



TEMPEST OF TRIDIA

2ND EDITION RULEBOOK

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INTRODUCTION

Tempest of Tridia takes place on the continent Vehafor, in the world of Edar. Set during the Tempest Era, a time of great strife and rebuilding after an eons-long calamitous, magical storm has reshaped much of the old world. It is an era of exploration and adventure, rediscovering a decimated world and braving new dangers.

WHAT IS ROLEPLAYING?

Roleplaying is acting. The main difference between traditional actors and role-players lies in the script. Actors on TV and in movies have a script provided to them, which dictates what they do and say. In a roleplaying game, there is no script. The players determine what their characters do and say, based on what events are happening around them.

WHAT IS LARP?

LARP is Live Action Role Playing. To be a part of LARP is to be among friends that share a common love of gaming and improvisational acting. During a LARP, people dress as, and act out, a persona they have created. For the duration of the event, your friend Rob is “Gustav the Valiant,” Mary becomes “Saleena Greenshield,” and you call yourself “Baylin the Shadow.” All of you are immersed in an epic fantasy world of the Storytellers’ creation, becoming heroes and heroines of the land.

GAMEPLAY

Adventures take place once per month over a weekend, where pre-written adventures are run by staff for attending players to go on. Each quest happens over the course of a few hours, involving multiple combats and roleplay. During each time slot, you may be going on a quest yourself, or acting as a Non-Player Character (NPC) for people to fight against or roleplay with. After quest times are complete, people are encouraged to roleplay at their campsites and interact with each other in character.

STAFF

There are a variety of staff positions at Tempest of Tridia. It is important to know not only who these people are, but what their specific responsibilities are for the game.

- Storyteller (ST): The Storytellers are the primary facilitators for what happens at Tempest of Tridia. Their responsibilities are to create and run quests for characters to go on, organize events, and answer any questions about rules. The Lead Storyteller oversees the plot, schedule, and events for the season.
- Random Encounter Marshall (REM): These members of staff coordinate with the Storytellers to set up the NPCs for each encounter during a quest. They help STs oversee combat, ensuring all are abiding by the rules.
- Player Liaison: If you have an issue with a fellow player or staff member, it is the Player Liaison’s responsibility to help you resolve this issue. They will listen to all sides of a dispute and come to a resolution that satisfies the most people, as well as the game, in any given situation.
- Editor: This position is responsible for overseeing balance for the game, and handling rules clarifications and disputes during an event.
- Director: The Director role does not typically come into play during events, as the Lead Storyteller is in charge of each event, but they are responsible for leading Tempest of Tridia as a whole, ensuring cohesion between staff, staff and players, fostering growth, and handling any issues that cannot be resolved by others.



BASICS OF PLAY

It is important to have a basic understanding of how to play the game in order to make informed choices about creating a character. Whether you decide to play a hero, a villain, or somewhere in between, you must know the essentials of playing at LARP.

CHARACTERS

Players take on the role of a player character (PC) of their design, interacting with non-player characters (NPCs) during quests and around town. PCs are the primary protagonists of the story, driving the action, and their choices shape the world we play in, often for many years to come. NPCs serve as allies, adversaries, colorful characters, and more. Players are expected to play both their PC and various NPCs alike during an event, ensuring everyone has an opportunity to live out their story.

All characters will have a statistic block or character sheet (commonly known as stats), representing various aspects.

Experience Points (XP) represent the overall power of your character, and PCs gain ranks of Prestige to represent their level of power and skill in the world. Characters gain strength gradually, and do not “level up”, but instead can purchase most new skills and abilities as they are able to afford them, rather than waiting to become “Level 2”, “Level 3”, etc. The process by which a character gains and spends XP is detailed later in the book.

All beings, whether PC or NPC, will have Hit Points (HP), representing the amount of damage they can suffer before losing consciousness, or dying. They will also have a “swing” value, showing how much damage a character deals with a standard attack with a melee weapon. They may have Armor Points (AP), and Damage Reduction (DR). PCs and most NPCs will also have a list of special abilities they can utilize, making them formidable in battle. Combat gameplay and relevant terms will be explained further in the book.

QUESTS

The world of Tridia is fraught with peril, and many opportunities to prove oneself will arise at events. Sometimes, a character can simply sign up for a job or mission; other times quests may be written that explore a character’s backstory or goals. The ST will determine the plot, NPCs, and encounters of a quest, encouraging PCs to band together and form small parties to undertake these tasks. A quest may be a stand alone venture, or part of a larger plotline. Players are able to request their own adventures for Storytellers to write, up to two at a time. When a player submits a request on their What I Did Sheet, they should include the goal of their quest as well as any relevant information, so that the Storytellers can craft a personalized adventure for the player and their party. This request will go into the queue of quests assigned to staff, and be prepared for an available event in the future. Quests can also be written for a set group of adventurers you frequently travel with.

DOWNTIME

Between events, you will fill out a survey commonly called a “What I Did Sheet”, detailing what quests you participated in as a PC and NPC, favorite moments of roleplaying, items you want to craft, and what abilities you’d like to [research](#) next. We also provide online venues to continue in-character discourse.

If this is your first time playing Tempest of Tridia, make sure you read the [Rules](#) section which details combat, crafting, and other mechanics.



KEY TERMS

If you are new to RPGs and LARP, understanding these terms will help you to succeed!

<p>ADVANTAGE Winning on ties and wins during a Challenge series.</p> <p>ARMOR POINTS AP. The effective health of worn armor by a character. Damage is dealt to AP first; any remaining damage goes to HP.</p> <p>AREA OF EFFECT AOE. The area that an ability may effect.</p> <p>BLEED OUT A character brought below 0 HP bleeds to death within 5 minutes if their wounds are not tended to.</p> <p>BLIND A character blinded by a spell or technique may only defend themselves or use abilities which do not require seeing a target. Do not fight with eyes closed!</p> <p>BUFF A beneficial effect that enhances your character.</p> <p>CHALLENGE A test of Rock Paper Scissors, usually best of 3.</p> <p><u>CLASS</u> A character's adventuring profession and training.</p> <p><u>CLASS SKILL</u> An ability exclusive to a class (or classes). May be purchased out of benefit by other classes.</p> <p><u>CONCEALED</u> Hidden from sight and making no sound.</p> <p>COUNTER A technique or spell whose description includes counter, negate, avoid, resist, or cancel may be qualified as a Counter, which negates an effect. Counters may not be countered in return.</p>	<p>DAMAGE A called number with any strike, or damaging technique or spell. Reduces HP and AP.</p> <p>DAMAGE REDUCTION The amount that a character reduces from incoming damage before applying it to their hit points.</p> <p>DAMAGE TYPE The type of damage an attack does, for instance 3 Piercing or 4 Light. Called damage without a type is assumed to be normal damage.</p> <p>DEATH When a character reaches negative their maximum Hit Points, they die.</p> <p>DEBUFF A detrimental effect that weakens your character.</p> <p>DISADVANTAGE Losing on ties and losses during a Challenge series. Losses cancel wins.</p> <p><u>ETHOS</u> Moral guidelines that dictate character choices.</p> <p><u>EXHAUSTION</u> A debuff gained from a lack of sleep, poor sleep, or other effects. Reduced by Endurance.</p> <p>EXPERIENCE POINTS XP. Currency earned from questing; allows the purchase of new skills and slots.</p> <p><u>FIELD REPAIR</u> Mending a broken piece of equipment during battle.</p> <p><u>FLURRY</u> An act of striking three times and then a one second pause, before resuming your attack on an opponent.</p>
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GOVERNING SKILL

A skill that defines the types of abilities a character can use, such as Combat techniques or Nature magic.

HIT POINTS

HP. The effective health of a character.

HEAVY MANIPULATION

Any movement or handling that would cause any part of the target's person to move greater than one foot of distance, or moving their entire body any distance.

HOLD

An announcement that all players in the current encounter must stop whatever they are doing while a conflict or effect is resolved.

HUNG

A type of spell that is in stasis on your character until triggered. May have up to two at a time.

IN BENEFIT/OUT OF BENEFIT

Whether a skill costs normal XP per rank to purchase, or double. In benefit skills are native to your class, out of benefit skills are not.

IN CHARACTER/IN GAME

IC/IG. Actions performed while portraying a character.

MACHINE GUNNING

Neglecting to pull back with your forearm when striking with a weapon.

MARTIAL SKILL

Skills better suited to the field of battle than town.

META-GAMING

Use of out of game knowledge to influence or alter in character behavior.

MUNDANE SKILL

Skills that reflect day to day life for characters in the world.

NONPLAYER CHARACTER

NPC. A character that is created by staff, and can be played by a variety of players.

OUT OF CHARACTER/OUT OF GAME

OOC/OOG. Actions performed while not portraying a character. Please do not disrupt others' gameplay during this time, and remove yourself from in-game areas if you must be out of game or need to have an OOC conversation for an extended time.

ORIGIN

The location and upbringing your character comes from prior to joining the game.

PIERCING

Damage that ignores damage reduction.

PHILOSOPHY

A skillful understanding of select magical forces that empower spellcasting.

PHYS-REP

A physical representation of in game items, such as armor and weapons.

PLAYER CHARACTER

PC. A character that is created and played by a single player.

PLAYER VS ENVIRONMENT

PVE. Actions taken against NPCs.

PLAYER VS PLAYER

PVP. Actions taken against fellow PCs.

PRESTIGE

The level of power and skill your character embodies.

PROWESS

Physical strength and constitution of a character, required to wear Heavy Armor, and increases your carrying capacity.



PULL

An effect that causes a target to be forcibly moved towards a character.

RANK

The power or quality of an ability, skill, or item, between 1-5.

RECOVER

A 30 minute rest period when a character is able to regain lost HP, AP, and expended Slots and Resists.

RESIST

A skill that is able to counter specific effects which allow it, such as Resist Toxin or Resist Charm.

REST (LONG REST)

An 8 hour period of time during which your character is resting, doing little more than sleeping, or taking watch, at the end of which a character is able to regain lost HP, AP, and expended Slots, Resists, and Endurance. Resting in Armor inflicts Exhaustion.

RESTRAINED

A creature is restrained and unable to move arms or legs. Restraints can be broken by Escape Bonds, or Prowess greater than the rank of the restraint. Attempting to Restrain a creature always counts as heavy manipulation, and will wake them if they are asleep.

RHINO HIDING

Ignoring damage your character takes.

SCENE

A combat or role-play encounter taking place in one general location, typically in real time.

SLOTS

The number of times a character may use Techniques or Spells of the purchased Rank before they must Recover or Rest.

SPELL

A magical ability that may affect the caster, allies, or enemies.

SPELLBALL

A lightweight ball or packet that must be thrown to deliver a spell or technique.

STUN

A stunned target is immobilized and may not take any actions except for Resists and Counters, however, taking damage ends the effect, or if they are affected by a hostile technique or spell, or heavily manipulated.

STRIKE

An attack delivered with a weapon to an opponent.

SWING

The amount of damage that a character hits for with a melee or ranged weapon.

TARGET

The designated recipient of an ability.

TECHNIQUE

Martial abilities that may affect the user, allies, or enemies.

TOUCH

An ability whose range of Touch must make physical contact with another character.

TRAINED

A mundane skill your character is proficient in. Automatically increases as you grow in Prestige.

WOVEN

A type of spell woven around a target providing passive protection with no trigger. Only one woven spell may be active on a character at a time.

VOID

The supernatural ability to negate magic.



CHARACTER CREATION

Using the CORE system, players can quickly and easily create a character concept. There is not a required order with which to choose the elements of your character, but you may find it easier to begin with a Class, or look over the Origins, as these both have certain restrictions to what choices they can make.

CLASS

There are a variety of classes, separated between Base classes and hybrid classes. When choosing a class, keep in mind each base class has Specializations that must be chosen when your governing skill reaches Rank 3. After choosing a class, you may then allocate 50 xp to their [Class](#) and [Martial Skills](#), building out the character's combative skillset. When purchasing a skill that uses [techniques](#), you gain one free technique of that rank. When purchasing a skill that uses [Spells](#), you gain two free spells of that rank. Additional Spells and Techniques will be gained over time. You may not yet acquire any out of benefit skills, nor purchase a skill above Rank 3. Once your class is decided, pick which [Trained skill](#) to gain from their list.

ORIGIN

Origin is the location your character comes from, varying from large settlements holding back the storm called Towns, large groupings of like minded people that survive the storm called Academies, or the small groups of people just trying to make it called Outkeeps. Each Origin has descriptions of the region you're coming from, and a physical attribute that displays where you're from, typically an accessory or type of clothing. After deciding which Origin you will play, you will also decide an [Origin Bonus](#), a special skill gained by your character's upbringing. Once your Origin is decided, pick which [Trained skill](#) to gain from their list.

RACE

There are several races, with varying levels of requirement to play them. Every race beyond Human has some form of physical attribute that must be worn, to physically represent you're a different race from Human. Some races are easier, such as Elves, whereas some races have much higher expectations, such as Sylphs or Half-Trolls. You may also pick a variant option with that base race, being a [Stormborn](#) or [Pactbound](#), which has its own additional set of abilities and stigmas. Once your Race is decided, pick which [Trained skill](#) to gain from their list.

ETHOS

Each character must decide on at least one Ethos, a guiding philosophy for how that character views life and their ideals on how they behave as a person. Clerics must choose 2 additional Ethos, and an Oathbound Knight must choose an additional 4 Ethos.

By this point, you should have a chosen Class with 50 XP spent on [skills](#) and slots, an Origin to have hailed from, a Race to embody, and an Ethos to guide you; along with 3 Trained skills to use on your adventures. Choose your [starting equipment](#), and you're ready to adventure!

As part of Character Creation, players are expected to submit a backstory for their character within 3 months of their first event. This allows not only for Storytellers to incorporate your history and goals into the stories we create, but also provides a richer roleplay experience for you and those you interact with. Please see a Storyteller for suggestions on what to include in a backstory and where to submit it for approval. For creating characters after a previous PC has retired, and for accelerated XP options for recruited PCs, see [Town Prosperity, Reborn & Recruited Characters](#), page 128.



CLASS

Bard

Restrictions: None

Free Stuff: Rank 1 Inspiration

Governing Skill: [Performance](#)

Slot Skills: Performance Slots

[Class Skills](#):

[Inspiration](#)

[Jack of All Trades](#)

[Trained Skill](#) Options: Lore: (Any), Perform, Polyglot, Scribe

Specializations: ***Charlatan, Scholar, and Skald***



The *Charlatan* focuses on stealth and guile to support their skillset.

Skill: Silent Songbird - allows the Bard to perform a song silently, applying the effect to allies or enemies without the need for sound. The Bard must continue to roleplay singing/playing their instrument, and every way that a performance may end still applies. Rank of technique must be equal or lesser to the rank of Silent Songbird.

Techniques: Rank 2: Glib: Grant the Bard or an ally the use of an immediate Etiquette for a previously said statement.

Rank 4: Prep Time: allows the Bard and his allies to win on ties for any upcoming challenges regarding stealth, traps, finding useful information, or any applicable challenges for a specific set end goal.

The *Scholar* focuses on magical abilities to support their utility.

Skill: Magical Insight - This skill allows the Bard to use Inspiration on a caster, refunding a slot for a missed spell as well as techniques; this spell must be equal to the Bard's rank of Magical Insight.

This skill also allows the Bard to discern active magic on a creature, a number of effects equal to the rank of Magical Insight. The Bard can discern the exact magical effect if it is equal to the rank of Magical Insight; if the effect is higher, then the Bard only knows the rank of the effect. The number of discerned effects can be used on one creature or spread out across several. "No magical effects" takes one use as well.

Techniques: Rank 2: Chant: The Bard's allies gain +1 to damage and healing spells cast. This effect lasts as long as the Bard is performing.

Rank 4: Chorus: The Bard's target may cast their next spell at two simultaneous targets with the singular casting. The Bard must continue to perform during the casting of this spell.

The *Skald* focuses on combative abilities to support their fight.

Skill: Encourage - Gain a pool of Health that the Bard may divide between themselves and allies: This pool earns 10 points per rank of Encourage, renewed after a long rest. A single person may not gain more than 5 health per rank of Encourage (max of 25 per person at R5). For instance, Encourage 3 grants 30 hit points, they can give 10 points to one ally, 10 to another, and 10 to themselves. Increases current & max health. Max HP buff lasts till a long rest.

Techniques: Rank 2: Dishearten 2: -2 to enemy swing while the Bard is performing.

Rank 4: Dirge: This song allows allies to fight to half their negative max Health before falling unconscious. This effect lasts as long as the Bard continues to perform. If the song ends while anyone is conscious but below 0, they will fall unconscious and begin bleeding out.



Cleric

Restrictions: Must choose 2 Ethos represented by their Deity. May not learn Void.

Free Stuff: Rank 1 Holy or Unholy Philosophy, [Ritual Casting](#)

Governing Skill: [Divine](#)

Slot Skill: Divine Spell Slots

[Class Skills](#):

[Divine Philosophies](#): (Holy or Unholy, Heal, Harm, Protection, Divination)

[Brew Potion](#)

[Trained Skill](#) Options: Lore (Religion), Brewing, Etiquette, Scribe

*Devoted to the Deities that influence and shape the world,
Clerics are instruments of divine will.*

Specializations: **Diabolist**, **Mystic**, **Prophet**

The Diabolist focuses on damaging and debuffing abilities to better battle.

Skill: Infernal Influence - Direct damaging Divine spells and the Curse spell form two spellballs when cast if equal in rank to Infernal Influence. These spells must be delivered by a thrown spellball and delivered 5 seconds apart. At rank 2 and rank 4, Divine damaging spells of lower rank may freely be changed between Light or Dark Element.



R2 Spell: **Blight**

Philosophies: Harm 1 Required

Range: Caster/ Spellball

Duration: Instant/ Special

Area of Effect: 1 Creature

Resist: None

This spell forms a small ball in the Cleric's hand that can be held for 1 minute per rank of Infernal Influence. This spell begins at 5 damage plus Harm and Unholy philosophy, and the damage of that casting of Blight may be increased via the Cleric casting additional damaging spells and adding their damage into the ball (such as Minor Spite). This spellball must be thrown at a target from a distance greater than 15'.

R4 Spell: **Curse**

Philosophies: Harm 3 Required

Range: Spellball

Duration: 30 Seconds

Area of Effect: 1 Creature

Resist: Negative Shield, Remove Curse

The caster curses the target, striking their torso. The curse rank is equal to the rank of Harm Philosophy. At the time of casting, the caster chooses one of 5 effects.

Harm: The target is unable to be healed.

Holy: The target swings for 1 less weapon damage per rank of Holy.

Protection: The target's defenses are compromised, losing 1 DR per rank of Protection.

Divination: The target senses their doom, and the duration of debuffs applied to them increases by 5 per rank of Divination.

Unholy: The target is weakened, losing 1 Prowess per rank of Unholy. At most this effect will reduce a target to 0 Prowess. If the target loses the ability to wear their current armor, they may not walk, but may pivot in place.



The Mystic benefits from healing abilities to supplement their support spells.

Skill: Healing Touch - Touch Healing spells do additional healing, equal to 2 Hit Points per rank of Healing Touch. This may apply on top of the Heal and Holy philosophies.

R2 Spell: Healing Pulse

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: 5'

Resist: None

This spell Heals for 2 + 2 per rank of Heal philosophy to allies within 5' around the caster.

R4 Spell: Panacea

Philosophies: Heal 3 Required

Range: Touch

Duration: Instant

Area of Effect: 1 creature

Resist: None

This spell removes all diseases, toxins, curses, and other debuffs from a target if the effects are of a Rank equal to or lesser than the caster's rank of Heal.

The Prophet focuses on divination and utility abilities to better support off the field and before battles.

Skill: Shared Vision - When a Prophet casts a buffing spell equal or lesser in rank to Shared Vision on an ally, they benefit from the spell effects as well.

R2 Spell: Diagnose

Philosophies: Divination 1 Required

Range: Spellball or Touch

Duration: Instant

Target: 1 Creature

Resist: None

The caster is able to identify what magical effects, curses, diseases, and toxins are present within or upon a target, including if the Rank of effect can be cured by the caster. At Rank 3 Divination, the Caster determines the exact ranks of effects. At Rank 5, they may learn the exact, full nature of the effects.

R4 Spell: Prophecy

Philosophies: Divination 2 Required

Range: Caster

Duration: 30 Minutes/Until triggered

Area of Effect: 1 Creature

Resist: None

Hung Spell. This spell imbues the target with the foresight of the Gods, gaining a glimpse of the future. The caster must have a view of the sky at time of casting. The caster of the Spell may activate it in order to negate any single effect up to Rank 4 that targets the target of this Spell. The caster must see the effect take place to activate.



Druid

Restrictions: May not learn Void.

Free Stuff: Rank 1 of one Nature Philosophy, [Ritual Casting](#)

Governing Skill: [Nature](#)

Slot Skill: Nature Spell Slots

[Class Skills](#):

[Nature Philosophies](#) (Astronomy, Decay, Fauna, Flora, Weather)

[Wild Form](#)

[Trained Skill](#) Options: Lore (Nature), Agriculture, Leatherworking, Wilderness Survival

Shepherds of the beauty and brutality of Nature, watchers of the winds and stars, tenders to growth and decay alike.

Specializations: **Beastlord**, **Hierophant**, **Starcaller**

The Beastlord focuses on self-sustainability in and out of combat.

Skill: Beast's Heart - Allows the Druid to cast Nature Spells while Wild Formed, up to the rank of Beast's Heart.

These spells cannot be improved with philosophies. The Druid gains an additional 4 Hit Points per rank of Beast's Heart while Wild Formed to their current and maximum Hit Points. At Rank 1 the Druid may also use claw phys reps up to 36" long.

R2 Spell: **Licked Wounds**

Philosophies: Fauna 1 Required

Range: Caster

Duration: Instant

Area of Effect: Self

Resist: None

The Druid heals themselves for 10 health, plus 2 per rank of Fauna. This spell may be used with philosophies while in Wild Form.

R4 Spell: **Ninth Life**

Philosophies: Fauna 4 Required

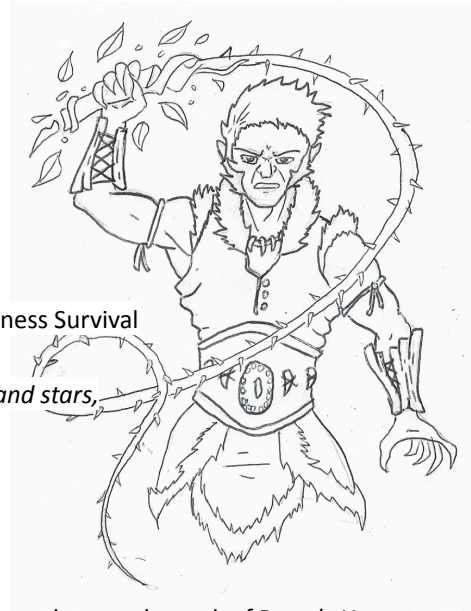
Range: Caster

Duration: 8 hours

Area of Effect: Self

Resist: None

Hung Spell. During this spell's duration, this spell allows the Druid to return to life with 1 HP after dying once combat has ended. This spell may only be cast once a day.



The Hierophant focuses on healing and plant-attuned abilities.

Skill: Touch of Green - The Druid may apply Touch of Green as a second healing philosophy to healing spells, and may increase the amount of Armor points granted by spells that increase or mend Armor Points.

R2 Spell: Forest Walk

Philosophies: None Required

Range: Touch

Duration: 1 hour per rank of Touch of Green

Area of Effect: 1 Creature +1 per rank of Flora

Resist: None

The targets of this spell become immune to natural movement hindrances in areas with plant growth.

R4 Spell: Pollen Expanse

Philosophies: Flora 3 Required

Range: Caster

Duration: 30 minutes

Area of Effect: Field

This spell negates the effect of toxins up to the Druid's rank of Touch of Green. Gives all creatures on the field use of Rank 1 Blind Fighting while they are planted.

The Starcaller focuses on damaging and destructive abilities.

Skill: Cosmic Force - This skill allows damage spells with an Area of Effect greater than single target, such as a cone or radius spell, to apply Cosmic Force as a second damage philosophy. This philosophy applies Fire or Light during the day, and Ice or Dark during the night. When in a location where there is no day cycle, this philosophy deals Earth or Air. This skill may still be used to fulfill Astronomy requirements on spells.

Cosmic Force may also allow the Druid to use a slot equal or lower than rank of Cosmic Force to cast two copies of a lower rank spell (so a rank 4 slot would create two rank 3 spells, etc.) These replicated two spells may not benefit from applied philosophies.

R2 Spell: Comet

Philosophies: Astronomy 1 Required

Range: Spellball

Duration: Instant

Area of Effect: Single target

Resists: None

This spell deals 2 damage + philosophies and inflicts Knockdown (as the Combat technique) on the target.

R4 Spell: Starfire

Philosophies: Astronomy 3 Required

Range: Caster / Spellball

Duration: 30 Minutes or until thrown

Area of Effect: 1 Held Weapon/ 1 Creature

Resist: None

This spell wreaths a held weapon in bright starfire. This increases the caster's damage with that weapon by 1 per rank of Astronomy. This energy may be pulled from the weapon and hurled as a spellball, dealing 4 damage + 1 damage per rank of Astronomy in a 5' radius and knocking the targets on their back and ending the spell.



