "consumed components" bin usually found at crafting stations.

You may consider components "Consumed" and deposit them later when it is convenient, as long as you do *\*not\** count that component as on your person anymore.

## Detect Fey

*Free with Prestige*

Anytime you suspect a fey might be present, spend 10 seconds concentrating, then call "By my voice, Detect Fey."

In addition, you will be provided a document with further clarified information on types of Fey, their Courts, Habits, and other useful information. (This may be built upon, added, or requested to modify the document as plot and time progresses).

## Ghost Herb

*Cost: 5*

If you spend at least 10 seconds roleplaying mixing a secret collection of herbs together out of your Medicine Bag, you may call "Imbue by Herbalism" to gain the Spirit Trait for 5 minutes (you may end this at any time before).

You may use any skill that requires your Medicine Bag during these 5 minutes. When you lose the Spirit Trait from this skill, gain the use of a single Phase that may only be used in the next minute.

This skill can be used once per reset per purchase.

Consuming a Component: Call "Heal to Full to Self" and gain 5 additional minutes with the Spirit Trait.

## Friend of Spirits

*Cost: 2*

The Shaman is on good terms with the spiritual world. Gain the ability to call "By my Gesture, Charm to Spirit" and gain 3 Protection Points.

This skill can be used three times per reset per purchase.

## Soothing Herbs

*Cost: 1*

You can calm others using your medicine bag. Take a plant out of the bag and use a Packet or Gesture delivered call to "Remove Berserk by Herbalism" or "Remove Fear by Herbalism."

You can use this skill once per reset each time it is bought.

Consuming a component: "Imbue Defense: Resist Berserk by Herbalism" or "Imbue Defense: Resist Fear by Herbalism."

### **Awaken Root**

Cost: 2

Take a plant out of the bag and touch it to a player and call "Remove Sleep by Herbalism." You could also remove the following effects: Charm, Dominate, Subdue, or Waylay.

You can use this skill once per reset each time it is bought.

Consuming a component: "Imbue Defense: Resist <choose one effect listed above>."

### **Root of Rooting**

Cost: 2

Take a plant out of the bag and use up to three deliveries of packet or Gesture to call "Pin by Herbalism."

You can use this skill once per reset each time it is bought.

Consuming a component: "Imbue Defense: Resist X by Herbalism." X may be Pin, Web, Bind, or Paralyze.

### **Spirits of Protection**

Cost: 4

Spend 10 seconds chanting to the forest spirits for aid, then call "By my Voice, Imbue Defense: Guard vs Weapon." Additionally, you gain a single use of "Phase by Nature."

You can use this skill once per reset each time it is bought.

### **Spirit Armor**

Cost: 1

You commune with friendly spirits that help to protect you from harm. Each time you purchase this skill, you gain 1 point of Spirit Armor. This can only be purchased up to 10 times.

Spirit Armor acts as Armor points, and may be reset by spending one minute chanting to the forest spirits for aid.

You cannot stack Spirit Armor with normal armor, Dexterity armor, or any other type of armor points. You can wear leather vests, bracers, or other types of armor-like costume and use Spirit Armor as

long as you receive no benefits from them. Protection points may be used and are lost before Spirit Armor points.

### **Spirits of Vengeance**

Cost: 8

Spend one minute chanting to the forest spirits for vengeance on your foes, then call "Imbue by Nature." You then gain 3 Packets that cause "10 damage and Weakness by Nature." After those are used, you gain 3 Packets that cause "Agony by Nature."

You can use this skill once per reset each time it is bought.



# Warden



Wardens are the protectors and caretakers of the forest and all that lives and grows within. They can meld with trees for protection, and consecrate special areas as their groves. Within their sacred groves they are unparalleled masters, and can heal and protect others within.

## **Grove**

*Free with Prestige*

This skill lets you designate an area as your grove. You must decorate the circle (up to 10' maximum) with flowers, herbs, or other plants. You may ring the grove with colored, yellow, or white lights.

This area will let you use certain skills only available to Wardens. The location must be in or near the woods, or at least around a large tree that is both taller and wider than you.

If you fall unstable and bleeding out in your grove, you immediately become stable.

If you relax (no skills or abilities used) within your Grove for at least 5 minutes, you may call "Heal All to Self."

Alternatively, you may gain Five uses of "Heal 5 by Nature" by touch. Any unused instances of this skill are lost if you use another skill or ability.

Additionally, while within your Grove, you can deliver any Nature spells as "By my Gesture" instead of their normal delivery method.

## **Grove Ward**

*Cost: 5*

The Grove can protect its Warden as well. After spending at least 10 seconds concentrating, you may call "Imbue by Nature" and gain the Spirit Trait for as long as you stay within your Grove, or when you choose to end this Trait. When you lose the Spirit Trait, you gain the Weakness effect.

## **Cultivated Components**

*Cost: 2*

Your Grove is prone to growing components, which you may harvest over time. At Check-In, you will receive a random component for each time this skill is purchased.

## **Push of Nature**

*Cost: 5*

Anytime you wish, while in your Grove, you may cast "Lesser Repel by Nature" by Packet or Gesture to anyone within your

grove.

## **Nature Renewal**

*Cost: 5*

Anytime you are within your Grove, you may call upon nature to refresh and restore Nature Mana. After spending one minute roleplaying with another person and rooting yourself to the ground, you may call "Restore 3 Nature Mana."

Alternatively, you may concentrate and call this on yourself to restore 3 of your own Nature Mana.

## **Tree Meld**

*Cost: 3*

While touching a tree that is wider and taller than yourself, you may call "Imbue by Nature" to turn to Spirit form. This lasts until you move or stop touching the tree.

You may use this skill once per reset per purchase.

## **Return**

*Cost: 5*

You may take Spirit form to return to your grove. Call "Imbue by Nature!" to gain the Spirit defense. You must walk directly back to your grove. When you lose the Spirit Trait, you gain the Weakness effect.

You may use this skill once per reset per purchase.

## **Generous Host**

*Cost: 8*

The Warden likes entertaining people at their Grove and sharing the bounty of the forest with friends and allies. When in your Grove, after 5 minutes of roleplaying being a nice host by telling tales, singing songs, or playing music (or anything similar), you may call "By my Voice, X" where X is one of the following choices:

"Heal 5 by Nature"

"Imbue Defense: Resist Chaos"

"Imbue Defense: Shield vs X." For X, you may choose Charm, Dominate, Forget, or Fear.

### **Roots of the Grove**

Cost: 5

You can cause roots to grow from the ground to hinder an enemy. Rest in your Grove for 1 uninterrupted minute to gain 3 "Pin by Nature" Packet attacks.

At any time, you may rest in your Grove for 1 minute to regain this attack. These do not stack; any unused Pins will be lost when you use this skill again.

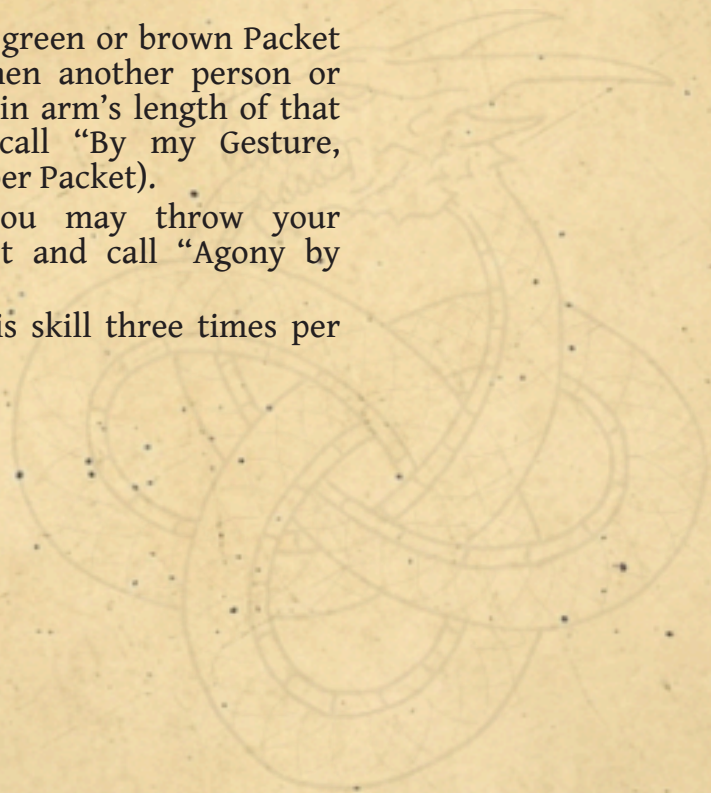
### **Brambles**

Cost: 5

You may drop a green or brown Packet on the ground. When another person or monster walks within arm's length of that packet, you may call "By my Gesture, Agony" (only once per Packet).

Alternatively, you may throw your Brambles by packet and call "Agony by Nature."

You may use this skill three times per reset per purchase.







# Witch Doctor



Witch Doctors are always experimenting with the flora and fauna of the forest, brewing strange and foul smelling concoctions (often with side effects). They are friends of the orb-spiders who taught them to catch spells in webs woven from their magic silk, and have ingested so many toxins they are resistant to most poisons and disease. They are known to curse others who offend them, and craft eerie totems that allow them to inflict their foes with various maledictions.

## **Totem**

*Free with Prestige*

Witch Doctors craft personal totems that they use to cast curses and other maledictions. Totems can be a doll, a skull, bones tied together, or any cobbled item that is large enough to be visible, at least 6". The totem should be creepy or morbid, not cutesy or funny.

When using totem skills, one hand must be holding the totem. It can be mounted on a staff; to use as a totem, you would hold the staff with one hand while it is planted on the ground.

Any time you wish, you may use your totem to harass your foes. To use this ability, hold out your totem in one hand, hold only a packet in the other, chant to twilight spirits for 10 seconds, then throw a packet (or By my Gesture) at your target and call one of the following:

- "Agony by Curse!"
- "2 Damage by Curse!"
- "Nausea by Curse!"

## **Toadwart Brew**

*Cost: 4*

Using the ichor from the slimy backs of ethereal toads and various plants, you have learned to brew a foul-smelling potion that you can keep in a small container on your person.

Roleplay drinking the contents of the container, and then gain one Packet attack of "Lesser Sleep by Poison!"

