

# Frontier Dawn Official Rulebook v3.0

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This is the official rulebook for the Frontier Dawn LARP 2018 season. This rulebook will guide you in making your character and give you an outline of how to play the game. Please check out the lore descriptions on our website.

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## Safety Terms & Rules

### Holds and Clarifies

#### **Hold:**

When someone says “Hold!” it means a dangerous or serious situation is occurring. Everyone is required to take a knee until the hold is resolved. Anyone else who hears “Hold!” should also call it out to ensure everyone hears it and is aware of the pause in the game.

#### **Clarify:**

Sometimes during the game people will say, “Clarify” before asking a question out of game. This can be done by any player when they would like to know an effect or another appropriate clarification about a situation.

#### **Caution:**

When someone says, “Caution!” it means that a dangerous situation is about to arise. An example would be if you are fighting a non-player character(NPC) and you notice they are about to get too close to a bench where they could potentially trip. You could say, “Caution. There’s a bench there.”

#### **Scene:**

This is called when a staff member is about to describe an in-game effect or paint a complex picture in the player characters’(PCs’) heads such as, “The ground fills with lava and huge demonic hands spring forth.”

## **White Headbands:**

Frequently someone calling a scene will have a white headband on. This is to signify that they are not in-game. Any time that anyone (staff, NPC, or PC) is out of game, they should wear a white headband. You may also hold your weapon above your head, or place a closed fist above your head to signify you are out of game.

## Rules of Consent and Personal Safety

At FD we use 4 techniques of handling intense situations. It is hard to know every players' fear or keep track of what may cause duress for some people, but we want to make sure our players are safe while at the same time create situations in-game that cause intense drama and have a element of horror. We will never have content aimed at suicide or sexual abuse.

\*Please note that we will have immersive, intense, potentially stressful and horrific mods that are meant to enhance, dramatize, and thrill, but the player's safety and mental well being are always our top priority.

### **The Stoplight Rule:**

If you are ever in a situation and feel it is approaching an uncomfortable place say "yellow light" to let the player or NPC know that they need to cool it down. If things continue say "red light" and that person has to stop, step away, and let you collect yourself in any way you see fit.

### **The Space Rule:**

Sometimes people need time to re-energize or take it easy. We will never penalize anyone for needing some time to collect themselves or recharge. If you need to step away from a mod, you have the right to not be questioned about it and have your space. You may need to clarify that you are out of game if approached.

\*Please note that you are responsible for your own self care. If you need to step back the mod will continue unless a hold is called.

### **The Rule of Consent:**

PCs and NPCs must ask consent before physically touching you. Physical role play in our game is defined by touching the arms, legs, upper back, or stomach only, when asking for physical RP permission please state "do you consent to physical RP?" If you wish for a player not to touch you in any of the assigned physical RP spots please state "No," or " Yes, but just not my X." Most in-game props not on your character can be physically taken with the exception of bags. Players are not permitted to touch, look inside or move another player's bag or pouch without permission in or out of game.

## **The Orange Wristband Rule:**

Players who wish to have their boundaries pushed by dramatic, intense situations and horrific scenes may choose to wear an orange wristband. This indicates that you are fine with small amounts of physical roleplay, physical challenges, and horrific scenes. If we think there will be orange content on a mod, the NPC hooking it will say “things could get hairy”. ‘Hairy’ mods will never have anything on them that would punish you progression or powerwise. Players have the right to ask the marshal in the white headband if something involves X content. That marshal will reply yes or no. Please note that NPCs may follow this rule as well. If you do not see an NPC with an Orange wristband you must ask permission first before physical RP.

## **Red Headbands:**

For a variety of reasons, players with red headbands are not participating directly in combat in-game. Players wearing red headbands may not touch others or be touched during combat except by spell packets. If someone wishes to attack someone with a red headband with their melee weapon they swing the weapon in the air in front of the person with the red headband and say their damage and any effects.

# Combat

Frontier Dawn is a lightest touch, boffer/latex LARP. In order to maintain a safe and immersive combat experience all players and NPCs are required to roleplay damage when taking hits. Please be mindful of your surroundings when in combat. Charging into combat is not permitted. All combat rules apply to both PCs and NPCs.

## Attacking

### **Weapon strikes**

All weapon strikes must be lightest touch and cannot be delivered to a player’s head, groin, feet or hands. Thrusting is allowed with boffer weapons only after a member of rules staff has determined that it has sufficient padding on the tip and as long as the weapon retains that padding on its tip.

When delivering base weapon attacks you must call damage number and, if applicable, source type. *Example: “1 fire”* When delivering multiple base weapon attacks you must complete the damage+source script before delivering the next strike.

When delivering a skill with your weapon you must state the skill name before you hit with your weapon. If your swing hits, then you must immediately state the damage and effect before doing anything else. *Example: “eye gouge” Hit. “1 damage, blind”*

## **Spell/Packet strikes**

Spell packets must be lobbed or tossed and should not be thrown in a dangerous manner. Just like weapon strikes, they cannot be aimed at the face, hands, or groin. This applies to packet archery as well.

When delivering a spell you must first complete the spell verbal, damage, and effect. When delivering multiple spells you must complete the verbal+damage+effect script before delivering the next spell. (See example above)

## **Ranged strikes**

When delivering a ranged attack with a bow or crossbow you must count out loud, "Aiming 1, Aiming 2, Aiming 3," before throwing a packet at your target. You must have a bow physical representation(phys rep) in one hand in order to deliver this attack.

When delivering multiple skills, spells or base attacks you must complete the skill+damage+effect scripting as outlined above for the first attack before calling the other. For example: weapon strike "skill name, damage, effect", weapon strike "damage" etc.

# Defending

Defenses must be called within 5 seconds of taking damage or an effect. There are 4 types of defenses:

## **Block**

Defends against body, outfitter, alchemist or common attacks

## **Ward**

Defends against mind, ritualist or some common attacks

## **Willpower**

Defends against spirit attacks

## **Mitigate**

Defends against the damage from any type of attack. Does not defend against effects.

Characters get 1 use of a defense when they take 1 insight in an attribute list and unlock subsequent defenses when spending additional insight depending on which attributes they spend insight in. Defences are unlocked every odd insight of a Path or Attribute list.

Shields and weapons do not block spells unless altered by enchantments/modifications to do so.

## Armor

In order to gain Armor Points (AP) from your armor, you must have a chest piece and one matching piece. If you wear an entire matching set (Chest, Pauldrons, Greaves, Bracers, Helmet) you gain double your base AP (i.e. matching heavy armor set equals 14 AP). If you are wearing more than one armor material on your torso you may specify during the check in assessment which material you wish to count towards your AP. If you choose to wear a helmet or greaves or bracers made from different materials, you may use the skills from the materials instead. You do not gain addition AP from each piece. You must be wearing your armor phys rep in order to use your AP. Exceptions to this rule, such as dangerous weather conditions in summer months, will be made by a staff member and announced before lay on.

Any player can wear any armor type for it's base benefit. Each armor type offers a certain number of AP. While worn, any physical damage you take will affect your armor first. Once your armor points have been used the armor is considered damaged and offers no protection until you recuperate(recoup). You may recoup a damaged set of armor for 3 events, after which it is considered broken and must be repaired by a Smith/Tailor or replaced.

EVA foam armor is allowed as an armor phys rep as long as it is crafted to accurately represent its in-game material. Armor will be assessed for its armor type by a staff member at check in and you will be issued an item card by a staff member.

### **Armor Slots**

-Chest

(Must have a matching set of at least one to get AP, (OR your chest piece must cover your shoulders as well)

Shoulders, Greaves, Bracers, Helmet

Other slots:

+can also wear a shirt with Chest piece

Cloak or Coat, Pants, Boots, Gloves or Hand Wraps, can wear Hat OR Helmet

## **Armor Types**

### **Light Armor (3 AP)**

Cloth, Soft Hide, Soft Leather

### **Medium Armor (5 AP)**

Hardened Leather, Chainmail

### **Heavy Armor (7 AP)**

Plate, Bone, Scale

## **Skills From Armor and other Slotted Items**

Certain Armor pieces and slotted items will give you a bonus skill or effect from wearing them. While the AP of what you are wearing will always stack when applicable, the skills and effects do not. So while you can wear multiples of a type of armor you only gain one use of the skill or effect. You also can not have duplicates of a skill or effects from items. Each skill from materials can only be used once per period. (i.e. your pants and hat may be made of the same material, but you will only get the skill once per period.)

# Death & Dying

## Death Count

When your health is reduced to 0 you begin bleeding out. While you are in your death count you are comatose. A player's base death count is 4 minutes long. This time can be lengthened with certain passive skills or abilities. Being healed during your death count revives you and allows you to regain consciousness. If you are not healed by the end of your death count you have bled out and died.

## Detriments

Once you have died you must report to the NPC hut to choose a detriment from a deck of cards. The detriment affects your character for three consecutive events and you can acquire more than one detriment at a time. Each time you draw a detriment a death card is added to your deck in its place. If you draw the death card you may not be able to resurrect and your character is considered "permed". You will then be allowed to go through final judgment. Every death increases your odds of drawing a death card.

## Resurrection

After dying and receiving a detriment you return to the in-game location of your body. Your body regenerates itself and you regain consciousness. You retain the memory of every aspect of your death. Resurrection only happens in the new land and players have not witnessed this happening before on the old continent. Players are encouraged to roleplay the effect this event has on their characters mentally and emotionally.

## Weapons

Note: Any player can use a shield as well as any weapon for it's base damage. This includes fist boffers.

## Safety

All weapons must be boffer or latex and meet the length restrictions defined below. Players must have their weapons assessed for safety and approved by a staff member before the start of each event. Any weapon that is unsafe is not to be used or worn at event.

If at any time during an event another player or staff member feels a weapon is or has become unsafe, the player must allow a marshal to re-check the weapon. If the weapon is deemed to be unsafe, it will be removed from the game and returned to the player's sleeping area or be held at the staff hut until the end of the event. It is the player's responsibility to maintain their weapons and gear and to secure a replacement for a broken or unsafe weapon. The following are examples of conditions that would make a weapon unsafe: exposed cores, sharp edges, cracked duct tape and exposed foam, cosmetic attachments of material other than foam or latex such as metal studs, rope on border areas.

## Weapon Size

### **Small Weapon**

Length 18-24". Base damage of 1  
Example: Dagger, Baton, Scepter

### **One-Handed**

Length 24-42". Base damage of 1.  
Example: Short Sword, Axe, Hammer, Mace, Club

## **Bastard Sword/Spear**

Length 40-50". Base damage equal to how it's wielded by the player. Weapons this size may not be dual-wielded.

## **Two-Handed**

Length 48-60". Polearm/Staff Length 50-60". Base damage of 2.

Example: Longsword, Broadsword, Axe, Polearm, Great hammer, Staff

## **Ranged**

Must have boffer safe phys rep for ranged weapons. Packet archery only. Bows may not be used to bash or push a player or NPC. Bows may be used to block weapon strikes in combat.

- Bow/Crossbow - *Must have boffer safe phys rep. Base damage of 2.*
- Throwing Dagger/Shuriken - *Minimum length 6". Base damage of 1.*
- Wrist Crossbow - *Base damage of 1*

## **Fists/Claw**

Length 18". Base damage of 1. All players can use fists.

## **Shield**

Shields can be no wider than a player's shoulders and cannot be longer than shoulder to knee. They can not be used to bash or push another player or NPC.

# Terminology

**Ally** - *Affected target will not attack you and will come to your defense if you are attacked*

**AOE** – *[Area of Effect] Targets within 5 feet of the player or packet. Number of targets specified in skill*

**Attack** – *An offensive ability, effect, or strike*

**Attributes** - *Body, Mind, and Spirit*

**Back Strike** – *A successful hit with a weapon from body(dexterity) on the back torso of a target*

**Base Damage** – *The damage you deal with a weapon or spell unaltered by skills or passive abilities*

**Blind** – *Affected target is considered blind. The target may not attack or defend. The target may still use buffs. This effect lasts for 5 seconds unless noted by the skill. FOR SAFETY PLEASE DO NOT CLOSE YOUR EYES*

**Block** - *Defense against a single body attack or skill*

**Blueprint** - *Used to create buildings.*

**Break limb** – Affected limb cannot be used up to 2 events

**Buff** – Latent skills or abilities that can be stored until specified in the skill, the end of period or when evoked. Target/player may only have one buff of each Attribute at a time, unless otherwise stated in the skill. Casting another buff of the same Attribute to a target does not forcefully replace the prior buff. Target may choose to replace a friendly buff.

**Captivate** - Affected target is drawn towards the caster at heel to toe pace but cannot attack caster for the duration specified in the skill. Affected target may still use defences

**Cast(ing)** - Any skill delivered by laying a hand upon or throwing a spell packet. You must have one free hand to cast. Roleplay is dictated by the skill. Casting is interrupted by damage to the caster.

**Channel** - A method of delivering a skill. You must say out loud, "Channel 1, Channel 2," etc. for the number specified in the skill. You must have one free hand to channel. Roleplay is dictated by the skill. Channeling is interrupted by damage to the caster.

**Compulsion** - Affected target must obey commands but cannot harm themselves for the duration of the skill. Taking damage breaks this effect.

**Defend**- The act of preventing damage or effects. Skills and effects can be defended by calling the appropriate defense of Block, Willpower, Ward, or by parrying or blocking them with a weapon or shield

**Disable Limb** – Affected limb hangs at the player's side and is useless until recoup.

**Disarm** – Affected target physically drops their weapon and cannot pick it back up for 5 seconds

**Dual-Wield** - Using two one-handed weapons. Bastard weapons cannot be dual-wielded. You cannot cast spells or heal while dual wielding.