Fighter

Restrictions: None

Free Stuff: Rank 1 Prowess

Governing Skill: [Combat](#)

Slot Skill: Combat Slots

[Class Skills](#):

[Weapon Skill](#) (per size)

[Prowess](#)

Trained Skill Options: Lore (Culture), Armorsmithing, Mining, Weaponsmithing



Unique Class Ability - Expertise:

Once a Fighter reaches Weapon Skill 3 with one size, they treat all other sizes as at least Rank 1. At Weapon Skill 5, they treat all other sizes as at least Rank 2.

A Fighter must still purchase Ranks 1 and 2 in other sizes to increase their Weapon Skill to 3 or higher.

Specializations: ***Defender, Ravager, Tactician***

The ***Defender*** is better suited to tanking, and pulling the aggression of their enemies.

Skill: Stalwart - Light armor worn gains an extra 4 Armor Points per Rank of Stalwart. At ranks 2 and 4, the Fighter gains +1 DR against Piercing damage.

Techniques:

Rank 2: Redirect: The Fighter may take the effect of any rank technique or strike that hits any ally within 5' of the Fighter. This technique cannot then be countered.

Rank 4: Cower - This shout from the Fighter reduces the swing of enemies by -2 for 30 seconds. Resist Charm 4 to cancel.

The ***Ravager*** focuses on higher damage, benefiting from the deaths of their enemies.

Skill: Bloodlust - For every enemy they help fell in combat, the Ravager gains +3 current and maximum Hit Points and +1 weapon damage, up to the rank of Bloodlust (Maximum +5 damage, +15 HP total).

Techniques:

Rank 2: Undying: The Fighter may continue to fight after 0 health, down to -2 per rank of Bloodlust and Prowess (maximum of -20). This technique must be used before hitting zero. If the Fighter is healed above 0 during combat, this technique must be used again to continue the effect.

Rank 4: Enraged: Next 3 melee attacks are treated as Crushing Blows, whether the strikes hit or miss. This technique must be used during combat, and ends when combat is over.

The ***Tactician*** focuses on supportive and team-aiding skills to balance the field of battle.

Skill: Field Experience - The Fighter may shift their own Combat slots to a touched ally that has expended any type of theirs. Slots must be equal to or lesser than rank of Field Experience.

Techniques:

Rank 2: Insightful: While outside of combat, the Fighter may use this technique to tell the full health, base swing, and main governing tree of a target after studying them for one minute.

Rank 4: Reposition: This technique may not be used inside of combat. This technique allows one ally per rank of Field Experience to move up to 20' from their current position, but may not move closer than 10' to an enemy. This technique may only be used once per scene.



Mage

Restriction: May not learn Void.

Free Stuff: Rank 1 of one Arcane Philosophy, [Ritual Casting](#)

Governing Skill: [Arcane](#)

Slot Skill: Arcane Spell Slots

[Class Skills](#):

[Arcane Philosophies](#) (Air, Dark, Earth, Fire, Ice)

[Inscribe Scroll](#)

[Trained Skill](#) Options: Lore (Arcana), Etiquette, Scribe, Tailoring

Spellcasters with a mastery over reality, Mages command primordial forces of magic to bring their will into being.

Specializations: **Arcanist, Elementalist, Necrocarinate**



The **Arcanist** focuses on utility and support, bulking up their in and out of combat repertoire.

Skill: Fundamentals - The Mage may combine lower rank slots to form a higher rank slot that has been expended, as many times a day equal to their rank of Fundamentals. The number of lower rank slots must equal the rank of the higher slot. (Three rank 1 slots to form one rank 3, one rank 2 plus one rank 1, etc)

R2 Spell: **Bolster Apparatus**

Philosophies: None Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Object Per rank of Fundamentals

Resists: None

Increase the current and maximum Armor Points of a suit of worn armor by 5 points, a weapon's break and ruin value by 5, or Heavy Armor's DR or a Shield's DR by 1, up to DR5. May not be applied to an item more than once every 30 minutes.

R4 Spell: **Down to Basics**

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: Self

Resists: None

The Mage regains an expended rank 1, 2, and 3 Arcane slot. These Regained slots cannot be used for Fundamentals shifting.



The **Elementalist** focuses on a greater number of energy spells, typically for damage variety.

Skill: Tapped Source - May pick an elemental damage type at ranks 2 and 4, and may switch any spell cast's damage to that type. (i.e, pick Fire at rank 2, may change Lighting Bolt to Fire damage.) This does not replace requirements for spells. The Mage becomes Resistant to the chosen element at Rank 2 and 4.

Spells with an Area of Effect greater than single target, such as a cone or radius spell may apply Tapped Source as a second damage philosophy.

R2 Spell: **Read the Aura**

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: Line of Sight

Resists: None

This spell allows the caster to see a target's strengths and weaknesses against elements; the number of targets able to be discerned is equal to 1 +1 per rank of Prestige.

R4 Spell: **Prismatic Ray**

Philosophies: None Required

Range: Spellball

Duration: 30 Minutes/Instant

Area of Effect: 1 Creature

Resists: None

The Elementalist conjures 3 rays of prismatic energy. Each ray deals base 8 damage + 1 per rank of an Arcane philosophy. The caster may apply any one Arcane philosophy to each individual ray. These rays persist until the end of the combat, or until they are used. This Spell cannot be cast again until all of the rays have been used.



The **Necrocarnate** focuses on life energy manipulation, which allows new forms of “healing”, buffing and effective melee combat.

Skill: Lingered Essence - gain a pool of points whose maximum equals 5 points per rank of Lingered Essence. When a creature dies on the field with the Mage, gain 5 points to fill this pool. This pool may be used to magically heal an ally at 1 point for 1 Health, or added to the damage of a single target spell at one point per rank of Lingered Essence, up to 2 times the rank (max of +10 damage). These points reset to 0 at the beginning of events. *It is up to the Mage to actively track when a creature on the field dies, and must actively utilize Lingered Essence at the moment of dying to gain the points for their pool. This does not require line of sight, but cognizance of the field and when things die to actively use the skill.*

R2 Spell: Corpse Communal

Philosophies: None Required

Range: Touch

Duration: 1 minute

Area of Effect: 1 Deceased Creature

Resists: None

This spell allows the Mage to speak with the deceased. This spell lasts for one minute. This spell can affect a creature that has been dead for one day at Lingered Essence rank 2, one week at rank 3, one month at rank 4, and one year at rank 5. The deceased will only answer with facts of the body’s experience (what they have seen, heard, felt, etc), and will not discuss opinion, hypotheticals, or theory.

R4 Spell: Borrowed Time

Philosophies: Dark 3 Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Deceased Creature

Resists: None

This spell allows the Mage to bring a corpse back to action, though it is but a half life. The body may continue to fight, with half its max health. This creature cannot benefit from healing, and the body will drop dead again at the end of combat. The creature has its own will. The spell does not negate the use of Resurrection/Word of Immortality. This spell may be cast by use of 20 points of Living Essence pool if available as opposed to a slot.



◆ Oathbound and Ranger classes choose one Governing Skill, and one of two Slot Skills to be in-benefit. The first Slot Skill listed is automatically in-benefit for their classes (Combat for Oathbound, and Nature for Rangers). These classes may purchase their chosen out-of-benefit Governing Skill at Character Creation and later without Research.

Oathbound

Restrictions: Must choose 4 [Ethos](#) represented by their Deity or Element. May not learn other magic or Void.

Free Stuff: Rank 1 Prowess, May cast Spells in Heavy Armor and while using Heavy Shields, Smite

Governing Skills: Choose [Arcane](#) OR [Combat](#) OR [Divine](#)

Slot Skills: (both in-benefit) Combat Slots. Choose Arcane OR Divine Spell Slots

[Class Skills](#):

[Philosophies](#): Choice of two matching philosophies considered In Benefit

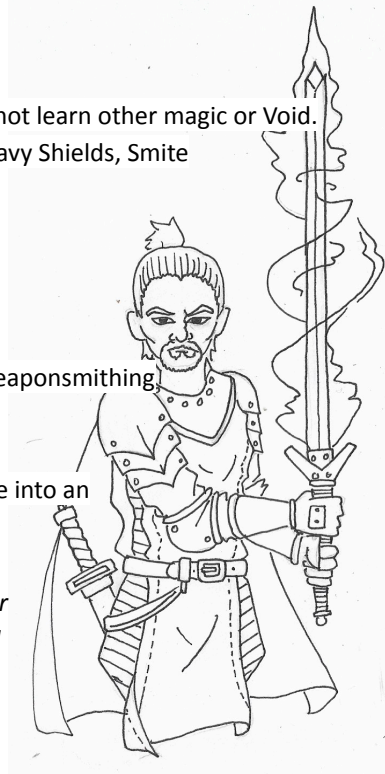
[Prowess](#)

[Trained Skill](#) Options: Lore: (Religion) or (Arcana), Armorsmithing, Etiquette, Weaponsmithing

Unique Class Ability - [Smite](#):

The Oathbound may convert spell slots into Smites, converting weapon damage into an elemental type (Light or Dark / Fire, Ice, Air, Earth, or Dark)

Unlike Clerics, who must choose a God to worship and are granted Divine power by them, Oathbound are empowered by their own strong sense of morality and an oath sworn to uphold these virtues (or vices). Many Oathbound do worship Gods or the powerful elemental lords of other Planes, but it is not required. They may simply seek to emulate such deities and disciplines instead.



Ranger

Restrictions: May not learn Arcane or Divine magic. May not learn Void.

Free Stuff: Rank 1 Prowess, Know Thy Enemy

Governing Skills: Choose [Combat](#) OR [Nature](#) OR [Stealth](#)

Slot Skills: (both in-benefit) Nature Spell Slots. Choose Combat OR Stealth Slots

Class Skills:

Philosophies: Choice of two [Nature philosophies](#) considered In Benefit

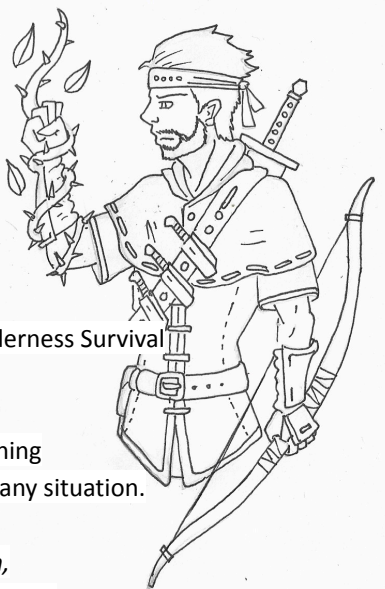
[Prowess](#)

Trained Skill Options: Lore (Nature) or (Culture), Leatherworking, Tracking, Wilderness Survival

Unique Class Ability - [Know Thy Enemy](#):

The Ranger gains insights into their prey, becoming better at tracking, and gleaning weaknesses and strengths, as well as adapting their own skills for the needs of any situation.

Wardens of Nature, though not as closely attuned to it as their Druidic brethren, Rangers more easily walk the line between the natural world and society, using skills taught by both environments to defend (or hunt) all under their watchful eye.



Rogue

Restrictions: None.

Free Stuff: Rank 1 Covert

Governing Skill: [Stealth](#)

Slot Skill: Stealth Slots

[Class Skills:](#)

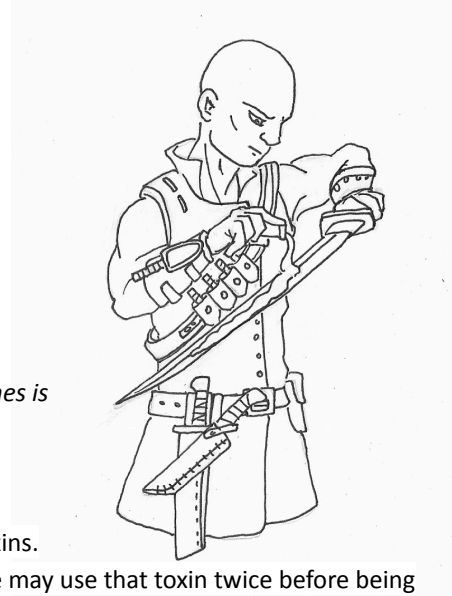
[Toxicology](#)

[Covert](#)

[Trained Skill](#) Options: Lore (Culture), Disguise, Gaming, Scribe

Thieves, assassins, cutpurses, thugs, spies, rascals, "fixers"...The list of names is as varied as their skills.

Specializations: **Alchemist**, **Saboteur**, **Scoundrel**



The **Alchemist** focuses on expanded functions and uses of poisons and toxins.

Skill: Poisoner - When a toxin is applied to the Rogue's weapon, the Rogue may use that toxin twice before being expended, so long as the toxin's rank is equal to or lower than rank of Poisoner.

The Rogue may also discern the rank of toxin on a weapon or creature up to their rank or Poisoner.

Techniques:

Rank 2: Apply: allows the Rogue to instantly coat a held weapon with a toxin without needing to roleplay the coating. The Rogue may also use this technique to change an applied toxin to a lower rank toxin.

Rank 4: Toxic Fume: allows the Rogue to turn a toxin into a powder, affecting creatures within a 5' cone in front of the Rogue.

The **Saboteur** focuses on setting and foiling traps and locks in and out of combat.

Skill: Intruder - The Rogue may set or disarm a number of field traps from Covert equal to twice their rank of Intruder instantly, ignoring the time restriction in Covert for these traps. The Rogue gains one use of Right Place Wrong Time per rank of Intruder per day, that may be used for self or an ally within 10' of the Rogue.

Techniques:

Rank 2: Impatient Pick: the Rogue may force a lock or trap outside of combat, treating it as 2 wins in a challenge, if their rank of covert is equal to or higher than the trap/lock.

Rank 4: Flash Step: The Rogue becomes immune to trap effects for five minutes. They may not run during this time. The Rogue may also relocate a number of field traps up to their rank of Covert during this time frame. These traps are inert while in hand, and cannot be relocated to have a creature inside its area of effect when set.

The **Scoundrel** has a skillset that allows them to better distract their foes.

Skill: Fleet Footed - May run while Concealed with a technique equal to or lesser than Fleet Footed at rank at 2 and 4. Rogue may stay Concealed for one melee strike at rank 1, and an additional melee strike at ranks 3 and 5.

Techniques or spells will break Concealment.

Techniques:

Rank 2: Shadow: While outside of combat, may become Concealed behind an ally for up to a minute per rank of Fleet Footed.

Rank 4: Greater Shadow: While outside of combat, may become Concealed behind an ally until broken, or behind a non-ally for up to 2 minutes per rank of Fleet Footed. May use another stealth technique to stay Concealed once combat begins if Greater Shadow is interrupted.



Stormweaver

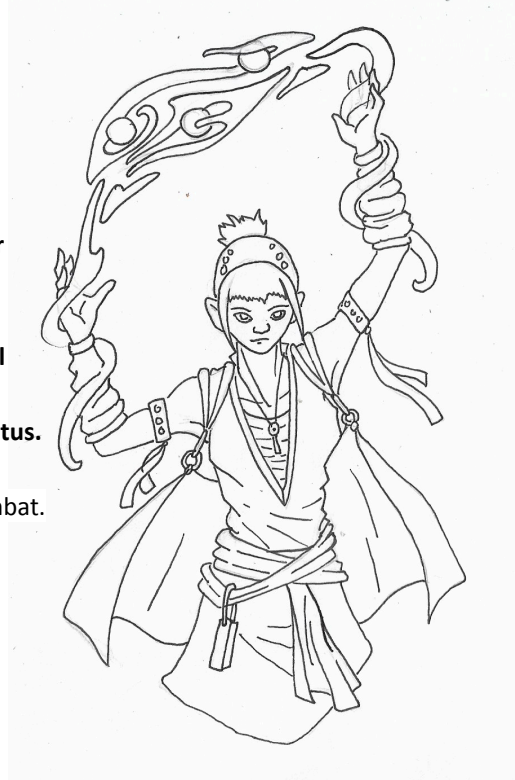
Special Note:

The Stormweaver is an entirely non-combat class.

During combat they will stand off the field, and may not engage in the combat encounter in any way (unlike [Orange Sash](#) players).

Should their party entirely fall, the Stormweaver falls with them when the combat state ends. If a Stormweaver falls unconscious or dead during or prior to combat, they may be attended to as an Orange Sash player before resuming their position off the field.

Stormweavers are still encouraged to purchase appropriate martial skills such as Endurance and Resists. Stormweavers MAY buy class skills out of benefit, but this does not change their non-combat status.



Restrictions: May not participate in combat. Orange Sash out of combat.

May not learn Void.

Free Stuff: Rank 1 Stone Channeling of choice

Governing Skill: Stone Channeling (Stormweaver Exclusive)

Slot Skill: None

Class Skills: None

[Trained Skill](#) Options: Any

Stormweavers are not granted power by a higher being, nor do they try to wrest control over reality itself. Instead they are sages who work with the chaos that surrounds them, weaving the power of the Tempest into a force that can aid their allies.

Stone Channeling; To control the magic in the Tempest, Stormweavers channel their magic through a physical stone they create and carry with them. These stones are bound to the Stormweaver and cannot be exchanged, lost or stolen. Stone Channeling is split into several types of stones, and the skill is purchased individually for 10 xp per rank.

The magic of Stone Channeling is powerful, and only 3 effects from them may be used in an area at a time, even if those are from different sources. The Stormweaver may pick which 3 stones they are Channeling at the end of a Rest or Recover period. Channels are considered magical buffs and follow the same rules as Techniques and Spells. Stone Channeling may be Voided by the same rank Void slot or higher, and return after a scene is over. A Stormweaver must be conscious for their Stone Channeling to function.

Diamond: *Defensive Channel*

Rank 1: Party gains +2 AP to light armor, and +1 DR to shields

Rank 2: Party gains +6 AP to light armor, +1 DR to shields, and +1 DR to body

Rank 3: Party gains +10 AP to light armor, +3 DR to shields, and +2 DR to body

Emerald: *Healing Channel*

Rank 1: Party gains +5 max health, ability to heal self 4 once per Recover.

Rank 2: Party gains +10 max health; heal self 10 once per Recover.

Rank 3: Party gains +15 max health; heal self 10 twice per Recover, heal 10 once automatically upon 0 body.



Jade: *Lucky Channel*

Rank 1: First throw in all challenges is at advantage.

Rank 2: First throw in all challenges is an automatic win.

Rank 3: First throw in all challenges is an automatic win, and the rest are at advantage.

Labradorite: *Gatherer's Gift Channel*

This skill only improves one gathering instance per recovery period, not all procurements (mining ore, leatherworking skins, etc).

Rank 1: Allows the gathering of one more item per gathering skill on the next procurement.

Rank 2: Allows the gathering of three more items per gathering skill on next procurement.

Rank 3: Allows gathering of five more items per gathering skill on next procurement.

Obsidian: *Offensive Channel*

Rank 1: Party gains +1 to weapon swing damage.

Rank 2: Party gains +2 to weapon swing damage, and +2 to weapon break and ruin.

Rank 3: Party gains +3 to weapon swing damage, and +5 to weapon break and ruin.

Opal: *Amplifying Channel*

Rank 1: Party's damage and healing spells increase by 1.

Rank 2: Party's damage and healing spells increase by 2, and gain a Rank 1 and Rank 2 slot of their main purchased governing tree.

Rank 3: Party's damage and healing spells increase by 3, and gain a Rank 1, Rank 2, and rank 3 slot of their main purchased governing tree.

Sapphire: *Elemental Channel*

This Channel is purchased per pairing. The Stormweaver may select Air & Earth, Fire & Ice, or Light & Dark.

Rank 1: Party gains resistance of DR 1 to one pairing of elements, or reduces weakness by 1.

Rank 2: Party gains resistance of DR 3 to one pairing of elements, or reduces weakness by 3.

Rank 3: Party gains resistance of DR 5 to one pairing of elements, or reduces weakness by 5.

Tiger's Eye: *Sight Channel*

Rank 1: Party gains Detect Magic up to 15'.

Rank 2: Party gains See Invisibility.

Rank 3: Party gains See Invisibility and Blind Fighting 3.

Topaz: *Enduring Channel*

Endurance resistances gained by this stone can only be used at time of Exhaustion gain; this stone cannot be channeled to reduce Exhaustion already affecting a character

Rank 1: Party gains 1 additional Endurance resistance that may be used to reduce Exhaustion gain.

Rank 2: Party gains 2 additional Endurance resistance that may be used to reduce Exhaustion gain.

Rank 3: Party gains 3 additional Endurance resistance that may be used to reduce Exhaustion gain.



Void Knight

Restrictions: May not purchase magical abilities.

Free Stuff: Rank 1 Prowess

Governing Skill: [Void](#), [Combat](#)

Slot Skill: Void and Combat Slots

[Class Skills](#):

[Prowess](#)

[Trained Skill](#) Options: Lore: (Any), Armorsmithing, Tracking

In a land where magic runs unchecked, creatures can launch lightning bolts as easily as they can shoot poison, traps can launch a fireball as often as it can launch a dart, the Void Knights are there as a shield.

Void Knights are strong warriors that have the versatile defense of immunizing themselves to magical powers. They find themselves within the niche of defender, either on the frontlines of battle formations or next to important figureheads, spreading their magical defenses to those near them.

Void Knights are the only class with two governing skills available to gain to rank 5, but can never gain the versatility and power of magic themselves. The narrow prospect of growth leaves room for massive strength in what they do best: obliterate casters and magic creatures alike.

With extreme prejudice in combat, the Void Knight is the ultimate bane of the Cleric, Mage, and Druid, as well as a difficult combatant for Rangers and Oathbound. The ability to shrug off all or half of an enemy's offensive abilities makes them a foe to be avoided on the battlefield, and will indeed make you feel like a monster among men.



ORIGIN

Origins reflect a character’s background and training, where they came from before arriving at game. All Origins have distinguishing visuals that a player should display to note their character is from that community. Be mindful of wearing visuals from an Origin other than your own. Some Origins have restrictions as well. Each Origin grants a list of trained [mundane skills](#) to choose from.

<p>TOWN ORIGINS</p> <p>Many towns have subset origins, listed after them. Most towns will have anywhere from 500 to 1500 citizens. Protected from the Tempest for various reasons, Towns house most of the survivors of Tridia.</p> <p><u>BRIMGUL DEEP</u></p> <p>An ancient fortress city, housing a militant populace frequently beset by demons. Restriction: Pactbound or Raash worship are exiled Visuals: Scarves, red, and brown clothing Skills: Lore (Culture), Armorsmithing, Mining</p> <p>THE FORGE</p> <p>Combative magical academy of battlemages. Restriction: Must be a caster, no Pactbound Visuals: Red armbands. Skills: Armorsmith, Lore (Arcana), Mining</p> <p>HELLHOUNDS</p> <p>Mercenary band that brings the fight to the demons. Restriction: Class must have Combat, no Pactbound Visuals: Red and black headband or demonic trophy Skills: Weaponsmithing, Lore (Religion), Tracking</p> <p>THE MYSTICS</p> <p>Divine defenders of Brimgul Deep who aid the city in numerous ways. Restriction: Must be divine caster, no Pactbound Visuals: Red sash with black divine symbol Skills: Lore (Religion), Etiquette, Scribe</p>	<p><u>DURMSTRAD “CITY OF CHAINS”</u></p> <p>A well ordered and protected city, nestled in a deep ravine, but with disparate populations. Restriction: Stormborn are exiled if discovered Visuals: White and black clothing, hoods, feathers Skills: Lore (Culture) or (Religion), Jewelsmithing, Mining</p> <p>THE HEGEMONY</p> <p>Upper class members of Durmstrad, detached from the suffering and hardships of others. Restriction: No Stormborn Visuals: Fine white and black clothing, bird motifs Skills: Perform, Artistic Ability, Etiquette</p> <p>THE SYNDICATE</p> <p>Criminal gangs in the lowest tiers of Durmstrad. Restriction: None Visuals: Imagery of a black rose Skills: Disguise, Scribe, Gaming</p> <p>TEMPLES OF DURMSTRAD</p> <p>Churches devoted to The Raven and Marissa Darkdreams, often working in concert for the city. Restriction: Must be divine caster of Raven or Darkdreams, no Stormborn Visuals: Black or white robes, symbols of their deities, whether either chain jewelry or feathers. Skills: Lore (Religion), Etiquette, Scribe</p> <p>UNIVERSITY OF BECTON</p> <p>An elitist preparatory school for the city’s wealthy, divided between magic users and future soldiers. Restriction: No Stormborn Visuals: Robes of deep purple and silver, or issued armor and white cloaks. Skills: Lore (Any), Etiquette, Polyglot</p>
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EXILE

Town set in a huge skull, scavenging to get by, mostly filled with exiles from their neighbor, Durmstrad.

Restriction: None

Visuals: Patchwork armor/clothing, Vultures

Skills: Brewing, Wilderness Survival, Bowyer/Fletcher

FJOLLA

Surrounding the palace of the mysterious Queen Enora, built on hot springs in the frozen Rimelands.

Restriction: None

Visuals: Bright white furs, light blue clothing

Skills: Cooking, Wilderness Survival, Leatherworking

ORDER OF THE WHITE CREST

Knighthood sworn to defend the Queen and her lands.