Immediately after you use this attack, gain three uses of Packet delivered "Nausea by Poison!"

This skill can be used once per reset for each purchase.

## **Cursing Hex**

*Cost: 8*

Using your totem, you may cast a curse on your foe. Hold out your totem in one hand, point your finger or weapon at the target, and call "By my Gesture, Frailty by Curse!"

Immediately after you use this attack, you may do the same for "Weakness by Curse" and then "Slow by Curse." You may choose to cast these by packet if you wish.

Alternatively, you may use this skill to call "Remove Curse by Twilight" or "Remove Frailty by Twilight" by touch.

This skill can be used once per reset for each purchase.

## **Plague Hex**

*Cost: 8*

Using your totem, you may cast a plague on your foe. Hold out your totem in one hand, point your finger or weapon at the target, and call "By my Gesture, Stricken by Disease!"

After the Disease is used, you may do the same for "Nausea by Disease" and then "Lesser Maim by Disease." You may deliver these attacks by Packet instead.

Alternatively, you may use this skill to call "Remove Disease by Twilight" or "Remove Stricken by Twilight."

This skill can be used once per reset for each purchase.

## **Totem of Fear**

*Cost: 6*

Using your totem, you may strike fear in the hearts of your enemies. Hold out your totem in one hand and call "Imbue by Hex!" and then you gain three Packet or Gesture delivered "Fear by Hex" attacks.

This skill can be used once per reset for each purchase.

## **Spell-Catcher**

*Cost: 7*

This skill allows you to make a spell-catching web, woven from the magical silk of the orb-spiders in the deep woods. You may wield a spider web prop or dreamcatcher that is no larger than 13" in diameter.

Holding only the web in one hand, any packet that hits the web is negated. To activate this skill, hold the web aloft, call upon twilight spirits for aid for 10 seconds,

then call "Imbue by Twilight!" Call "Resist by Twilight" to up to five Packets that hit the web.

You may spend five minutes of roleplaying restoring and fixing the web to restore the five Packets it is able to catch, and you may choose one of the following effects:

- Resist vs Packet attack
- 5 Protection Points
- Guard vs Melee

These do not stack; only one effect may be active at a time.

### **Mesmerizing Totem**

*Cost: 4*

Using your totem, you may put your foes into a trance. Hold out your totem in one hand, point your finger or weapon at the target, and gain up to three Packet or Gesture delivered "Lesser Paralyze by Hex!"

Alternatively you may instead choose one use of "Paralyze by Hex" by Packet or Gesture. This skill can be used once per reset for each purchase.

### **Cast-Iron Gut**

*Cost: 2*

You have ingested so many toxins, you are resistant to most poisons and disease. Call "No Effect" to Nausea.

Additionally, you may call "Reduce to Slow" to any attack with a Disease or Poison trait.

### **Web Weaver**

*Cost: 5*

You have learned the ways of the web from the orb-spiders in the deep woods. You may throw a packet at your foe and call, "Web by Twilight!" Immediately after you use this attack, gain three Packet delivered "Pin by Twilight" attacks.

This skill can be used once per reset for each purchase.

### **Gut Rot Spittle**

*Cost: 3*

You know of strange fungi that you can eat that allows you to spit a poison at your foe to make them retch. You may pretend to spit in your hand, then throw a Packet to call "3 Acid!"

Additionally, after the Acid Damage packet, gain three Packet delivered "Nausea by Poison" attacks.

This skill can be used once per reset for each purchase.

### **Twilight Form**

*Cost: 3*

You are as in touch with the spiritual side of nature as you are the physical. You may hold out your Totem and call "Imbue by Twilight" to gain the Spirit Trait, which lasts until you move or use another skill or ability.

This skill can be used once per reset for each purchase.



# Assassin



Assassins move swiftly and silently, unseen in shadows. They prefer to be unseen and unknown, commonly wearing black hooded cloaks when stalking their victims. Whether they are thieves of the shadows or killers for hire, they can be the deadliest foe at night.

## **Dagger Expert**

*Free with Prestige*

You are an expert with the use of daggers, and may call "2 Damage" or "Piercing" with any dagger.

Additionally, you may Heal 1 Body Point whenever you successfully damage someone with your dagger.

## **One with Shadows**

*Free with Prestige*

Your "Hide in Shadows" skill improves; you may call "No Effect" to a light source that would have normally dispelled your Hide in Shadows skill.

Additionally, as long as you stay in the shadows, you may move slowly in Spirit form for up to one minute while using your Hide in Shadows skill. After 1 minute, you may no longer move, unless you use another instance of the Hide in Shadows skill.

## **Slip Away**

*Cost: 4*

The Assassin will not be caught. You may spend 10 seconds concentrating to remove any non-magical bindings on you. Additionally, three times per Reset, you may Resist a Pin, Bind, Web, or Knockdown effect. This skill may only be bought once.

## **Figment**

*Cost: 4*

You employ dark arts to make your targets forget you were even there. You may deliver a "Lesser Forget" by Packet or Gesture. Emboldened by your anonymity, you then call "Remove X by Figment" where X is Maim, Weakness, Slow, or Charm.

This skill can be used once per reset for each purchase.

## **Surgical**

*Cost: 8*

The Assassin brings Backstab to the next level with surgical precision. When using the Backstab skill, you may add one of the following calls: Slow, Agony, Piercing, or

Silence.

## **Flesh Sharpened**

*Cost: 7*

The Assassin is constantly dreaming of the perfect kill. Immediately after you deliver an uncalled dagger hit to an enemy's back, call "Imbue by Shadow" to gain one of the following choices:

- Regain the use of an expended Backstab Skill.
- Heal 3 Body Points.

## **Executioner**

*Cost: 3*

You may touch your dagger to an unconscious or paralyzed target and then call "Death."

## **Caltrops**

*Cost: 4*

You may drop a black Packet on the ground. When another person or monster walks within arm's length of that packet, you may call "By my Gesture, 5 damage" (only once per Packet).

Alternatively, you may choose to deliver this attack via Packet and call "5 Damage."

This skill can be used three times per reset for each purchase.

## **Throat Cutter**

*Cost: 3*

Silence is life for you, and death to your enemies. You may call "Silence" with a melee weapon. Alternatively, you may call "3 Damage and Silence" with the use of a thrown weapon. This skill can be used once per reset for each purchase.

## **Assassinate**

*Cost: 10*

You may sneak up on your target and surprise them with a "Death" effect with a small melee weapon. You must be behind your target and hit them in the back. This skill can be used once per event for each purchase.



# Duelist



Duelists excel at one-on-one combat, and are always prepared to defend their honor. They are rarely matched when they are on their guard, and are quick to anticipate their foe's attacks, returning strikes with celerity. Any fool that challenges a Duelist to honor combat should be prepared for the fight of their life.

## Thrill of the Duel

*Free with Prestige*

The Duelist takes heart at the thought of an organized duel. Ask an opponent "One vs One Duel?" If they clearly accept, state "Imbue by Duel." Reset all of your Dexterity Armor Points to full and gain three uses of "5 Damage" and/or Parry (in any combination) that must be used within the next 5 minutes. This skill may only be used against one person at a time.

If another person joins the duel to fight at your side or helps you in any way, then any benefits you gain while in a duel are lost.

However, if another person joins the duel to fight against you or helps your opponent in any way, then you retain the benefits of the duel as long as no one enters to fight with you or help you.

In other words, as long as YOU (the duelist) play by the rules of the duel, you retain the benefits, even if your opponent breaks the rules.

If you do *\*not\** fight the target for at least 30 seconds in the first minute, gain Weakness (negated if you won the duel in that time).

## Practice Duel

*Free with Prestige*

When engaged in a one vs one non-lethal duel with an ally (combat practice), you may fight as though all skills are available to you, expended or not. If you practice for at least five full minutes (up to 3 minutes of the 5 may be pure Roleplay), you gain 5 Protection points or a Guard vs Melee.

## Celerity

*Free with Prestige*

You may buy up to 20 Dexterity Armor points.

## Honor Duel

*Cost: 2*

While Thrill of the Duel is active, you may Resist one of the following: Backstab, Waylay, Subdue, or Fear. This skill can be

used once per reset for each purchase.

## The Duel

*Cost: 8*

The Duelist is so adept at their art, they can influence those around them to let them show their skills. You may call "By my Voice, Repel!" then immediately call "By my Gesture, Remove Repel" while pointing your weapon at a single person.

You then call "Imbue by Duel" and gain five uses of "5 Damage" by weapon. You also gain three uses of Repel that you can deliver by weapon, Packet, or Gesture. These may not be used against the person you targeted with the Remove Repel earlier.

This skill can be used once per reset for each purchase.

## Whirling Blades

*Cost: 3*

To use this skill, you spin around in a complete circle in a display of your talent and call "Imbue by Celerity!" You then gain 3 melee attacks for "5 Damage." After these are used up, you may spin around once more to gain another 3 attacks for "3 damage."

This skill can be used once per reset per purchase.

## Piercing Strikes

*Cost: 6*

You know just where to strike to get through armor. You may call "Imbue by Dueling" to add the Piercing effect to all your attacks for the next 5 minutes. Additionally, you gain a single weapon delivered attack of "Agony," "Slow," or "Lesser Maim."

This skill can be used once per reset for each purchase.

## Off Your Feet

*Cost: 4*

You may call "Knockdown" with a weapon. This skill can be used once per reset for each purchase.

### **Back at You**

Cost: 4

If you are hit with a Melee delivered Disarm, Maim, or Shatter effect, call Parry to negate the effect. You may immediately return the attack by weapon while calling the same Effect that was delivered against you.

This skill can be used once per reset for each purchase.

### **Weapon Life**

Cost: 5

You do not drop your weapon in battle. You may permanently call "No Effect" to "Disarm" or "Disarm Shield."

### **Fight of Their Life**

Cost: 7

If someone is foolish enough to challenge you without provocation to a one on one duel: follow the rules stated in Thrill of the Duel, with the exception that your opponent *\*must\** be the one to ask for or provoke the duel.

For five minutes (against the opponent who called the duel only, or until they fall unconscious or flee), your weapon strikes do 3 damage, and you gain the use of a single Weapon delivered "Trauma."

Additionally, you Reduce to 1 point any called damage, and gain three Resist vs Packet delivered attacks.

This skill can be used once an event, and can only be purchased once.