**ECL** - [Effective Character Level] The cumulative amount of insight spent on a character.

**Fear** – Target must roleplay being afraid. The affected target must choose fight or flight

**Fight** - Target is taunted and can only attack for 10 seconds

**Flight** - Target must retreat and can only defend for 10 seconds

**Hidden** – Affected target cannot be seen as long as you do not move, attack, or use a skill, unless otherwise stated in a skill

**Intercept**- Become the target of a Body attack that has hit a target, within weapon distance.

**Invisible** – Affected target cannot be seen for duration of the skill. Attacking, using a skill or a spell breaks Invisibility. You can move while Invisible.

**Invoke** - 3 syllable verbal required by some skills. Interruptible when attacked by skills, and weapon or packet strikes

**Knockback** – Affected target is pushed backward 5 feet away, unless stated otherwise by the skill

**Languages:** *Players may speak their racial language, OR the language common in their Kingdom, if applicable. All races speak the common tongue.*

*While speaking the language, the player must hold up the letter in American Sign Language (in parenthesis next to the language).*

*Rank 1: Djinn (J) , Grubbin (G), Mukkin (M)*

*Rank 2: Orc (O), Therian (T), Anun (N)*

*Rank 3: Obake (Y) Mungo (see a marshal)*

*Rank 4: Alfar (A), Dwarven (D)*

*Rank 5: Wyrmkkin (W), Wishling (H)*



**Mitigate** - *Basic defense against an attack that stops only the damage of an attack and not any effects*

**Movement** – *Must move the number of feet defined in the skill, you are immune to damage and effects until the movement is complete*

**Numb** - *Strike goes through shield or weapon, target limb or weapon hangs at the player's side useless for 5 seconds*

**Out of Combat**- *Not actively engaged in fighting.*

**Packet Strike** – *A successful hit with a spell packet*

**Pain** – *Affected target may not attack or use offensive skills for 5 seconds*

**Paralyze** - *Affected target may not attack or defend or move at all for 5 sec, not broken by damage*

**Pin** – *Affected target's limb is stuck to something defined by the skill (the ground counts as an object for purposes of Pin). Target must RP 5 seconds and take 1 damage to break effect.*

**Rage** – *Affected target gains +1 base damage and cannot tell friend from foe. Must attack nearest target(s) for duration of the skill*

**Ranged Strike** – *A successful hit with a ranged weapons via bows, crossbows, etc*

**Reflect** - *attack damage is returned to the attacker. This damage can only be defended with a defense*

**Recoup (Recuperate)** - *Player must sit/rest out of combat within 10 feet of the Ley Stone for 10 minutes. Afterwards they regain usage of spent skill slots, all buffs are reset, and armor is repaired(see above rules about repairing armor).*

**Schematic** – *Used by paths to craft objects*

**Sever limb** – *Affected limb is gone/unusable indefinitely*

**Silence** – Affected target may not speak or cast spells for the duration of the effect for 5 seconds

**Slow** – Affected target moves heel-to-toe for 5 seconds

**Source** - The focus you choose to take or to follow within an attribute

**Spell** - 5 syllable verbal required by some skills, interruptible when attacked by skills, weapon/packet strikes. You must have one free hand while casting a spell.

**Stagger** – Affected target takes a step backwards and cannot move from where they stand for 5 seconds, may still attack and defend

**Stance** - the player calls and roleplays that they are in a stance and activates a buff. You must stand in place during a stance. Moving or being moved breaks a stance

**Status Effect**- Any effect that lingers on a character for a set amount of time

**Stomp** - (NPC Only) 3 count killing blow, cannot be interrupted with damage, must be avoided.

**Stun** - Cannot do anything including talk for 5 seconds, any attack breaks a stun

**Sunder** – Affected item is unusable until repaired.

**Taunt** - Affected target must attack the caster for 5 seconds or as noted by the skill

**Tier Usage** - refers to the tier of a skill and how often you can use it based on the tier and ECL or your character as outlined in the usage chart. In-game this will be referred with the following terms.

Lesser - Tier 1

Minor - Tier 2

Greater - Tier 3

Major - Tier 4

Exalted - Tier 5

**Unconscious** – Affected target falls into a non-moving, non-acting state for 5 minutes. Cannot defend while unconscious . Damage breaks this effect.

**Ward** - Defense against a single mind attack or skill

**Weapon strike**- To successfully hit a target with a weapon (melee or ranged)

**Willpower** - Defense against a single spirit attack or skill

## Hex Actions

**Tools:** Each player will choose a tool to come into game with at insight 1. This will allow them to perform a hex action in between events by submitting the hex action form on time. You can upgrade your tool for better results, or purchase new ones from crafters at game to open other hex action options. Human players have the option of starting with 1 of every gathering tool.

Players are not limited to one tool and may purchase additional tools, or trade their tool with other players.

Players can choose one option from explore, gather, build, use building, research, or write letters in between each event attended for their hex action. Exploring and gathering will automatically gather surplus goods. Surplus goes into a shared pool for the town and is required for building.

**Actions that earn renown:**

**Explore:** Select a location on the hex map that is black but adjacent to an open hex and select an explorers tool to use. All the players in the exploring party must reach the ECL requirement of the hex. Earn 5 renown and random resources. The amount of these resources is less than with the 'gather' hex action.

The Exploring Party: Other players may go with an explorer to help with the ECL requirement, but only the player who is considered "exploring" needs the appropriate tool and gains the renown. Other players will submit a 'gather' action on the hex being explored for their hex action

While exploring it is possible to encounter random scenarios that may cross over into in-game mods that will start immediately at the beginning of the event. This is very rare and determined by pre designated locations and conditions on the hex map.

**Gather:** Select a location already unlocked on the hex map and a gathering tool to use. Earn resources based on the type of tool you use and 1 renown.

**Request to Build:** Select a blueprint that has been unlocked from the library on the hex map page. Players must reach requirements of that building and the appropriate town surplus must be available. You assist in building this building. Note most buildings will be built in the town hex A-1 but there may be some exceptions which will be noted by the blueprint. Earn 5 renown. If your request is denied based on available resources, you will be given the option to choose another action.

**Use Building:** Select an existing building and use the effects of that building. See Blueprints for more details.

**Actions that require Renown:**

**Research:** Choose a topic from the drop down menu of topics available that month that you have the required renown for. Renown cost to be determined each month. The player will receive 1-3 paragraph response from staff by next event.

**Write Letters:** Choose a location from the drop down menu. Renown cost to be determined each month. Write a 1-3 paragraph letter to a character in that location. These locations are

based on where the boats are traveling back to in Erolan. The player will receive 1-3 paragraph response from staff by next event.

## Searching/Loot

The primary way in which players will earn resources is between events through actions they perform within their chosen tools. However, sometimes NPC's will drop specific items that players can gather. Not every monster or enemy will have loot. All players are able to gather basic components. You must RP 10 counts of searching by saying out loud, "Searching 1, searching 2, searching 3, etc." and the NPC will then hand you an item if they have one.

Players are responsible for their own in-game items and item cards. Please keep your in-game items and item cards on you at all times.

## Traps/Locks

Traps are made by crafters but can be set by any player. They are represented in-game by item cards. The item card must be secured to a packet or other in-game object and you must roleplay 10 counts of arming by saying out loud, "Arming 1, arming 2, etc." at which point the trap is considered active. All traps have a 5 foot radius from the point of origin and last until they are triggered or disarmed. Traps placed by players require that player to remain in line of sight to call out when the trap is triggered. The phys reps for traps can be anything from brightly colored spell packets to paper plates. Player traps must have written descriptions attached to them so that the target can take the effect quickly.

Locks are made by crafters but can be set by any player. A lock's ownership is written on its item card and only that player can open it freely. When you sell or lend a lock you are transferring ownership even if temporarily to another player. A lock's ownership is specified on its item card. If no owner is specified then ownership defaults to the crafter. To set a lock, attach its item card to the door or object. Locks have different tiers that correspond with their difficulty. Locks can be reused, however if a lock has been picked or broken it must be repaired or replaced.

## Character Creation

New players start off with 1 insight and 10 build. You gain 1 additional insight and 5 build for each game attended, with the option to buy 2 purchasable build. Currently, the most insight you can spend on base lists is 20.

## Insight and Effective Character Level (ECL)

Every time you invest insight it is counted towards your total character level. Insight is gained each event and is used to unlock levels in the attributes and paths. The total spent insight is equal to your player level regardless of which path or attribute you choose. For example: you may have 2 insight into body and 1 insight into mind but your effective character level or ECL is 3. Your friend has 3 insight in mind and is also has 3 ECL 3 character. ECL determines how many uses of a skill you have per recoup according to the chart below:

Uses					
Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
1	3	1			
2	3	2			
3	4	2			
4	4	2	1		
5	4	2	2		
6	4	3	2		
7	5	3	2	1	
8	5	3	2	2	
9	5	3	3	2	
10	5	4	3	2	1

## Effective Character Level and the Common List

As players gain ECLs they gain access to skills on the common list. These skills are only unlocked once the player has spent the insight in a path or attribute. Insight is not spent on the common list.

## Recuperation

In order to recuperate your skill uses, you must meditate at a leystone for 10 minutes. Leystones will be placed throughout the town and players will be notified as to where they are located on the campsite.

## Build

Players start with 10 build to use when making their character and gain 5 build each event attended. Build is used to purchase skills from available path and attribute levels. A skill's build cost is always equal to its tier unless otherwise noted as a passive. Once a skill is purchased you may use it as many times as your character level permits per recoup period. When you purchase a skill before a game you can use it the next game.

## Building A Character

First, you will need to choose a race and a kingdom. See our website at [www.frontierdawnlarp.com](http://www.frontierdawnlarp.com) to read more about each option. Then you will pick a hex action tool to gather resources that can be used for crafting, trading or upgrading the town. After picking a hex action tool you will need to choose an attribute or path. Paths are have crafting skills as well as some combat abilities, while attributes are focused more on combat abilities. Only one path may be chosen. There is also a common list that can add greater depth to your character.

Frontier Dawn is a classless system and you are free to combine any attribute(s) with any path as long as you have the necessary build and insight. For example: you could be an Orc/Alchemist from Yomi who uses body and mind.

## RACIAL SKILLS

You can only choose 1 of these skills for your character. All Racial skills are once per day.

Players defend from these skills depending on how the skill is delivered. Ie. weapon strike defended by Block, packet strike defended by Ward.

Racial Skills		
Race	Base Health	Skill
<b>Alfar</b>	6 Health	<b>Shadowcloak/Suncloak:</b> Once per day, reflect a mind effect back at the caster <b>Terrifying Beauty/Awe Inspiring:</b> Once per day, invoke, packet strike, target is affected by fear
<b>Bobbins</b>	4 Health	<b>Epicurean:</b> Once per day, defend against ingested poison or ingredient <b>Bobbin Bravery:</b> Once per day, defend against a fear effect
<b>Djinn</b>	5 Health	<b>Slippery:</b> Once per day, defend against a pin effect, or may escape from being physically bound <b>Family Bonds:</b> Once per day, intercept, and defend for free for another Djinn within weapons distance.
<b>Dwarves</b>	6 Health	<b>Stubborn:</b> Once per day, defend against a movement effect. Does not negate damage <b>Battering Ram:</b> Once per day, weapon strike, target is affected by stagger, 10 seconds. Can not be stopped by a shield
<b>Fae</b>	4 Health	<b>Winter's Embrace/Summer's Serenity:</b> Once per day, invoke, swing ice or fire based on your Fae type for 30 seconds. <b>Overgrowth/Cold Snap:</b> Once per day, packet strike, target is affected by slow, 1 minute

<b>Humans</b>	5 Health	<b>Jack of All Trades:</b> Human players start out with one of every gathering tool. <b>Unwavering Spirit:</b> Once per day, defend against a mind effect
<b>Mungo</b>	4 Health	<b>Photosynthesis:</b> Once per day, Mungo can regrow a severed limb. Ten count to regrow limb back. I.E. regrow 1, regrow 2, regrow 3...etc. <b>Overgrow:</b> Once per day, a Mungo can enter a Rage growing in size and might. In this rage, they can tell friend from foe and may perform a feat of great strength. 1 min (Must have plot approval. Must be from Moonglow Kingdom.)
<b>Obake</b>	4 Health	<b>Honorable Tradition:</b> Once per day, intercept a physical attack that has successfully hit a target within arm's length, attacker is disarmed <b>Tea Ceremony:</b> Once per day, 5 minute uninterrupted RP, you and anyone at a Leystone can recoup in 5 minutes instead of 10
<b>Orcs</b>	6 Health	<b>Mogatai Swiftness:</b> Once per day, throw packet, movement to packet location, up to 10ft <b>Inner Calm:</b> Once per day, rage. Can tell friend from foe when under rage effect
<b>Saurin</b>	6 Health	<b>Might Skarr:</b> Primordial Power- Sunder, break limb (one block would negate both) <b>Swift Skarr:</b> Primordial Pounce- Movement 10ft, Weapon Strike, deal +2 base weapon damage <b>Boulder Skarr:</b> Primordial Hide- Reflect one basic melee attack or melee skill
<b>Therians</b>	5 Health	<b>Assert Dominance:</b> Once per day, a natural beast regards you as ally, 5 minutes <b>Bestial Nature:</b> Once per day, +1 base damage with fists 5 minutes
<b>Wishlings</b>	6 Health	<b>Third Eye:</b> Once per day, sense that a hidden target is within 10 feet, caster can see the target and the target can no longer hide from caster for next 5 minutes. <b>Strange Tidings:</b> Once per day, AOE 10 ft, up to 3 target creatures affected by stun for 10 second
<b>Wyrmkin</b>	6 Health	<b>Dragon's Roar:</b> Once per day, packet strike, target affected by stun <b>Elemental Affinity:</b> Once per day, take minimal against an elemental attack based on your Wyrmkin element for 30 seconds <b>Air – Lightning / Water – Ice / Fire – Fire / Earth - Earth</b>