Restriction: Oathbound only

Visuals: Heraldry of white sundial on light blue

Skills: Weaponsmithing, Wilderness Survival, Tracking

HOARFROST

Hunters and traders outside the walls of Fjolla.

Restriction: None

Visuals: Furs, strips of alternating bright blue cloth

Skills: Tracking, Wilderness Survival, Leatherworking

GLITTERFORK

Town controlled by four rival gangs, the Clubs, Diamonds, Hearts, and Spades.

Restriction: None

Visuals: Tattoo of gang, black or red armbands

Skills: Disguise, Gaming, Etiquette

HEARTHSTONE GULLY

A welcoming mountainside town of farmers and craftsmen.

Restriction: None

Visuals: Pendants of mixed wood, leather, and metal.

Skills: Agriculture, Artistic Ability, Polyglot

KHARDAK'NUL

Orc capital built into a massive underground nest known as the Skittering Bluffs.

Restriction: Orc only

Visuals: Carapace armor, colored glass accessories.

Skills: Wilderness Survival, Mining, Armorsmithing

LAST BASTION

Holy city of Bastion Sunfire, protected by a divine Shield, but its resources are stretched thin.

Restriction: None

Visuals: Vibrant tassels and knots of warm colors

Skills: Lore (Religion), Cooking, Armorsmithing

HOUSE OF THE DAWN

Golden temple of Bastion, housing Sunfire's faithful and an order of Oathbound.

Restriction: Must worship Bastion Sunfire

Visuals: Gold robes with a rising sun, white robes trimmed with gold, golden sun accessories

Skills: Lore (Religion), Armorsmithing, Weaponsmithing

THE REDEEMERS

Outcasts of Last Bastion forced to live in a shantytown.

Restriction: Must have been shunned by the town.

Visuals: A white or yellow crystal ornament

Skills: Lore (Religion), Cooking, Wilderness Survival

THE SIRROCAN CIRCLE

Mainly Half-Trolls and Sylph who follow the ways of the wilds, in the swamps surrounding Last Bastion.

Restriction: Must not be a divine casting class.

Visuals: Alligator skins and other swamp creatures, symbol of a black dripping sun

Skills: Lore (Arcana) or (Nature), Leatherworking, Wilderness Survival

MOUNT DANARA

Survivors of the Dwarven Kingdom, a city that has dug itself down into the mountain, where the richest live the deepest.

Restriction: Dwarf only

Visuals: Teardrop pendant of copper, bronze, silver, or gold.

Skills: Mining, Jewelsmithing, Lore (Religion)

TAURE'MALDA

Remnants of the ancient Elven capital; a beautiful, flourishing city of history and culture.

Restriction: Elf, Half-Elf, Sylph, or Human with Elven relative only

Visuals: Shades of green with golden leaves.

Skills: Bowyer/Fletcher, Lore (Nature), Artistic Ability



TREE OF ELI'NIWAR

Wild Elves housed within the hollowed trunk of an ancient, massive tree.

Restriction: Elf only, must be caster or Void Knight

Visuals: Purple and white face paint, dark furs and hides over purple clothing

Skills: Agriculture, Tracking, Leatherworking

TREYARK

Diverse settlement near the Rift.

Restriction: None

Visuals: Jewelry with many rings or circles

Skills: Agriculture, Lore (Culture), Perform

TEMPLE OF THE MYOPIC EYE

Opposite Treyark, repository of countless tomes from lost civilizations.

Restriction: Throatian or Must seek knowledge

Visuals: Symbol of a bright blue eye

Skills: Lore (Any), Scribe, Tailoring

RIFT WARDENS

Loose network of mercenaries that patrol the Rift.

Restriction: Must not be a Cleric, Druid, or Mage.

Visuals: Purple cloaks/coats and a bronze badge

Skills: Wilderness Survival, Lore (Arcana),

Leatherworking

TWINTOWNS

Lively settlement locked in a friendly feud over the town's sole bridge crossing the water separating it, blessed by Trip and Trap.

Restriction: None

Visuals: Umbrellas, and colorful jewelry

Skills: Jewelsmithing, Tailoring, Agriculture

UNDERBLOOM

Colony of curious Sylph, neighbors to Orcs.

Restriction: Must be Shroomish Sylph

Visuals: Wearing mundane items as clothing

Skills: Mining, Artistic Ability, Jewelsmithing

ACADEMY ORIGINS

Places of learning or training, they have survived the Tempest without the protection of a larger city, and tend to be far less community based in nature.

Academies will have a population of no more than 500 students.

CUMULONIMBUS ACADEMY

Researchers dedicated to studying the Tempest.

Restriction: None

Visuals: Pin of a gray, silver, or white cloud against colored lightning

Skills: Lore (Culture) or (Religion), Jewelsmithing, Scribe

CURATOR COLLEGE

Archaeologists looking to unearth knowledge from before the Tempest.

Restriction: None

Visuals: A metallic, rune engraved bangle.

Skills: Lore (Any), Mining, Polyglot

KORTHUS' CAIRN

Training academy devoted to fighting creatures of the Tempest, ruled by a Dwarven general.

Restriction: No Elves, Half-Elves, or Stormborn

Visuals: Heraldry of a cloud with a sword pierced through it, often on a shield.

Skills: Lore (Arcana), Weaponsmithing, Brewing

THE LIGHTKEEPERS

Lighthouse on a lake, a community devoted to peace.

Restriction: Druid or Ranger. Must follow The Light That Sweeps.

Visuals: Golden, glowing tattoo, and lighthouse imagery.

Skills: Lore (Nature), Jewelsmithing, Perform

THE HIDDEN ENCLAVE

Shardians who have found refuge among the cloudy mountains.

Restriction: Must be a follower of Shard

Visuals: Deep dark blues with silver accents and stars/moon iconography.

Skills: Tailoring, Perform, Lore (Religion) or (Nature)

THORNS OF THE EVERTHICKET

A gnarled forest of spiked trees and branches, whose citizens attempt to undermine Taure'malda.

Restriction: Must be an Insidious Sylph

Visuals: Blacks and spikes

Skills: Disguise, Scribe, Tailoring



OUTKEEP ORIGINS

Independent Outkeeps are groups of people that either refuse to join larger towns and keep to their own, or are people that aren't accepted anywhere they've been yet. Outkeeps are small and are comprised of no more than 100 members in one place. They are small, but not so small that two players from the same Outkeep would have to know each other.

DEATH WATCH

An ancient temple and catacombs house these eradicators of Undead.

Restriction: None

Visuals: Ravenskull amulet

Skills: Lore (Religion), Weaponsmithing, Brewing

ELDERGREEN GROVE

Keepers of a sacred, well protected Grove and sanctuary from the the Tempest.

Restriction: Must be a Druid or Ranger

Visuals: Vines of leaves around waist, shades of green

Skills: Lore (Nature), Agriculture, Wilderness Survival

GALLENWISP BOG

Close knit matriarchal family near Twintowns.

Restriction: Must be a Half-Troll

Visuals: Blue-green jagged stripes on skin

Skills: Cooking, Brewing, Wilderness Survival

IRONSHARD OUTLAWS

Mostly Dwarven bandits and miners preying on towns

Restriction: No casting classes

Visuals: Gray headband, often carry picks

Skills: Mining, Armorsmithing, Tracking

VOCITAN

A secretive brotherhood of magic hunters.

Restriction: No casting classes, Sylphs, or Lacuna.

Visuals: Purple sash worn around belt

Skills: Disguise, Lore (Any), Scribe

WOLVES OF THE SPIRE

A small, feared regime of warriors and mercenaries.

Restriction: Must be a Fighter, Rogue, or Void Knight.

Visuals: Deep blue fabric as single shoulder cape, waist cape, or from a helm. Also silvery fur mantles.

Skills: Tracking, Weaponsmithing, Lore (Culture) or (Arcana)

NOMADS

Wanderlusts at heart spend their lives living off the land and following consistent pockets of clear weather through the Tempest. People of established societies typically regard the nomads as senseless risk-takers and assume (incorrectly) that their proximity to the Tempest makes them a source of Stormborn people.

CARAVANSERAI

Collective of traveling merchants braving the Tempest
Restriction: None

Visuals: A link of three coins hanging from belt

Skills: Lore (Culture), Polyglot, Gaming

EVERDRIFT POL

Wandering Sylph in a loosely knit society

Restriction: Must be Coniferous or Unhoused Sylph

Visuals: Long ribbons of yellow and green

Skills: Lore (Nature), Wilderness Survival, Tracking

HELIOS WAY

Nighttime travelers who follow the Moon.

Restriction: None

Visuals: Soft gray clothing with a moon symbol

Skills: Lore (Religion) or (Nature), Artistic Ability, Gaming

STORM RACERS

Thrill-seekers who try to stay one step ahead of the Tempest, for as long as they can.

Restriction: None

Visuals: Wing and lightning images, lightning tattoo

Skills: Wilderness Survival, Tracking, Lore (Nature)

TAURUSK

Nomadic hunters, honoring elk, bear, wolf, and owl.

Restriction: None

Visuals: Furs, leathers, and carved bone, amulet of animal from one of the four tribes.

Skills: Wilderness Survival, Leatherworking, Tracking



PACTBOUND

A few specific Outkeeps that are founded and populated almost entirely by Pactbound (see [Races](#) for this Additional Option).

BLACK PRISMS

Talented casters of Arcane, Divine, and Nature; having made pacts in exchange for power.

Restriction: Pactbound only, must be a caster

Visuals: Black pact runes on their skin, typically on the arms. Black cuffs, glovelets, or sashes on both wrists.

Skills: Lore (Religion), Jewelsmithing, Etiquette

BLIGHTBORN

A network of Stormborn who have turned to demonic pacts for power and protection from becoming Stormspawn monsters.

Restriction: Must be Pactbound and Stormborn

Visuals: Black pactbound runes, typically on the neck and shoulders. Deep blue scarf worn around neck and shoulders to act as a mask.

Skills: Wilderness Survival, Scribe, Tailoring

SHIMMERSKINS

Pactbound between Durmstrad and Exile who have made a deal with the demon Svedel, to aid and help others in an act of atonement.

Restriction: Pactbound only

Visuals: Glistening iridescent powder coating, Pactbound runes typically in locations matching the wounds of those they heal.

Skills: Lore (Culture), Polyglot, Cooking

ORIGIN BONUS

Origin Bonuses represent special skills and talents that characters gained during their upbringing. Each character begins the game with one Origin Bonus in addition to the Trained Skill from an Origin. This must be chosen at Character Creation, and may not be changed in the future.

BLINDSENSE: Free Rank 2 [Blind Fighting](#), Blind Fighting radius is doubled (to 30').

FAST HEALER: Free Rank 2 Resist Toxin. [Recover](#) in half the time (15 min.), automatically stabilize when bleeding to death.

LUCKY: Gain two uses of the [Performance](#) techniques "Luck" or "Right Place, Wrong Time" per day.

MAN AT ARMS: Free Rank 1 [Weapon Skill](#) in two Weapon sizes.

SPELLBORN: 1 Free Rank of [Arcane](#), [Divine](#), or [Nature](#), and 1 Free Rank of a matching [Philosophy](#) (may be selected by forbidden classes). Divine Spellborn who are not Clerics or Divine Oathbound are not required to select a Deity or additional Ethos.
May not cast spells in Heavy Armor unless Oathbound.

TALENTED: May attempt any Rank 1 Mundane skill. Does not apply to Lore.

THICK SKIN: +5 starting Hit Points. Suffers no ill effects from natural foul weather, such as extreme heat or cold.

TRANCE: Free Rank 2 Resist Charm. Only requires 4 hours of meditation to benefit from a Rest. Still aware of surroundings in this state. (May only Rest once per 24 hours, limitations to wearing Armor still apply)

VOID TOUCHED: 1 Free Rank of [Void](#), and 1 additional Rank 1 Void Slot (may be selected by forbidden classes).

WELL EDUCATED: Free Rank 1 in each Lore.



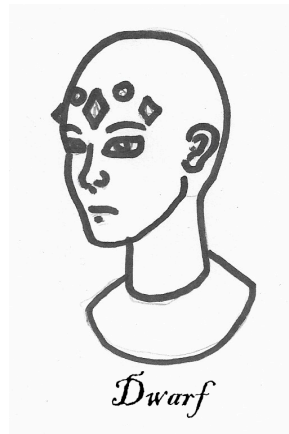
RACE

Tridia is host to a wide variety of races, with histories spanning millennia, if not longer. Where once much turmoil between the many races of Tridia existed, the Tempest has forced them to abandon old grudges and work together. However, the emergence of Pactbound and Stormborn has reignited mistrust and fear, and not all people can let go of old prejudices.

In order to play a Race other than Human, players are required to costume themselves in specific ways, listed below. Races marked with “**” require more extensive than average costuming and makeup. If you are unable to meet these requirements, your character’s Race will be changed to Human. Illustrations provide examples of required makeup/costuming.

All characters of a Race begin the game knowing how to read and write Common as well as their native language.

DWARF



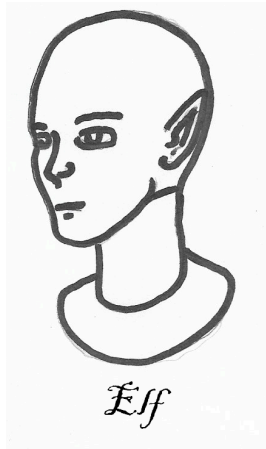
Dwarves are the strong and resilient descendants of the fae, a race known for their underground preferences. Already used to being sheltered underground, Dwarves have fared quite well despite the onset of the Tempest. Dwarves gained even stronger connections to the earth and stone that surrounded them, beginning to grow hard mineral protrusions from their foreheads and skin. These gem-like crystals harden fully upon adulthood, and vary in as many colors as gemstones come in. Though they resemble crystalline stones, these biological growths do not share the same hardness traits of gems, being more akin to horns and fingernails. Though there is physically no difference, some dwarves may perceive superiority based on gem color or size.

Dwarves’ maturity has a range, becoming adults physically around 20 but reach mental maturity by age 40, and their lifespan typically ends around 200 years. .

Dwarves are required to adorn their forehead with gemstones, and may add additional stones along their skin(such as their cheeks, chins, elbows, knuckles, etc.). These gemstones can be physically represented by adhering plastic gems with double sided tape or glue. They may be several small 1mm crystals or even larger gems. They are not limited in color or design, and may resemble raw gems or cut gems. Other than the gem growths, dwarves resemble humans in their variety of skin tones, hair colors, height and stature.

[Trained Skill](#) Options: Armorsmithing, Brewing, Gaming, Jewelsmithing, Mining, Weaponsmithing





ELF

Elves are long lived, nature attuned descendants of the fae, a race known for their extreme affinity for plant life and the natural order of flora. Ever since the combining of the races in the royal houses, and the decimation and regrowth from Hyperion in their deepest woods, the Elves have melded more and more into one unified race, along with their life spans shortening to a few hundred years at the most. Elves take the longest to reach maturity, leaving the boughs by age of 60 and returning to rest around age 300.

Elves require exceptionally long and pointed ears to denote your character's race, and otherwise share traits common among Humans.

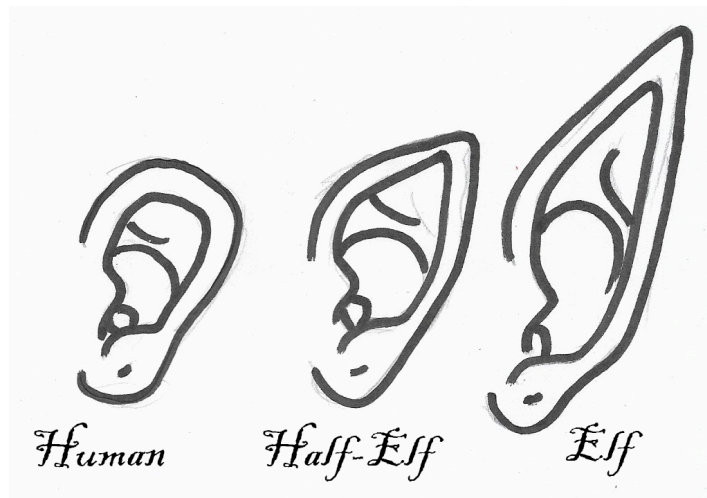
Trained Skill Options: Artistic Ability, Bowyer/Fletcher, Etiquette, Leatherworking, Tracking, Wilderness Survival

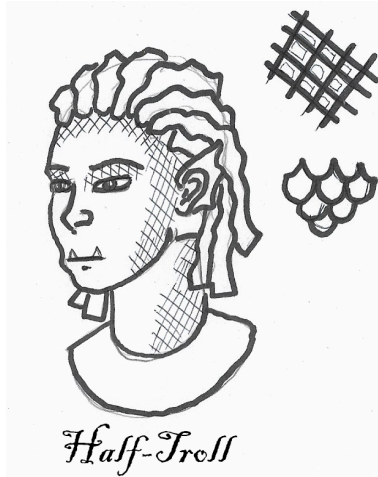
HALF-ELF

One of the few races that can successfully cross with Humans, children of Elves are viewed enviously by many races. The stigma of mixed blood has softened as the Elves unified and old prejudices still linger with some Elves, but these days many Half-Elves live harmoniously amongst Elves and Humans. Much of the Human jealousy comes from the fact Half-Elves reach maturity around 20, but can continue experiencing the world as far as 200 years.

Half-Elves require short pointed ears to denote your character's race, otherwise their appearance can be as varied as a Humans.

Trained Skill Options: Agriculture, Armorsmithing, Cooking, Leatherworking, Weaponsmithing, Wilderness Survival



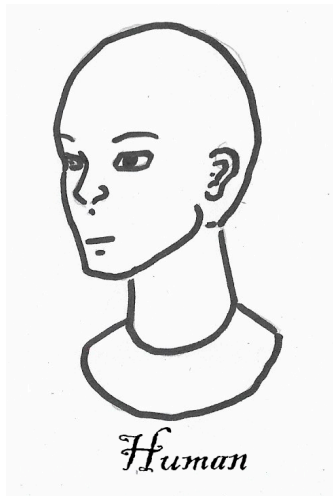


HALF-TROLL**

Trolls within Tridia are water-born beings. At the Onset of the Tempest, they fled below the waterline to caverns in lakes or to the security of swampland bogs, and have evolved more and more to adapt to their murky environments. Through the history of Half-Trolls within Tridia, many Humans and Trolls have come to share some mixed heritage. A Half-Troll can be born one of three ways: 1) The Human heritage emerges from a Troll pairing and they typically drop the baby off somewhere for Humans to find. 2) The Troll heritage emerges from a very confused Human pairing and they do what they might with the thing. 3) A very brave and charismatic Human finds a Troll and goes about it the typical way. Half-Troll mixed heritage allows them to age faster, reaching full adulthood by age 15, and live a full life ending around the age of 60.

Half-Trolls require several phys reps, being the most monstrous of the playable races. They are covered in scales which must be represented by simple scale makeup, that is a hue of green or blue, at minimum along the edges of the face and exposed skin. Half-Trolls may also have other monstrous traits, such as seaweed-like and tubular spines for hair, dorsal fins on arms and legs, as well as sharpened teeth, tusks, or yellowed eyes.

[Trained Skill](#) Options: Agriculture, Cooking, Leatherworking, Tracking, Weaponsmithing, Wilderness Survival



HUMAN

The most adaptable and versatile of the races of Tridia, Humanity has stayed as a constant in the landscape among the greater lived races as well as the more ferocious of them. The history of Humans has included the rise and fall of many kingdoms and nations, and they continue to show that versatility in leadership within the bowl. Humans' adventurous ages range greatly, as they reach adulthood around 20 and enter old age around 100.

[Trained Skill](#) Options: Any. Rather than a bonus language, Humans may train Polyglot for half price (10 XP).



LACUNA**



Lacuna

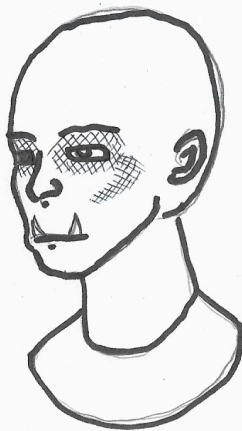


The Lacuna are often viewed as monstrous, and have the unique ability to cross with any race of a similar build to theirs. This race is known as a Base race. Due to their alien visage, they are often less trusted than other races. The plane of existence they came from was destroyed long ago, and they find camaraderie with the Sylphs for this similar history. Aside from their unique heritage, Lacuna share the same age ranges with the base race they are born from.

Lacuna require the same requirements of their Base race, with the distinction of an added pair of horns or antlers, and a purplish hue around their eyes and tip of their nose. Aside from the horns and purple hue, their characteristics can be as varied as their base race's.

Trained Skill Options: Disguise, Etiquette, Perform, Polyglot, Scribe, Tailoring

ORC**



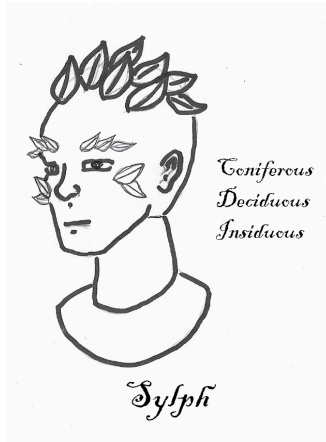
Orc

Orcs have always been known to be strong and resilient even in the harshest of climates, and have continued to adapt and survive even after the onset of the Tempest. Orcs are regularly larger than their Human counterparts, and are historically known for managing problems with savage force. Though they are a shorter lived race, coming to adulthood around 15 and reaching old age around 50, they have worked hard to show many of them are just as keen of mind as the elder races.

Orcs require coloration around the eyes and cheekbones, with shades from green to dark gray to denote your character's race. Orc players may also wear short tusk phys reps on the lower jaw.

Trained Skill Options: Artistic Ability, Brewing, Leatherworking, Tracking, Weaponsmithing, Wilderness Survival





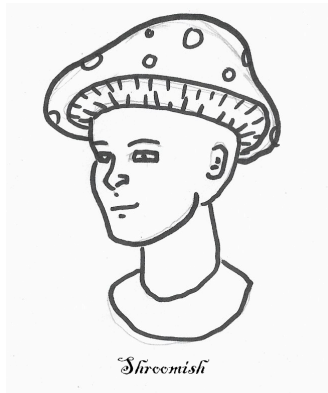
SYLPH**

These magical creatures, full blooded fae, spread out to the material plane from their home plane of The Veil after its destruction at the hands of a Dragon. Sylphs all descend from one of five Houses within the Veil's hierarchy. These Houses are separated into 4 types of flora, with the fifth being the looked down upon Unhoused. Sylph lifespans are just as long as their Elven cousins, reaching adulthood between 40-60, and living up to 300.

Coniferous - The folk of birth and bright, they resemble evergreen plants or bright flowers. Spring-like.

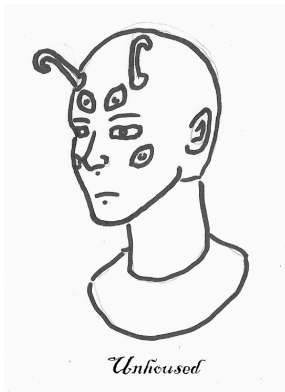
Deciduous - The folk of twilight and midlife resemble the fading plants of late year, in dull browns and vibrant reds and oranges, and harvest plants. Autumnal.

Insidious - The folk of death and endings, they resemble plants known for poisons and toxins, and can often be confused for Coniferous or Deciduous Sylphs, with bright Nightshades or red Poison Ivys. They more commonly have colorations of purples and blues.



Shroomish - The folk of rot and rebirth. They resemble fungal growths of all sorts, from fuzzy molds to bright mushroom caps.

Unhoused - The unhoused were never aligned with any of the great four trees, and can look the most varied. Typically, if you don't look like you belong to one of the main four, you belong to the unhoused and have far less respect and a stigma upon you, at least amongst the fae people. The unhoused are often more buglike in appearance, with additional bug eyes or even extra limbs tucked tight.



Sylph require the physical aspects that align with their House. These Houses are represented with a type of plant, which must be represented by attaching leaves or plants along the face or in hair, but may also incorporate these elements into the character's garb and clothing itself. All Sylphs may also have some variety in their appearance beyond the plants, such as vestigial bug-like wings (not feathered), or antennae on their foreheads (required for Unhoused).

[Trained Skill](#) Options: Agriculture, Gaming, Jewelsmithing, Perform, Polyglot, Tailoring



Additional Racial Option

PACTBOUND**

'Pactbound' are people who deal with demons to gain power. They are feared and despised by many, due to demonic creatures' malicious nature. Many hide their pact runes and keep this identity a secret to avoid trouble. However, Pactbound themselves are not necessarily bad. Some might make deals with good intentions, or out of desperation. Demons make pacts for the same reasons Pactbound do: to get what they want, whether that be more power or to simply ensure their survival. It is said the more pacts a demon makes, the stronger they become.

Many pacts are often a singular exchange, such as gaining access to new magical abilities (justifying the character's chosen class, for example). For this reason, many Pactbound tend to be magic users. However, players may choose to have more unique, ongoing pacts for story reasons. Some examples:

Lagra the Orc made a pact with a demon to teach her fire magic in exchange for killing the Fighter hunting him. This is how she began her journey as a Mage.