# Jack of all Trades



The Jack of all Trades is the dabbler in many skills, but master of none. They can be nearly impossible to sneak up on (for they know all the tricks), are difficult to trap or restrain, and no lock made yet can thwart them. Their luck is uncanny at times - better lucky than good, they say - and they seem to be able to use any weapon in a pinch. They also have connections to various underground markets.

## Get the Gist of It

*Free with Prestige*

You are adept at learning the basics of what your allies can do. If you spend one minute roleplaying (trying out their skills, talking with someone that can do similar skills, or something similar), you may gain one of the following abilities (only one at a time):

- **Fighter Gist:** gain three melee attacks of "3 Damage!"
- **Wizard Gist:** gain three Packet delivered attacks of "2 Damage by X!" X is one of the Paths of Arcane in the Core Rulebook.
- **Cleric Gist:** gain three Packet or Touch delivered "Heal 2 by Gist."

Each time you use this skill, you lose any unused attacks from the prior use.

## Safely to Market

*Cost: 2*

It does no good to transport valuable goods if they are stolen. While holding a box, chest, or bag of any size with one or both hands, you may use the Spirit Defense by calling "Imbue by Luck!" You must stay in one spot and can't use any skills or abilities (except defenses).

This skill can be used once per reset for each purchase.

## Look What I Can Do!

*Cost: 4*

This skill allows you to call one of the following options:

- "Shatter Shield" or "Shatter" with a weapon.
- "Remove X by Luck" by touch, X being any effect that has a duration of 5 minutes or less.
- "Silence" by packet.
- After 5 seconds "Remove X by Luck to Self," X being Pin, Bind, or any non-magical bonds.

This skill can be used once per reset for each purchase.

## I Can See You

*Cost: 6*

You are hard to sneak up on. You may permanently call "Reduce by Luck" to any called weapon attacks you receive from behind, taking 1 Damage instead.

## Not Today!

*Cost: 5*

Death may come for you soon... but not today. You may call "Resist by Luck" to a Death effect.

This skill may also be used to negate a Killing Blow, or to Stabilize you if you fall unstable and bleeding (you may silently resist these).

After you use this skill you call "Heal All to Self" and gain 3 touch casts of "Heal 3 by Luck."

This skill can be used once per reset for each purchase.

## Lock Thwart

*Cost: 8*

This skill lets you pick Magic Locks. Also, any normal lock that has a pick time over 1 minute is reduced to one minute for you.

Also, once per reset, you may pick a normal lock with 10 seconds of concentration.

And once per event, you may pick a Magic Lock with 10 seconds of concentration.

You may only purchase this skill once.

## Better Lucky than Dead

*Cost: 4*

Sometimes you are just lucky. You may use this skill to avoid any single effect caused by a physical challenge, such as stepping off a platform into something nasty, mistakenly touching a web or other dangerous surface, or brushing up against something you shouldn't. This skill can be used in this way so long as you immediately remove yourself from the surface or challenge by going back the way you came. You cannot linger in place after using this skill or you will take the effect.

You could also negate an effect detailed on a Plot Card.

You could also use this skill to avoid an effect delivered by a trap or Contact Poison.

Call "Avoid by Luck" when you use this skill.

You may use this once per event, per purchase of this skill.

### **You Guessed Wrong**

*Cost: 3*

You've spent the last few years building up an immunity to certain poisons. Call "No Effect" if you touch any Contact Poison or consume Ingested Poison.

Additionally, once per Reset, you may call "Resist" to a Poison effect.

You may only purchase this skill once.

### **Underground Connections**

*Cost: 2*

Between events, you may e-mail Logistics with a requested item you would be interested in purchasing. A price and offer may be given to you, and if you do not agree to purchase an item, you will be given a random item at Check-in instead.

Additionally, you will gain contact information about the NPC attempting to make the sale.

You may only purchase this skill once.

### **Any Weapon in a Pinch**

*Cost: 1*

When in battle, you can use any weapon, whether you have the skill to use it or not, for the duration of the battle.

You may use this once per reset, per purchase of this skill.

### **New Trick**

*Cost: 8*

You may spend 5 minutes roleplaying with another person to learn how to emulate and act out a skill or spell (under 12 mana).

Once per reset, you may replicate this skill or spell with perfect accuracy and produce the results. You may retain one

skill or spell this way at a time.

You may only purchase this skill once.



# Swashbuckler



Swashbucklers have spent a fair share of their time on the sea marauding ships as well as visiting shady taverns. They have learned dirty fighting tactics and ways to find treasure that others may not even think about. They also know many lucrative places to sell their “acquired” goods.

## **I Fight Better While Drinking**

*Free with Prestige*

Any time you are fighting with a mug in one hand and a weapon in the other, you call "No Effect" to Disarm, Knockdown, and Maim effects.

Also, after 5 minutes sitting in one place roleplaying drinking booze, you may call "Heal 5 to Self" and gain three uses of "3 Damage" by weapon. These do not stack; if you use this skill again, any unused attacks from a prior use are lost.

## **I Fight Better When it's Unfair**

*Free with Prestige*

As an alternative to "I Fight Better While Drinking," you may instead use this skill with a packet instead of a mug in your off-hand and a weapon in the other. In this case, you call "No Effect" to Nausea and Waylay.

Also, if you spend at least 5 minutes roleplaying at dirtying your blade, hiding items on your person, or any other sort of unsavory deed aimed at getting an edge in combat, you gain a Packet delivered "Nausea!"

Additionally, you may call "Nausea" with your first weapon strike. After this, you may call "2 Damage" with the next three weapon strikes.

## **Buried Treasure**

*Cost: 2*

You may keep a chest up to a 12" in Monster Camp. You can put anything you want in this chest, and may retrieve or put more in any time you wish. You must provide the chest, and are responsible for it between events.

## **Sea Legs**

*Cost: 3*

You may call "No Effect" to any Knockdown and Nausea effects. Additionally, you may call "No Effect" to any Maim you receive that targets your legs.

## **Hamstring**

*Cost: 3*

You may call "Knockdown" with a melee weapon. Once that is used, you may call "Agony" for your next melee attack, and when that is used you may call "Slow" for the next attack.

This skill can be used once per reset for each purchase.

## **Saw it Coming**

*Cost: 3*

Once per reset, you may Resist an attack you receive from behind. Then you gain a melee attack for "5 Damage."

This skill can be used once per reset for each purchase.

## **Treasure Trader**

*Cost: 2*

At Check In, you will be given a random item that you discovered. Additionally, you may sell an item back to Logistics; the price may not always be fair, but it will always be offered to be bought, no questions asked.

## **Boarding Party of One**

*Cost: 4*

While in battle, you may call "Imbue by Piracy!" You then gain 5 melee attacks for "3 Damage." After using these attacks, call "Heal 5 to Self." You then gain 5 additional melee attacks for "2 Damage."

If you are on a ship when you first activate this skill, the damage of each attack is increased to 5.

This skill can be used once per reset for each purchase.

## **Drunken Master**

*Cost: 7*

You are a connoisseur of booze in any form. If you spend at least 5 uninterrupted minutes roleplaying getting drunk, gain a "Resist X" X is one of the following. Agony, Berserk, Charm, Dominate, Fear, or Silence.

Alternatively, after the 5 minutes of roleplay you could choose to gain three uses of Guard vs weapon attacks instead. These

do not stack; if you use this skill again, any unused defenses from a prior use are lost.

### **Pocket Sand**

*Cost: 7*

The Swashbuckler holds nothing back; no trick is too dirty (and this one uses actual dirt). You may call "By my Gesture, Subdue!" and then gain three uses of "Lesser Repel" by packet or Gesture.

This skill can be used once per reset for each purchase.





# Artificer



Artificers mix the ancient arts of magic and crafting to create items of extraordinary power and durability. They can create weapons and armor to rival the artifacts of legend, and were the original devisers of Crystal Weapons, now thought lost along with the ancient heroes that wielded them.

## Artificer's Workbench

*Free with Prestige*

You may set up a small workspace designated as your Artificer's Workbench. This workbench must be at least 2ft by 2ft. You may decorate it as you see fit, as long as it's clearly a working material bench that you roleplay at to activate your skills.

At your Workbench, you may Identify magic items after roleplaying experimenting on them for at least one minute.

You may also Attune to a Magic Item at your Workbench by treating it like a Magical Junction.

Any time you use any of the skills of this Prestige Class at your Artificer's Workbench (even if the skill does not require it), you are inspired and may call "Imbue by Inspiration" to restore 5 of your mana of any type.

### Empower Weapon

Cost: 6

While at your Artificer's Workbench, you may spend 1 uninterrupted minute of roleplaying empowering a weapon to call "Imbue by Artifice." You then give the owner of the weapon the associated Imbue card. The Damage Trait and Date/Time must be written in by you before handing off the card. This Trait must be one of the Paths of Arcane in the Core Rulebook.

This skill can be used once per reset for each purchase.

### IMBUE CARD

*This Weapon has been Empowered by an Artificer!*

*You may call the following Damage Trait: \_\_\_\_\_\* with this weapon for one hour after receiving this card (Date/Time: \_\_\_\_\_) This weapon cannot be Disarmed or Shattered for this hour. Tear this card after use.*

### Empower Armor

Cost: 5

While at your Artificer's Workbench, you may spend 1 uninterrupted minute roleplaying empowering a piece of armor to

call "Imbue by Artifice." You then give the owner of the armor the associated Imbue card. The Damage Trait and Date/Time must be written in by you before handing off the card. This Trait must be one of the Paths of Arcane in Core Rulebook.

This skill can be used once per reset for each purchase.

### IMBUE CARD

*This Armor has been Empowered by an Artificer! For one hour after you receive this card (Date/Time: \_\_\_\_\_) all Damage taken with the Trait:\_\_\_\_\_ may be Reduced to 1 point during the hour as long as you are wearing this armor and there is at least one point remaining. This armor cannot be Shattered for this hour, but all other armor rules apply. Tear this card after use.*

### Improve the Mundane (Weapon)

Cost: 5

Any time you wish, spend 1 uninterrupted minute roleplaying working on strengthening, sharpening, or improving a weapon. You may then call "Imbue Attack: 3 Damage by Weapon."