## KINGDOM SKILLS

Kingdom Skills		
Kingdom	Skill	Description
<b>Alfheimr</b>	<b>Mesmerize Flash</b>	Once per day, target is captivated to you for 30 seconds while in or out of combat
<b>Azarak</b>	<b>Dwarven Engineering</b>	Once per day, 1 minute RP, repair armor
<b>Barrleybuck</b>	<b>Gift of the Hearth</b>	Once per day you may recuperate by any campfire/fireplace, 10 minutes.
<b>Boreal-Lurin Bazaar</b>	<b>1001 Nights</b>	Once per day, out of combat, RP 1 minute to put a target under a compulsion as long as you continue the RP for up to 5 minutes
<b>Draioch</b>	<b>Eye of Druth</b>	Once per day, caster knows if an object or area is vile
<b>Durgheim</b>	<b>Iron Dominance</b>	Once per day, target is immune to fear for 5 minutes
<b>Eternalwoad</b>	<b>Child of the Forest</b>	Once per day, channel 5 while in contact with a tree. You remain melded with that tree for 5 minutes or until the tree takes damage. When you are melded you are hidden and can only be detected by magical detection
<b>Grand Caravan of Bhutaar</b>	<b>Animal Friend</b>	Once per day, 10 second RP, a natural beast regards you as ally 5 minutes
<b>Harshhorne</b>	<b>Jury-rigged</b>	Once per day, RP 5 seconds, upgrade one weapon to do +1 base damage for a period. The weapon is considered broken afterwards and needs to be repaired. An item can only have 1 upgrade at a time
<b>Il Paraonde</b>	<b>Merchant Persuasion</b>	Once per day, 10 second RP, compulsion, target is inclined to sell item for 20% less than its asking price
<b>Moonglow Jungle</b>	<b>Gift of Terra</b>	Recoup time is halved down to 5 minutes. Can not go below 5 minutes. (Must have plot approval.)
<b>Pheia</b>	<b>Barrier Magic</b>	Once per day, block
<b>Sahir</b>	<b>Eye for Detail</b>	Once per day, caster knows if an object or area is magical and the skill/source
<b>Therian Tribes</b>	<b>Hunting Instinct</b>	Once per day, you can determine what animal or being left tracks, and follow that instance of tracks.
<b>Valsan</b>	<b>Hand of Valsan</b>	Once per day, out of combat, point to an object within 10 feet of you and interact with it. Must have line of sight. Can move an object up to 5 pounds

<b>White Cloud Republic</b>	<b><i>Hiding the Goods</i></b>	<i>Once per day, hide a small item up to 12" on self</i>
<b>Yomi</b>	<b><i>Courtly Composure</i></b>	<i>Once per day, defend against a compulsion, captivate, or taunt</i>
<b>Zenith</b>	<b><i>Training in the Old Way</i></b>	<i>Once per day, challenge target to 1v1 sparring, first 3 weapon strikes on either the target or caster ends the sparring, winner gets an additional block until recoup, loser gets an additional mitigate until recoup</i>

# ATTRIBUTES/COMBAT

## BODY

*"Every hammer is great to a dwarf" - Dwarven Proverb*

You may only use the weapons of your focus to deliver the skills of that focus. If a focus is not specified in the skill, you may deliver it with any weapon.

Choose one of the following focuses:

### Dexterity:

*Small and ranged weapons.*

### Endurance:

*One-handed while using a shield, two-handed weapons, bastard weapons(in two hands) and bows.*

### Alacrity:

*One-handed weapons, fist/claws, dual-wielding two one-handed weapons, and bows.*

Insight 1			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At insight 1 you gain a use of block</b>			
1	<b>Bash</b>	Skill	Reqs shield. When your shield is struck with an attack that is not a skill, attacker affected by Knockback
1	<b>Vital Strike</b>	Skill	Weapon Strike or Ranged Strike, deal base damage +1
2	<b>Stagger</b>	Skill	Weapon Strike, target takes Stagger, 10 seconds
1	<b>Backstab</b>	Dexterity	Back strike, deal +2 base weapon damage
2	<b>Pin</b>	Dexterity	Weapon Strike limb, target limb takes Pin.
2	<b>Numb</b>	Endurance	Weapon Strike, Numb, 5 seconds
1	<b>Knockback</b>	Endurance	Weapon Strike, target takes Knockback
1	<b>Bypass</b>	Alacrity	Weapon Strike, connect with weapon or shield, deal base weapon damage
2	<b>Slow</b>	Alacrity	Weapon Strike, target takes a Slow

Insight 2			
Cost	Name	Type	Description
4	<b>Break In/Out</b>	Dexterity Passive	Once per recoup, enter/exit a building instantly if you can see a way in/out within arms distance
4	<b>Surefooted</b>	Endurance Passive	Once per recoup, Stance, immune to Movement effects while standing with feet apart, moving your feet breaks this stance
4	<b>Strong-arm</b>	Alacrity Passive	Out of combat, once per recoup, RP 30 seconds with hand on your weapon, target takes Captivate, target gives information or object
3	<b>Sound Body I</b>	Passive	+3 Health
2	<b>Practice</b>	Passive	+1 damage with specialization weapon type. For this insight only, if your specialization is with a two handed weapon, gain + 2 damage instead.

Insight 3			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 3 gain an extra use of Block</b>			
2	<b>Crit Strike</b>	Skill	Weapon Strike, deal +2 base weapon damage
2	<b>Disarm/Retain</b>	Skill	Weapon Strike, strike on targets weapon, target takes a Disarm. Alternatively, can be used to defend against Disarm Weapon Strike.
2	<b>Pursue</b>	Skill	Select a target that has called a movement skill and move an equal number of feet towards the target
2	<b>Detect Hidden</b>	Skill	While RPing searching for 30 seconds, detect a Hidden person/object within 5ft, can move normally while using this skill
2	<b>Stun</b>	Skill	Weapon Strike, target takes a Stun
1	<b>Cheap Shot</b>	Dexterity	Back Strike, deal +1 base weapon damage, target takes Stagger forward
2	<b>Quick Shot</b>	Dexterity	Ranged Strike, without aim count, deal base weapon damage
1	<b>Intercept</b>	Endurance	Become the target of a Body attack that has hit a target, within weapon distance
2	<b>Charge</b>	Endurance	Weapon strike, target takes Knockback, Stagger
1	<b>Got your back</b>	Alacrity	Declare target within weapons distance, become the target of a Ranged Strike or Packet Strike that has hit a target
2	<b>Captive</b>	Alacrity	From Hidden, placing your sword on target's shoulder, target takes Compulsion, 1 minute, must keep sword on target's shoulder

Insight 4			
Cost	Name	Type	Description
4	<b>Sound Body II</b>	Passive	+3 Health
4	<b>Practice 2</b>	Passive	+1 damage with specialization weapon type
4	<b>Lockpick</b>	Dexterity	RP 30 seconds per rank to open a lock or disarm a trap, can be interrupted by damage or effects
5	<b>Tally ho</b>	Alacrity	Once per recoup, Movement, you can throw a packet and move as if swinging through the air for up to 20 ft, considered 10ft in the air
4	<b>Thick Skinned</b>	Endurance	Once per recoup, Stance, immunity against Pain, must stand with feet apart, moving your feet breaks the stance.

Insight 5			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 5 gain an extra use of Block</b>			
3	<b>Acrobatics</b>	Skill	Movement 10', (When wearing medium and light armor only)
3	<b>Reflect</b>	Skill	Reflect a basic melee attack
3	<b>Dire Strike</b>	Skill	Weapon Strike +3 base damage
2	<b>Throat Shot</b>	Dexterity	Weapon Strike, target takes Silence, 10 seconds
3	<b>Back Sap</b>	Dexterity	Back strike, deal +4 base weapon damage
2	<b>Rage</b>	Endurance	Rage, 1 minute

<b>(Insight 5 cont.)</b>			
3	<b>Break Limb</b>	Endurance	Weapon Strike, target takes a Break Limb
3	<b>Redirect</b>	Alacrity	Reflect knockback or stagger, next weapon strike +3 damage
2	<b>Flurry</b>	Alacrity	Buff, next 3 Weapon strikes do +1 base damage if made within 2 seconds of each other
<b>Path of the Sojourner</b>		<i>If you have reached insight 5 in this tree but have spent a total of 10 insight spread among other trees you may buy the following skill (Counts as Tier 5 skill)</i>	
10	<b>Rally Allies</b>	Skill	AOE 10', You and 2 targets deal +2 base weapon damage for the next 3 Weapon Strikes

<b>Insight 6</b>			
Cost	Name	Type	Description
5	<b>Sound Body III</b>	Passive	+3 Health
6	<b>Practice 3</b>	Passive	+1 damage with specialization weapon type
5	<b>Montage</b>	Passive	Roleplay required, see marshal for details. Choose a second source from the Body source list. User may now pick and use skills from an additional Body source.
5	<b>Honed Senses</b>	Dexterity	Once per recoup, can defend while Blind
4	<b>Push on</b>	Alacrity	Once per recoup, Can fight with a Broken Limb, for 1 min
4	<b>Pump You Up</b>	Endurance	Once per recoup, Stance, you and up to 2 allies within weapons distance do +1 base damage. Moving your feet breaks the stance. Allies may move, must stay within weapons distance.

<b>Insight 7</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 7 gain an extra use of Block</b>			
4	<b>Agility</b>	Skill	Movement 20' in any direction (Medium and Light armor only)
3	<b>Concuss</b>	Skill	Weapon Strike, target takes base weapon damage and Numb, 10 seconds
4	<b>Power Strike</b>	Skill	Weapon Strike, +4 base damage
4	<b>Point Blank</b>	Skill	Ranged Strike without aim count, +3 base damage
3	<b>Eye Gouge</b>	Dexterity	Weapon Strike, deal base damage, target takes Blind, 5 seconds
4	<b>Piercing Blow</b>	Dexterity	Back strike, +8 base damage
4	<b>Waylay</b>	Dexterity	Back strike, deal 3 damage, target is Unconscious
4	<b>Intimidating</b>	Endurance	RP 5 seconds, Fear-flight, 3 target AOE
4	<b>Sever Limb</b>	Endurance	Weapon Strike, target takes a Sever Limb
3	<b>Hold the Line</b>	Endurance	Stance, You and up to 2 allies within weapons range immune to movement effects
3	<b>Painful Strike</b>	Alacrity	Weapon Strike, +2 base damage, target takes Pain, 10 seconds
3	<b>Quick Strike</b>	Alacrity	Weapon Strike, Movement 5', 2 consecutive targets take +2 damage each, slow
4	<b>Broadside</b>	Alacrity	Weapon Strike, deal +2 base damage, target takes Stun

Insight 8			
Cost	Name	Type	Description
6	<b>Sound Body IV</b>	Passive	+3 Health
8	<b>Practice 4</b>	Passive	+1 damage with specialization weapon type
5	<b>Tenacious</b>	Endurance	+1 minute to death count
5	<b>One-Liner</b>	Alacrity	6 syllable verbal, target within 5' in death count takes instant Killing Blow
5	<b>Mobility</b>	Dexterity	While wearing light armor or less, +5' to Movement skills

Insight 9			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 9 gain an extra use of Block</b>			
5	<b>Sized up</b>	Skill	10 seconds RP analyzing target within 10' for weaknesses, next weapon or packet strike on target delivered by user requires 2 defenses from that target to stop
4	<b>Deadly Strike</b>	Skill	Weapon Strike, +5 base damage
4	<b>Vendetta</b>	Skill	After you hit zero health, select another skill, target that dropped you to 0 health takes effects from that skill, this requires 2 defenses to stop
4	<b>Tendon Strike</b>	Skill	Weapon Strike limb, target takes a Break Limb, Pain 10 seconds
4	<b>Garrote</b>	Dexterity	Back Strike, deal +6 base damage, target takes Silence, 30 seconds
4	<b>Parkour</b>	Dexterity	Instant, at base of object, climb/rappel up to 20 feet
4	<b>Mighty Strike</b>	Endurance	Weapon Strike the ground, 3 targets take 6 damage, AOE Knockback
4	<b>Move the Line</b>	Endurance	Movement, you and 2 allies within weapons distance move 10' toward an enemy and gain +1 base damage on the next attack
4	<b>Impale</b>	Alacrity	Weapon Strike, target takes Pain, Pin 5 seconds
4	<b>Swift Strike</b>	Alacrity	Movement, up to 15', Weapon Strike, up to 3 targets take +4 weapon damage and Stagger

Insight 10			
Cost	Name	Type	Description
7	<b>Sound Body V</b>	Passive	+3 Health
	<b>Heroic Stand</b>	Specialization: Endurance	Once per day you may continue to fight at 0 health for 1 minute this skill replaces your death count, and you are dropped to zero with 1 minute left in your death count. You cannot be healed while Heroic Stand is in effect. Caster is in pain and cannot use any skills until next recoup.
	<b>Dance of Steel</b>	Specialization: Alacrity	Once per day Reflect all basic attacks for 1 minute, must RP for duration of skill
	<b>Assassination</b>	Specialization: Dexterity	Once per day, Back strike, +20 damage
<b>Master skills</b>			
5	<b>Get' em!</b>	Alacrity	Select target, you and up to 2 allies deal +2 base damage against a single target, 5 minutes
5	<b>Take Down</b>	Dexterity	Weapon Strike, +6 Damage, target is Unconscious

(Insight 10 cont.)			
5	<b>Devastate</b>	Endurance	Weapon Strike, +14 base damage
5	<b>Inner Focus</b>	Skill	Self only Buff, Reflect the next 3 body skills/ attacks, duration 30 seconds. Each reflected skill or attack makes the target Stunned.