Ragnar, the Dwarf Oathbound, made a pact to save his sister from a deadly illness in exchange for continued servitude to the demon's goddess.

Simon the Half-Elf met a meddlesome imp in an alleyway and agreed not to turn her in to the guards in exchange for the ability to cast 'Speak With Animal.'

Pactbound can be found all across Tridia, though most are found in the Brimstone Badlands, where demons are commonly encountered. There are some organized factions of Pactbound elsewhere in Tridia, but many wander alone on the outskirts of society. Players who choose to have a Pactbound choice should consider a plausible story for how their character came to interact with a demon to have formed their pact if they are not choosing a Pactbound specific Origin. All pacts must be discussed with and approved by a Storyteller prior to play for the sake of game balance and cohesion with world lore.

Restrictions: Pactbound must have 1 [Ethos](#) that aligns with [Marissa Darkdreams](#), [Shard](#), or [Raash](#). This does not have to be an additional Ethos on top of requirements, but may be if the player desires more. They must also choose one [Affinity](#), similar to Stormborn, but must choose from Light or Dark only.

Pactbound require recognizable black runes that appear somewhere on their skin that mark their demonic pact. The more demons one deals with, the more pact runes they have, and the size of the rune typically indicates the complexity or severity of their pact.

If chosen, the Pactbound option stacks on top of your racial choices. Pactbound does not alter your race's trained skill options.

If a character is both a Stormborn and a Pactbound, the designs must be clearly distinct from each other, and you cannot choose an opposing Dark/Light affinity as Stormborn.



Additional Racial Option

STORMBORN**

An additional option is to be an afflicted being known as a Stormborn. These are people that were born during a surge of the Tempest, and affected by its magical energy. Stormborn have a stigma about them, for fear they may change into mindless monsters, called Stormspawn. Stormborn can be chosen with any race.

Stormborn require decorations on their face in their energy's color. These can be artistically done, to look like veins, straight lines, cracks, swirls, etc in addition to your base race's representation to visually display you are Stormborn and clearly show your energy affinity:

Fire - Red	Ice - Blue
Earth - Green	Air - Yellow
Light - White	Dark - Black

With a Stormborn's chosen "[Affinity](#)", they become Resistant (+1 DR per rank of Prestige) to that damage type, and become Weak (+1 damage per rank of Prestige) to their opposite type.

During a Storm Surge, when the Tempest is strong in a specific element, the Stormborn is additionally affected if the Surge is aligned with their affinity. If the Surge is in their Resistant element, all of their damage dealt with that type is increased by 1. If the Storm Surge is their Weak element, all of their damage dealt with their Affinity is decreased by 1.

If chosen, the Stormborn option stacks on top of your racial choices. Stormborn does not alter your races' trained skill options.

If a character is both a Stormborn and a Pactbound, the designs must be clearly distinct from each other, and you cannot choose an opposing Dark/Light affinity as Stormborn.



ETHOS

The distinguishing character, sentiment, moral nature, or guiding beliefs of a person, group, or institution. The gods of the heavens, hells, and beyond encompass these ethos, represented within their domain and influence. The gods are shaped by the beliefs of the mortals who revere them as much as their dictations of morality guide the mortal world.

Your chosen Ethos should inform and guide your roleplay as your character: What beliefs do they hold? What decision would they make when faced with a difficult choice? What do they value, or despise? What gives them drive, and guides their ambitions or dreams?

Ethos are divided into moral stances: Virtuous, Altruistic, Neutral, Selfish, and Wicked. Choosing one of these does not mean your character is inherently Virtuous or “Good”, nor Wicked or “Evil”, instead that a core part of their beliefs and values are shaped by this Ethos. Virtuous people can still do terrible things, as wicked ones can still be a force for good. Ethos allows you to explore the complexities of a morally gray world.

Many Ethos fall under the domain of Tridia’s 9 gods or the elemental disciplines of the outer planes. Choosing one of these Ethos does not automatically mean a character follows such an entity; however many people in the world may be drawn to such beings because of that god’s association with their own beliefs. If an Ethos has an associated deity or discipline, it will be marked as (Flint) or (Earth), for instance. These are listed with each god in [“Gods”](#).

◆ Clerics must choose an additional 2 Ethos represented by their Deity. Oathbound must choose an additional 4 Ethos represented by their Deity or Discipline. If purchasing Divine out of benefit, a character must choose 2 additional Ethos represented by their Deity. Divine Spellborn who are neither Clerics nor Oathbound are exempt from this unless purchasing further slots or ranks of philosophies gifted by their Origin Bonus.

ALTRUISTIC

BEAUTY. When I use my artistic talents, I make the world better than it was.

BRAVERY. To act when others quake in fear—this is the essence of the warrior. (Bastion) (Air)

CHARITY. I steal from the wealthy so that I can help people in need.

COMMON GOOD. My house serves a vital function, and its prosperity will help everyone. (Terra Heart)

COMMUNITY. We have to take care of each other, because no one else is going to do it. (Terra Heart)

DEATH. Nothing is eternal. The specter of death grants importance and weight to what life we have. (Raven)

EQUALITY. We all do the work, so we all share in the rewards.

EXPRESSION. Art, joy, and laughter are the keys to freedom. (Flint) (Air)

FAIRNESS. No one should get preferential treatment before the law, and no one is above the law. (Raven)

FAMILY. Companions come and go, but family comes before all else. (Ice)

FREE THINKING. Inquiry and curiosity are the pillars of progress. (Throat) (Air)

FREEDOM. Chains are meant to be broken, as are those who would forge them. (Flint)

JUSTICE. A nation built upon just foundations will uphold freedom for all. (Bastion)

LAW. The law is meant to ensure that the gears of society turn smoothly and quietly. (Raven) (Earth)

NATURE. The natural world is more important than all the constructs of civilization.

PEOPLE. I like seeing the smiles on people’s faces when I entertain. That’s all that matters.

PROTECTION. Threats to the land and to the people must be dealt with at any and all costs. (Bastion) (Earth)



NEUTRAL

ADVENTURE. I'm far from home, and everything is strange and wonderful! (Trip & Trap)

ANARCHY. No person or law or custom can tell another what to do. (Flint)

BALANCE. Neither virtue nor sin are inherently better, and an imbalance of one can be a detriment to the world. (Throat) (Dark)

CHANGE. Life is like the seasons, in constant change, and we must change with it. (Flint)

COMPETITION. I strive to test myself in all things.

CREATIVITY. The world is in need of new ideas and bold action. (Flint) (Fire)

CURIOUS. I want to learn as much as I can about the people and places I encounter.

DESTINY. Nothing and no one can steer me away from my higher calling.

ELOQUENT. I use my words to sway others to my beliefs. (Darkdreams)

EQUILIBRIUM. Do not fish the same spot twice in a row; suppress your greed, and nature will reward you. (Throat)

FAITH. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well.

FATE. Whatever happens is fated, regardless of any planning or striving.

GLORY. I crave glory in battle, for myself and my people. (Trip & Trap) (Fire)

GROWTH. Lessons hide in victory and defeat. (Earth)

IMPULSIVE. No plan survives contact with reality. It's easier to dive in & deal with the consequences. (Raash)

LOGIC. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Raven) (Ice)

LUCK. Our luck depends on respecting its rules—now throw this salt over your shoulder. (Trip & Trap)

NIHILISM. I don't believe in anything, and anyone who does is a fool.

ORDER. Like a well-pruned tree, society thrives when everything is kept in good order. (Darkdreams)

RESPONSIBILITY. I do what I must and obey authority. (Ice)

SURVIVAL. You can't win if you're dead. Live to fight another day—when the odds might be more in your favor. (Trip & Trap)

TRADITION. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Raven) (Ice)

TRUTH. I care about the truth above all else, even if it doesn't benefit anyone. (Bastion)

UNPREDICTABILITY. Keeping the enemy guessing and off-balance is my tactical strength. (Trip & Trap)(Air)

WANDERLUST. One must expand their horizons by seeing the world and exploring. (Throat) (Air)

WITTY. Brains are better than brawn. I rely on my wits and respect others who do the same. (Throat) (Dark)



SELFISH

ADVANCEMENT. Money and power can be gained more easily within an organization. Gain as much as possible. (Darkdreams)

ALL FOR A COIN. I'll do nearly anything if it means I turn a profit. (Shard)

ASPIRATION. I'm going to prove that I'm worthy of a better life.

CALLOUS. I am unconcerned with any negative effects my actions may have on the lives and fortunes of others. (Shard) (Fire)

CHAOS. The more chaos that swirls around me, the more opportunities I can find to profit. (Raash)

FITTEST. On the open road, the law of nature wins. Victims are the unprepared. (Dark)

GREED. I won't risk my life for nothing. I expect some kind of payment.

INDEPENDENCE. When in trouble, the only person I can rely on is myself. (Dark)

MIGHT. The strongest are meant to dominate the weak. (Darkdreams)

POWER. Solitude and contemplation are paths toward mystical or magical power. (Ice)

SCOFFLAW. The laws and lawmakers are corrupt. I follow laws only when it suits me.

SECRETIVE. I trade in secrets, and am not about to let any of mine slip. (Shard)

STRENGTH. In life as in war, the stronger force wins. (Darkdreams) (Earth)

VIRTUOUS

EMPATHY. No creature should be made to suffer. (Terra Heart)

GREATER GOOD. Our lot is to lay down our lives in defense of others. (Bastion)

HOPE. I am guided by a higher power and I trust that everything will be right in the end. (Terra Heart)

LIFE. Preserving life and nature is always a worthwhile endeavor.

LOYAL. My word, once given, is my bond. (Earth)

REDEMPTION. Everyone deserves a second chance. (Terra Heart)

RESPECT. People deserve to be treated with dignity and respect.

WICKED

DESTRUCTION. I want to dance among the flames as the world burns down around me. (Raash) (Fire)

FEAR. People should not respect power. They should fear it. (Shard)

HEDONISM. Death comes for everyone, so take as much pleasure as you can from every moment of life.

MANIPULATIVE. I use my knowledge and power to manipulate others to my own benefit. (Dark)

MURDEROUS. Life is as fragile as it is worthless, and I will take it freely and without concern. (Raash)

RAGE. To live is to feel and express the rage burning in your belly. (Raash) (Fire)

TERROR. Deception and the unknown are weapons. Strike from where your foes won't expect. (Shard)



SKILLS AND XP

GOVERNING SKILLS

Governing skills are the basic prerequisite for Skill Slots, Techniques, and Spells. Without the Governing Skill, Fighters can't fight and Mages can't cast spells. Governing Skills also act as a basic core knowledge of the character's chosen profession. Each Rank of a Governing Skill grants a character access to knowledge of all the Basic Techniques or Spells (those listed in this book). Your choice of class and Governing Skill will determine what type of power your character wields, particularly in combat. You must purchase a Governing Skill before you can purchase Skill Slots and research Techniques/Spells. When you purchase any Rank in a Governing Skill, you gain one Slot and one Technique or two Spells of that Rank for free.

SKILL SLOTS

Skill Slots are what enable the use of Techniques and Spells. In order to use an ability, you must have an available Skill Slot of that relevant Governing skill, of that ability's rank (or higher). All slots must be purchased in a pyramid structure. In other words, you must have one more slot in a lower rank than you have in a higher rank. Example: In order to have 2 Rank 3 slots, you must have three Rank 2 slots and four Rank 1 slots.

RESEARCH

In order to learn new abilities, between events Characters may research 1 Spell or Technique for a rank of purchased Governing skill (for example, a character with Combat 2 and Divine 1 may research one Rank 1 Combat technique, one Rank 2 Combat technique, and one Divine Rank 1 spell).

A character may research **or** teach 1 out-of-benefit skill between events. Must have a teacher if researching out-of-benefit skills (this may be an NPC).

Quests/Info may be requested once per event per character, maximum 2 quest requests at a time.

In-benefit Governing, Class, Martial and Mundane Skills do not require research and may be purchased with XP when available.

XP

Characters earn 15 Experience Points (XP) for attending an event. Players are expected to participate during events, and to serve as an NPC on as many quests as they go on as their characters to maintain a fair balance. Failure to do so will result in receiving 10 XP for the event instead. 4 Day events instead garner 20 XP, or 15 if imbalanced.

Players who continually fail to NPC an appropriate amount each event may be docked further XP.

XP COSTS

In order to learn new Skills, you must spend XP to purchase them. Below is a list of costs associated with Skill purchases. XP may only be spent shortly after check-in with one exception, XP may be spent to purchase a rank of Governing Skill after completing a quest to achieve it.

Each class has a list of Skills that are Class Skills. These Skills are in-benefit. Martial and Mundane Skills are in-benefit for all classes. Class Skills from other classes are out-of-benefit. If a skill is marked as Exclusive, only members of that class may possess it.

All in-benefit Governing Skills, Skill Slots, Class Skills, and Martial Skills cost 5 XP per rank (e.g. Rank 3 = 15 XP) unless otherwise noted. Only in-benefit skills may be purchased at Character Creation.



All out-of-benefit Governing Skills, Skill Slots, and Class Skills cost 10 XP per Rank of the Skill (e.g. Rank 3 = 30 XP). Characters can only purchase up to Rank 3 in an out-of-benefit skill.

Most characters will only ever have ONE in-benefit Governing Skill. Most characters may have ANY number of out-of-benefit governing Skills. Exception: A character may not purchase both a Casting Governing skill and Void.

XP costs are cumulative. For instance, if a Fighter desires to purchase Prowess 2 (an in-benefit Class skill), he must first purchase Prowess 1 (5 XP) and then Prowess 2 (10 XP) for a total expenditure of 15 XP.

GROWTH BENEFITS

At 150 XP and each additional rank of Prestige (250, 350, etc.), characters gain an additional +5 Hit Points.

Characters may purchase Rank 4 in-benefit skills once they reach Prestige 2 (250 spent XP), and Rank 5 once they reach Prestige 5 (550 spent XP). At each Rank of Prestige you may select a new Mundane Skill to Train.

Rank 4 and Rank 5 Governing skills must be requested for in order to purchase, once a PC reaches Prestige 2 and 5.

SPECIALIZATION SKILLS

Some classes get access to unique skills once they reach Rank 3 of their governing skill. They must choose a Specialization, and then receive access to purchase or learn these skills and spells/techniques. These abilities are exclusive to the Specializations and may not be purchased by other specializations or classes, even out-of-benefit.

MUNDANE SKILLS

Mundane Skills are Trained at Character Creation, chosen from predetermined lists from your Class, Origin, and Race choices. Characters also have the option to spend 20 XP to “Train” an additional Mundane Skill. Unlike other skills, these are not purchased per rank, and automatically increase in Rank based on your rank of Prestige.

CRAFTING

Those with a Mundane crafting skill such as Armorsmithing, Tailoring, and Weaponsmithing may make a number of pieces in quality per month, between events, up to their Rank of the skill. For instance: Jericho the Fighter has Weaponsmithing Rank 4. She can make one Rank 4 weapon, or two Rank 2 weapons, or a Rank 3 and a Rank 1, etc. Items can be upgraded to a higher rank, with the same process of creating a new item (the heirloom armor from your grandfather can be upgraded from a rank 2 to a rank 3 by supplying ten ingots of Stormsteel, for instance). Player Character Crafters can salvage the material from an old piece of equipment that has been upgraded (the iron from Grandfather’s armor can be salvaged after upgrading it to steel).

When salvaging weapons and heavy armor, you always get metal ingots. When salvaging light armor, you always get yards of light materials.

SKILLS/CHALLENGE SERIES

More often than not, your skills just work; for instance, crafting almost never requires a challenge series.

In the instance that a challenge is needed, however, they will do 3 contested challenges of Rock Paper Scissors.

Trained characters may attempt harder challenges, but do so at Disadvantage, losing on ties, and losses now cancel wins, making interesting challenges such as tracking or lockpicking doable but improbable. If you are a higher rank than the difficulty of the challenge, challenges are at advantage, winning on ties.

3 wins: Clear success and a benefit.

2 wins: Success.

1 win: Fail, but no repercussions.

No wins: Repercussions.



CLASS SKILLS

Brew Potion: (Cleric) (Requires equal rank Governing casting skill)

Once per day, a Cleric may Brew potions that have immediate healing effects. The Cleric may create a number of potions in rank equal to 2 x their rank of Brew Potion. Rank of skill is Rank of potions able to be made. The magical spell of a potion lasts for 24 hours before fading.

Rank 1: Quarter Health (This potion restores an amount of health equal to 1/4 of the Target's max health.)

Rank 2: Restore Limb (This potion regrows a lost limb, or removes a limb debilitating effect.)

Rank 3: Half Health (This potion restores an amount of health equal to 1/2 of the Target's max health.)

Rank 4: Raise Dead (This potion brings a dead target to 1 HP, replicating the Raise Dead spell)

Rank 5: Full Heal (This potion heals a target to their maximum HP.)

This skill requires a phys-rep of each item created to be used.

Covert: (Rogue)

Evasive: This skill represents the Rogue's ability to be evasive and stealthy. Ranks of this skill may improve various stealth techniques. This skill may also be used to be evasive outside of combat. The Rogue may take one person with them at Rank 3 (total of 2), three more at Rank 4 (total of 4), and five at Rank 5 (total of 6) . By throwing a challenge, the Rogue and allies within 10' may move unnoticed by enemies up to 20' away for the duration of the scene. The Rogue may move alone with this challenge throw, to move up to 20' -2' per rank of covert closer to an enemy. Covert stealth is broken if any affected characters come closer than the distance, or combat begins. Light sources may be concealed using this skill.

Secure: This skill represents the Rogue's abilities to open locks, and to find, disable, and create traps. Traps are separated into field traps(in combat), and defense traps(out of combat).

For Defense traps; Defense traps will not go off while in active combat, but may activate right before or after combat state ends. These traps will vary in complexity and effect, and are open to creativity and ST discretion. With a challenge series, one win will find traps equal to rank of Covert, two wins will find and disable traps equal to rank of Covert, and 3 wins will find and disable traps one rank higher than rank of Covert.

For Field traps: Field traps only come in two forms, Stun and Knockdown traps. These traps are denoted by a Red Disc for stun, and a Yellow Disc for Knockdown. A Disc is a 10" plate, such as a wooden disc or a frisbee, that is easily visible on the field. Field traps are set off by any creature moving within 5' of the disc, causing them to be knocked down as the technique or suffer a 10 second Stun, as the technique. This trap will affect a target again if they re-enter the AOE, or stay within it for 10 seconds after the initial effect has ended. These effects may not be countered by the Knockdown or Stun techniques.

A Rogue may set a number of field traps equal to their rank of Covert, and spend 10 seconds -1 second per rank of Covert to set a field trap down. Field traps must be placed in an open space with no creatures within its intended area of effect. A Rogue may disarm a field trap by spending 30 seconds - 5 seconds per rank of Covert by kneeling at the edge of the effect zone and roleplay disabling it. Once disabled, it may be removed from the field.

Inscribe Scroll (Mage):

Once per day, a Mage may inscribe scrolls that replicate their Arcane spells. Non-offensive spells may be written onto scrolls and then used by the Mage or others by reading the incantation aloud. The Mage may create a number of scrolls in rank equal to 2 x their rank of Inscribe Scroll. Rank of skill is Rank of Scroll able to be made. The magic of a scroll lasts for 24 hours before fading. This skill requires phys-reps of the items created to be used; a scroll must be a phys-rep with the spell name, the spell incantation, and the effect of the spell. (e.g. laminated Index cards)



Inspiration (Bard):

The Bard gains a number of uses equal to their rank of Inspiration, that refreshes with a long rest. This may be used in two ways;

Motivated: The Bard motivates an ally, and for the next hour they will win on Ties in their next challenge series. This motivation only lasts for one challenge series

Try That Again: If the Bard witnesses an ally MISS with a technique use, the Bard may refund that technique's slot to the ally. A miss is considered any failed attack that was not countered or had no effect. The technique refunded must be equal to or less than the Bard's rank of Inspiration.

Jack of All Trades: (Bard)

This skill costs 10 XP per rank, and has only 3 ranks. At Rank 1, the Bard may choose one extra Mundane skill to be Trained. At Rank 2, they may choose two extra Mundane skills. At Rank 3, they may choose three extra (total of 6).

Know Thy Enemy: (Ranger) (Exclusive, does not require purchase)

The Ranger gains a pool of Insights they may use per Recover, number of uses equal to Rank of Nature + Prestige (max of 10). Insight may be used in the following ways:

May spend one Insight to succeed on any Tracking Challenge. Some rare creatures may be beyond tracking in this manner.

May spend one Insight to discern a seen creature's Affinity and its rank.

May spend an Insight to change a Combat slot or Stealth slot into a Nature slot of the same rank (must have the same rank purchased in both trees). This does not work in reverse.

May spend an Insight to gain an additional use of Resist Toxin, Resist Charm, or Blind Fighting. The Ranger must have an appropriate rank of the martial skill to use this ability.

Philosophies: (Cleric, Druid, Mage, Oathbound, Ranger)

Philosophies represent areas of expertise in a particular type of spellcasting. There are three types of Philosophies: Arcane, Divine, and Nature. Each type has a specific list of Philosophies that may be purchased at character creation. Philosophies may be prerequisites for certain spells, requiring you to have purchased that rank of Philosophy before being able to cast the spell. Philosophies are added to Spells when cast. Philosophies may be applied to spells regardless of if they are Arcane, Divine, or Nature in origin. Unless otherwise noted, a spell may have no more than two Philosophies applied to it.

If a spell does not deal damage as part of its base effect, damage may not be added with philosophies, unless the spell description lists otherwise. Philosophies may have secondary effects that enhance spells instead of their primary functions (e.g. Ice philosophy may increase Prowess Drain on Numbing Cold, rather than adding Ice Damage).

Arcane Philosophies: (Mage, Oathbound)

Air: Elemental power of wind, air, and electricity. Adds 1 point of Air damage per Rank. Increases the potency of barrier spells.

Dark: The darker powers of death and life stealing. Adds 1 point of Dark damage per Rank. When applied to single target damage spells, this philosophy may either deal the additional Dark damage, or heal the user equal to the rank of Dark.

Earth: Elemental power of Earth. Adds 1 point of Earth damage per Rank. Increases the potency of mending and armor spells.

Fire: Elemental power of fire. Adds 1 point of Fire damage per Rank. Increases potency of mending spells.

Ice: Elemental power of cold and ice. Adds 1 point of Ice damage per Rank. Increases the potency of barrier spells.



Divine Philosophies: (Cleric, Oathbound)

Divination: The power to peer across distances, possibly even time.

Harm: The power of death and injury. Adds 1 point of Light or Dark damage per Rank.

Heal: The power of life and healing. Adds 1 per Rank to healing spells. Enhances other curative Spells.

Holy: The power of righteousness. Adds 1 per Rank to healing spells. May not have an Infernal Deity. May not learn Unholy Philosophy.

Protection: The power to shield from harm. Enhances the protection of certain spells.

Unholy: The power of corruption. Adds 1 point of Ice damage per Rank. May not have a Celestial Deity. May not learn Holy Philosophy.

Nature Philosophies: (Druid, Ranger)

Astronomy: Mystical connection to the heavenly bodies. Used in seeing the future and imparting hidden knowledge. Used to enhance damage Spells at 1 point of Light/Fire damage per Rank.

Decay: Death is required for life to begin anew. Adds 1 point of Dark damage per rank to combat spells.

Flora: Mystical connection to plants. Used to determine the Rank of plants affected. Also used to grant plantlike abilities. Used to enhance damage spells at 1 point of Earth damage per Rank.

Fauna: Mystical connection to animals. Used to purify and strengthen creatures. Also used to grant animal-like abilities. Heals 1 per rank of Fauna to healing spells.

Weather: Mystical connection to weather patterns and storms. Used to determine area affected when controlling the weather. Used to enhance damage spells at 1 point of Ice/Air damage per Rank.

Prowess: (Fighter, Oathbound, Ranger, Void Knight)

Gain +2 HP at Rank 1, +3 at Rank 2, +4 at Rank 3, +5 at Rank 4, and +6 at Rank 5 (total of +20). Increases carrying capacity, strength, and grants the ability to counter some abilities. May Counter such abilities a number of times per Recover equal to Rank of Prowess (similar to a Resist skill). May Counter for someone within arms reach at one rank higher Prowess than required if you have a free hand.

Cannot be used for grappling/weapon grabs during combat.

Prowess Weight carrying limits are 100 lbs + 100 lbs per rank of Prowess.

A character at -1 Prowess is Unconscious. A character at -2 Prowess or lower begins to bleed out.

Prowess is required to wear Heavy Armor. Without sufficient Prowess equal to the rank of Armor, a character may not walk while wearing Heavy Armor, and can only pivot in place.

Smite: (Oathbound) (Exclusive, does not require purchase)

This skill allows the Oathbound to turn their casting slots into raw typed damage increases. The Oathbound expends a slot, and may add double that slot's rank in damage to the next swing (i.e. a rank 1 slot adds 2 damage, a rank 2 adds 4, etc). This damage is typed based on the Oathbound's philosophies.

Divine Oathbound's Smite types:

Holy: Light or Fire damage. Unholy: Dark or Ice damage.