### Improve the Mundane (Armor)

Cost: 5

Any time you wish, spend 1 uninterrupted minute roleplaying working on strengthening or improving a piece of Armor. You may then call "Imbue Defense: Guard vs Melee."

### Repair Armor

Cost: 2

Your skills of magical artifice are so great, you can magically repair armor with just your touch. Touch your target and call "Repair All Armor by Artifice."

Immediately after, you may harvest leftover protective magics to call "Imbue Defense: Shield vs Packet."

You may use this skill once per reset per purchase.



## Create Crystal Weapon

Cost: 10

The Crystal Sword is a hallmark of the Artificer: powerful, deadly, yet fragile. You may spend 5 uninterrupted minutes roleplaying creating a Crystal Sword at your Artificer's Workbench. You must supply the weapon prop.

A Crystal Sword is Imbued and customized by choosing both a Damage Trait from Column A, and an Effect from Column B. The Trait lasts for as long as the Sword does, and the Effect is limited based upon what is chosen.

Additionally, because this ability is newly rediscovered, it is still being perfected. If the Crystal Sword is dropped on the ground for any reason, it is destroyed. If the Sword is Shattered, Disarmed, or deals more than 10 damage in a swing, it is also destroyed.

*Column A: Magic, or any Path of Arcane from the Core Rulebook*

*Column B: 10 Damage, 2 Maim, 2 Agony, 3 Disarm, or 3 Parry*

You may use this skill once per reset per purchase, limited to 3 purchases.

### CRYSTAL WEAPON

*If this weapon is dropped on the ground, it is destroyed. If the Sword is Shattered, Disarmed, or deals more than 10 damage in a swing, it is also destroyed.*

*Damage Trait: \_\_\_\_\_ Effect: \_\_\_\_\_*

*If this weapon is destroyed as listed above, tear this card.*

## Trinket Transfer

Cost: 2

You may spend 5 uninterrupted minutes roleplaying at your Artificer's Workbench to transfer a charge (consuming 1 charge) from a Trinket to a piece of Armor or Weapon.

The wearer or wielder of the targeted item may use that charge. "Imbue X by Artifice" where X is the effect or defense from the Trinket used. The charge is lost at the end of the Event if it is not used.

You may use this skill once per reset per purchase.

## Charge Trinket

Cost: 7

You may spend 1 uninterrupted minute roleplaying with a Trinket at your Artificer's Workbench to restore one used Charge (not exceeding its maximum).

You may use this skill once per reset per purchase.

## Crystal Radiance

Cost: 3

To use this skill, call "Imbue by Radiance!" You may then negate the next 3 called melee, missile, or packet attacks that strike you. Call "Guard by Artifice" for each attack you negate.

You may use this skill once per reset per purchase.

## Magnum Opus

Cost: 12

You create a permanent custom Magic Item for yourself. Its quality and personalization will never be matched by you again, therefore it cannot be stolen or taken without your permission, does not require attunement by you, and cannot be attuned to others.

You must submit your design to the Game Master between events, where they and at least one other Staff Member will review and edit for balancing. You are not guaranteed to get the item exactly as you designed it; that is up to the discretion of the Staff.

You may only purchase this once.



# Battlemage



Battlemages are practiced in the art of combat as well as spellcasting. Able to wear armor while casting, they are formidable on the battlefield, even using their weapons to deliver spell-strikes to their astonished foes. Legends say that Battlemages of old could even cast their spells while magically silenced.

## Armored Caster

*Free with Prestige*

As a Battlemage, you adapt armor into your melee spellcasting in one of two ways: First, you may cast Path of Arcane spells while wearing any armor.

Second, you may purchase up to 20 points of Dexterity armor and restore it at a rate of 10 seconds per point, following the rules for the Dexterity Armor skill.

## Spellsword Casting

*Free with Prestige*

You may deliver Damage spells with melee strikes. Call "Imbue by Arcane," spend the mana for the Damage spell, then strike your opponent with your weapon while calling the Out of Game verbal for the spell.

If you miss with your first swing, you may keep attempting to hit their body in a legal target area until you hit them, then this skill is used. If you use any other skills or abilities before hitting your opponent, this skill ends.

*Example: Glouren calls "Imbue by Arcane!" to start this skill, mentally choosing Fireball and spending the fire mana to cast it. He then hits a zombie with his longsword and calls out "5 Fire!"*

*The zombie manages to block the strike with its weapon. Glouren takes another swing as he calls out "5 Fire!" This time he hits the zombie in the leg, and it groans as it falls down dead.*

## Arcane Etched

*Cost: 2*

Anytime you wish, you may spend 1 uninterrupted minute roleplaying enhancing your weapon with mana you've drawn intuitively from your surroundings. The next use of Spellsword costs you 3 less mana to cast, to no less than 1.

## Might and Magic

*Cost: 4*

You weave expert weapon strikes and blasts of magic into your fighting style. Call "Imbue by Might and Magic" to gain two uses of Weapon delivered "5 Damage" and two uses of Packet delivered "5 Damage by X" (X is any Path of Arcane you have mana for).

You may use this skill once per reset per purchase.

## Arcane Weaponry

*Cost: 5*

Anytime you wish, you may stand in place, spend 10 seconds of concentration preparing a weapon, then hold your weapon aloft and call "Imbue by X!" X may be one of the following Traits: Earth, Air, Fire, Water, or Mystic.

You must have at least 1 point of available Mana for that trait (the "Magic" Trait may always be chosen, regardless of available Mana). Then you may call that trait with weapon strikes.

This skill lasts for 5 minutes, or until a new Trait is applied.

## Arcane Armor

*Cost: 1*

You are able to envelop yourself in Arcane magics like protective armor. Stand in place, spend 1 uninterrupted minute roleplaying putting on magical armor or inlaying magics on existing armor, then call "Imbue by Arcane!"

You gain 1 Arcane Armor Point per purchase of this skill, to a maximum of 10. This armor lasts until spent, but you may concentrate again for a minute to gain your points back.

## Arcane Parry

*Cost: 5*

You learn to not only stop harmful magics with your weapon, but may reapply the energy into an assault.

While you have a weapon in hand, you may negate a Packet attack by calling

“Absorb and Imbue by Arcane!” to gain the use of the Agony effect with your next Melee attack.

You may use this skill once per reset per purchase.

### **Armored Voice**

Cost: 4

You have learned ways to protect your voice. Call “Absorb and Imbue by Arcane!” to a Scream or Silence effect, then gain three Melee attacks for "5 Damage by Magic!"

### **Spellsword 1**

Cost: 6

Your weapon prowess meshes with your Arcane magic in an elegant and efficient way. Choose a spell, point at your foe, and deliver any Packet delivered spell you can normally cast as a Gesture attack.

*Example: The Battlemage points their sword at a Zombie and says “I call forth a Fireball. By my Gesture, 5 Fire” (expending 3 fire mana for casting Fireball).*

### **Spellsword 2**

Cost: 8 (Requires Spellsword 1)

You may drop the In Game incant while using the Spellsword skill.

*Example: The Battlemage points their sword at a Zombie and says “By my Gesture, 5 Fire” (expending 3 fire mana for casting Fireball).*



# Soulcancer



Soulcancers evoke the power of their own souls and the souls of others. They are often vengeful - woe to those who grant them their killing blow. They wield spectral weapons, can use their own blood to cast spells, and can steal the soul essence of others and bottle up the energy as mana. They are said to have certain powers to ward off or battle

## Vengeance from Death

*Free with Prestige*

You may cast a spiteful curse upon those that would try and end you. If you receive a Death Effect or a Killing Blow, point a rigid arm and index finger at the person that delivered the effect or Killing Blow and call "By my Gesture, 10 Damage by Vengeance"

Alternatively, once an Event under the same circumstances as above, you may negate the death and instead call "Absorb and By my Gesture, Frailty by Vengeance."

## Soul Bottle

*Free with Prestige*

You may store spectral energies harvested from your enemies and those around you, and bottle them up for later use. The Soul Bottle contains a pool of 20 Spectral Points that you may spend as a currency similar to mana. The Spectral Points can be spent in any amount up to the total remaining. They replenish with Reset and under a few other circumstances.

By spending at least 1 point, you may choose one of the following options:

- "Restore X Mana to Self"
- "Heal X Body to Self"
- Throw a Packet attack to call "X Damage by Magic (Alternatively, you may deliver this damage through your Spectral Weapon).

The Soul Bottle is represented by a bottle or charm (which you must provide; no less than 2" and no larger than 5") that must be kept on your person and may not be stolen or Disarmed. If it is Shattered, you may not use it until you spend one minute of concentration or rest to reform it, but then it is empty and must be refilled somehow.

Most Soulcanters wear their Soul Bottle on a chain or string around their neck. This can glow white or yellow.

## Drain Life

*Cost: 5*

You steal the soul essence of your victim, draining their life temporarily. By Packet or By Gesture, you may call "Weakness and Slow by Vengeance!" You may then restore 5 Spectral Points to your Soul Bottle.

You may use this once per reset per purchase.

## Death is Not the End

*Cost: 8*

You have mastery over your soul to the point of staving off death, even if for just a little while. Once per event when you die (by taking a Death effect, a Killing Blow, or bleeding out), call "Remove Death and Imbue by Vengeance!" to rise up once more to wreak vengeance upon your foes.

You can use this skill only during an ongoing battle or if the one who killed you is still nearby.

Once this skill is activated, you rise up immediately to full hit points and regain all of your Spectral Points. You may call "No Effect" to uncalled damage, and you have 5 "Resist by Vengeance" defenses to any called attack. You only have the skills you had remaining when you died, but you regain any uses of those skills once this skill ends.

This skill lasts until the battle is over, all foes have fallen or fled, or the one who killed you is dead. If you fall unconscious or leave the battle during this time, once you are revived (if you are not killed) you may resume this skill as long as enemies are still standing.

Once this skill ends, you suffer Trauma and Weakness.

This skill can only be used once per event, and may only be purchased once.

## Spectral Weapon

*Cost: 5*

You may manifest a shield or weapons of spectral power. You can manifest one shield, two one-handed weapons, or one two-handed weapon. These cannot be

Disarmed, but they may be Shattered (you may focus for 10 seconds to reform them). You provide your own props that are completely purple.

Any time you wish, you may swing Magic damage with these weapons. These weapons can only be used by yourself.