## MIND

*"Magic is neutral, neither good nor evil. It is what you choose to do with the forces of creation itself that defines it."*

*-Alfus Grimbolt's Treatise on Practical and Respectable Magic*

When spending 1st Insight in Mind, choose two of the sources below and gain:

Cost	Name	Type	Description
0	<b>Mystic Focus</b>	Passive	Channel 3, packet strike, deal 1 mystic source damage

### Sources:

**Fire:**

More than just destruction, the manipulation of fire comes from the heart. Passion and inner fire burn within. One's soul feels alight with the rage and intensity of the heat

**Ice:**

You have control over water and the destructive chilling force of ice. Water flows and adapts.

**Earth:**

You harness the power of the earth itself to be the mountain, becoming the rock that never moves but is always moving others.

**Lightning:**

The wind and air flow all around everyone. It is essential to life; it can give life but it can also take life with the terrifying force of electricity

**Shadow:**

You are able to wield the shadows that wrap around all the living and even the unliving. Those who tap into this power may walk a strange path.

**Blood:**

Blood is the life essence of all it flows through. While it can bring and restore life, it can also end life.

(Note: The mystic focus does not count as an in-game item for the purpose of being broken or stolen. It is a physical representation of your way to channel magic.)

Insight 1			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At insight 1 gain a use of Ward</b>			
1	<b>Charm</b>	Skill	RP 10 seconds, target regards you as Ally, 1 minute
1	<b>Demoralize</b>	Skill	Point to target, target may not attack you as long as you are pointing, LOS, up to 10 seconds
1	<b>Magic Missile</b>	Skill	Spell, packet strike, deal +2 mystic source focus damage
1	<b>Illuminate</b>	Skill	Invoke, conjure a bright light held in your hand, 5 minutes
1	<b>Knock</b>	Skill	Spell, instantly unlocks rank 1 locks
2	<b>Mage Hand</b>	Skill	RP pointing to an unattended object in LOS that weighs no more than 5 lbs, object floats towards caster. Being attacked breaks this skill.
2	<b>Jeer</b>	Skill	Spell, target takes Taunt, 10 seconds
2	<b>Hoodwink</b>	Skill	Spell, throw packet, target must look towards packet for 5 seconds, breaks LOS

Insight 2			
Cost	Name	Type	Description
2	<b>Sound Mind I</b>	Passive	+2 Health
2	<b>Focus Increase</b>	Passive	+1 Focus Damage
2	<b>Spell of Confusion</b>	Passive	Once per recoup, Spell, packet strike, target must fight their ally, 30 seconds
3	<b>Sense Magic</b>	Passive	Once per recoup, caster knows if an object or area is magical
4	<b>Mystic Ward</b>	Passive	Once per recoup, caster conjures ward of their source type and can block base focus damage and one spell of their source type before dissipating.

Insight 3			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At insight 3 gain an extra use of Ward</b>			
2	<b>Suggestion</b>	Skill	Spell, target follows a single command for up to 1 minute may not be commanded to attack someone or hurt themselves
2	<b>Mystic Blast</b>	Skill	Spell, Packet strike, +4 mystic source focus damage
1	<b>Fire Burst</b>	Fire	Invoke, Packet strike, target takes Stagger
2	<b>Burninate</b>	Fire	Spell, Stance, caster becomes engulfed in fire and takes Pain effect, targets that weapon strike or packet strike caster's weapon or body take 1 fire damage, up to 1 minute
1	<b>Frostbite</b>	Ice	Invoke, Packet strike, target takes Numb in the limb of caster's choice
2	<b>Ice Block</b>	Ice	Spell, Packet strike, target is encased in ice for 30 seconds, cannot move, attack or defend, does not take damage for duration
1	<b>Earth Hammer</b>	Earth	Invoke, Packet strike, target takes knockback
2	<b>Boulder</b>	Earth	Spell, Movement 10', caster moves in straight line, 1 target within weapons distance takes Knockback
2	<b>Conducting Rod</b>	Lightning	Invoke, become the target of a single mind attack that has successfully hit a target within weapons distance, this attack is considered defended

<b>(Insight 3 cont.)</b>			
1	<b>Static Shock</b>	Lightning	Spell, packet strike, target take Disarm on limb of casters choice
2	<b>Draining Strike</b>	Blood	Invoke, packet strike, deal +2 blood focus damage, heal half (round up)
1	<b>Enthrall</b>	Blood	Spell, Packet Strike, target takes Captivate, 30 seconds
1	<b>Throw Shade</b>	Shadow	Spell, You may conceal a small weapon or an item up to 12" from a search attempt for 30 seconds
2	<b>Shadow Vanish</b>	Shadow	Invoke, become invisible, move heal to toe, 30 seconds

<b>Insight 4</b>			
Cost	Name	Type	Description
3	<b>Sound Mind II</b>	Passive	+2 Health
4	<b>Focus Increase</b>	Passive	+1 focus damage
5	<b>Scepter of Power</b>	Passive	Casters may use a wand (small blunt weapon), to deliver packet strikes, may only use Mind skills that include spell or invoke verbal. Call verbal and skill name, then call "Spell Strike." (must be Defended by Ward, does go through shields and weapons)
3	<b>Sourcegaze</b>	Passive	Once per recoup, <b>RP</b> 30 seconds, determine targets Mind source
4	<b>Detect Magic</b>	Passive	Once per recoup, caster knows if an object or area is magical and the skill/source

<b>Insight 5</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At insight 5 gain an extra use of Ward</b>			
2	<b>Silence</b>	Skill	Spell, packet strike, target takes Silence
3	<b>Clairvoyance</b>	Skill	Buff, Invoke, sense if an Invisible target is within 5' for 30 seconds (does not reveal invisible target)
3	<b>Ethereal Blast</b>	Skill	Spell, packet strike, target takes Knockback 10' in direction caster chooses
3	<b>Overload</b>	Skill	Spell, packet strike, deal +6 mystic source focus damage
3	<b>Melt</b>	Fire	Invoke, packet strike, weapon/shield, target item takes Sunder
3	<b>Icy Fang</b>	Ice	Invoke, packet strike, +2 Ice damage, target takes pain
3	<b>Cement</b>	Earth	Invoke, packet strike, +2 Earth damage, Pin, 10 seconds
3	<b>Surge Lance</b>	Lightning	Invoke, packet strike, +2 Lightning damage, Stun
3	<b>Blood Bite</b>	Blood	Invoke, packet strike, +2 Blood damage if caster has Disabled Limb, target takes Disable Limb, if caster has Broken Limb, target takes Broken Limb
3	<b>Shadow Cloak</b>	Shadow	Invoke, packet strike, +2 shadow damage, target and caster bound in shadow, can not be seen, attacking other targets breaks this, 10 seconds
<b>Path of the Sojourner Tier 5 skill</b> If you have reached insight 5 in this tree but have ECL 10 insight spread out among other trees you may buy the following skill (Counts as Tier 5 skill)			
10	<b>Mystic Explosion</b>	Skill	Invoke, packet strike, up to 3* targets take +5 mystic source damage, AOE

Insight 6			
Cost	Name	Type	Description
4	<b>Sound Mind III</b>	Passive	+2 health
6	<b>Focus Increase II</b>	Passive	+1 focus source damage
5	<b>Concentration</b>	Passive	May continue casting a spell/invoke even when struck
5	<b>Attunement</b>	Passive	Roleplay required, see marshal for details. Choose a third and fourth source from the Mind source list. User may now pick and use skills from these additional Mind sources.
5	<b>Shield of Magic</b>	Passive	Once per recoup, Invoke, caster gains a shield of their source type, lasts 5 minutes can block any damage, including spells, Phys Rep required *(Max Size 18"x18")

Insight 7			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 7 gain an extra use of Ward</b>			
4	<b>Arcane Unity</b>	Skill	Spell, Buff, negate source damage from the next attack that matches your source, self only
4	<b>Destructive Orb</b>	Skill	Spell, packet strike, AOE up to 3 targets take +3 Mystic source focus damage
3	<b>Fired Up</b>	Fire	Invoke, Packet strike, consecutively throw 3 packets dealing +2 Fire damage each
4	<b>Scorched Limb</b>	Fire	Invoke, packet strike limb, target takes Sever Limb and Pain
3	<b>On Thin Ice</b>	Ice	Invoke, packet strike, deals +4 Ice damage and target takes Slow
4	<b>Frosted Glass</b>	Ice	Invoke, Buff, self only, Reflect one Mind attack
3	<b>Encase in Earth</b>	Earth	Stance, Caster encases self in a wall of earth for 1 min, during this state they do not take damage, they can not cast any spells or take any actions
4	<b>Fist of Stone</b>	Earth	Invoke, packet strike, deals +4 earth damage, knockback 10
3	<b>Lightning Surge</b>	Lightning	Invoke, Buff, self only target can defend 1 packet strike/ ranged attack, lasts until recoup
4	<b>Chain Lightning</b>	Lightning	Spell, AOE, Movement, choose up to 3 targets within weapons distance of each other, deal +4 lightning damage to first target, +2 to the 2nd target and +1 to the 3rd target, must move from target to target
3	<b>Transfusion</b>	Blood	Invoke, packet strike, caster takes 4 damage, target heals +8 source and takes Pain
4	<b>Blood Thrall</b>	Blood	Invoke, packet strike, target becomes Ally, 5 minute
3	<b>Move in Shadow</b>	Shadow	Invoke, become Invisible, 1 minute
4	<b>Into the Shadow</b>	Shadow	Invoke, while hidden or Invisible can pull target into shadow. Target is unconscious for 5 minutes and remains invisible for 1 minute, using this skill does not break hidden or invisible

Insight 8			
Cost	Name	Type	Description
5	<b>Sound Mind IV</b>	Passive	+2 Health
8	<b>Focus Increase III</b>	Passive	+1 focus source damage
5	<b>Hypnotic Polymorph</b>	Passive	Once per recoup, person believes they are a small animal of casters choice, 1 minute, Compulsion, damage breaks this effect
5	<b>Magnify Spell</b>	Passive	Once per recoup, choose a spell that specifies one target, now target 1 additional target for any Mind affect up to Tier 3
8	<b>Mind Acumen</b>	Passive	Once per recoup, double the movement, duration, or damage from one packet strike/weapon strike of a skill up to Tier 3

Insight 9			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 9 gain an extra use of Ward</b>			
4	<b>Mystic Shard</b>	Skill	Spell, packet strike, deal +8 mystic source focus damage
4	<b>Mystic Bind</b>	Skill	Spell, packet strike, target takes Stun, 1 minute
4	<b>Turnabout</b>	Skill	Buff, Invoke, reflect a Compulsion
4	<b>Clairvoyant Field</b>	Skill	Buff, Self only, Invoke, sense the presence of a hidden or invisible target or object within 15', caster can locate invisible targets or objects
4	<b>Floor is Lava</b>	Fire	Invoke, AOE, up to 3 targets, Pain, +4 fire damage, Targets must RP feet on fire for 30 seconds,
4	<b>Ice Beam</b>	Ice	Spell, packet strike, target takes Sever Limb of caster's choice, slow
4	<b>Earth Crush</b>	Earth	Spell, Packet strike, target's AP is reduced to zero, target takes a Stagger
4	<b>Magnetic Vortex</b>	Lightning	Spell, packet strike, AOE, up to 3 targets take Stagger and disarm, 10 seconds
4	<b>Embolism</b>	Blood	Invoke, point to target takes Blind for up to 30 seconds
4	<b>Enshroud</b>	Shadow	Spell, packet strike, 3 target AOE from packet, Blind 10 seconds

Insight 10			
Cost	Name	Type	Description
6	<b>Sound Mind V</b>	Passive	+2 Health
8	<b>Somatic Aura</b>	Passive	Once per recoup, while not wearing armor, gain +6 source AP, can have 1 additional Mind buff
	<b>Spell Shaper</b>	Specialization	Once per day, Give up a Tier 3 use to deliver a Tier 3 (or below) spell as an AOE up to 3 targets
	<b>Prodigy</b>	Specialization	Once per day, cast three Mind skills within 2 seconds of each other without saying a verbal
<b>Master Skills</b>			
5	<b>Mystic Explosion</b>	Skill	Invoke, packet strike, AOE up to 3 targets take +6 Mystic source focus damage
5	<b>Will O'Wisp</b>	Fire	Spell, Buff, self only, attacks and spells deal fire damage instead of their normal damage type. While this spell is active, any physical attacks to the

			caster, even if defended, deal +6 fire source to the attacker, 1 minute <b>(Insight 10 cont.)</b>
5	<b>Deep Freeze</b>	Ice	Invoke, AOE up to 10', up to 6 targets take Stun and +4 Ice damage, than take Slow, 1 minute
5	<b>Earthbound</b>	Earth	Invoke, Buff, self only, caster is Immune to all effects and damage, can only deal base damage, Slow, up to 1 minute
5	<b>Thunderstruck</b>	Lightning	Invoke, throw packet, teleport to packet, AOE 10' deal +6 lightning damage to up to 3 targets, targets take a Stagger 10 seconds
5	<b>Absorb Essence</b>	Blood	Spell, packet strike, target takes Pain, then deal +15 source damage, heal +15 to self
5	<b>Shadow Form</b>	Shadow	Spell, Attacks and spells deal shadow damage instead of their normal damage type. While this spell is active, you may Channel 3 to call a Invisible, Movement 5' effect, 5 minutes

## SPIRIT

*“The world is becoming a dangerous place. I can feel it in my bones. It will need great leaders of spirit to steer the world in the direction it must go” - Unknown*

### **Hallowed:**

The power one receives from a deity in return for service can be deadly to the deity's foes or beneficial to the anointed's allies. Maintaining the facets and beliefs of that deity is integral. Every deity's service is different. Hallowed skills are delivered through praying or other roleplay of a sacred nature.