If neither holy or unholy are a chosen philosophy, the Oathbound must pick Light or Dark type upon purchase of Divine rank 1 (if Holy/Unholy is purchased OOB later, typing then aligns with chosen philosophy).

Arcane Oathbound's Smite types:

Ice, Fire, Earth, Air, or Dark. The Oathbound knight may use the element attached to their chosen philosophies. If these are Opposed elements (fire-ice, air-earth), the Oathbound may only pick one of these as their Smite type.



Toxicology: (Rogue)

Once per day, a Rogue may create debilitating toxins to hamper their enemies. Rank of skill is Rank when toxins are able to be made. May also create antidotes. The Rogue may create a number of toxins or antidotes in rank equal to 2 x their rank of Toxicology.

The potency of a toxin or antidote lasts for 24 hours before fading.

All durations are 30 seconds.

R1: Weakness = Lose any DR for duration

R2: Stun = Stunned for duration

R3: Love = Defend applicator for duration

R4: Rage = Fight all for duration (prefer closest creature)

R5: Deadly = Take double damage from all sources for duration

Antidotes are able to remove any toxin effect equal or lower than the rank of Antidote made.

The Rogue must roleplay applying a vial to the full length of their weapon. The dose is considered spent once the weapon strikes a single creature, the weapon is cleaned, or dropped. A toxin must be delivered via a weapon strike. This skill requires a phys-rep of each item created to be used.

Weapon Skill: (Fighter)

This Skill reflects your ability to handle weapons in combat. This Skill is purchased per weapon category and each Rank gives +1 point of damage to the chosen weapon. [Weapon categories are by size.](#)

Weapon Skill may be bought out of benefit up to rank 5, and does not require a teacher to learn.

Small: Daggers, saps, hatchets, etc. Does not include thrown items.

Short: Short swords, main gauche, hand axes, cudgels, etc.

Medium: Longswords, rapiers, morningstars, battle axes, etc. working well in either a single hand or held with two.

Large: Bastard swords, mauls, and other weapons better suited to being used 2 handed than their smaller cousins.

Great: Exceptionally huge weapons such as claymores and greataxes.

Polearm: One or two handed Spears, quarterstaves, halberds, glaives, etc, including most double ended weapons.

Ranged: Includes Bow and arrows, and Thrown weapons such as throwing knives, shuriken, darts, etc.

Wild Form: (Druid) (Requires equal rank Nature casting skill)

Wild Form allows the Druid to magically take on more savage traits, gaining claws for vicious melee and stronger physical traits. This skill requires using two weapons no longer than 24" to represent claws. The Druid is no longer able to cast spells, but may still speak in this form. The Druid may shift into this form 3 times per long rest, though reverting to normal form keeps their current health or half their total, whichever is lower. This form ends if the Druid takes a long rest. The duration of a Wild Form may not exceed one hour.

The Druid's claws base swing is 3, and increases by 1 at rank 3, 4, and 5. Claws count as "weapons" for spells and techniques which increase weapon damage. If the Druid's claw deals or blocks damage that would exceed an equivalent rank weapon's break, they instead suffer a Crippling Strike to that limb.

The Druid's skin toughens, and gains 1 DR at ranks 2 and 4 (this does not stack with other sources of DR).

At rank 3, the Druid may gain a single use of a rank 2 or lower Combat or Stealth technique per use of Wild Form.

This technique is chosen at purchase of Rank 3.

At rank 5, the Druid may gain a single use of a rank 4 or lower Combat or Stealth technique per use of Wild Form.

This technique is chosen at purchase of Rank 5.



MARTIAL SKILLS

Martial Skills are gained through adventuring experiences and more suited for combat. Most of these skills are purchased at 5 XP per rank and are in-benefit to all classes.

Blind Fighting: This Skill represents your ability to fight while unable to see a hidden target or while Blinded. Rank of this Skill equals the number of times per Recover you can use this Skill. Your awareness extends in a radius of 15'. One use of this Skill lasts until the end of the scene or till you move. You must remain stationary (one foot pivot point) when using this aspect of the Skill. The rank of this skill must equal or exceed the Rank of the Technique or Spell hiding a creature, but any rank allows you to function while Blinded. Additionally, Blind Fighting 2 and higher grants the ability to sense when creatures using Covert, Invisibility, Vanish, and other similar skills are within your radius, if their rank of that ability is lower than your rank of Blind Fighting (e.g. Blind Fighting 4 can sense a Vanished creature within 15' feet). Covert is not considered ranked and counts as Rank 1 for this aspect.

Dual Wield: This skill costs 10 XP per rank, and has only 3 ranks.

Rank 1: May use a Small weapon in your offhand.

Rank 2: May use a Short weapon in your offhand.

Rank 3: May use a Medium weapon in your offhand.

Endurance: This Skill defines your physical constitution and ability to resist Exhaustion. Gain +2 HP at Rank 1, an additional +3 at Rank 2, +4 at Rank 3, +5 at Rank 4, and +6 at Rank 5 (total of +20). Each Rank in this Skill grants the ability to resist levels of Exhaustion per day. It also allows you to Rest in your armor one night per Rank before suffering a level of Exhaustion.

Physician: A character may heal another character's wounds for up to 10 HP by tending to the wounds for 10 seconds. A character may remove a debuff equal to their rank of Physician from an ally by spending 10 seconds to tend, and an additional 5 seconds per rank of the debuff. Only one debuff may be removed at a time.

A single character may be tended to by yourself as many times as equal to this rank per Recover.

Tending: Both characters must drop their weapons or shield and actively roleplay the mending to benefit from this skill, stating "Physician 1, Physician 2..." etc. for the duration. A physician may only Tend to one character at a time, and requires both hands free. This skill is required to determine if a character is dying, dead, or unconscious. May be used to stabilize a dying creature (stopping them from bleeding out) an unlimited number of times.

Resist Charm: This Skill allows you to resist Charm Spells and Charm or Morale based Performance Techniques. The Rank of this Skill equals the Rank of Spell or Technique that can be resisted. This Skill is usable a number of times per Recover equal to its Rank.

Resist Toxin: This Skill allows you to resist the effects of toxins. This Skill is usable a number of times per Recover equal to its Rank. The Rank of this skill equals the rank of Toxin that can be resisted.



MUNDANE SKILLS

Characters begin the game with 3 Mundane Skills “Trained” for free, depending on their Class, Origin, and Race.

What is a Trained Skill?

A trained skill is a Mundane Skill your character is proficient in. Rather than purchasing ranks in Mundane skills, you become trained in a skill that allows you to effectively have that skill for “free”, and that skill’s rank will scale with your Rank of Prestige + 1, to a maximum of Rank 5 at Prestige 4.

For example, Terran the Fighter decides to start the game Trained with Armorsmithing, Tracking, and Mining. At 50 XP, he has “Rank 1” in those three skills. At Prestige 2, he has “Rank 3” in each.

◆ At each rank of Prestige, you will gain a new free Trained skill, for a total of eight at Prestige 5. These skills can be chosen from any of the Mundane Skills, and are not limited to the ones you may choose at Character Creation. Characters also have the option to spend 20 XP to “Train” an additional Mundane Skill.

Agriculture: Agriculture represents the basic knowledge of farming. This includes planting and harvesting techniques, storing crops, tending and butchering animals, and other typical farming activities.

This skill represents the character’s ability to cultivate and harvest various food sources. Food stores may be increased with application of this skill. When looting a food source, the amount harvested is increased by 5% per rank of this skill, up to a 25% increase at rank 5.

Armorsmithing: The creation and repair of any Light or Heavy armor is the purview of this Skill. Able to field repair armor in combat. May also produce non-weapon metal goods. Rank of this Skill equals Rank of armor to be worked. When crafting Light armor, may choose what [Affinity](#) it has.

Artistic Ability: This Skill represents a mastery of an artistic medium per rank, such as painting, sculpture, pottery, etc., and an artist’s expansion into additional mediums as their rank increases. Choose a medium at Rank 1, and additional mediums at each additional rank. Artistic pieces are subjectively valued, but often in line with the value of gems. Can also be used in conjunction with other crafting skills to create items of greater beauty (for example, engraved armor or a sword with a beautiful, jeweled hilt).

May make a number of pieces equal to rank of ability per month.

Bowyer/Fletcher: You may create bows and crossbows of all types, their ammunition, as well as ranged throwing weapons such as throwing knives, darts, and shuriken. May field repair ranged weapons in combat. Rank of this Skill equals Rank of item produced.

Brewing: A character with brewing has mastered the fine art of turning sugar into alcohol, such as Ale, Wine, Moonshine, and hard liquors. Choose a type of alcohol you can make at Rank 1, and additional types at each additional rank. Quantity produced is one batch (roughly 2 gallons).

Cooking: This Skill allows the preparation of fine meals. A single portion or ration may be stretched to feed an additional person per Rank. Food stores may be increased with application of this skill.



Disguise: This skill allows you to change someone's appearance. Your Rank in this Skill determines how radical the change is. Takes minimum of 5 minutes per rank to disguise a willing person. A contested challenge may be required to determine the effectiveness of the disguise versus scrutiny. A player trying to discern a disguise from further than 10' away will be at Disadvantage.

This skill may maintain a number of simultaneous disguises equal to its rank (e.g. at Rank 1, may disguise one person total at a time). Each disguise must be maintained at least once an hour to conserve effectiveness.

At Rank 1, Lacuna and Sylph must still appear as their Base race or Sylph House. Pactbound and Stormborn markings may be hidden or fabricated with this skill, which counts as a disguise.

Rank 1: Must appear as same race and gender.

Rank 2: Must appear as same race and different gender, or a different race and same gender.

Rank 3: May appear as a different race and gender, as well as much older or younger.

Rank 4: May impersonate a specific person of the same race and gender. *This disguise is convincing further than 10' away.* Subject must be available for study for one month.

Rank 5: May impersonate a specific person of a different race of any gender. *This disguise is convincing further than 10' away.* Subject must be available for study for one month.

Etiquette: This Skill is used to restate a previous statement. It is usable a number of times per day equal to its Rank.

Gaming: This Skill measures your ability to cheat and catch cheaters at games of chance. This may require a contested challenge against opponents with this skill. The rank of skill is how many times in one "scene" you may alter the outcome of a game.

Jewelrysmithing: This Skill allows you to take a raw uncut gem and shape it into a tradable, cut gem. The Rank of this Skill is the maximum Rank of gem that can be shaped. A small uncut can be cut into a rank 1, 2, or 3 gem, and a large uncut gem can be cut into a rank 4 or a rank 5 gem. The skill may also be used to create pieces of jewelry.

Leatherworking: This Skill allows you to skin and tan hides into usable leather, as well as create items out of that leather. This Skill includes the creation of Light armor. Able to field repair armor in battle. Your Rank of Leatherworking equals the Rank of hide you can skin and tan, as well as the Rank of armor you can produce. When crafting Light armor, may choose what [Affinity](#) it has.

Lore (Arcana): Knowledge of Arcane Magic use and origin, of creatures created by or with power over Arcane Magic, of the planar cosmology, the various elements, and creatures that come from other planes.

Lore (Culture): Knowledge of modern civilizations, their history, the various regions, their known geography, bureaucracy, and their residents, including monstrous races such as goblins, ogres, and giants.

Lore (Nature): Knowledge of Nature Magic use and origin, natural terrain, natural plants and animals, natural weather, the stars, and creatures with power over Nature Magic.

Lore (Religion): Knowledge of Divine Magic use, the Gods, the practices and symbols of the religions, and creatures affiliated with each God. Includes knowledge of all manner of Undead, and their origins.

Mining: This is the Skill you need to pull valuable ores, minerals, and gems out of the ground. Rank of this Skill equals the Rank of material that can be mined as well as the Rank of terrain that can be mined. This Skill also covers prospecting and smelting ores into bars.



Perform: This Skill represents a professional level of skill in the desired type of instrument. Non-instrument types of performance include (but are not limited to): Oration, Legerdemain, Singing, Pantomime, Dance, etc. Number known is equal to the rank of this skill.

Polyglot: All races begin play with their native tongue and Common for free. When this skill is picked, choose a Language to learn. As your rank increases, you may learn a new Language. Number known is equal to the rank of this skill. Available languages: Dwarven, Fae, Elven, Lacunan, Orc, and Troll.

Scribe: This Skill reflects your ability to produce or copy handwriting, and create or replicate official documents. When used in conjunction with other skills, a scribe may create blueprints and plans. May be used to decrypt encoded passages of text in languages known to the scribe. See a Storyteller before you use this Skill. A challenge may be required to identify forged documents.

Tailoring: This Skill is used to both create cloth from woven fibers and when crafting an item out of cloth. Everything from pants to tents can be created, including Light armor. Able to field repair armor in battle. Rank of this Skill equals Rank of armor created. When crafting Light armor, may choose what [Affinity](#) it has.

Tracking: This Skill allows you to follow a group or individual based on the tracks they leave behind. Difficulty is subject to size of group, age of trail, and terrain involved.

Weaponsmithing: The creation of melee weapons and shields is the purview of this Skill. May field repair a broken weapon or damaged shield in combat. May also produce non-armor metal goods. Rank of this Skill equals Rank of weapon to be worked.

Wilderness Survival: A character with this Skill can hunt for their own food and water. The Rank of this Skill determines the rank of terrain in which you can survive, as well as equal to the number of people plus yourself you can provide with food and water. Food stores may be increased with application of this skill. With this Skill you can successfully navigate during inclement natural weather. Rank of this Skill equals the Rank of weather in which you can navigate. May throw one challenge to predict natural weather for the following days per rank. You know which direction is North, even underground.



TECHNIQUES

Techniques are the bread and butter of non-spellcasting characters, demonstrating elite martial aptitude.

Techniques do not cost XP to learn. They must still be researched, however. Any Technique that you know can be used in conjunction with any Slot of the same type and Rank. For example, a Fighter who knows both Knockdown and Gimp and has three Rank 1 Combat Slots may use Knockdown three times, or Knockdown twice and Gimp once, or any combination of three uses of those two Techniques. A higher Rank Slot may be expended to utilize a lower Rank Technique, but not vice-versa.

Techniques themselves fall into two categories: Strikes and Non-Strikes.

In order to be successful, a Strike Technique must be delivered through a blow in combat. You must call out the Technique before the blow lands. This blow must land on your opponent without being blocked or parried, unless otherwise specified. Some Strikes have a specific target (i.e. Leg), and must hit that target to be effective. If a technique delivered by a strike has a specific target (i.e. a limb, torso, back, weapon, etc), you must be able to see that target in and out of game to deliver the Technique. Any Strike called that does not hit (missed, parried, blocked, or countered) is still considered used, expending the appropriate Slot. Strike Techniques can be delivered through melee hits and ranged weapon hits.

If an area of effect Technique requires a strike to hit an initial target (such as Bloodbath) and that strike misses or is countered, the entire technique fails. If the initial strike hits, additional targets may use legal counters if they are within the area of effect to counter the technique on themselves.

For the most part, Non-Strike Techniques each have their own ways of working. Some are used to negate Strikes and effects against you, these must simply be called out when used, so the staff knows why you aren't taking damage or effects. Some Non-Strike Techniques are used in conjunction with parries. In order for these to be effective, you must completely block an incoming attack.

If a technique counters, cancels, or otherwise negates another technique or ability, this only affects abilities targeting yourself unless otherwise noted.

Unless otherwise noted, Techniques cannot be used in conjunction with other Techniques (i.e. you cannot Crushing Blow and Backstab in one strike by expending the appropriate slots). Each Technique must be delivered with its own individual strike.

Techniques that buff/debuff (such as Warcry) do not stack with themselves, or with any Technique of the same name.

If a technique renders a leg unusable, that player must drop to one knee for the duration, unless otherwise supported by an ally or object (i.e. no hopping on one foot in combat, please).

Most Techniques have a duration of 30 seconds; if otherwise, you must call the duration.

Some monsters and NPCs may be immune to certain techniques and spells.



TECHNIQUES: COMBAT

Rank 1

Bleeder: A Strike that adds 1 damage + 1 additional damage per rank of Prestige to a single attack against creatures.

Footwork: Can negate a seen Rank 1 Technique or standard weapon strike that is delivered to the leg.

Gimp: A Strike to the Leg. Target may not run for 30 seconds.

Knockdown: A Strike to the leg that causes the target to fall to the ground, one knee and both hands must touch the earth. May counter itself.

Lesser Taunt: A verbal taunt which forces the subject to attack the user for 30 seconds, or until the user is incapacitated. If the subject is attacked by another enemy, the Taunt ends. Resist Charm 1 to resist. Taunts may not be used against the same target more than once per minute.

Pack Mule: This technique doubles the carrying weight of the user (base 100 lbs+ 100 lbs per rank of prowess), and requires both hands to be used to carry the weight. This bonus lasts for 1 hour +1 hour per rank of Endurance, or until the weight is dropped. The user gains 1 rank of Exhaustion for every hour this effect lasts, minimum of 1.

Roll With It: Reduces incoming damage from one effect by 1 + 1 point per rank of Prestige.

Rank 2

Block: You may ignore the Break and Ruin threshold of a weapon for one parry. You must block the attack. This Technique is effective against Sunder.

Break it Down: This technique allows the user to break down a door or gateway that is locked. The rank of lock/barring that can be broken must be a lower rank than the user's rank of combat. This technique causes a very loud sound as the door is broken open. This technique triggers all traps on the door or gate.

Catch the Edge: This technique allows the user to grab the edge of a ledge, saving them from a fall. They must fall prone instead, on the space they fell from.

Disarm: Target's weapon leaves their hand. This Technique may be delivered by a Strike to the weapon, or a parry of the weapon. May be used to counter itself.

Improved Footwork: Can negate a seen Rank 2 Technique or standard weapon strike that is delivered to the leg, or an unseen Rank 1 technique.

Shield Block: Reduces the damage from a strike or technique, up to rank 2, upon a wielded shield to 0.

Stun: A Strike to the torso that stuns the target for 30 seconds. A stunned target is immobilized and may not take any actions except for Resists and Counters, however, taking damage ends the effect, or if they are affected by a hostile technique or spell. Can be used to counter itself.

Sunder: A Strike to an inanimate object. Does an additional 2 points damage per rank of Prestige to target weapon or object (armor excluded).



Rank 3

Barrage: A bow/crossbow user may fire multiple arrows at once (represented by a single piece of ammunition), that deals normal damage in a 5' radius.

Battlecry: By giving a courageous shout, the warrior emboldens himself and his friends. The entire party gains +1 weapon damage until the end of the encounter. The shout must be heard by everyone it is to affect.

Crushing Blow: A Strike that adds 5 damage + 1 per rank of Prestige to a single attack against creatures.

Cunning Evade: Can negate a seen Rank 3 or below Strike Technique or standard weapon strike that is delivered to the limb or body.

Intimidate: The warrior shouts an action to be performed at a target. This technique causes a single target, that understands the user, to perform one suggested action out of fear. This ability can be resisted with Resist Charm 3 or Prowess 3. This technique cannot be used once combat has begun. This technique cannot be used on Player Characters. This technique has no effect if the command would cause the target to act against their Ethos, or if the act itself would cause them harm or death to their knowledge.

Like a Rock: Reduce incoming damage from one effect by 5 + 2 per rank of Prestige.

Riposte: By parrying an incoming attack, your attacker takes 5 Piercing damage from the parried attack.

Taunt: A verbal taunt which forces the subject and any target within 5' of the subject to attack the user for 30 seconds, or until the user is incapacitated. If the subjects are attacked by another enemy, the Taunt ends for that target. Resist Charm 3 to resist. Taunts may not be used against the same targets more than once per minute.

Tremble: The warrior lets loose a bellowing roar, causing all enemies who hear it to tremble in dismay. Enemies swing for -1 for 30 seconds. Resist Charm 3 to resist.

Rank 4

Broadswing: This Strike technique causes normal damage + 5 to all targets within a 5' radius of the user.

Crippling Strike: A Strike to a limb. The limb becomes numb and useless for 30 seconds, and must drop anything held by a struck arm.

Greater Block: You may ignore the Break and Ruin threshold of a weapon for one parry. You must block the attack. This Technique is effective against Shatter.

Greater Riposte: As Riposte (above). This parry reflects 5 Piercing damage + 1 per rank of Prestige.

Reflex: Can negate a seen Rank 4 or below Strike Technique or standard weapon strike that is delivered to the limb or body.

Savage Strike: A Strike that adds 7 damage + 1 per rank of Prestige to a single attack against creatures.

Shatter: A Strike to an inanimate object. Does an additional 4 points damage per rank of Prestige to target weapon or object (armor excluded).

Thunderstomp: All creatures in a 5' radius around you fall on their backs on the ground, both arms must touch the earth.



Rank 5

Commanding Presence: The warrior shouts an action to be performed at a target. This technique causes all creatures that can hear the command, that understands the warrior, to perform one suggested action out of fear. This ability can be resisted with Resist Charm 5 or Prowess 5. This technique cannot be used once combat has begun. This technique cannot be used on Player Characters. This technique has no effect if the command would cause the target to act against their Ethos, or if the act itself would cause them harm or death to their knowledge.

Deathparry: Counters an unseen Deathstrike. Instead of dying, your current health is reduced to half.

Deathstrike: A Strike to the torso. Target is dropped to negative half their total hit points (a full health 60 HP combatant would be dropped to -30) and begins to bleed to death.

Deft Dodge: Can negate a seen Rank 5 or below Strike Technique or standard weapon strike that is delivered to the limb or body.

Fight in the Shade: A bow/crossbow user may fire dozens of arrows at once (represented by a single piece of ammunition), that deals its normal damage + 5 in a 25' radius.

Final Riposte: As Greater Riposte (above). This parry reflects any Technique back to the attacker. Attacker takes full effect of the Technique.

Invincible: Reduce incoming damage from one effect by 5 + 3 per rank of Prestige.

Rend: A Strike Technique that deals double damage on a single attack to a creature.

Whirlwind Attack: This Strike technique causes normal damage + 10 to all targets within a 10' radius of the user.



TECHNIQUES: PERFORMANCE

Rank 1

Dishearten: The Bard begins a performance that disheartens and demoralizes all enemies that can hear it, causing them to swing for 1 less damage. The Bard/character must continually perform for the skill to continue to be active. Resist Charm 1 to counter.

Just Another Face: The Bard joins a crowd of people (minimum 6), and becomes indistinguishable from any other member of that crowd. Lasts for one Scene.

Misdirection: The Bard causes a single target to look in a pointed direction for 1 second per Rank of Performance. Resist Charm 1 counters this Technique.

Morale Boost: This technique ends a current Fear effect on the target.

Palm: Causes 1 item, which must be small enough to fit in your hand, to vanish from your hand and appear anywhere else on your person.

Warcry +1: The Bard's party gains +1 weapon damage to all physical attacks. This effect lasts as long as the Bard continues to perform.

Rank 2

Disarm: Target's weapon leaves their hand. This Technique may be delivered by a Strike to the weapon, or a parry of the weapon. May be used to counter itself.

Fast Talk: After one minute of haggling, the Bard earns a reduction in price on any one transaction equal to 5% per Rank of Performance. Resist Charm 2 counters this Technique.

Gift of Gab: This technique causes a target that can understand the user to pay attention to just the user and the area within 5' of themselves for 5 minutes. Resist Charm 2 to counter. This technique ends if a very loud, out of place sound or commotion occurs outside the 5'. This technique does not work on Player Characters.

Improved Footwork: Can negate a seen Rank 2 Technique or weapon strike that is delivered to the leg, or an unseen Rank 1 technique.

Intuition: This Technique is used to glean information from symbols, unknown languages, artwork, situations, etc. The Bard throws a challenge series, and wins on ties if they possess a relevant Lore.

Luck: The Bard may re-throw one challenge.

Right Place, Wrong Time: The Bard avoids the effect of one trap. Trap effect still occurs, just not to the Bard.

Subtle Step: The user becomes Concealed, and may move up to 5' + 5' per rank of Prestige at a walking pace. The user may not move towards any enemies if in combat. The user may not perform an attack from Concealment. This technique lasts until the user stops moving or reaches max distance, whichever occurs first.

Warcry +2: The Bard's party gains +2 weapon damage to all physical attacks. This effect lasts as long as the Bard continues to perform.



Rank 3

Awe: Command the attention of all people in a 30' radius. This causes everyone affected to fall silent, become still, and pay attention to the Bard. The effect lasts for 30 seconds. Cannot be used during Combat. Resist Charm 3 to counter the effects on oneself.

Charisma: All beings within a radius of 5' per Rank of Performance believe the Bard's previous statement is true, or views it favorably. This skill may not be used against the same target more than once per minute. Resist Charm 3 counters this Technique. May not be used once Combat has started. Ineffective on PCs.

Dishearten 3: This performance skill drops all enemy's swing -3 for as long as the Bard performs. Resist Charm 3 to Counter.

Flourish: The Bard Flourishes his weapon at one target. Until the target is struck by an opponent (not an ally), or the Bard ceases Flourishing, the target and the Bard may take only defensive actions. The target may not flee, though the Bard may, ending the effect. Resist Charm 3 counters this Technique.

Recall: Allows the Bard to remember one encounter/scene perfectly. This allows the Bard to gain pertinent information about the scene in question from the Storyteller.