### **Bloodletting**

Cost: 8

You are master of your own blood. By sacrificing 3 Body Points, you can remove some ill effects. You may call "Remove X to Self" where X is any effect with a duration of 5 minutes or less.

### **Harvest Essence**

Cost: 4

The Soulcanter is adept at harvesting the energies from the souls that depart from their Killing Blows. Whenever you deliver a Killing Blow, call "Imbue by Soul" to restore 5 Spectral Points.

### **Weapon Reaping**

Cost: 4

You learn to harvest Spectral energy from your enemies. Call "Imbue by Vengeance" to gain three weapon delivered attacks for "5 Damage" that can only be used with your Spectral Weapon. Once the attacks are completed, call "Imbue by Soul" to regain 5 Spectral Points.

You may use this skill once per reset per purchase.

### **Demonic Ward**

Cost: 3

You are adept at keeping Demonic energies at bay. You may call "By my Voice, Detect Demon!" then gains three uses of "By my Gesture, Repel to Demon" and three uses of "By my Gesture, Lesser Repel."

You may instead deliver these attacks by Packet or Spectral Weapon if you so choose.

You may use this skill once per reset per purchase.

### **Demonic Reave**

Cost: 4

You have learned to use demonic energies to great effect against both Demons and other creatures. You may call "By my Voice, Detect Demon!" then gain three uses of "By my Gesture, 10 Damage to Demon" and three uses of "By my Gesture, 5 Damage by Vengeance."

You may instead deliver these attacks by Packet or Spectral Weapon if you so choose.

You may use this skill once per reset per purchase.

### **Soul Trance**

Cost: 5

If you maintain eye contact with someone for 3 straight seconds, you may call "By my Gaze, Paralyze by Vengeance."

Alternatively, you may instead use this skill by calling "Imbue by Vengeance!" to gain 3 packet attacks of "Lesser Paralyze by Vengeance."

You may use this skill once per reset per purchase.



# arlock



Warlocks are powerful wielders of void who have the ability to suppress magic that is cast upon them. They may use any mana they have as a powerful void attack, and can even absorb spells they are hit with to use as raw mana. Warlocks are the bane of other spell-casters; hated and feared by those who wield magic.



## Void Zone

*Free with Prestige*

You may set up a Void circle where magic is easily drained away. You must supply a circle of blue lights no larger than 10ft. in diameter. If lamps or a similar item are used instead of string or rope lights, there must be one at least every 10 inches.

You may start the game with your Zone already in game. Removing your Zone can be done as quickly as turning it off and picking it up, but placing your Zone takes 10 minutes of uninterrupted roleplaying.

The Zone may only be placed outdoors at least 10 feet from a building. Please be courteous of public places that many other players share or use. A Staff Member reserves the right to ask you to move the circle if it interrupts the flow of the game or is in a dangerous spot.

### ***Kyranthia Yellow Sign:***

*Void Zone: Spells may not be cast from inside or into the Void Zone except by the person that created it. Call "No Effect" to any spells received while inside the circle.*

*Anyone: While within the Void Zone may roleplay draining mana to the Void for 1 minute and call "3 Void to Self, 5 Protection Points by Void"*

*Sorcerers ONLY: You feel mana pooling here before it drains away; it's just out of your grasp to gather. Maybe the creator of this circle can help you retrieve the lost mana*

## Intuitive Magic

*Cost: 4*

Sorcerers have an intuitive feel for the flow of magic. While standing within your Void Zone, you may let a fellow Sorcerer know where mana is pooling before it falls into the Void.

Position a Sorcerer in a specific spot within your Void Zone, and as long as they stay there motionless for 1 minute doing nothing but roleplaying, you may call "Restore 5 Mana to Sorcerer" by touch.

## Void Blast

*Cost: 1*

You have learned how to mimic the Void itself, drawing the very essence of Void into yourself and releasing it in controlled blasts.

For every purchase of this skill, you add 1 to your Void Pool. You may throw a Packet and call "X Damage by Void" where X is any number up to the maximum remaining points of your Void Pool.

By resting within your Void Zone for one minute, you may regain all used points in your Void Pool.

You may purchase this skill up to 20 times.

## Void Rejection

*Cost: 2*

Your Void Zone is dangerously thin and you may breach the barrier to eject a person from it. While in your Void Zone you may call "By my Gesture, Repel by Void" and then gain a single Packet delivered "5 Damage by Void."

You may use this skill once per reset per purchase.

## Suppression

*Cost: 2*

The Warlock shrugs off magic easily. You may choose to call "Reduce by Void" to a packet attack you receive to instead take 1 Damage.

You may use this skill once per reset per purchase.

## Void Shield

*Cost: 3*

You carefully create a weakened pocket around yourself that leads to the Void. When struck by a Packet attack, you may call "Absorb and Imbue by Void" to restore 5 mana of any type. You then gain a single Packet delivered "5 Damage by Void!"

You may use this skill once per reset per purchase.

### **Void Blade**

Cost: 3

You may take 3 Void damage and call "Imbue by Void" to summon a Long Sword made of pure Void energy that allows you to call Void. This blade lasts for 5 minutes or until dropped, Disarmed, or Shattered.

### **Purge Magic**

Cost: 6

You are adept at dispelling magic by literally consuming it. You may call "Lesser Silence and Suppress by Void" with a packet attack. This skill may also be delivered by Gesture or Weapon. If the attack is successful, state "Imbue by Void, Heal 10 to Self."

You may use this skill once per reset per purchase.

### **Fear the Void**

Cost: 6

You know how to show your opponent a glimpse of the Void. You may call "Fear by Void" with a packet or weapon.

Immediately after, you gain a single use of "10 Damage by Void" by packet or weapon.

You may use this skill once per reset per purchase.

### **Touch the Void**

Cost: 6

You force a small piece of the Void to brush your foe. You may call "Agony by Void" with a packet or weapon. Immediately after, you gain a single use of "10 Damage by Void" by packet or weapon.

You may use this skill once per reset per purchase.



# cavalier



Cavaliers are soldiers through and through, and think nothing of entering combat for just about any cause. They are excellent in group fighting, are good at offense, and courageous when joined in battle. Many famed heroes in ages past were cavaliers, fighting to the last person until the battle is won.

## Walking Arsenal

*Free with Prestige*

A Cavalier trains in all weapons, both to wield them, and to defeat them. You may use all Weapon and Shield Skills, and when you are wielding one of the following, gain the relevant ability:

**Sword and Shield:** If you're going to use a shield, you're going to make it worth your time. You are immune to any Disarm effects on your shield. You may call "Reduce" for any damage taken 5 and under to reduce the damage to 1 point while wielding a sword and shield.

**Florentine:** Having a second weapon allows you to deflect grievous injuries and cut yourself free of entangling effects. You call "No Effect" to Bind, Pin, and Web effects while wielding two weapons.

**Two Handed:** You know how to throw your weight behind your strikes and leverage a large weapon. You may call 2 Damage with your two-handed weapon strikes.

**Fencing** (no weapon or shield in off hand): You specialize in delicate and precise strikes. You may call Piercing with all non-called attacks when you are only wielding a single one-handed weapon, and call "No Effect" to Disarm or Shatter effects.

## Inspire Courage

*Free with Prestige*

Having a Cavalier on the front lines inspires and gives courage to anyone nearby. You may leverage this hope by taking 10 seconds to survey the battlefield and catch your breath, then call "Stand Strong! Remove Fear by Courage!" You then gain a Guard vs Fear defense.

These do not stack; if you use this skill again, any unused Guard vs Fear defenses are lost.

## Defense

*Cost: 5*

Attacking a Cavalier wielding a shield is like attacking a brick wall. While wielding a shield, you may call "Imbue by Bulwark" to Reduce any damage taken to 1 for 5 minutes. You may also call "Reflect" on up to three packets that hit your shield within the 5 minutes.

You may use this skill once per reset per purchase.

## Offense

*Cost: 5*

The Cavalier is adept at putting forth a pushing offense. You may call "Imbue by Adrenaline!" to call "3 Damage" with a weapon for 5 minutes. If you are wielding a two handed weapon, you may call "5 Damage" for 5 minutes.

You may use this skill once per reset per purchase.

## All Angles

*Cost: 5*

Fighting against a Cavalier can feel like multiple people with weapons coming from all angles. You may call "Imbue by Assault!" to gain a single use of each of the following (if wielding Florentine, gain two of each): Disarm, Parry, and Maim.

In either case, all skills gained by this ability are lost if unused after 5 minutes.

You may use this skill once per reset per purchase.

## Offensive Teamwork

*Cost: 6*

You may coordinate an offense with an ally by teaching one of your skills to them. Out of combat, spend at least 1 minute Roleplaying training another person how to coordinate an offense. You then call "Imbue Attack: X" where X is either Agony, Disarm, or Maim. You also gain one use of the chosen ability.

You may use this skill once per reset per purchase.

## **Shield Bash**

Cost: 4

A Cavalier turns even defensive tools into offense. While wielding a shield, you may hoist your shield and point your weapon at a target to call "By my Gesture, 5 Damage and Knockdown!"

You may use this skill once per reset per purchase.

## **Vorpal**

Cost: 5

The Cavalier halts all thoughts of defense and ruthlessly tries to decapitate their enemy. While wielding a two handed weapon, you may call "Piercing 15 Damage!"

You may use this skill once per reset per purchase.

## **Twin Strike**

Cost: 6

The Cavalier turns into a whirlwind of weapon strikes. While wielding Florentine weapons, you may call 3 consecutive "Crushing 5 Damage" attacks.

You may only combine the Offense skill with this ability; no other calls may be combined with this attack.

You may use this skill once per reset per purchase.

## **Final Stand**

Cost: 10

When you have had enough, you may call "Imbue by Final Stand" to call "No Effect" to all Called Attacks for the next 5 minutes (Uncalled Damage still affects you).

Additionally, you gain 20 Protection Points. You also gain five uses of Disarm or Disarm Shield. At the end of the 5 minutes, suffer the Trauma effect.

You may use this skill once per reset, and can only purchase it once.



# rotector



Protectors are masters of defense, and can become an unwavering force against those who threaten them and their allies. Practically an unmovable statue, a good protector is the most sought after guard money can buy.

## Charge

*Free with Prestige*

Choose one person to become your Charge by touching them and calling "Imbue Trait: Charge." That person gains "Charge" as a Trait, enabling some of the Protector's greatest skills.