### **Sonus:**

Certain people can feel the latent power and thrum of a song, dance, or poem. Some are able to manifest this power to aid themselves and their allies. The devastating powers of a trained bard have been known to shatter mountains and inspire armies to win against overwhelming odds. Sonus skills are delivered through song or performance.

### **Primal:**

These are the forces of the natural world and those of the spirits of one's ancestors and deceased animals. Those blessed by the primal forces feel a call to protect all that is natural and verdant. One who disrupts the sanctity of nature or the spirits has to contend with those blessed with the power of the primal. Primal skills are delivered by communing with nature in various ways.

When spending your 1st Insight in spirit, choose one of the three sources listed below. Those anointed in the hallowed source must follow a deity.

<u>Hallowed</u>	<u>Primal</u>	<u>Sonus</u>
Healing Focus Passive	Primal Focus Passive	Healing Focus Passive
<i>RP Praying, Channel 10, touch, target heals 1 health</i>	<i>RP Communing with nature, Channel 10, touch, target heals 1 health</i>	<i>RP Perform, Channel 10, touch, target heals 1 health</i>

(Note: The spirit focus does not count as an in-game item for the purpose of being broken or stolen. It is a physical representation of your way to channel magic.)

<b>Insight 1</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 1 gain a use of Willpower</b>			
1	<b>Sense Life</b>	Skill	Invoke, caster knows health and status effects of target
1	<b>Cure Minor Wound</b>	Skill	Invoke, touch or packet strike, target heals focus +2
1	<b>Cure Minor Disease</b>	Skill	Invoke, touch, remove minor disease effect
2	<b>Spirit Wave</b>	Skill	Spell, packet strike, target takes Knockback
2	<b>Grasping Winds</b>	Skill	Spell, packet strike, target takes Movement, pulled towards you up to 5'
2	<b>Guiding Light</b>	Hallowed	
2	<b>Verdant Blast</b>	Primal	Spell, packet strike, deal +2 Primal Focus damage
2	<b>Inspire Healing</b>	Sonus	RP 15 seconds, you and 2 targets within 5 ft heal source + 1

<b>Insight 2</b>			
Cost	Name	Type	Description
1	<b>Sound Spirit I</b>	Passive	+1 Health
2	<b>Focus Increase</b>	Passive	+1 focus Increase
3	<b>Sense Vile</b>	Hallowed	Once per recoup, can sense a vile target within 25'.
3	<b>Sense Heartbeat</b>	Sonus	Once per recoup, RP 10 seconds, can sense targets that are hidden within 10ft, 1 minute, must have roleplay reason to search the area
3	<b>Nature's Eyes</b>	Primal	Once per recoup, can sense the presence of natural beasts within 25'.

Insight 3			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 3 gain an extra use of Willpower</b>			
1	<b>Quake</b>	Skill	Spell, Packet strike, 2 targets take Stagger
1	<b>Cleanse</b>	Skill	Invoke, remove a Spirit skill effect on target
1	<b>Voice of Truth</b>	Skill	Invoke, others can divinely tell if the caster is trying to deceive them in any way, 1 minute
2	<b>Cure Light Wound</b>	Skill	Invoke, Touch or Packet strike, target heals focus +3 health
1	<b>Smite</b>	Hallowed	Invoke, Weapon strike, deal Hallowed base weapon damage
1	<b>Repel the Wicked</b>	Hallowed	Spell, Packet strike, Knockback, vile targets take Fear
2	<b>Radiant Smite</b>	Hallowed	Invoke, Weapon Strike, deal +3 Hallowed damage
1	<b>Interlude</b>	Sonus	Spell, Packet strike, Silence, 5 seconds
1	<b>Sour Note</b>	Sonus	Spell, Packet strike, +2 Sonus focus damage
2	<b>Horrific Visage</b>	Sonus	Invoke, Packet strike target takes Fear
1	<b>Entangling Root</b>	Primal	Spell, Packet strike, target takes Pin
1	<b>Thorns</b>	Primal	Invoke, Packet strike, target takes Slow
2	<b>Shillelagh</b>	Primal	Invoke, Weapon strike, deal +3 Primal Focus damage

Insight 4			
Cost	Name	Type	Description
2	<b>Sound Spirit II</b>	Passive	+1 Health
4	<b>Focus Increase</b>	Passive	+1 focus Increase
3	<b>Blessed Circle</b>	Hallowed	Once per recoup, RP 30 seconds, draw a 5' circle, with chalk, rope or yarn. If a target with the Vile subtype crosses the circle, they must yell "ALARM" as loud as they can for 10 seconds. Functions as a trap. Expires upon recoup.
3	<b>Germinate</b>	Primal	Once per recoup, RP 30 seconds, draw a 5' circle, with chalk, rope or yarn. If a target with the-vile subtype crosses the circle target is slowed while in the circle. Expires at the end of the period
3	<b>Cacophony</b>	Sonus	Once per recoup, negate all AOE effects within 10' centered on caster, for 1 minute while performing

Insight 5			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 5 gain an extra use of Willpower</b>			
2	<b>Ethereal Countenance</b>	Skill	RP 10 seconds, packet strike 2 targets, targets must remain 10' away from you for as long as you perform, channel, or pray, up to 1 minute
3	<b>Consecrate Limb</b>	Skill	Invoke, heal a target's Disabled or Broken Limb
3	<b>Keeping the Peace</b>	Skill	Invoke, touch or packet strike, target cured of Rage effect
3	<b>Healing Arc</b>	Skill	Spell, touch or packet strike, up to two targets heal focus +2

<b>(Insight 5 cont.)</b>			
2	<b>Turn Vile</b>	Hallowed	Invoke, select 2 vile targets within 5' of caster, targets take Fear: Flight
3	<b>Righteous Stand</b>	Hallowed	Stance, you and up to 2 allies within weapons distance do hallowed damage with base weapon. Moving your feet breaks the stance. Allies must stay within weapons distance.
2	<b>Charm Animal</b>	Primal	Spell, target animal regards you as an ally, 1 minute
3	<b>Black Widow's Bite</b>	Primal	Invoke, weapon strike, deal +2 base Primal damage, target takes Pain
2	<b>Inspire Fleetness</b>	Sonus	RP 10 seconds, Buff, you and 2 allies within 5' gain one use of Pursue
3	<b>Outperform</b>	Sonus	Spell, packet strike, performance, remove one spirit skill effect on a target, and Silence target for as long as caster performs
<b>Path of the Sojourner Tier 5</b>		If you have reached insight 5 in this tree but have spent a total of 10 insight spread among other trees you may buy the following skill (Counts as Tier 5 skill)	
10	<b>Divine Resplendence</b>	Skill	Invoke, up to 3 targets within weapons distance heal focus +5, cleanse

<b>Insight 6</b>			
Cost	Name	Type	Description
3	<b>Sound Spirit III</b>	Passive	+1 Health
6	<b>Focus Increase</b>	Passive	+1 focus Increase
5	<b>Concentration</b>	Passive	May continue to cast Spirit spell, invoke, or RP performance even when struck.
5	<b>Excommunicate</b>	Hallowed	Once per recoup, Invoke, up to 2 targets within weapons distance take Knockback 10 ft
5	<b>Vine grasp</b>	Primal	Once per recoup, Invoke, Packet Strike, pull a target 15 ft towards you, Slow
5	<b>Metronome</b>	Sonus	Once per recoup, RP 10 seconds perform, AOE 10 ft, can calm fear or rage effects, 1 minute
5	<b>Second Confirmation</b>	Passive	Roleplay required, see marshal for details. Choose a second source from the Spirit source list. User may now pick and use skills from an additional Spirit source.

<b>Insight 7</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 7 gain an extra use of Willpower</b>			
4	<b>Make Whole</b>	Skill	Invoke, undo Broken and Severed Limb, limb is usable after 5 minutes
4	<b>Purge</b>	Skill	Invoke, remove all status effects from target (does not repair limbs)
4	<b>Cure Major Wound</b>	Skill	Spell, touch or packet strike, target heals focus +6
3	<b>Judgement</b>	Hallowed	Invoke, weapon strike, target takes Stun 10 seconds
4	<b>Hunt Vile</b>	Hallowed	Invoke, Movement 10', deal +4 hallowed damage on next weapon strike, 5 seconds
3	<b>Expurgate</b>	Hallowed	Spell, packet strike, deal +4 hallowed focus damage
3	<b>Righteous Blade</b>	Hallowed	Invoke, Buff, self only, weapon strike, deal +4 hallowed damage

<b>(Insight 7 cont.)</b>			
3	<b>Barkskin</b>	Primal	Invoke, Buff, gain 4 AP, that cannot be restored, till end of recoup
3	<b>Wolf's Rend</b>	Primal	Invoke, weapon strike, deal +6 primal damage, target takes Slow
4	<b>Animal Nature</b>	Primal	RP 30 seconds, target animal treats you as Ally, 5 minutes
4	<b>Regenerate Limb</b>	Primal	Self only, Instantly heal Broken or Severed Limb effect
3	<b>Disrupting Tone</b>	Sonus	RP 30 seconds, Buff, target immune to all status effects, 1 minute
4	<b>Shearing Pitch</b>	Sonus	Spell, packet strike, target limb takes Sever Limb
4	<b>Invoke Courage</b>	Sonus	Invoke, Buff, you and up to 2* allies within 5 feet may reflect 1 Fear effect each
4	<b>Blinding Visage</b>	Sonus	RP 10 seconds, AOE up to 2 targets, targets take +4 Sonus damage, Blind

<b>Insight 8</b>			
Cost	Name	Type	Description
4	<b>Sound Spirit IV</b>	Passive	+1 health
8	<b>Focus Increase</b>	Passive	+1 focus Increase
8	<b>Spirit Acumen</b>	Passive	Once per recoup, Double the duration, healing, or damage from one packet strike/weapon strike of a skill up to Tier 3
5	<b>Radiant Beacon</b>	Hallowed	Once per recoup, AOE 5 targets, Vile targets take taunt
5	<b>Choir</b>	Sonus	Once per recoup, the player may gather two other players with Spirit Insight to form a Choir. The Choir may perform (sing, chant, otherwise RP in unison, within 5 feet of each other) up to 5 minutes. During this time, lesser "Vile" creatures cannot come within 5 feet of any of the three Choir members, allies within earshot swings sonus damage
5	<b>Lizard's Tail</b>	Primal	At the end of a period may regrow all broken/ severed limb

<b>Insight 9</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 9 gain an extra use of Willpower</b>			
4	<b>Holy Defense</b>	Skill	Spell, Stance, caster raises arms to sides, caster is immune to damage and skills, but cannot perform any other actions, up to 5 minutes
4	<b>Esper</b>	Skill	Invoke, Movement, you and 2 allies within 10' move 10' away from enemy
4	<b>Inspire Heroism</b>	Skill	Invoke, AOE, you and 2 allies deal +4 for next attack
4	<b>Anointment</b>	Hallowed	RP 1 min giving a mass, Buff, 3 allies who hear the entire mass get +5 Health, Non-healable.
4	<b>Righteous Fury</b>	Hallowed	Invoke, caster takes a Rage effect, gain an additional +1 hallowed base damage, 1 minute, can tell friend from foe, must attack vile targets first, 1 minute
4	<b>Primal Instinct</b>	Primal	Invoke, touch 3 targets, Buff, targets immune to Fear for 5 minutes
4	<b>Manifest Beast</b>	Primal	Invoke, AOE 10 ft, 3 targets, take Fear, casters choice of Fight or Flight, 30 seconds
4	<b>Stern Visage</b>	Sonus	RP 10 seconds, AOE, up to 3 targets take Disarm
3	<b>Sound Waves</b>	Sonus	RP 5 Seconds, you can detect hidden targets or objects within 10ft

### Insight 10

Cost	Name	Type	Description
5	<b>Sound Spirit V</b>	Passive	+1 Health
	<b>Shapeshift</b>	Specialization: Primal	Once per day you can shapeshift into a beastly form and gain the use and benefits of primal claws, +2 primal weapon damage, for 5 minutes. As well as the following Benefits: Fly-Channel 3, Movement 10' in any direction. Land at end. Primal Hide: Channel 3, Hide, does not need cover
	<b>Encore</b>	Specialization: Sonus	Once per day you gain, Invoke, 1 Sonus performance ability immediately for free.
	<b>Empyrial Focus</b>	Specialization: Hallowed	Once per day, deal base hallowed, take minimal from Vile, 5 minutes
5	<b>Divine Beacon</b>	Skill	Spell, Stance, Each target who touches you can heal amount based on your focus once, for 5 min. In addition, they can also each choose to heal one broken limb.
5	<b>Miraculous Resplendence</b>	Skill	Spell, AOE, up to 3 targets heal all health, cannot heal self with this skill
5	<b>Rebuke</b>	Hallowed	Invoke, AOE up to 3* targets take +6 hallowed focus damage and Knockback, Blind
5	<b>Sound Nova</b>	Sonus	Invoke, AOE up to 3* targets take +6 Sonus focus damage and Stun, 30 seconds
5	<b>Manifest Wilds</b>	Primal	Invoke, AOE, you and 5 allies swing +1 primal damage, each ally gains free one use of pain (5 seconds) on one target, 1 minute

# COMMON

All skills are defended by Block unless otherwise stated.