Stun: A Strike to the torso that stuns the target for 30 seconds. A stunned target is immobilized and may not take any actions except for Resists and Counters, however, taking damage ends the effect, or if they are affected by a hostile technique or spell. Can be used to counter itself.

Warcry +3: The Bard's party gains +3 weapon damage to all physical attacks. This effect lasts as long as the Bard continues to perform.

Rank 4

Blunder: Counters a Strike Technique up to Rank 4 used upon yourself or an ally. The Bard must see the strike take place.

Countercharm: Cancels a Charm effect of up to the user's rank of Prestige on a target within hearing.

Rally: Choose an ally to regain ALL Technique and Spell Slots Rank 3 or less.

Riposte: By parrying an incoming attack, your attacker takes 5 Piercing damage from the parried attack.

Schmooze: As the technique Charisma, plus it lasts one month, and requires Rank 4 Resist Charm or higher to cancel. Ineffective against PCs.

Shockwave: The Bard shouts, strikes their instrument, or even clashes their weapon together with enough force to push all targets within a 15 foot radius to the edge of the effect.

Twist Of Fate: Bard may re-throw 1 entire challenge series. May only be used once per series. Alternatively, Bard may bestow Luck (see above) upon one ally.

Warcry +4: The Bard's party gains +4 weapon damage to all physical attacks. This effect lasts as long as the Bard continues to perform.



Rank 5

Cutting Remark: The Bard's vocal insult is so savage to a single target, the target keels over, seemingly dead (as per Knockout), only to awaken 30 seconds later knowing what they *should* have said in retort, but the moment has passed. Resist Charm 5 to cancel.

Dishearten 5: Enemies affected swing for 5 less as long as the Bard is performing. Resist Charm 5 to cancel.

Greater Riposte: As Riposte (above). This parry reflects 5 Piercing damage + 1 per rank of Prestige.

Persuasion: As Charisma, except the area of effect is 10 feet per rank, it lasts 3 months, and requires Rank 5 Resist Charm to cancel. Ineffective against PCs.

Song of Endurance: An invigorating song grants the Bard and his allies +5 DR. This effect lasts as long as the Bard continues to perform.

Word of Immortality: Stabilizes allies that can hear the Bard, and restores one target to life as per Raise Dead, restoring them to 1 Health. May be used in combat.

Take Two: Any non combat scene may be restarted, as though it never happened. May only be used before a blow is struck or combat spell is cast. May only be used once per scene. The Bard retains the memory of the canceled scene.

Warcry +5: The Bard's party gains +5 weapon damage to all physical attacks. This effect lasts as long as the Bard continues to perform.



TECHNIQUES: STEALTH

Stealth techniques may not be used while equipped with Heavy Armor or Heavy Shields.

Concealed - *The status that allows someone to vanish from sight, giving them an effect similar to Invisibility. Unlike Invisibility, no sound is made while Concealed. Techniques and skills vary in how much movement is allowed, and whether an attack can be made from Concealment.*

Rank 1

Catch the Edge: This technique allows the user to grab the edge of a ledge, saving them from a fall. They must fall prone instead, on the space they fell from.

Dirty Trick: A Strike Technique to the torso that causes the target to be Blinded for 5 seconds. This technique may also be delivered by spellball.

Escape Bonds: The Rogue may escape from any Restraint (rope, manacles, being grappled etc.) of a quality Rank equal to 1 + 1 per rank of Prestige.

Hide: The user becomes Concealed, but may not move from that location. If an enemy comes within 5' of the user, the Concealment is broken. The user may not perform an attack for 5 seconds upon leaving Concealment. The effect lasts as long as the user remains unmoving. Blind Fighting 1 negates.

Palm: Causes 1 item, which must be small enough to fit in your hand, to vanish from your hand and appear anywhere else on your person.

Shank: A Strike technique that does 2 points of Piercing damage + 1 per rank of Prestige to a target.

Spot a Mark: This technique allows the user to size up a creature, by focusing on a target they can see for one minute, this technique lets them learn the target's Prestige and rank of Resist Charm or Resist Toxin.

Wound: This Strike technique to the torso causes the target to swing for 1 less point of damage. Lasts for 30 seconds.

Rank 2

Brittle: A strike to the torso. Reduces the target's DR by 1, lasts 30 seconds.

Gouge: This Strike to the torso causes the target to swing for 2 less points of damage. Lasts 30 seconds.

Keen Eye: The user gains advantage on any checks for hidden or obscured doors, pathways, and objects, but not traps, for 30 minutes. This duration is ended if the user enters combat.

Kneecapper: A Strike to the leg. Target leg is unusable for 30 seconds.

Roll With It: Reduces incoming damage from one effect by 1 + 1 point per rank of Prestige.

Skewer: A Strike technique that does 4 points of Piercing damage + 1 per rank of Prestige to a target.

Subtle Step: The user becomes Concealed, and may move up to 5' + 5' per rank of Prestige at a walking pace. The user may not move towards any enemies if in combat. The user may not perform an attack from Concealment. This technique lasts until the user stops moving or reaches max distance, whichever occurs first. Blind Fighting 2 negates.

Whet Stone: The user increases their damage with one target weapon by 2. This buff only applies to the user, and does not end if the weapon has been disarmed or sheathed. This effect lasts for one encounter.



Rank 3

Backstab: This Strike must be delivered to the back of the torso. Deals damage equal to half of the target's current hit points (round up). The user may only Backstab the same target once a minute.

Barrage: A bow/crossbow user may fire multiple arrows at once (represented by a single piece of ammunition), that deals normal damage in a 5' radius.

Bloodletter: A Strike that does 6 points of Piercing damage + 1 per rank of Prestige to a target.

Evasion: This Technique is used to take 1/2 damage from an area of effect attack.

Impale: This Strike to the Torso causes the target to swing for 3 less damage. Lasts 30 seconds.

Knockout: This Strike to the torso renders your opponent unconscious for 30 seconds. Target may be awakened before then by taking at least 1 point of damage, by being heavily manipulated, or is affected by a hostile technique or spell. Can be used to counter itself.

Obscured Dangers: The user gains the ability to see the location of any hidden non-magic traps for 30 minutes. This does not tell them the rank of trap, or its effect, simply where they are present.

Paranoia: The Rogue's innate wariness allows him to divert an incoming Backstab, taking 2 damage per rank of Prestige instead.

Vanish: The user becomes Concealed, allowing the user to move for 5 seconds + 3 seconds per rank of Prestige at a walking pace. The user may perform a melee attack or a technique up to rank 3, which will end Concealment. Blind Fighting 3 negates.

Rank 4

Blind: This Strike to the torso causes the target to become Blinded for 30 seconds.

Crippling Strike: A Strike to a limb. The limb becomes numb and useless for 30 seconds, and must drop anything held by a struck arm.

Fan of Knives: This thrown weapon strike against a target within 10' of the user deals normal damage as Piercing to all targets within 10' radius of the user.

Flee: If your nearest opponent is more than 10' from you, you may escape from the combat scene. If you do this, however, you cannot return until the scene has ended.

Hone: The user increases their damage with one target weapon by 4. This buff only applies to the user, and does not end if the weapon has been disarmed or sheathed. May instead apply Whet Stone to two target weapons. This effect lasts for one encounter.

Sap: This Strike must target the back of the torso. The opponent is rendered unconscious for 5 minutes. Target may be heavily manipulated while out, but awakens if they take damage, or are affected by a hostile technique or spell. May be used to counter itself.

Sweet Spot: This Strike deals 9 points of Piercing damage + 1 per rank of Prestige to a target.

Silent Step: The user becomes Concealed and may move up to 20' + 5' per rank of Prestige at a walking pace. The user may pause movement without breaking Concealment, and may perform a single melee attack or technique up to rank 5, after which concealment breaks and Silent Step ends. Blind Fighting 4 negates.



Rank 5

Bloodbath: This Strike must be delivered to the back of the torso. Backstab (see above) in a 5' radius.

Deathstrike: A Strike to the torso. Target is dropped to negative half their total hit points (a full health 60 HP combatant would be dropped to -30) and begins to bleed to death.

Disappear: The user becomes Concealed, and may move invisibly until concealment is broken by performing a Melee attack or technique, or dropped willingly, after which the ability ends. The user may stand still, walk, or run while Concealed with this technique. Blind Fighting 5 negates.

Fight In The Shade: A bow/crossbow user may fire dozens of arrows at once (represented by a single piece of ammunition), that deals its normal damage + 5 in a 25' radius.

Ravage: This Strike to the torso causes the target to swing for half (rounded up). Lasts 30 seconds.

Shadowblade: This Strike deals 12 points of Piercing damage + 1 per rank of Prestige to a target.

Shadowstep: This Technique is used to take no damage from an area of effect attack.



TECHNIQUES: VOID

Pull: *An effect that causes the target to forcibly move closer to the user of the ability. Opposite of Knockback. Prowess to resist. Cannot force a target closer than 5' of the user.*

Rank 1

Minor Division: The user may take a beneficial spell of rank 1 cast on the Void Knight, and replicate it into a second casting of the spell. This replicated spell must be used immediately.

Minor Void Pull: The user can Pull a single target within 30' of them 10' closer, Prowess equal to the user's rank of Void to resist. The User must have a free hand to use this technique. Cannot affect the same target more than once every 10 seconds with a Pull technique. Target cannot move closer than 5' to the User.

Void Shield: grants the user 1 DR against magic damage for a single combat. This DR does not stack with other DR.

Rank 2

Gravity: A strike to an opponent's leg. The target must plant that leg for 30 seconds, but may still pivot.

Lesser Volley: The user may catch and/or redirect with a weapon strike a spell ball with up to a rank 2 spell. If caught, the spellball must be immediately re-thrown.

Recursive Magic: The user may double the duration of a ritualized spell cast within 5' of them.

Taste of Arcanum: The user may sense if any magic has been active in the immediate 30' radius within the last 24 hours. They sense the tree of magic (Arcane, Divine, Nature, or Other), and the magic's range of rank; Low (rank 1-3), High (rank 4-5), or Ambient (no rank, always present).

Void Ink: The user coats a single weapon wielded by themselves with inky Void essence, allowing the weapon to negate magical effects or spells delivered via touch, strike, or spellball if intercepted by the weapon up to Rank 1. This effect lasts for one combat.

Void Sight: The user's ability to sense magic now extends to their sight, and they may discern type, number, and ranks, though not the specific spells present. This effect lasts for 30 minutes/scene.



Rank 3

Division: The User may take a beneficial spell of up to rank 3 cast on the Void Knight, and replicate it into a second casting of the spell. This replicated spell must be used immediately.

Stormwalker: The User wreaths themselves in Void essence, purging all magical effects rank 3 and lower affecting themselves. The User cannot be affected by any Spells rank 3 or below for 10 minutes or until the end of a current combat. The User may not move faster than a walking speed. This technique does not negate damage from typed melee damage.

Void Pull: The user can choose a target within 50' and draw them and anyone within 5' of the target 15' closer to the User. Prowess equal to the user's rank of Void to resist. The User must have a free hand to use this technique. Cannot affect the same target more than once every 10 seconds with a Pull technique. Target cannot move closer than 5' to the User.

Void Shell (+3): Increases the DR of the user by 3 against magic damage for a single combat. This DR does not stack with any other DR. Alternatively, the user may place a Void Shield on two targets.

Rank 4

Juggernaut: The User pulls Void essence into their veins, imbuing them with preternatural durability. The user suffers half the duration of debuffs upon themselves until the end of a current combat. Only affects debuffs up to rank 4. The Void Knight may not move faster than walking speed.

Volley: The User may catch and/or redirect with a weapon strike a spell ball with up to a rank 4 spell. If caught, the spellball must be immediately rethrown.

Void Tar: User coats a single weapon wielded by themselves with inky Void essence, this weapon can negate magical effects or spells delivered via touch, strike, or spellball if intercepted by the weapon up to Rank 3. This effect lasts for one combat.

Rank 5

Abyss Walker: The User wreaths themselves in Void essence, purging all magical effects rank 5 and lower affecting themselves. The User cannot be affected by any Spells rank 5 or below for 10 minutes or until the end of a current combat. The User may not move faster than walking speed. (This technique does not negate damage from melee.)

Greater Division: The User may take a beneficial spell of up to rank 5 cast on the User, and replicate it into a second casting of the spell. This replicated spell must be used immediately.

Nihilicity: All living creatures within a 20' radius are Pulled to a central location around the Void Knight. Prowess rank 5 to resist. The User must have a free hand to use this technique. Cannot affect the same target more than once every 10 seconds with a Pull technique. Target cannot move closer than 5' to the User.

Void Bunker (+5): Increases the DR of the user by 5 against magic damage for a single combat. This DR does not stack with any other DR. Alternatively the User may place a Void Shell on 3 targets.



VOID

Void is the nullification of magic, a rare power to gather and focus anti-magic essence.

Void slots negate the effect of a same or lower ranked spell on the target. To nullify the effects of a Dragon's Breath (a Rank 4 Arcane spell), a Void Knight must expend a Rank 4 Void slot. In order to Void a magical effect, the Void Knight must be touching the intended target, or be within the area of effect. The use of Void slots to negate magic is intended to be as a counter. Unless the effects have a duration longer than instant, they must be Voided immediately after being cast.

A Void Knight using a touch attack or weapon strike to Void a spell upon a target may not be countered with spells/techniques. Such strikes may be physically dodged or blocked, but the Void slot is not wasted if so. Strikes against a weapon do not count as the wielder, and may only target the weapon itself. If a Knight uses Void on the caster as they finish casting a spell, the entire spell is lost.

If a Void Knight is struck by a spellball delivering an area of effect spell (such as Fireball), he may Void the entire spell; otherwise, the Void Knight only negates the effects on himself. Persistent area of effect spells may be Voided by the Knight if he is touching the area affected, or source when applicable.

Spells with multiple targets or uses (such as Sunbeam, Greater Repel, and Prismatic Ray) can be Voided by the Knight, but doing so only makes him immune to that casting of the spell for its duration. If he wishes to Void the spell on other targets, he must be in contact with them when they are affected. This holds true for any spell that affects an ally or enemy at the time of casting; if the Void user is touching (via hands or weapon strikes) the target when a spell affects it, he may expend an appropriate rank of Void slot to negate the spell. When using a Void slot to nullify a spell, the Void Knight uses the lowest possible Rank to do so, and does not have to "guess" at the rank of the spell. If he has the same rank (or higher) slot, he can Void the spell. If not, it affects him.

It is the players' responsibility to be informed of the ranks of spells in the game: if you are not certain, ask the spellcasting player what rank the spell is. If a Void Knight touches a target, be it an item, creature, or location, he can sense that magic is present, what rank of spell(s), and what source(s). He will not however be able to identify exactly what spell(s) are present. Most spells have visible effects when active, and after obtaining knowledge in game, a Knight may be able to identify these effects readily by sight. It is the Void Knight's responsibility to ask if they sense magical effects when in contact with another.

A Void Knight may expend a Void slot to remove the magic of items such as scrolls, and potions.

If a Void Knight is hit by a strike with typed damage (such as 5 Magic, or 3 Fire), they may expend a Rank 1 Void slot to negate the damage from that single strike. Wild Form may be Voided by a slot of Void equal to the rank of Wild Form.

Many NPCs have spell-like abilities that function as spells even if they do not match the spells listed here. If a magical ability does not have a stated rank, it is treated as a rank 1 spell for the use of Void and reactive abilities

A character with Void may not purchase Arcane, Divine, or Nature, Philosophies, Brew Potion, Inscribe Scroll, or Wild Form. Characters with who have purchased these abilities may not acquire Void. Characters who acquire Void from Void Touched may not further increase their slots or Rank if they have purchased forbidden abilities.



SPELLS

Magic is a large part of the Tempest of Tridia game. The power to blast one's enemies or heal one's allies is a part of daily life. However, magic is not easy. No matter what path you choose: Arcane, Divine, or Nature, you have to work to make the universe bend to your will.

Casting a spell requires concentration and focus, including somatic gestures requiring a free hand, and a verbal incantation. Unless otherwise noted in a Spell description, all incantations must be 5 syllables per Rank. Once you have chosen an incantation for a particular Spell, you may only change it between quests, after notifying a Storyteller. Due to the intricacies of somatic gestures, only Oathbound are trained to cast spells while wearing Heavy Armor and wielding Heavy Shields, though they must still have a hand free (any type of shield strapped to an arm is still considered held and does not provide a free hand).

In order to cast a Spell, you simply need to have a usable, free hand and recite the incantation you have chosen. Incantations cannot be nonsense, and should have something to do with the Spell. You must speak the entire incantation, loud enough to be heard by a Storyteller or REM. If you leave out part of your incantation, change a word, mispronounce, are interrupted, or otherwise misspeak your incantation, you have "flubbed" your Spell. In this unfortunate happenstance, you expend your Spell Slot as normal, however, your Spell effect fails. In order to cast a Spell, you must have an available Skill Slot of that relevant Governing skill, of that ability's rank (or higher). Say your incantation, the name of the spell, the area of effect (if any), the spell damage + type or spell effect and any appropriate resists.

Casters may dispel any spell they have cast with a duration longer than instantaneous at any time, if in contact with the target or area of effect of the spell.

Every caster must own a spellbook. Inside your spellbook, you should record your incantations and the basic Spell descriptions. Players are expected to have their spellbook with them at all times. However, it is not required to have a spellbook on your person to cast spells, simply to research them.

Spells do not cost XP to learn. They must still be researched, however. Any Spell that you know can be used in conjunction with any Slot of the same type and Rank. For example, a Mage who knows both Sleep and Arcane Spray and has three Rank 1 Arcane Slots may use Sleep three times, or Sleep twice and Arcane Spray once, or any combination of three uses of those two Spells. A higher Rank Slot may be expended to utilize a lower Rank Spell, but not vice-versa. Spells do not require preparation ahead of time, and may be used at will, like Techniques.

You may add a maximum of 2 Philosophies to a Spell (exceptions noted in Spell descriptions). You may not add the same Philosophy twice. At time of casting, a caster may apply any Philosophy they know to the Spell, if allowed. Some Spells require a Philosophy or a Philosophy of a certain Rank. If so, that Philosophy must be one of the two applied. Healing and damage philosophies may not be applied to spells whose primary function does not align with that purpose. A spell will specify if additional philosophies may be applied.

Spells that buff/debuff (such as Bane) do not stack with themselves, or with any Spell of the same name.

Ritual Casting: A spell with a (R) next to the name is considered a Ritual Spell. Ritual Spells may be cast for free with a 5 minute cast time by Clerics, Druids, and Mages if they know the spell.



Reading Spell Descriptions

Philosophies: The required Philosophies are noted as such, if any. If additional philosophies are allowed (or restricted), the text of the spell will describe.

Damage Type: When adding damaging Philosophies to spells, the spell's damage type is changed to reflect. This is important when considering weaknesses and immunities to particular types of damage. The highest ranked philosophy applied to a spell dictates the damage type. If tied, the caster may choose which type to apply to the spell. Magical damage bypasses Damage Reduction.

Range: Spells with a range of Caster may only target the caster. Touch Spells may be delivered through physical contact or Small weapon touch (dealing no damage). In instances where a touch spell has multiple allowed targets, a target may simply be in contact with the caster at the time of casting (e.g. Grace of the Cat or Translocate Group). Spells with a range of Spellball must be delivered through a thrown Spellball. Sometimes Spell ranges will be expressed in distances. Spells with a range of vocal travel as far as the caster's voice.

If a spell's Range is listed as Strike, the spell may be cast ahead of time, and held in a free hand during a scene (with a spellball, similar to Back Burner). Similar to a Strike Technique, when striking at the target with a weapon the spell may be called, and is expended if the strike misses.

Duration: Spells that have an Instant duration function immediately. If Scene is listed here, the Spell lasts until the end of the current (usually combat) scene. Many spells function for a certain amount of time (seconds, minutes, etc.).

Area of Effect: If Caster is listed here, then the Spell only affects the caster. A number and type of targets may be listed (i.e. 1 person per Rank of Philosophy). A Spell may affect a radius or a certain number of cubic feet. A Cone is a 90 degree (right angle) arc in a desired direction. The Cone extends the specified number of feet out from the caster. A Line is 5' wide and extends the specified number of feet in the desired direction. Most Lines originate from the caster. If the area of effect is vocal, any creature that hears the caster's voice is affected.

Resist: If None appears here, then there are no ways to resist the spell. Charm or Toxin means the appropriate Resist Skill applies. Certain Spells may have Skills or other Spells that can counter them.

This information will be followed by a description of the Spell's effect, including damage or consequences caused by the spell. If Special is listed in any of the above Spell factors, it will be defined here. If the Spell is a Hung Spell or Woven, it will also be listed here.

Hung Spell: When you cast a Hung Spell, you choose a command word. The Spell is dormant until the command word is spoken. It will then activate as described. A caster may have only two Hung Spells dormant at any given time.

Woven: Woven magic is a layer of protection that typically, but not always, surrounds the caster preventing damage or certain types of attacks. A caster may have only one Woven Spell active at any given time.

A spell with an (R) may be ritualized. A spell with an (I) may be Inscribed.



SPELLS: ARCANE

Rank 1 Arcane Spells

Alarm (I)(R)

Philosophies: None Required

Range: Touch

Duration: 8 hours

Area of Effect: Radius 5' + 3' per rank of Prestige, or 1 object

Resist: None

This Spell activates a magical trap that is triggered if the perimeter is breached, or the object is touched. If triggered, the Spell sounds an alarm for 1 minute that may be either audible, or inside the caster's head. Audible alarms will wake anyone sleeping within the radius.

Arcane Spray

Philosophies: Air or Ice Rank 1 Required

Range: Caster

Duration: Instant

Area of Effect: Cone, 5'

Resist: None

Deals 2 point base damage, may apply a single philosophy to increase this damage.

Blast Freeze (I)(R)

Philosophies: Ice 1 Required

Range: Touch

Duration: 1 Hour per rank of Ice + Prestige

Area of Effect: One object

Resist: None

This spell blasts an inanimate object with a chilling cold, causing the object to cool to near freezing. This effect may slow down the deterioration rate of corpses or food stores. Other niche effects up to Storyteller discretion.

Detect Magic (I)(R)

Philosophies: None Required

Range: Caster

Duration: 30 minutes

Area of Effect: Line of sight

Resist: None

The caster may discern magical auras within sight. The caster can tell what general type of magic is present (Arcane, Divine, or Nature). If the magic is the same type as the caster can cast, the caster can tell if any Philosophies they know were used in conjunction with the aura detected.



Detect Outsider (I)

Philosophies: None Required

Range: Caster

Duration: 5 minutes

Area of Effect: Line of sight

Resist: None

The caster may discern the presence of creatures not native to the Material Plane, within sight. Does not reveal the number of outsiders, nor their location if hidden from view. The caster may limit their detection to certain kinds of outsiders (such as angelic, demonic, elemental, etc) if desired. Some powerful outsiders may be able to hide their presence.

Feather Fall (I)

Philosophies: Air 1 Required

Range: Vocal

Duration: 30 seconds

Area of Effect: 1 falling Creature + 1 per rank of Air Philosophy

Resist: Willing

Targeted creature's rate of descent halves, and should they land before the spell duration ends, take no damage from falling. The incantation for this spell is "Feather Fall".

Light (I)

Philosophies: None Required

Range: Touch

Duration: 1 hour plus 1 hour per Rank of Fire Philosophy

Area of Effect: 1 Object

Resist: None

This Spell causes the target object to shed light like a torch in a 15' radius.

Minor Forcebolt

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: Target struck by Spellball

Resist: None

This Spell shoots a bolt of energy from the caster's hand that deals 2 points of damage + philosophies to the target struck by the spellball.

Minor Life Siphon (I)

Philosophies: Dark 1 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: Willing

The caster may siphon life essence from a willing target to themselves to restore health. This spell may take up to 10 HP from a target creature, healing the caster for the same amount.



Minor Mana Spike

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: Struck target

Resist: None

The caster unleashes raw arcane power, dealing 2 points of Magic damage + 1 damage per rank of Prestige or +1 damage per rank of an applied philosophy to the struck target. This spell does not require a free hand to cast. This spell may only apply one philosophy at a time.

Minor Charm

Philosophies: None Required

Range: Spellball

Duration: 30 seconds in Combat, 5 minutes Outside of Combat

Area of Effect: 1 Creature that can hear and understand the caster

Resist: Charm

This Spell alters the target's perceptions causing the target to believe they are the loyal friend of the caster. They will obey a single command from the caster, within reason. If the command would cause the target to act against their ethos, bring harm to themselves in any way, or if the command would lead to the target's death; the command is ignored and the Spell is broken. If the caster harms the target, the spell is also broken.

Minor Mend (I)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Object, or armor/shield, or Rank 1 weapon.

Resist: None

This Spell repairs an inanimate object of 5 points of damage. Earth or Fire may be applied to increase this by one point per rank of philosophy.

Minor Shell (I)

Philosophies: None Required

Range: Caster

Duration: 30 minutes

Area of Effect: Caster

Resist: None

Woven. This Spell will absorb 5 points of damage. Air or Ice may be applied to increase this by one point per rank of philosophy.