You may use the Diagnose and Empathic Healing skills on your Charge even if you do not have them.

In addition, you call "No Effect" to the following effects while your Charge is within 10 feet of you: Pin, Bind, Fear, Repel, and Web.

If you are under one of these effects (Pin, Bind, Fear, Repel, or Web) and your Charge moves within range, you may call "Remove X to Self" to remove the effect.

## Protect

*Free with Prestige*

When a Protector sees an ally fall, they may instinctually inspire them to persist. When an ally falls unconscious, you may call "By your name: X, Stabilize!"

Additionally, you may spend 10 seconds roleplaying binding someone's wounds to call "Heal 5" by touch.

## Stay Back

*Cost: 3*

The Protector is so commanding in their defense, opponents find themselves temporarily giving into their demands. Display a commanding presence at a target within striking distance and call "Stay back! By my Gesture, Lesser Repel!"

You may use this skill 5 times per reset per purchase.

## Devotion of Will

*Cost: 3*

You can shake off mind affecting magics where others would fail. You may call "I will NOT betray my Charge!" (or something similar) "Reduce to Scream" for any of the following effects: Berserk, Charm, Dominate, Fear, Forget, or Repel. Immediately after this, gain a Resist to any

of the above Effects.

You may use this skill once per reset per purchase.

## Unflappable

*Cost: 2*

The Protector furthers their training to never lose consciousness while their Charge requires aid. If your Charge is within 10 feet, you may call "Resist" to Waylay, Knockdown, or Subdue.

After the Resist, gain a Knockdown by Gesture, Packet or Weapon that must be used within 10 seconds.

You may use this skill once per reset per purchase.

## Hold the Line

*Cost: 5*

A Protector is adept at choosing ground which is best suited for defending both themselves and their friends. You may call "Stand Fast! Imbue by Bulwark!" to receive a self-inflicted Pin. You then may call "Reduce to 1" for any called Damage taken. You may also call "3 Damage" with all Weapon strikes (5 Damage with a two handed weapon). This skill ends if you move from that spot.

Alternatively, you may call "Press the Line, Imbue by Assault!" to gain three uses of "5 Damage" by weapon. You also may call "2 Damage" with all weapon strikes (3 Damage with a two-handed weapon) for 5 minutes as long as you have an ally within 10 feet. If all allies move away, you lose this skill until they move back within range if the 5 minutes are not up.

You may use this skill once per reset per purchase.

## Guard Charge

*Cost: 2*

The Protector keeps a sharp eye on potential threats to their Charge. You may call one of the following:

- "By my Voice, Imbue Defense to Charge: Guard vs weapon!"
- "By my Voice, Imbue Defense to Charge:

### Shield vs packet!"

You may also deliver these defenses "By Your Name" only to your Charge. These do not stack; your Charge may only have one of these defenses at a time.

You may use this skill once per reset per purchase.

### Train Defense

Cost: 2

The Protector knows that by helping others, they help themselves and their Charge. Lock eyes with an ally and tell them a defensive tip or command (one full sentence like "Lord Seaclaw, watch your flank!") and call "By your Name, <name>: Imbue 5 Protection!"

You may use this skill once per reset per purchase.

### Stay with Me!

Cost: 4

The Protector inspires hope to their Charge through their presence. You may call one of the following:

- "By my Voice, Heal 10 to Charge!"
- "By my Voice, Remove X to Charge!" X can be Pin, Web, Bind, or Paralyze.
- "By your Name, <name>: Heal 5 by Inspiration!"

You may use this skill once per reset per purchase.

### Defend the Fallen

Cost: 5

The Protector makes a habit of defending anyone in need. If you witness an ally lose consciousness or fall in battle, you may bellow "Imbue by Rage" to swing unlimited "2 Damage" with weapons (3 Damage with two-handed weapons) for one minute.

You may use this skill once per reset per purchase.

### Take Me Instead

Cost: 8

As the ultimate sacrifice, the Protector can sway even Death for their charge. You may call "Remove Death to Charge" by touch or Gesture. You then suffer the Weakness effect.

Alternatively, you may call "Remove Death" on someone who is \*not\* your Charge, but you immediately suffer the Death effect.

You may use this skill once per event, and may only purchase this once.





# Samurai



Samurai have a very strict code of conduct. They are well practiced in the art of meditation, and can use this ability to calm their minds, heal wounds, or even enter a state that leaves them almost invincible. Their precision with sword and bow make them a true force on the field of battle.

## Stillness Strike

*Free with Prestige*

The Samurai breathes in stillness, and exhales precision. Anytime you wish, meditate in place for 10 seconds.

Then, with your next three consecutive missile or melee weapon attacks, you may call one of the following: Lesser Maim, 3 Damage, or Lesser Silence.

If you use any other attack other than these, you lose the remaining attacks from this skill.

## Meditative Trance

*Free with Prestige*

Sit in a meditative pose and spend 30 seconds of concentration to call "Imbue by Meditation" to gain the Spirit defense. You cannot use any skills or abilities or speak; only effects "to Spirit" will affect you, which will then end this skill.

This skill lasts until you move from that spot.

## Unsheathing the Blade

*Cost: 5*

A Samurai's goal is to efficiently end fights before they begin. Roleplay a dramatic unsheathing of your weapon, lock eyes for three seconds with your opponent, then call "By my Gaze, 10 Damage." After this, gain a Guard vs Melee Attack.

You may use this skill once per reset per purchase.

## Meditation

*Cost: 5*

The Samurai hones their body and mind by seeking inner peace. Spend at least 5 minutes resting in one spot at meditation to call "Heal All to Self" or "Remove <Frailty or Stricken> to Self."

## Iron Will

*Cost: 5*

Samurai strive for clarity in all things and stillness of mind. You may call "Absorb and Heal 5" to any of the following effects: Berserk, Charm, Fear, or Agony.

Alternatively, you may Spend at least 5 minutes resting in one spot at meditation to call "Resist by Will" to the next three Mind Effects (Charm, Fear, Berserk, Dominate).

You may use this skill once per reset per purchase.

## Daisho

*Cost: 3*

The Samurai hones their instincts to pull a short weapon to block a strike as soon as it happens. As long as you have a short sword or smaller weapon sheathed and on your person, you may call "Parry by Daisho" and immediately draw the weapon that allows this skill.

You may use this skill once per reset per purchase.

## Haiku of War

*Cost: 5*

A Samurai trains in the artistry of War. Recite a haiku loud enough for your enemies to hear you (tastefully themed to violence or war), and call "Imbue by War!" You may then swing "2 Damage" with your weapons for 5 minutes (3 Damage with a two-handed weapon).

You also gain two Maim attacks with your weapon.

You may use this skill once per reset per purchase.

## Haiku of Peace

*Cost: 5*

Samurai train in the art of peace and healing. Recite a haiku (tastefully themed to peace or healing), then you may call "Heal 2 by Haiku" or "Remove Maim by Haiku" by Gesture or Touch for the next 5 minutes.

You may use this skill once per reset per purchase.

## Ronin

*Cost: 5*

Not all Samurai serve a lord; maybe you currently don't, or you remember your lawless and unguided ways. Call "Imbue by Brutality" and for the next 5 minutes call "2

Damage" with your weapons (3 Damage with a two-handed weapon). You also gain one Knockdown effect by weapon, and three uses of "Crushing" with your weapons.

You may use this skill once per reset per purchase.

### **Ninjitsu**

Cost: 6

Some Samurai are trained in the arts of stealth and subterfuge. You may meditate for 1 minute to gain the Spirit Defense for 5 minutes. You may end the Spirit Trait by using a "Trauma" attack with your weapon. This attack must be deployed from behind your target.

### **Soul of War and Peace**

Cost: 7

The Samurai becomes a deadly embodiment of both peace of mind and fury of war. Dancing a blurred line between offense and defense, you may raise your weapons to the air and call "With a clear mind, I dance with death. Imbue by Soul!"

For the next five minutes, call "Reduce" to all called damage from weapons to reduce the Damage to 1. Gain three uses of Resist to any called effect. Also, gain five uses of "5 Damage and Agony!" with weapons.

You may use this skill once an event only and can only purchase this skill once.



# Warlord



Warlords are well versed in the art of battle, and don't scare easily. They are more proficient in armor than most, and can use any weapon they come across. It is said that any weapon they wield will never break as long as they are in battle.

## Ready for War

*Free with Prestige*

When wearing armor, your armor points are increased by 5 points. They are refitted and repaired the same as the rest of the points, and follow the rules on armor.

Also, each time you refit your armor, you gain a Guard defense against the first called melee or missile attack that strikes you. These do not stack.

You are also immune to any Disarm and Shatter effects on any weapons you are wielding. This does not protect shields.

You gain the ability to use any weapon regardless of purchased skills, including Shield and Florentine skills.

Finally, your bleed-out time when unstable increases from 1 minute to 5 minutes.

## Information War

*Cost: 2*

A huge edge in any kind of warfare is information. Between events, you may submit a Research request (as the skill in the Core Rulebook), but must theme the information about a specific person's capabilities, or information about a generic foe or monster.

This skill can only be purchased once.

## Weapon Training

*Cost: 3*

The Warlord puts a personal touch on training a combatant. After spending 1 minute roleplaying teaching someone about the art of war, they may use any weapon as if they had the skill for it. Additionally, you both gain one of the following attacks with a weapon: Disarm, Parry, or "5 Damage."

All of these effects are lost after one hour. This skill does not stack; if you use this skill again, any unused attacks from this skill are lost.

You may use this skill once per reset per purchase.

## Will To Live

*Cost: 3*

The Warlord trains to push themselves to the very brink. You may call "Reduce to 3 Damage" for the following Effects: Death, Trauma, Paralyze, or Web.

You may use this skill once per reset per purchase.

## I've Got This

*Cost: 4*

When entering a battle, call "Imbue by Bloodlust!" You may then call "2 Damage" with any weapons you wield for 5 minutes. If you are wielding a two handed weapon, you may instead call "3 Damage."

You may use this skill once per reset per purchase.

## Stand your Ground

*Cost: 3*

During battle, you may call out "Stand your ground and fight! By my voice, Remove Fear and Imbue Defense: Resist Fear!" You then gain a use of "Lesser Fear" by Gesture or Weapon.