ECL 1			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
1	<b>Hide</b>	Skill	Must be cast while out of sight of enemies. Target is Hidden, self only, lasts until broken
1	<b>Alert</b>	Skill	Draw weapon and hold it in front of you, target affected by Captivate, Line of sight(LOS), up to 5 seconds or break LOS, defended by Ward
1	<b>Taunt</b>	Skill	Taunt, 5 seconds, defended by Ward
2	<b>Palm Object</b>	Skill	You may take a palm sized object within 6" of your torso without detection.
2	<b>Close Wound</b>	Skill	RP 10 seconds, target heals 4

ECL 2			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
1	<b>Distract</b>	Skill	Packet strike, target must look towards directed packet location for 5 seconds, Out of Combat, defended by Ward
1	<b>Retreat</b>	Skill	Combat use only, Movement, 10 feet away from combat
1	<b>Climb</b>	Skill	RP 10 seconds while in contact with the base of an object, climb up/rappel down up to 10 feet for up to 1 minute
2	<b>Back Off</b>	Skill	Requires Taunt. Point to a target, the target may not attack you as long as you are pointing, LOS, up to 10 seconds, defended by Ward
4	<b>Strength</b>	Passive	RP 30 seconds to perform a roleplay feat of great strength, can only be performed on objects
2	<b>Linguist I (Language Name)</b>	Passive	Able to learn through RP 10 minutes in game to be able to read, write, and/or speak, (dependant on language) ONE Rank 1 language per purchase of this skill, purchasable multiple times

ECL 4			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
2	<b>Headbutt</b>	Skill	Weapon Strike, target and user affected by unconscious
2	<b>Smuggle</b>	Skill	You may conceal a small weapon or an item up to 12" from a search attempt (Requires Palm object)
2	<b>Carry</b>	Skill	Move a willing or unconscious target at normal walking pace up to 10', cannot attack (Requires Strength)
2	<b>Tumble</b>	Skill	While Hidden, may move to a shadow or cover within '10 and remain Hidden (Medium and Light armor only) (Requires Hide skill)
2	<b>Craft Simple Tags</b>	Skill	RP 1 minute, fold paper into origami or other simple papercraft. Create a trinket that allows the holder a one time use of one tier 1 body or common skill that is specified when making the trinket. The creator must know the skill. Using the skill expends one of the user's tier 1 skills per recoup. Trinkets last until the end of the period they were made.

<b>(ECL 4 cont.)</b>			
3	<b>Mesmerize</b>	Skill	Requires Back Off, RP 10 seconds, Packet Strike, target takes Stun, defended by Ward
3	<b>Set Limb</b>	Skill	RP 10 seconds on Broken Limb, target limb is usable after 1 minute (Requires Close Wound skill)
4	<b>Linguist II (Language Name)</b>	Passive	Able to learn through RP 20 minutes at game to be able to read, write, and/or speak, (dependant on language) ONE Rank 2 language per purchase of this skill, purchasable multiple times

<b>ECL 6</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
3	<b>Smash</b>	Skill	Weapon strike, break up to Rank 3 lock. Does not bypass traps (Requires Strength)
3	<b>Intimidate</b>	Skill	RP 10 seconds, target is affected by Fear, defended by Ward
2	<b>Blend In</b>	Skill	Requires Tumble, from Hidden, or invisible. If reasonable, humanoid targets regard you as ally. Attacking or using skills breaks effect *If reasonable is determined by a marshal, defended by Ward
3	<b>Share A Drink</b>	Skill	Requires Mesmerize or Blend In, Rp 1 minute with target in peaceful situation. Target regards you as Ally. This ability transcends language. Lasts until recoup or end of period (whichever comes first), defended by Ward
4	<b>Intuition</b>	Skill	Requires tumble. Buff, RP 10 seconds Negate one instance of traps, poisons, or back strikes.
4	<b>Assist Efficiency</b>	Skill	Requires Strength. Aid another crafter during their crafting process. Must roleplay entire duration of the other caster's crafting time. Decrease amount of time required by 25%. (Does not stack)
4	<b>Leave no one behind</b>	Skill	5 second RP in order to lift willing target to their feet, can be carried with their arm around your shoulder while running up to 20', target can defend if conscious but not attack, Caster can attack but not defend (Requires Carry skill)
6	<b>Linguist III (Language Name)</b>	Passive	Prerequisite: Linguist II, Able to learn through RP 30 minutes in game to be able to read, write, and speak, ONE rank 3 language, purchasable multiple times

<b>ECL 8</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
4	<b>Forced Entry</b>	Skill	Roleplay looking for weak spots in door or gate for 10 seconds, Touch, door or gate breaks inward. (Requires Smash)
5	<b>Filibuster</b>	Passive	Requires Mesmerize. Once per recoup, RP 1 minutes, AOE, up to 3 targets takes a captivate, which lasts as long as the polymath continues the roleplay within earshot, up to 5 minutes, defended by Ward
5	<b>Pocket Sand</b>	Skill	Packet strike, target takes Blind
3	<b>Ambush</b>	Skill	Requires Blend In From Hidden, packet strike, target captivate towards you, does not break Hidden. (Requires Hide) defended by Ward
4	<b>Tit for tat</b>	Skill	From hidden, Weapon or Ranged strike, target takes base weapon damage and attacks closest Ally within weapons distance (Requires Ambush)

<b>(ECL 8 cont.)</b>			
6	<b>Linguist IV (Language Name)</b>	Passive	Prerequisite: Linguist III, Able to learn through RP 40 minutes at event to be able to read, write, and speak, ONE rank 4 languages.
5	<b>Replantation</b>	Skill	RP 1 minute, undo Sever Limb, limb is usable after 5 minutes.(Requires Set Limb)

<b>ECL 10</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
6	<b>Linguist V (Language Name)</b>	Passive	Prerequisite: Linguist IV, Able to learn through RP 50 minutes at event to be able to read, write, and speak, ONE rank 5 language.

## Outfitter

All Outfitter skills are defended by Block.

### **Outfitter's Kit**

Using a kit an outfitter may craft cloth, leather, or metal objects. Tailors weave fibers into cloth, tanners tan hides into leathers, and smith's refine raw ore into ingots. You may choose one source material for free, and buy additional source materials with build.

### **Crafting:**

After gathering the appropriate materials to match the schematic you wish to craft, you must roleplay working with your kit for one minute per tier of the object you wish to create with the schematic on hand. If you are interrupted during this time, the materials are not wasted, but you must begin the process anew once you return to your crafting. The tier of the materials must match the tier of the schematic. Once you are finished, you may show your expended materials to the quartermaster or another martial, who will subtract the resources for you and give you a signed item card for the new item. Note that armor must be repaired after 3 months of taking damage.

<b>Insight 1</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 1 gain a use of Mitigate</b>			
2	<b>Fibrous Knowledge</b>	Tailor	Gain the ability to craft and repair rank 1 fibers
2	<b>Hide Knowledge</b>	Tanner	Gain the ability to craft and repair rank 1 hides
2	<b>Ore Knowledge</b>	Smith	Gain the ability to craft and repair rank 1 ore

(Insight 1 cont.)

2	<b>Throw Net</b>	Skill	Packet Strike, Slow
1	<b>Hammer Down</b>	Skill	Weapon Strike, Numb
2	<b>Between the Seams</b>	Skill	Weapon Strike, Stun

**Insight 2**

Tier	Name	Type	Delivery/Description/Effect/Range/Duration
2	<b>Constitution I</b>	Passive	Gain +2 Health
2	<b>Tailor's Tools</b>	Tailor	+1 passive damage with small weapons
2	<b>Tanner's Arrow</b>	Tanner	+1 passive damage with ranged weapons
2	<b>Smith's Hammer</b>	Smith	+1 passive damage with one handed blunt weapons

**Insight 3**

Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 3 gain an extra use of Mitigate</b>			
3	<b>Fibrous Knowledge II</b>	Tailor	Pre-req: Fibrous Knowledge I Gain the ability to craft and repair tier 2 source materials, Once per period, crafting 1 tier 1 item costs 1 less component to craft.
3	<b>Hide Knowledge II</b>	Tanner	Pre-req: Hide Knowledge I Gain the ability to craft and repair tier 2 source materials, Once per period, crafting 1 tier 1 item costs 1 less component to craft.
3	<b>Ore Knowledge II</b>	Smith	Pre-req: Ore Knowledge I. Gain the ability to craft and repair tier 2 source materials, Once per period, crafting 1 tier 1 item costs 1 less component to craft.
3	<b>Professional Opinion</b>	Passive	30 Second RP, tell the base market value of an item of your craft and any effects it has
2	<b>Pins and Needles</b>	Skill	Packet Strike, Pin target or set Pin Trap
2	<b>You're holding it wrong</b>	skill	Reflect Disarm, when target uses a disarm you can reflect the disarm back to them
2	<b>Deeper Pockets</b>	Skill	Conceal an item up to 24" on you

**Insight 4**

Tier	Name	Type	Delivery/Description/Effect/Range/Duration
3	<b>Constitution II</b>		Gain +2 Health
3	<b>Keen Tailoring</b>	Passive	Pre-req.: Fibrous Knowledge Gain the ability to gather 5 fiber once per event during your hex action. Must have submitted your hex action on time.
3	<b>Keen Leatherworking</b>	Passive	Pre-req: Hide Knowledge Gain the ability to gather 5 leather once per event during your hex action. Must have submitted your hex action on time.

**(Insight 4 cont.)**

3	<b>Keen Blacksmithing</b>	Passive	Pre-req.: Ore Knowledge Gain the ability to gather 5 ore once per event during your hex action. Must have submitted your hex action on time.
4	<b>Favored Materials (Tier 2)</b>	Passive	Once per period, you need 2 less of a tier 2 material while crafting an item, to a minimum of 1
4	<b>Tailor's Tools II</b>	Tailor	+1 passive damage with small weapons
4	<b>Tanner's Arrow II</b>	Tanner	+1 passive damage with ranged weapons
4	<b>Smith's Hammer II</b>	Smith	+1 passive damage with one handed blunt weapons

**Insight 5**

Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 5 gain an extra use of Mitigate</b>			
4	<b>Fibrous Knowledge III</b>	Passive	Pre-Req: Fibrous Knowledge II Gain the ability to craft and repair tier 3 cloth objects, Once per period crafting 1 tier 2 item costs 1 less component to craft.
4	<b>Hide Knowledge III</b>	Passive	Pre-req: Hide Knowledge II Gain the ability to craft and repair tier 3 leather objects, Once per period crafting 1 tier 2 item costs 1 less component to craft.
4	<b>Ore Knowledge III</b>		Pre-req: Ore Knowledge II. Gain the ability to craft and repair tier 3 source materials, Once per period crafting 1 tier 2 item costs 1 less component to craft.
3	<b>Fiber Blend</b>	Passive	While crafting, an outfitter may choose to make an object out of 2 different materials of the appropriate type, granting the object the special abilities of both materials. However, now the object requires both of the materials to be used in full to repair it.
2	<b>Attention to Detail</b>	Skill	Outfitter can look at a piece of armor and determine the amount of AP it has.
2	<b>Field Splint</b>	Skill	Body Buff, 10 second RP, broken limb is usable for 5 minutes
2	<b>Needlepoint</b>	Skill	Strike, Pain
3	<b>Weak Point</b>	Skill	Weapon Strike, Sunder
3	<b>Apply Patch</b>	Skill	Strike, RP 5 seconds, target restores 3 AP

**Insight 6**

Tier	Name	Type	Delivery/Description/Effect/Range/Duration
4	<b>Constitution III</b>		Gain +2 Health
5	<b>Favored Materials (Tier 3)</b>	Passive Requires Favored Materials (Tier 2)	Once per period, you need 1 less of a tier 3 material while crafting an item, to a minimum of 1
4	<b>Tailor's Tools III</b>	Tailor	Plus 1 damage with small weapons

<b>(Insight 6 cont.)</b>			
4	<b>Tanner's Arrow III</b>	Tanner	Plus 1 damage with ranged weapons
4	<b>Smith's Hammer III</b>	Smith	Plus 1 damage with one handed blunt weapons

<b>Insight 7</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 7 gain an extra use of Mitigate</b>			
5	<b>Fibrous Knowledge IV</b>	Passive	Pre-Req: Fibrous Knowledge III Gain the ability to craft and repair tier 4 cloth objects
5	<b>Hide Knowledge IV</b>	Passive	Pre-req: Hide Knowledge III Gain the ability to craft and repair Tier 4 leather objects.
5	<b>Ore Knowledge IV</b>	Passive	Pre-req: Ore Knowledge III. Gain the ability to craft and repair Tier 4 source materials
3	<b>Dexterous Fingers</b>	Skill	Crafting time of an object is reduced by 1 minute (To a minimum crafting time of 1 minute).
3	<b>Shiny and New</b>	Skill	Armor crafted gains +5 AP when crafted, lasts until the end of event
4	<b>Field Repair</b>	Skill	Strike, RP 5 seconds, restore 5 AP
4	<b>Sturdy Craftsmanship</b>	Skill	Body Buff, defend against a sunder

<b>Insight 8</b>			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
5	<b>Constitution IV</b>		Gain +2 Health
5	<b>Solid Work</b>	Passive	Once per recoup, item crafted can be repaired at the leystone one additional month before breaking. An object can only be effected by one use of Solid Work at a time.
6	<b>Favored Materials (Tier 4)</b>	Passive Requires Favored Materials (Tier 3)	Once per period, you need 1 less of a tier 4 material while crafting an item,
5	<b>Tailor's Tools IV</b>	Tailor	+1 passive damage with small weapons
5	<b>Tanner's Arrow IV</b>	Tanner	+1 passive damage with ranged weapons
5	<b>Smith's Hammer IV</b>	Smith	+1 passive damage with one handed blunt weapons