Phantom Dagger

Philosophies: Any Arcane Philosophy at Rank 1 Required

Range: Caster

Duration: Scene

Area of Effect: Caster/Special

Resist: None

This spell creates a dagger made of magical energy to appear in the caster's hand. Alternatively, the caster may juxtapose his currently held weapon of dagger size with an identical version made of magical energy. The weapon deals 1 point of typed damage, and spell ends if the weapon deals or blocks 7 or more damage. This damage does not increase with higher philosophies. Weapon Skills do not apply to this damage. If the weapon leaves the caster's hand for any reason, the Spell ends.

Sleep

Philosophies: None Required

Range: Spellball

Duration: 30 seconds in Combat, 5 minutes out of combat

Area of Effect: 1 Creature with (current) 20 hit points or less.

Resist: Charm

The target falls into a deep sleep. The target will wake at the end of the duration, or if it is physically manipulated or is affected by a hostile technique or spell.

Static Pulse

Philosophies: Air Rank 1 Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature's arm

Resist: Disarm

This Spell discharges an intense static charge, causing the target limb to flail uncontrollably. Anything held in the hand of the struck arm is released and thrown.



Rank 2 Arcane Spells

Comprehend Languages (I)(R)

Philosophies: None Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster

Resist: None

The caster may read and understand any Language. This does not allow the caster to speak the language.

Fireball

Philosophies: Fire or Earth Rank 2 Required

Range: Spellball

Duration: Instant

Area of Effect: Radius 5'

Resist: None

Deals 4 points base damage to all creatures in the radius, may apply a single philosophy to increase this damage.

Hole in the Wall (I)

Philosophies: Earth Rank 2 Required

Range: Spellball/Touch

Duration: Instant

Area of Effect:

Resist: None

This spell creates an impromptu doorway in a dirt, rock, or stacked stone wall. This spell cannot affect wood, metal, concrete or non-earth building materials. This doorway must be formed in a straight line. Thickness of the wall must be equal to or less than 1' per rank of Earth philosophy.

Identify (I)(R)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Magical Object

Resist: None

The caster learns the primary function/power/Spell of the item, as well as the activation conditions (command word, etc.).



Invisibility (I)

Philosophies: None Required

Range: Touch

Duration: 5 Minutes

Area of Effect: 1 Creature

Resist: Blind Fighting Rank 2

The target of this Spell becomes invisible. If the target uses a Technique, Spell, or attacks, this Spell is broken before the action completes. Any item the target is wearing or carrying is invisible as long as it is on the target's person.

May not be cast in Combat.

Lesser Forcebolt

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: Target struck by Spellball

Resist: None

This Spell shoots a bolt of energy from the caster's hand that deals 4 points of damage + philosophies to the target struck by the spellball.

Lesser Mana Spike

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: Struck target

Resist: None

The caster unleashes raw arcane power, dealing 4 points of Magic damage + 1 damage per rank of Prestige or +1 damage per rank of an applied philosophy to the struck target. This spell does not require a free hand to cast. This spell may only apply one philosophy at a time.

Lesser Shell (I)

Philosophies: None Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Creature

Resist: None

Woven. This Spell protects the target's entire body and will absorb 10 points of damage before failing. Air or Ice may be applied to increase this by one point per rank of philosophy.

Mend (I)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Object, Armor/Shield, or Rank 2 Weapon

Resist: None

As Minor Mend, but repairs 10 points to objects. Earth or Fire may be applied to increase this by one point per rank of philosophy.



Numbing Cold

Philosophies: Ice 2 Required

Range: Spellball

Duration: 30 seconds

Area of Effect: 1 Creature

Resist: None

By targeting a creature's torso, this spell drains 1 Rank of Prowess from the target, but does not affect Hit Points. Prowess drain increases to 2 Ranks at Ice Philosophy Rank 3 and 3 Ranks at Ice Philosophy Rank 5. At most this spell will reduce a target to -1 Prowess. If the target loses the ability to wear their current armor, they may not walk, but may pivot in place. If the target is knocked unconscious by this spell, taking at least 1 point of damage from an enemy, being heavily manipulated, or being affected by a hostile technique or spell ends the spell.

Overshocked Systems (I)

Philosophies: Air 2 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: Willing

This spell ramps up a creature's resilience, making the target affected reduce the duration of all negative effects by 10 seconds. The targeted creature is not able to use Resists (Resist Toxin, Resists Charm, Endurance for exhaustion) for the duration of this spell. Target creature must be willing.

Purge By Flame (I)

Philosophies: Fire 2 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Poisoned Creature

Resist: Willing

The incant for this spell is "Purge by Flame". This spell removes a toxin affecting a touched target, then deals 2 Fire damage per rank of toxin removed to that target. Must be a willing target.

Sorcerous Shortsword

Philosophies: Any Arcane Philosophy at Rank 2 Required

Range: Caster

Duration: Scene

Area of Effect: Caster/Special

Resist: None

This spell creates a shortsword made of magical energy to appear in the caster's hand. Alternatively, the caster may juxtapose their currently held short size weapon with an identical version made of magical energy. The weapon deals 2 point of typed damage, and the spell ends if the weapon deals or blocks 12 or more damage. This damage does not increase with higher philosophies. The caster may conjure a smaller size weapon, which will reduce the damage by 1 per size category. Weapon Skills do not apply to this damage. If the weapon leaves the caster's hand for any reason, the Spell ends.



Stone Shield (I)

Philosophies: Earth 2 Required

Range: Caster

Duration: Scene

Area of Effect: Caster

Resist: None

The caster summons a Rank 2 Light shield with DR 2 and 20 AP, size of shield is equal to or less than 1 ingot per rank of Earth Philosophy. The caster may cast spells with Earth philosophy applied with the hand holding the shield. The shield additionally gains 5 AP for each size above Small size. If this shield leaves the caster's hand for any reason, the spell ends.

Unlock (I)(R)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Lock Rank 2 or less

Resist: None

This Spell causes the lock to release. It does not open the locked object, nor does it disable any traps installed. If a trap is triggered by the device of the lock releasing, it goes off.

Vampiric Touch

Philosophies: Dark Rank 2 Required

Range: Spellball or Strike

Duration: Instant

Area of Effect: Creature struck

Resist: Negative Shield

The target of this Spell takes 4 points of Dark damage, + 2 points of damage per rank of Dark Philosophy. The caster is healed 2 points per rank of Dark Philosophy on a successful hit on a creature.



Rank 3 Arcane Spells

Arcane Clamp (I)(R)

Philosophies: None Required

Range: Touch

Duration: 1 Hour/ Instant

Area of Effect: One Hinged/Sliding Object

Resist: None

This spell instantly forms a rank 3 lock on a hinged or sliding object, such as a door or a desk drawer, and holds it fastly in place. This lock may be forced open by Prowess equal to 1 + rank of Prestige of the caster. The lock vanishes when it is picked, forced open, or dismissed by the caster.

Charm

Philosophies: None Required

Range: Spellball

Duration: 30 seconds in Combat, 5 minutes Outside of Combat

Area of Effect: 1 Creature that can hear and understand the caster

Resist: Charm

As Minor Charm, but the target believes they are the loyal servant of the caster and will obey his commands. Any command or action that would cause Minor Charm to break, will cause this Spell to break. The difference being that the command will be followed before the Spell ends, unless the target is commanded to commit suicide.

Eldritch Blade

Philosophies: Any Arcane Philosophy at Rank 3 Required

Range: Caster

Duration: Scene

Area of Effect: Caster/Special

Resist: None

This spell creates a longsword made of magical energy to appear in the caster's hand. Alternatively, the caster may juxtapose their currently held medium size weapon with an identical version made of magical energy. The weapon deals 3 points of typed damage, and the spell ends if the weapon deals or blocks 17 or more damage. This damage does not increase with higher philosophies. Weapon Skills do not apply to this damage. The caster may conjure a smaller size weapon, which will reduce the damage by 1 per size category. If the weapon leaves the caster's hand for any reason, the Spell ends.

Fade (I)

Philosophies: None Required

Range: Caster/Special

Duration: Instant/30 Minutes

Area of Effect: Caster

Resist: None

Hung Spell. Lasts 30 minutes, or until triggered. When triggered, the caster is shifted to the Umbral Expanse and may travel up to 15' + 2' per Rank of Prestige in a straight line direction. The caster will end the fade in the same position they began (crouched, lying down, etc).The caster must have line of sight to the destination. This Spell may be used to break a grapple.



Forcebolt

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: Target struck by Spellball

Resist: None

This Spell shoots a bolt of energy from the caster's hand that deals 6 points of damage + philosophies to the target struck by the spellball.

Frenzied Release

Philosophies: Air or Earth 3 Required

Range: Caster

Duration: 30 Minutes/Instant

Area of Effect: All Creatures in physical contact with the caster.

Resist: None

Hung Spell. When this Spell is activated, all creatures that are currently touching the caster in any fashion are hurled away, up to 5' per Rank of Air OR Earth Philosophy, and take one point of Air or Earth damage per rank. Only one philosophy may be applied to this spell.

Greater Life Siphon (I)

Philosophies: Dark 3 required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: Willing

The caster may siphon life essence from a willing target to themselves to restore health. This spell may take up to 20 hp from a target creature, healing the caster for double the amount taken.

Greater Mend (I)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Object, Armor/Shield, or Rank 3 Weapon

Resist: None

See Minor Mend, but repairs 15 points to objects. Earth or Fire may be applied to increase this by one point per rank of philosophy.

Heat Metal

Philosophies: Fire 3 Required

Range: Strike

Duration: 30 Seconds

Area of Effect: One worn suit of Heavy Armor, or one Shield

Resist: None

The caster reaches out and anneals a suit of Heavy Armor or Shield, causing the metal to soften. Targeted item loses all DR for the duration.



Lightning Bolt

Philosophies: Air or Ice 3 Required

Range: Caster

Duration: Instant

Area of Effect: Line 5' wide and 15' long.

Resist: None

Lightning shoots forth from the caster's hand in a line, dealing 6 points of base damage to all in the area; may apply a single philosophy to increase this damage.

Mage Armor (I)

Philosophies: None Required

Range: Caster

Duration: Scene

Area of Effect: Unarmored Caster

Resist: None

This Spell creates a suit of Light Armor out of magical force on an unarmored caster. It behaves in every way as ordinary Light armor (such as being mended and affected by Light armor altering skills). The armor has 15 Armor Points, and gains 1 point of AP per rank of Earth Philosophy. If the AP is reduced to 0, the spell ends. This armor's [affinity](#) is Earth, but may be changed by applying a different rank 3 Arcane Philosophy. Doffing this armor causes the spell to end.

Mana Spike

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: Struck target

Resist: None

The caster unleashes raw arcane power, dealing 6 points of Magic damage + 1 damage per rank of Prestige or +1 damage per rank of an applied philosophy to the struck target. This spell does not require a free hand to cast. This spell may only apply one philosophy at a time.



Scorching Lance

Philosophies: Fire 3 required

Range: Caster

Duration: Instant/Scene

Area of Effect: Line 1' wide and 15' long

Resist: None

Magical fire dances across the caster's fingertips, and they gain two "uses" of this spell for the duration. The caster may release a thin beam of burning energy from their hand, dealing 1 Fire +1 per rank of Fire philosophy.

See Invisibility (I)

Philosophies: None Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster's field of vision

Resist: None

This Spell allows the caster to see invisible items and creatures. Additionally, the caster can see ethereal items or creatures, but only as a ghostly outline.

Seeker

Philosophies: None Required

Range: Line of sight on the same plane

Duration: Instant

Area of Effect: 1 Creature

Resist: None

The caster summons a ball of pure magical energy that streaks unerringly to the named target and deals 6 points of damage. Philosophies are not applicable to this Spell. This Spell requires an incantation that is only 5 words long.

The caster may only cast this Spell once + one time per rank of Prestige per Recover.



Rank 4 Arcane Spells

Back Burner

Philosophies: None Required

Range: Caster

Duration: Scene

Area of Effect: 1 Spell the caster has learned of Rank 3 or less

Resist: None

When this Spell is cast, the caster chooses one known Arcane Spell of Rank 3 or less. The chosen Spell coalesces into a quasi-real ball that the caster must hold in one hand. Nothing else may be held in that hand. At any time during the combat scene, the caster may throw the ball, strike, or touch someone with the ball (depending on the spell's range), causing the chosen spell to take effect. No incantation is required for the casting of the held Spell.

Dragon's Breath

Philosophies: Fire or Earth 4 Required

Range: Caster

Duration: Instant

Area of Effect: Cone, 20'

Resist: None

A molten hot blast emanates from the caster's mouth, damaging all inside the cone for 8 points of damage; may apply a single philosophy to increase this damage.

Frozen Fortitude (I)

Philosophies: Ice 3 Required

Range: Caster

Duration: Scene

Area of Effect: Caster

Resist: None

Woven. The caster's skin hardens as solid ice, and their feet freeze to the ground. This spell grants the caster DR equal to their rank of Ice philosophy, and they become immune to knockdown and forced movement effects. The caster must plant both their feet, and may not move them. The caster may drop the spell to move again.

Full Repair (I)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Object, Armor, Weapon, or Section of a Structure

Resist: None

Fully restores the targeted item to perfect condition. This spell will not replace pieces of an item that have been disassembled (e.g. This spell could restore a damaged suit of armor or a crumbling wall, but could not replace a missing pair of gauntlets or stone blocks that had been carried away). When used on a structure, this spell restores no more than a single 10 foot cube per casting.



Greater Forcebolt

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: Target struck by Spellball

Resist: None

This Spell shoots a bolt of energy from the caster's hand that deals 8 points of damage + philosophies to the target struck by the spellball.

Greater Invisibility (I)

Philosophies: None Required

Range: Touch

Duration: 30 Seconds

Area of Effect: 1 Creature + 1 creature at Prestige 3 and 5.

Resist: Blind Fighting Rank 2

The targets of this Spell become Invisible and must move at a walking pace. Once a target uses a Technique, Spell, or attacks, this Spell is broken for that target. Any item the target is wearing or carrying is invisible as long as it is on the target's person.

Greater Mana Spike

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: Struck target

Resist: None

The caster unleashes raw arcane power, dealing 8 points of Magic damage + 1 damage per rank of Prestige or +1 damage per rank of an applied philosophy to the struck target. This spell does not require a free hand to cast. This spell may only apply one philosophy at a time.

Jet Stream Jacket (I)

Philosophies: Air 2 required

Range: Caster

Duration: Scene

Area of Effect: Caster

Resist: None

Woven. This spell grants the wearer DR 3, redirecting damage away with powerful wind. The wearer cannot be wearing Light or Heavy armor for this spell to function. This spell may function on top of Mage Armor or Magnificent Mail.



Legend Lore (I)(R)

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Object

Resist: None

The caster of this Spell learns the entire history of the item, from its creation to the present. If used on a magic item, all functions and powers of the item are revealed, as well as their command words.

Magnificent Mail (I)

Philosophies: None Required

Range: Caster

Duration: Scene

Area of Effect: Caster

As Mage Armor, except this spell creates a more powerful aura surrounding the caster. The armor has 20 Armor Points. Earth may be applied to increase this by one point per rank of philosophy.

Molten Metal (I)

Philosophies: Fire 1

Range: Touch

Duration: Scene

Area of Effect: 1 Held Weapon, +1 weapon at Fire 3 and 5

Resist: None

This spell changes a weapon's damage type to Fire, but halves the user's swing rounded up. (i.e if they swing for 9, they now swing for 5 Fire). The weapon's Ruin threshold drops to match its Break threshold, becoming unusable if Broken.

Retribution

Philosophies: Dark 1 Required

Range: Caster

Duration: Scene

Area of Effect: Special

Resist: Negative Shield

This Spell must be cast during combat. If, at any point during that combat scene, the caster falls to 0 body points or less, then this Spell takes effect. The creature that dealt the deadly blow to the caster takes Dark damage equal to the caster's total body points, plus 5 points per Rank of Dark Philosophy.

Sanctum (I)(R)

Philosophies: None Required

Range: Special

Duration: 12 hours

Area of Effect: Special

Resist: None

This spell conjures a stone house in an unoccupied outdoor space. The house is furnished with enough room to house 6 people, a hearth, and kitchen with enough food and water for 6 people. The house can withstand moderate natural weather.



Shell (I)

Philosophies: None Required

Range: Touch

Duration: 30 Minutes/Special

Area of Effect: 1 Creature

Resist: None

Woven. This Spell protects the target's entire body and will absorb 20 points of damage before failing. Air or Ice may be applied to increase this by one point per rank of philosophy.

Staff of Power

Philosophies: Any Arcane Philosophy at Rank 4 Required

Range: Caster

Duration: Scene

Area of Effect: Caster/Special

Resist: None

This spell creates a polearm made of magical energy to appear in the caster's hand. Alternatively, the caster may juxtapose their currently held large or polearm weapon with an identical version made of magical energy. The weapon deals 3 points of typed damage (4 if wielded in two hands), and the spell ends if the weapon deals or blocks 22 or more damage. This damage does not increase with higher philosophies. Weapon Skills do not apply to this damage. The caster may conjure a smaller size weapon, which will reduce the damage by 1 per size category (from Polearm to Medium, to Short, to Small). If another creature gains possession of the weapon, the Spell ends.

Sunspot

Philosophies: Fire 4 required

Range: Caster

Duration: 30 seconds

Area of Effect: 20' Radius from Caster

Resist: None

The caster releases a huge burst of fire light, blinding all enemies within the radius.

Teleport (I)(R)

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: Caster

Resist: None

The caster may travel to a discovered Gate instantaneously.



Rank 5 Arcane Spells

Clear the Air (I)(R)

Philosophies: Air 5 Required

Range: Caster

Duration: 1 Hour

Area of Effect: 1 Mile radius from the Caster

Resist: None

This spell clears the air and sky around the caster of any storm, clouds, gasses, or air-borne abnormalities for 1 hour. This spell can create a “safe” space within the Tempest for the duration. Surged creatures are unable to enter this space for the duration, and will retreat if within the area at the time of its casting. This spell can only be cast once in an area every 24 hours.

Eidolon

Philosophies: Any Arcane Philosophy 4 Required

Range: Caster

Duration: Scene

Area of Effect: Caster

Resist: None

Woven. The caster wraps themselves in powerful elemental energy, summoning a being from the plane to use their body as a vessel. The Eidolon has 10 health per rank of Chosen Philosophy. The Eidolon may use two long weapon phys-reps as arms, and swings for 5 damage of Chosen Philosophy. The Eidolon is Strong against its Chosen Philosophy (DR equal to rank of Philosophy, and immune to spells/techniques using this element up to rank of Philosophy), but Enfeebled (receive +1 damage per rank of Chosen Philosophy and cannot be healed during combat) by the opposite of the Chosen Element. The Eidolon is immune to toxins, Exhaustion, and any persistent negative effects are removed when the spell is ended.

The caster is kept safe inside the Eidolon’s energy until either the spell is dispelled or the duration ends. If the Eidolon is brought to 0 or less during this time, the caster returns at half their max health or the health they had at the time of casting, whichever is lower.

If the spell is ended before the duration, the caster returns with the remaining health of the Eidolon as their current health. The caster’s skill slots are unusable while in this form.

Factory Reset (I)

Philosophies: None Required

Range: Field

Duration: Instant

Area of Effect: All allies’ armor/weapons

Resist: None

The caster resets the state of allies gear, fully repairing all armor, shields, and weapons.



Meteor Swarm

Philosophies: Any Arcane Philosophy 3 Required

Range: Caster/Spellball

Duration: Scene

Area of Effect: 3 Meteors, plus 1 at Rank 4 and 5 of the applied Philosophy

Resist: None

This spell summons a set of meteors that hover around the caster. These meteors may be guided towards targets (via spellball), and explode on contact for 10 points of typed damage in a 5 foot radius. Only one philosophy may be applied to this spell per casting, and the caster may only have a single casting of Meteor Swarm active at a time.

Planar Discord

Philosophies: Fire 4, Earth 4, Air 4, Ice 4 ALL Required

Range: Caster

Duration: Instant

Area of Effect: All enemies on the field

Resist: None

This Spell causes a massive conjunction of the elemental planes, and forces a portion of this conjunction onto this plane. All creatures in the area of effect take 10 points of base damage, plus Philosophies. This Spell may have 4 Philosophies attached to it, these being required to cast the Spell. This spell ignores element affinities, and deals direct magic damage. Planar Discord may only be cast once per day.

Power Word: Kill

Philosophies: Dark Philosophy 5 Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature/Special

Resist: Negative Shield

Dark energy assails the target, depleting their life force rapidly. This Spell affects creatures with up to 50 current body points. Target of this spell hit in the torso is dropped to negative half their total hit points (a full health 60 HP warrior would be dropped to -30) and begins to bleed to death. When cast against a target with an active Negative Shield capable of blocking Rank 5 spells, the Spell is blocked, but the shield is destroyed. The incantation of this Spell is, "Power Word: Kill."

Translocate Group (I)(R)

Philosophies: None Required

Range: Touch (See text)

Duration: Instant

Area of Effect: Caster plus up to 10 willing Creatures touching the Caster

Resist: None

The caster and their chosen targets may travel to any Gate the caster has discovered instantaneously. The caster may also mark an area with an Arcane Glyph, allowing that Glyph to function as a Gate for the purposes of a valid destination to choose. The caster may maintain up to 5 Arcane Glyphs at one time, and each one takes 12 hours to create. Arcane Glyphs are invisible to the naked eye, but may be detected by Detect Magic, True Sight, and Void.



SPELLS: DIVINE

Followers of the gods are automatically granted a unique prayer (spell) when reaching Rank 3 in Divine (see [Gods](#)).

Rank 1 Divine Spells

Bane

Philosophies: Protection 1 Required

Range: Vocal

Duration: 30 Seconds

Area of Effect: Vocal

Resist: None

This Spell causes any enemies of the caster to swing for 1 less point of damage in combat (minimum damage 1 point). Targets to be affected must hear the caster's voice.

Blessing of Might

Philosophies: None Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

Increases the target's weapon damage by 1. Philosophies cannot be used to augment this damage.

Blessing of Vitality

Philosophies: None Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Creature

Resist: None

This Spell grants 3 Hit Points + 1 at Prestige 1, 3, and 5 to the current and maximum health of the target. A creature may not have this spell cast on them more than once every 30 minutes.

Create Food and Water

Philosophies: None Required

Range: Touch

Duration: Special

Area of Effect: Special

Resist: None

The caster creates a bland meal of the caster's choosing. The spell creates one meal's worth of food and water for 1 person + 1 person per rank of Prestige. Any uneaten food or water dissipates after 30 minutes.



Detect Magic (R)

Philosophies: None Required

Range: Caster

Duration: 30 minutes

Area of Effect: Line of sight

Resist: None

The caster may discern magical auras within sight. The caster can tell what general type of magic is present (Arcane, Divine, or Nature). If the magic is the same type as the caster can cast, the caster can tell if any Philosophies they know were used in conjunction with the aura detected.

Detect Undead

Philosophies: Holy or Unholy 1 Required

Range: Caster

Duration: 5 minutes + 5 Minutes per Rank of Divination Philosophy

Area of Effect: Line of sight

Resist: None

The caster may discern the presence of Undead within view. Does not reveal the number of Undead, nor their location if hidden from view. An Undead creature will have a necrotic aura about them, if visible. Some powerful, sentient Undead may be able to hide their presence.

Fitful Slumber

Philosophies: Unholy 1 Required

Range: Line of Sight

Duration: 24 Hours

Area of Effect: 1 Creature per Rank of Unholy

Resist: Resist Charm equal to Caster's Prestige, Soothing Light, Remove Curse

This spell causes the target's next Rest to be fitful, having nightmares. Rest instead causes the target to gain a rank of exhaustion at Unholy rank 1, 3, and 5 (i.e. 3 exhaustion at rank 5 Unholy to 5 targets).

Hellfire

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This strike spell deals 1 point of damage +1 per rank of Unholy and Harm.



Iron Will

Philosophies: None Required

Range: Spellball/Touch

Duration: 5 minutes + 5 Minutes per Rank of Protection

Area of Effect: 1 Creature

Resist: None

This spell will reduce a current state of Exhaustion by one on the target for the duration. Once the duration is over, the Exhaustion level returns to what it was. This spell may also end a current Fear effect on the target.

Know Location (R)

Philosophies: None Required

Range: 10 miles per Rank of Divine plus Rank of Divination Philosophy

Duration: 24 hours

Area of Effect: Special

Resist: None

The caster of this spell knows the distance and general direction of an item. The caster must have handled the item to gain detailed knowledge of it, and have seen or handled it within the last month (in-game).

Light

Philosophies: None Required

Range: Touch

Duration: 1 hour plus 1 hour per Rank of Divination Philosophy

Area of Effect: 1 Object

Resist: None

This Spell causes the target object to shed light like a torch.

Minor Heal

Philosophies: None Required

Range: Spellball/Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

The target of this Spell is healed by 2 + 1 Hit Point per Rank of Heal and Holy.



Minor Spite

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell deals 1 point base damage + 1 damage per Rank of Prestige of Magic damage to the struck target. May not add philosophies to increase damage.

Soothing Light

Philosophies: Holy 1 Required

Range: Touch

Duration: 1 Day per rank of Holy

Area of Effect: 1 Target per rank of Holy

Resist: None

This spell causes the targets to be temporarily soothed of any pain, torment, grief, anguish, or worry to body and mind caused by disease, wound, or curse. This spell does not remove the cause of pain, nor remove any negative debuffs that may afflict them. This spell grants restful sleep. This spell does not stop someone from feeling pain from new sources(such as combat damage). This spell counters Fitful Slumber.