You may use this skill once per reset per purchase.

## Intimidate

*Cost: 4*

The Warlord makes a habit out of being the scariest warrior on the field. Hold eye contact for 3 seconds and call "By my gaze, X" where X is one of the following effects: Fear, Lesser Paralyze, or Pin.

You may use this skill once per reset per purchase.

## Crippling Barrage

*Cost: 6*

You may call "Agony and Maim" three times in succession with your weapon once per reset per purchase.

## War Training

Cost: 7

The Warlord prepares his allies for assault and the brutality of war. Spend at least 5 minutes roleplaying giving pointers and suggestions on how people can prepare for a large scale fight.

Then you may call "By my Voice, Imbue Defense: Guard vs Melee!"

You may then follow it up with five Touch casts of "Imbue Attack: 5 Damage by Weapon."

You may use this skill once per reset per purchase.

## Last Stand

Cost: 8

If the battle is looking grim and hope is lost, you may call "Imbue by Fate!" You restore all lost Armor Points and Body points. You gain 10 uses of "Resist by Fate." Additionally, you may call 3 Damage with all weapon strikes (5 Damage with a two-handed weapon).

This skill ends when you become unconscious or dead, or when all enemies have fallen or fled out of your sight. When this skill ends, your character suffers the Weakness effect.

This skill may be activated even while you are unconscious.

You may use this skill once per event and may only purchase it once.



# Elementalist



Elementalists are masters of air, earth, fire, and water, and can control or harm elementals. They find it easier to cast elemental spells, which are more powerful when they cast them. They are able to conjure elemental weapons and hurl raw elemental power at their enemies.

## Elemental Mastery

*Free with Prestige*

The Elementalist works best through specialization and devotion to a single Element at a time. When you train in this skill for the first time, pick one of the 4 basic elements (Earth, Air, Fire, or Water) to master.

Whenever you strike someone with any weapon you are wielding, you may call the Damage Trait for any of the Elements you have chosen to Master.

Additionally, you may spend 10 seconds concentrating to manifest one shield, two one-handed weapons, or one two-handed weapon. You are the only person able to use these weapons. You may wield these weapons even if you don't have the skill. These weapons may not be Disarmed. If they are Shattered, you may reform them with 10 seconds of concentration.

The color of the weapons must match the element you are swinging: Fire: Orange and Red, Earth: Brown, Air: Yellow, Water: Blue.

Finally, you can deliver by Gesture any spells of an element you have Mastered.

You may further your studies and Master additional elements for 8 SP.

## Advanced Elemental Weaponry

*Cost 4*

While holding a Manifested weapon from Elemental Mastery, you may call "Absorb" to a melee attack. Immediately after, you may use one of the following melee attacks based on the element you are wielding:

- Earth: Bind by Earth
- Air: Repel by Air
- Fire: Agony by Fire
- Water: Knockdown by Ice

## Elemental Focus

*Cost: 8*

You permanently call "Absorb and Heal 2" to any elemental attack from any element you have the Mastered (see

Elemental Attunement).

## Elemental Storm

*Cost: 5*

You are permanently connected to your Mastered elements. Anytime you wish, concentrate for 10 seconds to gain three Packet attacks of "3 Damage by X" where X is any Element you have Mastered.

## Elemental Fury

*Cost: 7*

Call "Imbue by X!" X is one of the elements you have Mastered. You then gain a total of nine packet attacks that increase in power.

Start with three packets of "3 Damage by X," then repeat this attack (three more packets) doing 6 Damage instead, and then once more for 9 Damage (also three packets).

If you use any skill or spell other than Defenses, the remaining packets are lost.

You may use this skill once per reset per purchase.

## Create/Destroy Element

*Cost: 4*

The Elementalist is a Master of their element, making it easy to tear apart elementals. You may call "By my Voice, 10 Damage to Elemental!" Alternatively, you may gain two Packet delivered "10 Damage by <Mastered Element>!"

You may use this skill twice per reset per purchase.

## Elemental Control

*Cost: 4*

The Elementalist shows their absolute control over Elementals. You may concentrate for 10 seconds to call "By my Gesture, Dominate to Elemental!"

Additionally, any time you wish, you may concentrate for 10 seconds to gain three Packets of "Lesser Repel to Elemental!"



## **Mana Restoration**

*Cost: 2*

The Elementalist lives and breathes the mana that they have Mastered. You may concentrate for 10 seconds and call "Imbue by X" (X being an Element you have Mastered) to regain 10 mana of the same type.

Alternatively, after 10 seconds of concentration, you may Touch Cast "Restore 5 X Mana by Elementalism" where X is an Elemental type that you have Mastered.

You may use this skill once per reset per purchase.

## **Gift of Element**

*Cost: 7*

The Elementalist has learned to stabilize raw concentrations of mana that they have Mastered to give them as attacks.

After 10 seconds of concentration, touch a target and call "Imbue Attack: 3 Damage by X" and give your target a Packet. X is any Element that you have Mastered.

These do not stack; if you use this skill again, any remaining attacks are lost.

## **Elemental Infusion**

*Cost: 7*

Place an Elemental symbol (of an element you've Mastered) somewhere clear and visible on your body. This could be drawn on your forehead as makeup, a bandana, oversized pendant, or the like. Then call "I call upon the Elements to infuse myself with X; Imbue by X" where X is the chosen Mastered element.

You then gain 15 points of Protection, may use claws or your manifested Elemental Weapons to swing for "2 Damage by X" where X is the Mastered element.

Finally, gain three Weapon delivered uses of "Agony by X!"

You may end this ability at any time, though it ends when all Protection points are lost. You cannot cast spells while using this skill. You may use this skill once per reset per purchase.



# High Wizard



High Wizards are ultimate masters of the Paths of Magic. Spells become second-nature to them, and casting is far easier to them than other wizards. They know the Paths so well that they don't consume a spell formula when they learn a new spell.

## Advanced Spell Studies

*Free with Prestige*

You may learn any spell without consuming the Spell Scroll. Also, you may cast any spell you know by Gesture delivery.

## Flexible Spell

*Free with Prestige*

Choose one Spell you know; you may now use any Mana available to you whenever you cast this spell.

You may purchase this skill additional times at the cost of 2SP per spell.

## Mana Blast

*Cost: 1*

A magical Junction (such as the Mages Guild) grants you a pool of packet damage that you can renew at any time. After 1 minute of concentrated rest at the Junction, you may call "Imbue by Wizardry."

You now have a pool of Damage. Every time you buy this skill, you gain 1 point of Magic Damage in your pool. You may cast the points as you wish, from 1 to your pool maximum. Call "<X> Damage by Magic" with X being the amount of points you use.

You can always return to a Junction to refresh the points.

You may purchase this skill up to 20 times.

## Magical Manipulation

*Cost: 3*

When you are successfully hit with a spell, you may ignore the effect and send it to a target of your choosing by pointing at them. When hit by a packet attack, you may call "Absorb and Imbue by Wizardry" to negate the attack and gain a Packet delivered copy of the Effect you Absorbed.

You may use this skill once per reset per purchase.

## Magical Retort

*Cost: 3*

You may call "Reflect and Imbue by Magic!" to a packet attack to gain a Packet delivered attack that can be used within 30

seconds of the Reflect. Call "X and X by Magic", where X can be any combination of two of the following effects: Repel, Weakness, Silence, or "5 Damage."

You may use this skill once per reset per purchase.

## Spellbound

*Cost: 2*

If you miscast or miss your target with a spell after the mana is spent, you may call "Imbue by Wizardry" to regain the lost mana.

You may use this skill once per reset per purchase.

## One with Junction

*Cost: 4*

The High Wizard is most comfortable near a magical Junction. Anytime you wish, you may roleplay for 5 minutes maintaining the space that the Junction is at, you may call "Imbue by Wizardry" to regain 5 mana.

## Signature Spell

*Cost: 5*

Choose a Spell you know that costs 5 mana or less, this spell may be cast Innately (without the In Game incant) and for only 1 mana.

## Twin Spell

*Cost: 1*

After you finish casting a spell with its full incant, regardless of the results (miss/resist/etc), you may call "Imbue by Arcane" and repeat the OOG Verbal and throw another Packet (or touch, if it is a beneficial spell).

You may use this skill once per reset per purchase.

## Teach Magic

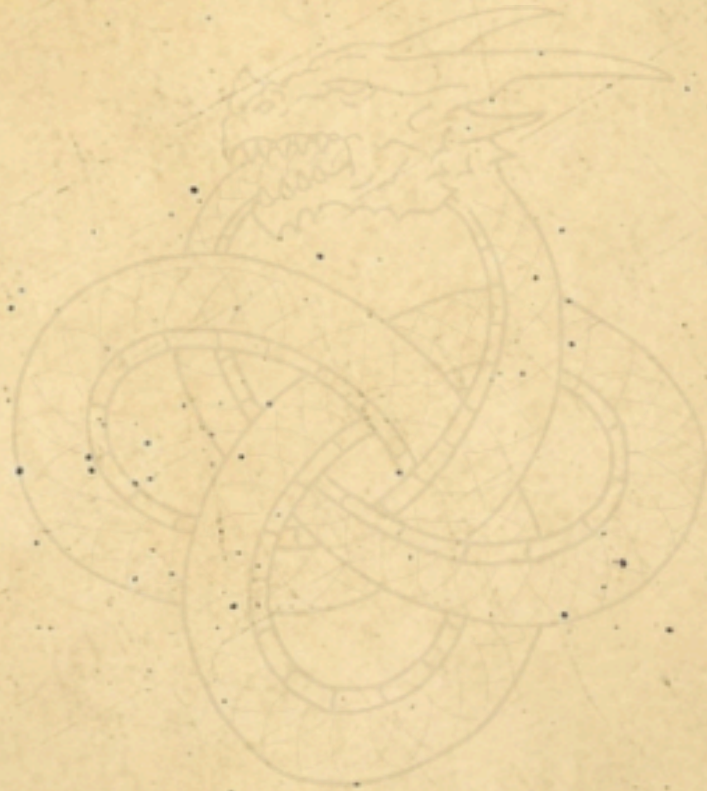
*Cost: 3*

You've mastered the foundations of Spellcasting to the extent that you can even teach another person so thoroughly, they do not need a scroll. The spell must be 5 mana or less, you must Roleplay giving

magical lessons for at least 10 minutes, and be a spell that you have in your own spellbook.