Insight 9			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 9 gain an extra use of Mitigate</b>			
6	<b>Fibrous Knowledge V</b>	Passive	Pre-Req: Fibrous Knowledge IV Gain the ability to craft and repair tier 5 cloth objects
6	<b>Hide Knowledge V</b>	Passive	Pre-req: Hide Knowledge IV Gain the ability to craft and repair tier 5 leather objects.
6	<b>Ore Knowledge V</b>	Passive	Pre-req: Ore Knowledge IV Gain the ability to craft and repair tier 5 source materials
4	<b>Pocket Clutter</b>	Skill	Place a spell packet on the ground. Everyone except the outfitter within 5' of the packet suffers a slow effect until they leave the radius. When the packet is moved, the effect ends.
4	<b>Efficient Repair</b>	Skill	When repairing an item crafted by the outfitter, the amount of resources required to repair that item is halved (rounded up)

Insight 10			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
6	<b>Constitution V</b>		Gain +2 Health
5	<b>Tailor's Maker's Mark</b>	Tailor	When crafting an item, the tailor may select one effect from the tailor's maker's mark list that can be applied to any items matching their type: <i>Soak, Captivating, Plain, Sneaky, Tailor Made</i>
5	<b>Tanner's Maker's Mark</b>	Tanner	When crafting an item, the Tanner may select one effect from the tanner's maker's mark list that can be applied to any items matching their type: <i>Light, Hidden Pockets, Melding, Tanner Made, Chem Resistant</i>
5	<b>Smith's Maker's Mark</b>	Smith	When crafting an item, the Smith may select one effect from the smith's maker's mark list that can be applied to any items matching their type: <i>Sharp, Extra Socket, Balanced, Durable, Smith Made</i>
7	<b>Favored Materials (Tier 5)</b>	Passive Requires Favored Materials (Tier 4)	Select 1 tier 5 material upon purchase of this passive. When crafting with that material you need 2 less to a minimum of 1
5	<b>Inferior Craftsmanship</b>	Skill	Strike, AOE, target and up to 2 additional targets suffer a sunder effect on object of outfitter's choice
5	<b>Restore Armor</b>	Skill	Strike, RP 5 seconds, restore 7 AP
5	<b>Speedy Crafter</b>	Skill	Halve the time of your next crafted item (To a minimum of one minute).

<b>Makers Mark List</b>					
<b>Tailor</b>	Soak: Mitigate from Element once per recoup	Captivating: 1 use of captivate per recoup	Plain: 1 use of Blend in per recoup	Sneaky: 1 use of Hide per recoup	Tailor Made: Once per period, -1 minute to Tailor crafting,
<b>Tanner</b>	Light: +5' to Movement skills, +5' to Knockback skills	Hidden Pockets: 1 use of hidden pockets per recoup	Melding: 1 use of Hide per recoup	Tanner Made: -1 minute to tanner crafting, once per recoup	Chemical Resistant: -1 minute to Alchemist crafting, once per recoup
<b>Smith</b>	Sharp: +1 Damage for 5 minutes, 1 per recoup	Extra Socket (Used to add gems which give effects)	Balanced: Defend against Disarm once per recoup	Durable: defend against a sunder once per recoup	Smith Made: -1 minute to Smith crafting, once per recoup

## Alchemist

All Alchemist skills are stopped by Block.

Alchemists use various ingredients gathered from the land to make potions, oils, and dusts that can heal, poison, enhance and have other strange effects. In order to do this they must first find ingredients and then experiment with them to determine what they do.

### **Tools**

Every alchemist starts off with a mortar and pestle as well as a field journal to keep track of their research. Crafters are responsible for maintaining and bringing these tools to game and will not be able to craft at an event without it.

### **Discovering What Ingredients Do and the Field Journal**

You can discover what new ingredients do in two ways. You can consume one portion of an ingredient to discover its effect by experiencing that effect on yourself. You can also create a potion with the new ingredient, though this may result in a dud if it contains the wrong combination of ingredients.

- Each ingredient has primary, secondary, tertiary and quaternary effects. Some ingredients also have a 5th effect that can be used to enhance a potion. As you put more insight into alchemist you will be able to access more effects. When you learn the effects of an ingredient you log that in your field journal. You must unlock the effects in sequential order starting with primary and proceeding through secondary, tertiary, and finally quaternary. The effects of an ingredient you have discovered can be shared with other crafters or you can keep it to yourself.

## **Crafting Potions and Other Alchemical Items**

Mortars & pestles are used to make potions and other alchemical items. Your mortar has 6 slots but only the first is available to you at insight 1. You can unlock additional slots for more advanced crafting by investing insight in the alchemist crafting tree. Using higher numbered slots allows you more portions and to use secondary, tertiary, or quaternary effects from an ingredient and to add enhancements. The table below shows which slots can be used for which effects.

To use your mortar & pestle place an ingredient in the slot that corresponds to the ingredients' desired effect. Each slot can have up to 5 portions and more portions enhances the effect. If using multiple slots, the number of ingredients put in each slot must be equal, with the exception of enhancement ingredients\*. Then you must RP crafting for 1 minute per slot until a maximum of 4 minutes. Once you are done, show your recipe to a martial. They will take your expended resources and give you an item card with the effects of your crafted item. Potions last up to 3 events.

\*Enhancement ingredients alter the nature of the potion itself and not the effects a potion can have. The number of enhancement ingredients needs to match the largest number of portions in one slot.

## **Toxicity and Drinking Potions**

**You must roleplay drinking each potion. It must take at least 1 second per potion.** The average person can only drink 3 medicinal and/or alteration potions per recoup. You cannot take any more without using a cleanser. If you take a 4th potion, you take the effect of that potion, but you fall unconscious.

### **Effects:**

Ingredients have a primary effect as well as hidden effects. An ingredient's effects can only be used by a crafter and all crafters have access to an ingredients primary effect. A single ingredient can have a maximum of five different effects.

Medicinal Effects	Poisonous Effects	Alteration effects
Healing: +1 health	Poison: -1 health	Fortify Compulsion: +1 resistance against tiered mind effects(per tier of potion) +1 min per portioned tier*
Strength: +1 Strength (per tier of potion) +5 secs per portioned tier*	Blind: effect for +1 second duration	Compulsion: -1 resistance to against tiered mind effects(per tier of potion) +1 min per portioned tier*
Cleanser: removes effect from oils potions and drinks must match rank/tier. Will also remove toxicity from drinking too many potions	Weaken: -1 Strength(per tier of potion) +5 secs per portioned tier*	Slow: effect for +1 second duration
Cure Disease: Cure disease based on rank/tier	Deafen: target cannot be affected by verbal skills +1 second duration	Invisible: effect for +5 second duration
Sleep: effect for 1 min duration per portion	Silence: effect for +1 second duration	Detect life: sense nearby living creatures for +1 second
Numb: disables limb for +1 second duration	Stun: effect for +1 second duration	Fear: effect for +1 second duration
	Pain: effect for +1 second duration	Rage: effect for +1 second duration

\*(duration resets/starts over at each tier)

### Enhancements:

Some ingredients do not have an effect but instead enhance or change the effect or property of another ingredient when combined. Adding these to your crafting can drastically change how the item works.

#### Oils

Allows you to coat a weapon with a poison

#### Preserve

Extends the life of a potion

#### Dust

Allows you to turn a potion into an up close airborne, turns effect into a 3 target AOE

#### Mask

Allows you to mask the effects of a poison in a drink

Insight 1			
Cost	Name	Type	
<b>At Insight 1 gain a use of Mitigate</b>			
1	<b>Potency I</b>	Passive	Gain the ability to use 2 portions while crafting
3	<b>Alchemists Stomach</b>	Passive	Once per recoup, ignore the effect of an ingredient through research done by ingestion
1	<b>Mints my words</b>	Skill	RP burping to a target within weapons distance they take a stagger
2	<b>Cold Press</b>	Skill	Able to enhance a potion into an oil (instantaneous effect for combat only lasts for 10 sec)
2	<b>Empty bottles</b>	Skill	Packet strike, target takes a stun

Insight 2			
Cost	Name	Type	
2	<b>Vitality I</b>	Passive	Gain +1 health
2	<b>Healer</b>	Healer	Can create healing potions for 1 less ingredient(only for 1 slot)
2	<b>Poisoner</b>	Poisoner	Can create poison potions for 1 less Ingredient (only for 1 slot)
2	<b>Alterationist</b>	Alterationist	Can create alteration potions for 1 less ingredient(only for 1 slot)
2	<b>Alchemical Knowledge I</b>	Passive	Gain the use of a second slot while crafting with your mortar and pestle
2	<b>Delectable Effect Knowledge</b>	Passive	Gain the ability to learn secondary effects through research

Insight 3			
Cost	Name	Type	
<b>At Insight 3 gain an extra use of Mitigate</b>			
3	<b>Potency II</b>	Passive	Gain the ability to use 3 portions while crafting
3	<b>Alchemic Resilience I</b>	Passive	Gain the ability to ingest 5 potions per recoup
2	<b>Thicket</b>	Skill	Buff, While outdoors, Using this skill or during the skill Hide you can call Thicket and target takes a Pain effect in order to discover you
2	<b>Smashing</b>	Skill	Packet, Throw a packet on the the ground to create a smoke bomb effect. The alchemist is considered hidden and can move up to 5 feet without breaking the hide effect.
3	<b>Alchemist's Tongue</b>	Passive	Once per recoup, Able to determine how many different effects a potion has by sipping it. The potion is not consumed.

Insight 4			
Tier	Name	Type	
3	<b>Vitality II</b>	Passive	Gain +1 Health
2	<b>Keen Healer</b>	Passive Requires Healer	Gain 5 aloe once per event during your hex action. Must have submitted your hex action on time.
2	<b>Keen Poisoner</b>	Passive Requires Poisoner	Gain 5 foxglove once per event during your hex action Must have submitted your hex action on time.
2	<b>Keen Alterationist</b>	Passive Requires Alterationist	Gain 5 ghoulishroom once per event during your hex action Must have submitted your hex action on time.
3	<b>Alchemical Knowledge II</b>	Passive	Gain the use of a third slot while crafting in your mortar and pestle
3	<b>Delectable Effects Knowledge II</b>	Passive	Gain the ability to learn tertiary Effects through research

Insight 5			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 5 gain an extra use of Mitigate</b>			
3	<b>Potency III</b>	Passive	Gain the ability to use 4 portions while crafting
4	<b>Alchemists Skin</b>	Passive	Once per recoup, negate a pain
4	<b>Alchemists Stomach II</b>	Passive Requires Alchemists Stomach I	Once per recoup, ignore a secondary effect from an ingested ingredient through research done by ingestion
5	<b>Alchemists Nose</b>	Passive	Once per recoup, able to determine how many different effects an ingredient has by smelling it, and determine what ingredients are in it
3	<b>Distill</b>	Skill	RP 1 minute at the time of crafting, able to preserve a crafted potion for 6 months instead of 3 months,
2	<b>Stink Bomb</b>	Skill	Packet strike, target RPs gagging, takes pain

Insight 6			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
4	<b>Vitality III</b>	Passive	Gain +1 health
3	<b>Healer's Draught*</b>	Requires Keen Healer	Once per recoup, +2 healing from a healing potion stored in you healer's draught <i>Can only store 1 potion</i>
3	<b>Poisoner's Draught*</b>	Requires Keen Poisoner	+2 damage to a poison stored in your poisoner's draught <i>Can only store 1 potion</i>
3	<b>Alterationist's Draught*</b>	Requires Keen Alterationist	x2 seconds to an alteration potion stored in your alterationist's draught <i>Can only store 1 potion</i>
<i>*Draughts require a phys-rep in order to use</i>			
4	<b>Alchemical Knowledge III</b>	Passive	Gain the use of a fourth slot while crafting in your mortar and pestle
4	<b>Delectable Effects Knowledge III</b>	Passive	Gain the ability to learn quaternary effects through research

Insight 7			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 7 gain an extra use of Mitigate</b>			
3	<b>Potency IV</b>	Passive	Gain the ability to use 5 portions while crafting
4	<b>Alchemists Eye</b>	Passive	Once per recoup, negate a blind effect
3	<b>Alchemic Resilience II</b>	Passive	Gain the ability to ingest 7 potions per recoup
2	<b>Once for good measure</b>	Skill	Can add another poison to a blade without cleaning it
3	<b>Glass Shards</b>	Skill	Packet strike, target takes blind

Insight 8			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
5	<b>Vitality IV</b>	Passive	Gain +1 Health
4	<b>Skilled Healer (Enhancement)</b>	Requires Healer's Draught	Can store 2 potions in the healer's draught
4	<b>Skilled Poisoner (Enhancement)</b>	Requires Poisoner's Draught	Can store 2 potions in the poisoner's draught
4	<b>Skilled Alterationist (Enhancement)</b>	Requires Alterationist' Draught	Can store 2 potions in the alterationist's draught
5	<b>Delectable Effects Knowledge IV</b>	Passive	Gain the ability to learn the hidden enhancements of Ingredients through research into
5	<b>Alchemical Knowledge IV</b>	Passive	Gain the use of a fifth slot while crafting in your mortar and pestle

Insight 9			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
<b>At Insight 9 gain an extra use of Mitigate</b>			
4	<b>Alchemist's Mind</b>	Passive	Once per recoup, ignore a compulsion
5	<b>Alchemists Stomach III</b>	Passive	Oncer per recoup, ignore all the effects of a potion you ingest
4	<b>Expert Healer</b>	Passive	Gain 5 turmeric during your hex action. Must have submitted your hex action on time.
4	<b>Expert Poisoner</b>	Passive	Gain 5 pico pepper during your hex action. Must have submitted your hex action on time.
4	<b>Expert Alterationist</b>	Passive	Gain 5 cave crickets during your hex action. Must have submitted your hex action on time.
4	<b>Distillery</b>	Skill	RP 5 minutes while crafting, Able to enhance a potion to last one year
5	<b>Dust Cloud</b>	Skill	RP 5 seconds turning a potion to dust

Insight 10			
Tier	Name	Type	Delivery/Description/Effect/Range/Duration
6	<b>Vitality V</b>	Passive	Gain +1 Health
5	<b>Trust me it's Delicious</b>	Skill	Able to mask a potion in a drink. The target takes a compulsion from the smell and must take the drink. The target RPs the drink smelling amazingly delicious.(Defendable with Block, or a defense against compulsion.)
5	<b>Delayed Release</b>	Requires Skilled Healer	Body Buff, deliver a healing only potion to a target, target can delay the effects of the potion until they call upon it by calling "Delayed Potion," and declare effects of potion

<b>(Insight 10 cont.)</b>		
5	<b>Cobra Strike</b>	Requires Skilled Poisoner Buff, strike with poison on your blade. Poison is not considered spent if blocked and you may strike again.
5	<b>Altered State</b>	Requires Skilled Alterationist Use an alteration potion on yourself, AoE 2 additional targets, effect based on the potion you used, the effect lasts for the duration of the potion used
5	<b>Alchemic Resilience III</b>	Passive Gain the ability to ingest an unlimited amount of potions
6	<b>Alchemical Knowledge V</b>	Passive Unlocks the 6th and final slot and allows you to double enhancements while crafting

## Ritualist

All Ritualist skills are stopped by Ward.

Ritualists make a supernatural requests from the elemental forces around them. Striking a bargain with them requires an offering of themselves equivalent to the request.

When investing your 1st insight into the ritualist path you gain your first circle of power, and the word for your source as well as an understanding of the basic ritualist language. The circles of power represent the five ranks of skills that you will unlock. The source gem represents one of the fuel sources you can use to activate these abilities. The capacity of your source gem can be increased with passive abilities on this list. You may choose skills from both pathways of Syphon and Summoner, as long as you meet the requirements.

### Sources

<b>Fire</b>	<b>Ice</b>	<b>Earth</b>	<b>Lightning</b>	<b>Blood</b>	<b>Shadow</b>
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### Tools (Phys Reps):

# Ritual Tapestry, Journal, Source Gem

## Ritualist

<b>First Words of the Ancient</b>	Knowledge	Know the word for your chosen source and lesser language of the ritualist Gain a circle of power (rank 1) and 1 charge with your source gem	
<b>Insight 1</b>			
Cost	Name	Type	
<b>At Insight 1 gain a use of Mitigate</b>			
0	<b>Channeling Power</b>	Passive	Channel 10 count to fully recharge your source gem, a source gem that can be fully charged repeatedly through this method
2	<b>Sense Ritualism</b>	Passive	Use your source gem to sense if a word of power was used or if something is enchanted or warded(Cost: 1 charge)
1	<b>Syphon Strike</b>	Skill	Invoke, weapon strike, +1 weapon damage with source
1	<b>Summoners Bolt</b>	Skill	Invoke, Packet strike, 1 damage with source
2	<b>Clouded Diffusion</b>	Skill	Invoke, Packet strike, target takes knockback

<b>Insight 2</b>			
Cost	Name	Type	
4	<b>Constitution I</b>	Passive	Gain +2 Health
2	<b>Pathway 1</b>	Passive	Gain +1 damage with Enhances Syphon Strike and Summoner's Bolt
2	<b>Enchant (Path of the Syphon)</b>	Enchanter, Passive	Use your source gem to enchant 2 weapons using the Ritual of Enchantment schematic on another player's weapon, the weapon now swings the enchantments source damage, the amount of strikes is based on your level of circle of power(Cost 1 charge)
2	<b>Mirror (Path of the Summoner)</b>	Summoner, Passive	Use your source gem when you take damage that matches your source you can force the attacker to take that damage as well(Cost 1 charge)

<b>Insight 3</b>			
Cost	Name	Type	
<b>At Insight 3 gain an extra use of Mitigate</b>			
2	<b>Not just another rock</b>	Passive	Once per recoup, sense the source of a crystal
3	<b>Dispel</b>	Passive	Dispel enchantments(weapons and armor). Your ability to dispel an enchantment is based on your level of circles for power. (Cost 1 charge per level)
3	<b>Keen Eye of The Ritualist</b>	Passive	Gain the ability to gather 5 lesser crystals once per event during your hex action if you submitted your hex action on time.
3	<b>Minor Circle</b>	Passive	Gain a minor circle of power (Rank 2) and 2 charges with your source gem
1	<b>Severance</b>	Skill	Invoke, Packet strike, target takes a disarm
2	<b>Interruption</b>	Skill	Invoke, Packet Strike, Silence

2	<b>Beyond your comprehension</b>	Skill	Spell, Packet Strike, target takes fear
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Insight 4			
Cost	Name	Type	
4	<b>Constitution II</b>	Passive	Gain +2 Health
4	<b>Pathway 2</b>	Requires Pathway 1, Passive	Gain +1 damage with Enhances Syphon Strike and Summoner's Bolt,
3	<b>Perilous Pathways</b>	Requires Enchant - Path of the Syphon, Passive	Use your Source Gem to enchant a trap with your source, bonus damage is based on your Pathway level
3	<b>Mirror Bolt</b>	Requires Mirror - Path of the Summoner, Passive	Use your Source Gem when you take damage that matches your source you can throw a packet that is equal to the damage you took, Instantaneous (Cost 1 charge)

Insight 5			
Cost	Name	Type	
<b>At Insight 5 gain an extra use of Mitigate</b>			
3	<b>Greater Dispel</b>	Passive	Dispel sigils/wards(traps and doors). Your ability to dispel an enchantment is based on your Circles of Power,(Cost 1 charge per level)
3	<b>Sigil</b>	Passive	Use your source gem to create basic sigils which are traps imbued with your source. The maximum amount of sigils you can lay down at one time is equal to how many circles of power you have. Phsyrep of 10' of yarn required. The first person to cross or touch the yarn takes damage equal to the max Pathway you have unlocked (Cost 1 charge).
3	<b>Attuned</b>	Passive	Gain another source gem
3	<b>Greater Circle</b>	Passive	Gain a greater circle of power (rank 3) and 3 charges with your source gem
2	<b>Mishap</b>	Skill	Buff, Reflect effect of a mind attack, you still take the effect
3	<b>Bad Break</b>	Skill	Invoke, Packet Strike, target takes Break Limb
3	<b>Renegade Minds</b>	Skill	Buff, defend against a Compulsion

Insight 6			
Cost	Name	Type	
4	<b>Constitution III</b>	Passive	Gain +2 Health
5	<b>Pathway 3</b>	Passive Requires Pathway 2	Gain +1 damage with Enhances Syphon Strike and Summoner's Bolt
4	<b>Abjuration</b>	Passive Requires Sigil	Buff, RP 1 minute. Use your source gem to enchant your armor with additional armor points equal to your pathway level(Cost 2 charges)

3	<b>Mass Enchant - Path of the Syphon</b>	Passive Requires Perilous Pathways	RP 1 minute. Use your source gem to enchant 3 different weapons with charges from your source gem. The amount of strikes is based on your level of circle of power (Cost 3 charges)
<b>(Insight 6 cont.)</b>			
3	<b>Mirror Blast - Path of the Summoner</b>	Passive Requires Mirror Blast	When you take damage that matches your source you can force the attacker and two additional targets within 5ft to take that damage (Reqs source gem, Cost 1 charge)

Insight 7			
Cost	Name	Type	
<b>At Insight 7 gain an extra use of Mitigate</b>			
2	<b>Major Source</b>	Passive	Gain a major circle of power (rank 4) and 4 charges with your source gem.
5	<b>Rapid Channel</b>	Passive	You can now channel a 5 count to recharge your source gem.
4	<b>Greater Sigil</b>	Passive Requires Abjuration	Use your source gem to create greater sigils which are traps imbued with your source. The maximum amount of sigils you can lay down at one time is equal to how many circles of power you have. Phsyrep of 10' of yarn required. The first person to cross or touch the yarn takes damage equal to the max Pathway you have unlocked. All others in default AOE distance also take the damage. (Cost 2 charge). Greater Sigils can cause other sigils to go off.
4	<b>Absorbing the Storm</b>	Skill	When you would take damage from a spell the matches your source gem(s), defend against it and instantly recharge the corresponding source gem to full.
3	<b>Nightmare</b>	Skill	Invoke, target takes a fear (flight) effect
4	<b>Displace Limb</b>	Skill	Spell, packet strike, target takes a sever limb

Insight 8			
Cost	Name	Type	
4	<b>Constitution IV</b>	Passive	Gain +2 health
5	<b>Pathway 4</b>	Passive Requires Pathway 3	Gain +1 damage with Enhances Syphon Strike and Summoner's Bolt
4	<b>Nevermore</b>	Passive	Use your source gem to create an area where mind skills cannot be cast. Only 1 nevermore can be active at a time. Phsyrep of 10' of yarn in the shape of a complete circle required. (Cost 3 charges)
4	<b>Weapon of Choice</b>	Passive Requires Mirror Blast	Use your source gem to summon a weapon of your choice to do damage with your source, damage is based on your pathway level,(Cost 1 charge per strike)
4	<b>Chosen</b>	Passive Requires Mass Enchant	Buff, RP 1 minute. Use your source gem to enchant another player's armor with additional AP equal to your pathway level(Cost 4 charge)

Insight 9			
Cost	Name	Type	
<b>At Insight 9 gain an extra use of Mitigate</b>			

2	<b>A Perfect Circle</b>	Passive	Your circle of power (rank 5) becomes exalted and grants exalted level rituals.
4	<b>Soul Bound</b>	Passive	Your source gems become a part of you and cannot be removed from your person.
<b>(Insight 9 cont.)</b>			
5	<b>This Is Permanent</b>	Passive Requires Greater Sigil	Once per event, RP 5 min ceremony that imbues you with a ritual allowing you to perform it once a day instantaneously at the cost of 5 charges from your source gem. The ritual should be represented by a visible tattoo, i.e. hand, face or other visible part of the skin. Considered permanent until you perform this again. Requires all resource costs to be met during ceremony.
3	<b>Cursed Object</b>	Skill	Spell, Packet Strike, object cannot be picked up by magical or physical means for 60 seconds.
4	<b>Ninth Gate</b>	Skill	Stance, Packet Strike, The target mind user or ritualist with a matching source is stunned up to 60sec. The caster must stand in place and point to target. If either the caster or target takes damage the effect is broken.
4	<b>Source Beam</b>	Skill	Invoke, Packet Strike. Use your source gem to do X damage where X is the amount of charges left in you source gems. Using the skill depletes your source gems.

<b>Insight 10</b>			
Cost	Name	Type	
4	<b>Constitution V</b>	Passive	Gain +2 health
6	<b>Overlapping Magic Weave</b>	Passive	The user can have two different active mind buffs at the same time.
5	<b>Banish</b>	Skill	Packet Strike, target elemental creature matching your source gem(s) is banished. If this skill is defended, target creature still takes 15 damage.
5	<b>Ward Wall</b>	Skill	Stance, spell, create a ward that does not allow anything to pass through it, Phsyrep of 10' of yarn in straight line, lasts for 5 minutes. The ward wall is visible but translucent.
5	<b>Kingslayer</b>	Skill, Requires Weapon of Choice	RP 15 sec gathering energy of your source, Buff, weapon strike, +10 source damage, if it is blocked both target and caster take a numb
5	<b>Enchanter's Focus</b>	Passive, Requires Chosen	Use your source gem to enchant 3 different weapons with damage bonus from your pathway level for one strike (Cost 5 charges)

## STARSIGNS

Each god is represented by an astrological sign. You will be given the option to pick from a deck of cards and whichever one you pull determines your star sign and grants you a unique *star sign skill*. If you do not wish to use the first one you pick, you have the option to draw a second time, but must take the second drawn card. This is not necessarily the god you worship, but it represents which god has taken an interest in you. Each skill is usable once per event.

**Wry** – Foresight: Once per event, you may re-try at something that had a random outcome, like rolling a die or picking a card.

**Brume** – Mist form: Once per event, you are considered invisible for 15 seconds.

**Solace** – Meld with tree: Once per event, you may meld with a tree for 5 minutes, rendering yourself hidden and immune to damage. If the tree is destroyed, you appear within arm's length of it.

**Dolor** – Pacify: Once per event, touch, remove all status effects except for limbs.

**Ire** – No Escape: Once per event, two consecutive packet strikes, target is affected by two broken legs.

**Fleet** – Fleet of Foot: Once per event, flee from or pursue to a target, target is affected by slow.

**Pith** – Protect: Once per event, intercept, mitigate.

**Puck** - Mirror Image: Once per event, packet strike, affected target acts as if they are attacking your double 10 seconds.

**Finis** – Death Sympathy: Once per event, touch, pause a target's death count for as long as you remain in contact with them, the target regains consciousness but may do nothing but speak for the duration.

**Stalk** – Quarry: Once per event, track and see hidden vs one target.

**Trance** – Drinking Buddy: Once per event, share a drink with one willing player. You and the other player may not attack each other for the event, even if compelled.

**Writ** – Truthbringer's Might: Once per event, strike an item and choose to sunder OR immediately repair the item.

**Fate** – Fated Exchange: Once per event, select a component of tier 1-5 and receive a different component of the same tier instead. You must already have one of the desired component.

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