After you finish teaching this spell you may cast it once for no mana. (\*BOTH\* players must present proof of this transaction at the same time at Check Out, then the taught player may purchase the spell as normal with the usual requirements between events).

You may use this skill once per reset per purchase.





Ritual

Master



Ritual Masters have an inherent and well-practiced mastery over the art of casting rituals. The rituals they cast cost them far less mana, and they are able to reuse certain components. They can draw circles of power that enhance their rituals, and use specially prepared Foci to aid them. Some Ritual Masters have even found ways to craft their own rituals.

## Circle of Power

*Free with Prestige*

This skill allows you to form a circle out of rope, lights (yellow, white, or multi-colored), led candles, or drawn on a large cloth. You should put this circle in a place where it won't need to be moved, and where you can cast rituals comfortably. If it lights up somehow, it should be lit before use, but you don't need to have the lights on when not using it. It can be indoors or outdoors, up to 10 feet in diameter. The placement must be approved by a Staff Member.

Any ritual you cast within this circle, and only this circle, will cost half the mana, rounded up, to no less than 1.

If you fall unstable and bleeding out in your circle, you immediately become stable.

Additionally, you may call "By my Gesture, Lesser Repel" to anyone that enters your Circle of Power.

You may start the game with your Circle already in the game. Removing your Circle can be done as quickly as turning it off and picking it up, but placing your Circle takes 10 minutes of uninterrupted preparation, placing the circle and empowering it.

Please be courteous of public places that many other players share or use. A Staff Member reserves the right to ask you to move the circle if it interrupts the flow of the game or is in a dangerous spot.

## Power Restoration

*Cost: 3*

The Ritual Master knows how to gather mana that is attracted to their Circle of Power. Anytime you wish, you may spend at least 5 minutes resting within the circle or empowering it to call "Imbue by Ritual" and restore 5 mana of any type.

## Cantrip

*Cost: 5*

Anytime you wish, you may spend 1 minute casting a minor ritual to gain one of the following choices, cast on yourself or another target:

- "Remove X by Ritual" - X can be any effect
- "Imbue Attack: 5 Damage by Weapon or Packet"
- "Imbue Defense: Resist by Magic"
- "Heal 5 by Magic"
- "Restore 3 Mana"

## Protecting the Circle I

*Cost: 5*

This skill protects you from interruption and harm while casting rituals. Any time you are in your Circle of Power, you may slip into Spirit form (see Spirit Defense in Core Rulebook).

Concentrate for 1 uninterrupted minute, then call "Imbue by Magic." As long as you stay conscious within your circle and don't use any skills or abilities, you call "No Effect" to any attacks or effects you are hit with that are not "to Spirit." Defenses going off does not interrupt this, nor does the casting of the ritual. You may end the effect at any time with 10 seconds of concentration.

## Protecting the Circle II

*Cost: 7*

As Protecting the Circle I, but extends to others as well. Concentrate for 1 uninterrupted minute, point at your target and call, "By my Gesture, Imbue Defense: Spirit by Ritual," and you may do this up to 5 times consecutively (no longer than 10 seconds between) for up to 5 people.

Targets must be within the circle. This can only be cast once per 5 minutes, and you cannot stack the castings; no casting this on people, then later casting it on more people; the previous casting will end.

## Ritual Guardian

*Cost: 6*

This skill allows you to empower someone with ritualistic magics to help protect a ritual. After one minute of roleplaying with someone, where they are given instructions and information about

what is expected of them, give them the Imbue Card. You may use this skill once per reset per purchase.

### **KYRANTHIA IMBUE CARD**

#### **RITUAL GUARDIAN**

*For as long as you remain within 10 feet of the Circle of Power, you gain the following effects. Gain 15 Protection Points. Gain five uses of the following attacks: Bind, Disarm, Repel, Knockdown, and Pin. These may be delivered by Gesture, Packet, or Weapon. Additionally, you gain five uses of "Phase by Ritual."*

*Going farther than 10 feet for more than 10 seconds ends all effects and revokes this Imbue Card. This Imbue lasts until there hasn't been any rituals being cast within the Circle of Power for at least one minute.*

#### **Component Mastery**

Cost: 3

With this skill, you may reuse one common or uncommon component. Alternatively, you could cast a ritual with one less component for one ritual within your circle, Common or Uncommon, to no less than 1.

This skill can only be used once per event and bought only once.

#### **Ritual Focus**

Cost: 5

This skill allows you to use an item as a ritual focus that reduces the casting time in half, rounded up, to no less than 1 minute.

This is a personal item that cannot be stolen or destroyed. The focus should be no smaller than 4 inches and something that looks special, not just an ordinary item. This item must be approved by staff and cannot be changed during an event.

However, at the start of each event, you may use a different item for the duration of that event.

This skill may only be purchased once.

#### **Refocus**

Cost: 4

If you are interrupted momentarily during a ritual, either by getting attacked, someone entering or leaving the circle, or you make a small mistake that can be easily corrected, the ritual is not disrupted and you can continue where you just left off as if nothing happened.

You have up to 30 seconds to call "Imbue by Refocus" to continue the ritual where you left off.

This skill can only be bought once and can be used once per reset per event.

#### **Return**

Cost: 5

You may take Spirit form to return to your circle. Call, "Imbue by Magic!" to take spirit form. Call "Spirit" to any attack. You must walk directly back to your circle. You take the Greater Weakness effect when you come out of spirit form.

You may use this skill once per reset per purchase.

#### **Ritual Mastery**

Cost: 10

You are allowed to create and submit one ritual in between events. This Ritual's design pitch must be submitted to the Game Master between events where they and at least one other Staff Member will review/edit for balancing. You cannot submit more than 1 rituals per year.

This skill also allows you to copy one Ritual Scroll, unless the scroll states it cannot be copied. You cannot copy more than 1 ritual per event.

This skill can only be bought once.



# Shadowmancer



Shadowmancers wield the power of shadow, and can harm or help restless spirits. They can learn to speak with the shades of the dead, and even beseech spirits to grant knowledge or aid. Legends say that powerful Shadowmancers can take incorporeal form and phase through attacks.



## Shadowy Soul

*Free with Prestige*

You can call Shadow with any weapon. Also, at night, you may step into the shadows and stay silent and motionless for 10 seconds to gain either three packet delivered "3 Damage by Shadow" attacks, or three "Lesser Fear by Shadow" packet attacks (or with your Shadow Weapon).

These do not stack; if you use this skill again, any leftover attacks are lost.

Additionally, any time you wish, you may conjure up a weapon made of pure shadow (only one at a time). This Shadow Weapon cannot be Disarmed or Shattered (call "No Effect"). You may also choose to call "Shadow" with this weapon.

You must have a completely black weapon or a weapon covered in black fabric or gauze. You can only use this weapon yourself. You do not need a weapon skill to wield this weapon.

## Whispers of the Dead

*Free with Prestige*

Any time you wish, you may call "Speak to X by Shadow" where X is either Dead or Spirit, to converse with a dead person or creature who is either lying dead or a spirit of the dead traveling to Death.

## Shadowroot

*Cost: 4*

At night, you may step into the shadows, root yourself in place, and stay silent and motionless for 1 minute to Heal 3 Body Points. Immediately after, gain a single use of "Repel by Shadow" that can be delivered by Gesture, Packet, or your Shadow Weapon.

These do not stack; if you use this skill again, any leftover attacks are lost.

## Shadowy Form

*Cost: 5*

You are able to momentarily shift into shadow form to avoid an attack. Once per reset per purchase, you may call "Phase by Shadow" to negate any attack.

Once this skill is used, you gain 3 Packet or Gesture attacks of "3 Damage by Shadow."

## Shadow Cloak I

*Cost: 2*

At night (after dusk and before dawn), find a spot out of direct light and wrap a dark cloak around you, concentrate for 10 seconds and call, "Imbue by Shadow" to turn to Spirit form.

As long as you don't move, you may call "Spirit" to negate any attack that is not "to Spirit." You can whisper while using this skill. Any skill, spell, or ability that targets you with the Light Trait will knock you out of spirit form immediately.

You may end this skill any time you wish. This skill will end at dawn.

## Shadow Cloak II

*Cost: 6*

With your Shadow Cloak skill, you may now choose to move while in Spirit form. Once you start to move with the Shadow Cloak skill, you have up to one minute and then the skill ends (the same conditions of targeted by Light and direct lighting still apply while you move).

## Shadow Bolt

*Cost: 1*

The Shadowmancer has a pool of damage that they can renew only at night, out of direct light. After 1 minute of concentrated rest with these conditions met, you may call "Imbue by Shadow."

You now have a pool of damage. Every time you buy this skill, you gain 2 points of Shadow damage in your pool. You may cast the points as you wish, from 1 to your pool maximum. Call "X Damage by Shadow" with X being the amount of points you wish to use.

You may deliver this attack by packet or with your Shadow Weapon. You may purchase this skill up to 10 times (putting your pool at 20 points).

## **Born of Shadow**

Cost: 2

The Shadowmancer is adept at dealing with dark magical energies. You may call "Resist by Shadow" to negate one Shadow, Chaos, Void, or Darkness effect.

You may use this skill once per reset per purchase.

## **Spirit of Dark Knowledge**

Cost: 4

You may touch cast "Lesser Dominate to Spirit: Share knowledge with me." The Spirit will attempt to tell you information about their purpose, state of being, or circumstances.

After you are finished talking to the spirit, you then gain a use of "Resist vs Spirit" to negate an attack that is "to Spirit" when you are using the Spirit defense.

You may use this skill once per reset per purchase.

## **Grasping Shadows**

Cost: 5

You may drop a black Packet on the ground. When another person or monster walks within arm's length of that packet, you may call "By my Gesture, Pin by Shadow" (only once per Spell Packet).

Alternatively, you may throw the Shadow Pin as a packet attack to call "Bind (or Pin) by Shadow."

You may use this skill three times per reset per purchase.

## **Shadow Armor**

Cost: 8

You may wrap shadows around yourself like armor and bind it to your cloak. While wearing a dark colored cloak, you have 5 Shadow Armor Points that may be reset by standing in place for one minute. At night, you have 10 Shadow Armor Points.

This may stack with normal armor, but resets seperately.

You may only purchase this skill once.



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