Stabilize

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell stabilizes a dying creature, causing them to stop bleeding out. At Heal Philosophy Rank 3, the target gains half the HP needed to put them at 0 HP, and at Heal Philosophy R5 the target gains enough HP to put them at 0 HP.



Rank 2 Divine Spells

Blessing of Strength

Philosophies: None Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

Increases the target's weapon damage by 2.

Blessing of Vigor

Philosophies: None Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Creature

Resist: None

This Spell grants 6 Hit Points + 1 at Prestige 1, 3, and 5 to the current and maximum health of the target. A creature may not have this spell cast on them more than once every 30 minutes.

Burning Blade

Philosophies: Holy 2 / Unholy 2 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Weapon

Resist: None

This spell wreathes a held weapon in radiant flame, changing its base damage to 2 of Fire or Ice type dependent on philosophy. This damage does not increase with higher philosophies and may not apply Weapon Skills to this damage. If the weapon leaves the caster's hand for any reason, the Spell ends.

Cauterize

Philosophies: Holy 2 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: Special

The caster sears a creature's wound with holy fire, immediately healing one movement or swing impairing effect of Rank 3 or below.



Guidance

Philosophies: Divination 1 Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Creature

Resist: None

This spell guides the target on their next task, allowing them to automatically win on the first challenge within a challenge series. The rank of challenge this spell may affect is equal to the caster's rank of Divination.

Hellish Grasp

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This spell deals 2 damage + 1 per rank of Unholy and Harm. This spell deals Dark, Light, or Ice type damage, decided at casting.

Invisibility to Undead

Philosophies: Holy or Unholy 1 Required

Range: Touch

Duration: 5 Minutes

Area of Effect: 1 Creature

Resist: Blind Fighting Rank 2

The target of this Spell becomes invisible to Undead creatures. If the target uses a Technique, Spell, or attacks, this Spell is broken before the action completes. Any item the target is wearing or carrying is invisible as long as it is on the target's person. May not be cast in Combat.

Lesser Heal

Philosophies: None Required

Range: Spellball/Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

The target of this Spell heals 4 health, +1 per Rank of Heal and Holy Philosophy.



Lesser Spite

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell deals 2 points of damage + 1 damage per rank of Prestige of Magic damage to the struck target. May not add philosophies to increase damage.

Paralyze

Philosophies: None Required

Range: Spellball/Strike

Duration: 30 seconds

Area of Effect: 1 Creature

Resist: Resist Charm 2

This Spell Stuns the target. A stunned target is immobilized and may not take any actions except for Resists and Counters, however, taking damage ends the effect, or if they are affected by a hostile technique or spell.

Rebuke

Philosophies: None Required

Range: Caster

Duration: 30 minutes

Area of effect: Special

Resist: None

Woven. This spell creates a magical rebuking force that strikes at a creature striking the caster, dealing 2 magic damage + 1 per rank of Prestige. The number of Rebukes is 1 + 1 at Prestige 1, 3, and 5. These Rebukes must be used upon being struck, and may not be held.

Repel

Philosophies: None Required

Range: Caster/Special

Duration: Instant

Area of Effect: 1 Creature + 1 Creature per Rank of Protection/Special

Resist: None

This Spell hurls the target(s) away from the caster a distance of 15 feet. The target(s) of the Spell must be within an area 5' wide and 10' long in front of the caster, at the time of casting. This spell may be cast on an object that would require Prowess 2 or less to move.



Shield of Faith

Philosophies: Protection 2 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

This spell confers +1 DR to the target, +1 additional DR at Protection 3 and 5. A target may only benefit from one source of DR.

Status (R)

Philosophies: Divination 2 Required

Range: Touch

Duration: 24 hours

Area of Effect: 1 Creature per rank of Divination

Resist: Willing at time of casting

As long as you and the target(s) are on the same plane of existence and within 50 miles of each other, you know their direction and distance from you.

Traitor

Philosophies: Unholy 2 Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature

Resist: Resist Charm

The target, struck by a ball of bad thoughts in the torso, lashes out and strikes their nearest ally for a full melee swing.



Rank 3 Divine Spells

Blessing of Power

Philosophies: None Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

Increases the target's weapon damage by 3.

Blessing of Virtue

Philosophies: None Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Creature

Resist: None

This Spell grants 9 Hit Points + 1 at Prestige 1, 3, and 5 to the current and maximum health of the target. A creature may not have this spell cast on them more than once every 30 minutes.

Cure Disease

Philosophies: Heal 2 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Diseased Creature + 1 at Prestige Rank 1, 3 and 5

Resist: None

Any Natural diseases are cured by the caster's touch. Rank of disease cured is equal to the rank of Heal Philosophy.

Cause/Cure Blindness

Philosophies: Harm 3 / Heal 3

Range: Spellball

Duration: 30 seconds/Instant

Area of Effect: 1 Creature

Resist: None

By targeting a creature's sense of vision with a spellball to the torso, this Spell allows the caster to cure or cause magic blindness. Using Harm, the caster may blind a creature. Using Heal, the caster may remove blindness from a creature.



Flame Strike

Philosophies: Holy 3 / Unholy 3 Required

Range: Spellball

Duration: Instant

Area of Effect: Radius 5'

Resist: None

A pillar of celestial or infernal flame pours down from the divine realms, dealing 3 points of base damage + Harm in a 5' radius. This damage deals either Light or Dark type damage, chosen at time of casting. May only apply one Philosophy to the damage of this spell.

Flayed Flesh

Philosophies: Unholy 3 Required

Range: Spellball

Duration: instant

Area of Effect: 1 creature

Resist: Negative Shield

This spell delivered to a target's torso pulls the flesh from their body, bringing their health down to half their maximum HP.

Halfway There

Philosophies: Holy 3 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature at or above 0 HP

Resist: None

This Spell heals the target for up to half of their total HP rounded down. This healing may not bring the target above half their total HP.

Heal

Philosophies: None Required

Range: Touch

Duration: Instant / 30 minutes

Area of Effect: 1 Creature

Resist: None

This Spell creates a temporary pool of healing energy that the caster may use to heal targets, up to a total of 6 HP, +1 HP per Rank of Heal and Holy Philosophy.

Healing Word

Philosophies: None Required

Range: Sight

Duration: Instant

Area of Effect: 1 Creature

Resist: None

The caster summons a ball of pure divine energy that streaks unerringly to the named target and heals 6 points of damage. Philosophies are not applicable to this Spell. This Spell requires an incantation that is only 5 words long. The caster may only cast this Spell once + one time per rank of Prestige per Recover.



Hinder

Philosophies: None Required

Range: Caster

Duration: 30 Seconds

Area of Effect: 15' Radius from Caster

Resist: None

This Spell causes any enemies of the caster to swing for 2 less points of damage in combat (minimum damage 1 point).

Lingering Spirit (R)

Philosophies: Divination 3 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Dead Creature

Resist: None

This spell allows the caster to see the very last moments of a corpse's life, allowing them to know how they died. This spell allows the caster to know the exact cause of death for a corpse, but not the circumstances of that death. At Divination 5, the caster learns exactly when the death occurred.

Neutralize Toxin

Philosophies: Heal 2 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Poisoned Creature

Resist: None

This Spell purges toxins from the target's system. The rank of toxin removed is equal to the caster's Rank of Heal. This spell only requires a 5 word incant.

Regenerate (R)

Philosophies: Heal 2 Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Creature

Resist: None

The target of this Spell regains 1 HP every minute, and may reattach 1 severed limb every five minutes (must have the limb).

Remove Curse

Philosophies: Heal 1 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Cursed Creature or Object

Resist: None

This Spell ends the effects of 1 curse afflicting the target. The Rank of Curse the caster can end is equal to the caster's Rank of Heal Philosophy.



Revitalize

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell ends a Prowess draining effect on the target. The Rank of effect the caster can end is equal to the caster's Rank of Heal Philosophy. This spell can also reduce the effects of Exhaustion by 1. A creature may only benefit from this aspect of the spell once per day.

Spite

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell deals 3 points of damage +1 damage per rank of Prestige of Magic damage to the struck target. May not add philosophies to increase damage.

Tongues

Philosophies: Divination 2 Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Radius 15'

Resist: None

All creatures in the radius of this Spell can understand each other, as though all others are speaking in the listener's native language. The effect of this Spell moves with the caster.



Rank 4 Divine Spells

Blade Barrier

Philosophies: Protection 2 Required

Range: Caster

Duration: Scene

Area of Effect: Caster

Resist: None

Woven. This Spell surrounds the caster in a vortex of whirling blades. Any creature attacking the caster in combat takes 4 points of damage + 1 point of damage per Rank of Protection Philosophy. This damage is physical, and DR applies. The caster may freely interact with allies without causing them damage. Only Protection philosophy may be used to increase the damage of this spell.

Blessing of Valor

Philosophies: None Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

The target receives a + 4 to weapon damage and may resist the next Fear effect they are subject to.

Commune (R)

Philosophies: Divination 1 Required

Range: Caster

Duration: Special

Area of Effect: Caster

Resist: None

This Spell puts the caster in direct contact with their Deity. The caster may ask one yes or no question per Rank of Divination. The gods are not omniscient, and typically only know what is tied to their domains, locations, or worshipers. This Spell may only be successfully cast once per event.

Death Knell

Philosophies: Unholy 1 Required

Range: Vocal

Duration: 30 seconds

Area of Effect: Undead Creatures

Resist: None

Presenting their sacred symbol, the caster emits a wave of dark energy, stunning the targets. A stunned target is immobilized and may not take any actions except for Resists and Counters, however, taking damage ends the effect, or if they are affected by a hostile technique or spell.



Ethereal Projection (R)

Philosophies: None Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster

Resist: None

This Spell projects the caster's consciousness into the Ethereal Plane for the duration of the Spell. While on the Ethereal Plane, the caster's projection may see the Material Plane (or their original plane) as though through a foggy window. While Ethereal, the projection may only see objects, places, and in rare cases people on the Material plane that are static and constant. The projection may not cast spells or affect anything on the Material Plane, but may return to the Material Plane at will. The projection is effectively invisible and intangible, and can move through doors, walls, and other solid objects as though they weren't there. The caster's body is effectively unconscious until dispelled or for the duration. The caster may be awakened before then by taking at least 1 point of damage, by being heavily manipulated, or if affected by a hostile technique or spell.

Full Heal

Philosophies: Heal 4 Required

Range: Spellball/Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell heals the target to its total HP.

Greater Repel

Philosophies: None Required

Range: Caster/Special

Duration: Instant/Scene

Area of Effect: 1 Creature + 1 Creature per Rank of Protection/Special

Resist: None

As Repel, but grants the caster one use of Repel per rank of Protection, and may affect objects requiring up to Prowess 4.

Harm

Philosophies: Harm 4 Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature

Resist: Negative Shield

This Spell reduces the target to 1 Hit Point. This spell must strike the target's torso. May not add damage via philosophies.



Negative Shield

Philosophies: None Required

Range: Touch

Duration: 30 minutes

Area of Effect: 1 Creature

Resist: None

Woven. The target is surrounded by a shield that protects against dark/negative energy attacks. The shield will absorb any such attack with a Rank equal to the caster's Rank of Prestige. The shield will absorb a number of attacks equal to the caster's Rank of Divine plus Rank of Protection Philosophy. After absorbing its last attack, the shield dissipates. The spells Power Word: Kill, Slay Living, and Winter's Spite dissipate a Negative Shield, regardless of how many more attacks it can absorb.

Phalanx

Philosophies: Protection 3 Required

Range: Caster

Duration: Scene

Area of Effect: Allies within 15' Radius

Resist: None

This spell confers +1 DR to the targets, +1 additional DR at Protection 3 and 5. A target may only benefit from one source of DR.

Radiant Weapon

Philosophies: Harm 4 Required

Range: Caster

Duration: Scene

Area of Effect: Caster/Special

Resist: None

This spell surrounds a held weapon with radiant fire. The weapon deals 3 points of Light or Dark damage (4 if wielded in two hands), and the spell ends if the weapon deals or blocks 22 or more damage. This damage does not increase with higher philosophies. Weapon Skills do not apply to this damage. If another creature gains possession of the weapon, the Spell ends.

Raise Dead

Philosophies: Heal 3 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Dead Creature

Resist: None

This spell returns 1 dead or bleeding out being to life. This being is healed to 1 Health per Rank of Heal at the time of casting. The target must have their head and heart, as well as 50% of the body. This Spell will not affect creatures that have died due to natural causes or old age. This spell may not be cast in combat.



Restore (R)

Philosophies: Heal 3 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell allows the target to instantly restore a lost limb/body part, or remove the effects of a single Crippling Strike.

Searing Light

Philosophies: Holy 1 Required

Range: Vocal

Duration: 30 seconds

Area of Effect: Undead Creatures

Resist: None

Presenting their sacred symbol, the caster emits a burst of holy light, blinding the targets.

True Sight

Philosophies: Divination 4 Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster

Resist: None

This Spell allows the caster to see everything as it truly is. Invisibility, Illusions, Magic (as Detect Magic), Ethereal, and Polymorphed creatures.

Word of Recall

Philosophies: None Required

Range: Special

Duration: Special

Area of Effect: Caster + 1 Creature at Rank 3 and Rank 5 Protection Philosophy

Resist: None

Hung Spell. This Spell must be cast at its destination. All targets of the Spell must be present at the time of casting. When this Spell is cast, the caster chooses a command word that will activate the Spell. Upon activation, the Spell instantly transports the target to the destination if on the same plane of existence. This Spell activates for each target independently, and lasts till end of event or until triggered.



Rank 5 Divine Spells

Benediction

Philosophies: None Required

Range: Spellball

Duration: Instant

Area of Effect: 1 creature

Resist: None

This spell launches a condensed orb of divine energy, dealing 10 damage + 2 per rank of Prestige, and + 1 per rank of Harm or Unholy. This spell may only benefit from one philosophy.

Holy Word

Philosophies: Holy 3 Required

Range: Field

Duration: 30 Seconds

Area of Effect: Special

Resist: None

The caster utters a word of righteous power, overwhelming their foes. All enemies on the field swing for 3 fewer points of damage in combat. This spell requires a 5 word incantation.

Infernal Influence

Philosophies: Unholy 4 Required

Range: Spellball

Duration: 30 seconds

Area of Effect: 1 Creature

Resist: Resist Charm 5

This spell (which must hit the target's torso) causes the target to fight against their allies ferociously and to their fullest ability. The afflicted will only target their allies for the duration. This spell may force a creature to act against its Ethos.

Massacre

Philosophies: Harm 4 and Unholy 4 Required

Range: Caster

Duration: Instant

Area of Effect: 30' radius

Resist: Negative Shield

A wave of profane energy emanates outward from the caster, visibly ripping the souls from the bodies it passes through. Targets' current Hit Points are dropped by half, rounded up. May only be cast once per combat.



Resurrection

Philosophies: Heal 5 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Dead Creature

Resist: None

This Spell will return any dead creature to life. Upon completion of the Spell, the target will have 5 HP per Rank of Heal Philosophy, up to the target's maximum. The caster must have at least 50% of the target's remains for the Spell to be effective. The Spell will not affect creatures that have died of natural causes or old age.

Sacred Shroud

Philosophies: Divination 1 and Protection 1 Required

Range: Vocal

Duration: Scene

Area of effect: Allied Creatures

Resist: none

Woven. The caster is able to foresee threats to themselves and their allies, granting a shroud of protective divine energy surrounding themselves and their allies. This shroud can absorb 20 points of damage + 2 per rank of Protection from each target before dissipating. While the shroud is active, the caster's allies cannot be affected by Fear effects, and debilitating effects last 5 seconds less per rank of Divination (to a max of -25 seconds).

Slay Living

Philosophies: Harm 5 Required

Range: Spellball

Duration: Instant

Area of Effect: 1 Creature

Resist: Negative Shield

Divine energies sever the tie between life and death. The target of this spell hit in the torso is dropped to negative half their total hit points (a full health 60 HP warrior would be dropped to -30) and begins to bleed to death. When cast against a target with an active Negative Shield capable of blocking Rank 5 spells, the Spell is blocked, but the shield is destroyed.

Zealot

Philosophies: None Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

The target of this Spell is imbued with righteous fury. The target gains +1 DR at Protection Philosophy Rank 1, 3, and 5, and +5 weapon damage. The target automatically stabilizes to 0 health after 30 seconds. The target is also immune to Fear effects for the duration of this spell.



SPELLS: NATURE

Rank 1 Nature Spells

Balm

Philosophies: Fauna 1 Required

Range: Touch

Duration: Instant/5 Minutes

Area of Effect: 1 Creature

Resist: None

This Spell creates a temporary pool of restorative energy that the caster may use to heal multiple targets, up to a total of 1 HP per Rank of applied Philosophies. Heals 1 HP per touch. This pool of HP disappears if unused after 5 minutes.

Barkskin

Philosophies: None Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Suit of Armor

Resist: None

The targeted armor becomes rough and bark-like, gaining 2 Armor Points + 1 AP per Rank of Flora Philosophy to the Armor's current and maximum AP. A suit of armor may not have this spell cast on it more than once every 30 minutes.

Blister

Philosophies: Decay 1 Required

Range: Special (Spellball/Strike)

Duration: Instant

Area of Effect: 1 Creature

Resist: Negative Shield

This spell deals 1 damage + 1 per rank of Decay when delivered as a Strike spell. This spell deals 1 damage + 1 per rank of Decay and one other philosophy when delivered as a Spellball.



Charm Animal

Philosophies: None Required

Range: Vocal

Duration: 30 seconds in combat, or 10 minutes outside of combat.

Area of Effect: 1 Animal + 1 per Rank of Astronomy Philosophy

Resist: Charm

This Spell alters the target's perceptions causing the target(s) to believe they are the loyal friend of the caster. They will obey a single command from the caster, within reason. If the command would cause the target to harm an ally, harm themselves in any way, or if the command would lead to the target's death; the command is ignored and the Spell is broken.

Detect Fae

Philosophies: None Required

Range: Caster

Duration: 5 minutes

Area of Effect: Line of sight

Resist: None

The caster may discern the presence of Fae creatures within view. Does not reveal the number of Fae, nor their location if hidden from view. Some powerful Fae may be able to hide their presence.

Detect Magic (R)

Philosophies: None Required

Range: Caster

Duration: 30 minutes

Area of Effect: Line of sight

Resist: None

The caster may discern magical auras within sight. The caster can tell what general type of magic is present (Arcane, Divine, or Nature). If the magic is the same type as the caster can cast, the caster can tell if any Philosophies they know were used in conjunction with the aura detected.

Light (R)

Philosophies: None required

Range: Touch

Duration: 1 hour plus 1 hour per Rank of Astronomy Philosophy

Area of Effect: 1 Object

Resist: None

This Spell causes the target object to shed light like a torch.



Pass Without Trace (R)

Philosophies: Flora 1 Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Creature

Resist: None

The target of this Spell leaves very little sign for someone with the Tracking Skill to follow. This Spell will mask any traces left by the target. The Rank of Tracking negated by this Spell is equal to 1 per the caster's Rank of Flora Philosophy.

Play Possum

Philosophies: None Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster

Resist: None

The caster collapses in a heap, mimicking death. The caster appears to be inedible to any carnivorous creatures. Anyone with the Physician skill that examines the caster can discern that a thread of life is present. Does not prevent behaviors other than eating from other creatures.

Predict Weather (R)

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: Radius 10 Miles + 10 Miles per Rank of Weather Philosophy

Resist: None

The caster can accurately predict natural weather up to 12 hours in advance.

Solar Flare

Philosophies: Astronomy 1 Required

Range: Strike

Duration: 5 seconds

Resist: Blind Fighting

Area of Effect: 1 Creature

After a strike to the torso, this spell blinds the struck target.

Speak With Animal (R)

Philosophies: None Required

Range: Caster

Duration: 5 Minutes + 5 Minutes per Rank of Fauna

Area of Effect: Caster

Resist: None

Caster may speak with natural animals. Certain magical animals may be spoken with, if the caster has the appropriate Lore.



Spider Walk

Philosophies: None Required

Range: Touch

Duration: 30 Minutes

Resist: None

The target can walk along uneven or slippery terrain without falling. The target may end the spell early to Counter a Knockdown.

Stabilize

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Dying Creature

Resist: None

This Spell conjures a magical root, that when placed in the mouth of a dying creature, stabilizes that creature, preventing the target from bleeding out. At Flora Philosophy Rank 3, the target gains half the Hit Points needed to put them at 0 Hit Points, and at Flora Philosophy Rank 5 the target gains enough Hit Points to put them at 0 Hit Points.

Thorn Whip

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature

Resist: None

A whip of thorns lashes out, dealing 1 point of Magic damage + 1 damage per rank of Prestige to the struck target. May not add philosophies to increase damage.



Rank 2 Nature Spells

Eclipse

Philosophies: Astronomy 2 Required

Range: Touch

Duration: 30 Seconds or until triggered

Area of effect: 1 Creature

Resist: Willing

Calling into being the powers of both the sun and moon, the caster inverts light and dark. The target's next spell or strike that would deal Dark damage now deals Light damage, or vice versa.

Entangle

Philosophies: None Required

Range: Spellball

Duration: 30 Seconds

Area of Effect: 1 Creature's Leg

Resist: None

This Spell causes local vegetation to animate and entangle the target's struck leg, rendering the limb unusable for the duration.

Exhaust

Philosophies: Decay 2 Required

Range: Spellball

Duration: 30 seconds

Area of Effect: 1 Creature

Resist: Endurance, Negative Shield

By targeting a creature's torso, this spell increases the target's Exhaustion by 1, up to Rank 4. The target may only be affected by one casting of this spell or Enervate at a time.

Rank 1: -1 swing. All negative effects last 5 seconds longer.

Rank 2: -2 swing. Lose use of one tier of slots.

Rank 3: -3 swing. Lose 2 Prowess.

Rank 4: -4 swing. Lose 2 Prowess. Cannot run.

Gale Blade

Philosophies: Weather 2 Required

Range: Caster

Duration: Instant

Area of Effect: Spray 5'

Resist: None

Deals 1 point base damage + 1 per rank of Weather. Damage may be Air or Ice, chosen at time of casting. May only apply one Philosophy to this spell.



Goodberry

Philosophies: None Required

Range: Caster

Duration: Instant/Special

Area of Effect: Special

Resist: None

A number of filling, nutritious, magical berries appear in the caster's hand. The Spell produces 1 berry + 1 per Rank of Prestige. Each berry heals 2 Hit Points, and provides a creature's nutritional needs for 12 hours. Berries last for 30 minutes or until eaten. The amount of healing per berry may NOT be affected by Philosophies.

Hole in the Wall

Philosophies: Flora Rank 2

Range: Spellball/Touch

Duration: Instant

Area of Effect:

Resist: None

This spell creates an impromptu doorway in a dirt, rock, or stacked stone wall. This spell cannot affect wood, metal, concrete or non-earth building materials. This doorway must be formed in a straight line. Thickness of the wall must be equal to or less than 1' per rank of Flora philosophy.

Magic Mote

Philosophies: Astronomy, Decay, Flora or Weather 1 Required

Range: Caster/Spellball

Duration: Scene

Area of Effect: 1 Mote per rank of applied Philosophies

Resist: None

This Spell conjures magical motes of energy that can be thrown for 1 point of typed damage to a target. The motes must stay on the caster's person, and last till end of combat, or until used. Motes must be thrown individually. This Spell cannot be cast again until all of the motes have been used. Damage does not increase with philosophies.

Minor Regrowth

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell heals the target for 2 Hit Points, +1 Hit Point per Rank of Fauna Philosophy.

Neutralize Toxins

Philosophies: Decay 1 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Poisoned Creature

Resist: None

This Spell will purge the target's system of toxins. The rank of toxin removed is equal to the caster's Rank of Decay. This spell only requires a 5 word incant.



Poison

Philosophies: Decay Rank 1 Required

Range: Spellball

Duration: Instant/30 Seconds

Area of Effect: 1 Creature

Resist: Resist Toxin, Negative Shield

This spell poisons a creature, afflicting them with a R1 Weakness toxin. The toxin may instead be a R2 Stun toxin at Decay 3, or a R3 Love toxin at Decay 5. Rank of Toxin used is decided at casting. See page 41 for [Toxins](#).

Resist Elements

Philosophies: Astronomy 1, Decay 1, Flora 1, or Weather 1 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

The target of this Spell is protected by a shield of shimmering energy. This spell may move the target's [affinity](#) to an element from Neutral to Resistant, or Weakened to neutral. This target may only benefit from one casting of this spell at a time. (DR granted by this spell does not stack with other sources)

Revitalize

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 1 Creature

Resist: None

This Spell ends a Prowess draining effect on the target. The Rank of effect the caster can end is equal to the caster's Rank of Fauna Philosophy. This spell can also reduce the effects of Exhaustion by 1. A creature may only benefit from this aspect of the spell once per day.

Snare

Philosophies: None Required

Range: Touch

Duration: Scene

Area of Effect: 1 Field Trap

Resist: None

The caster is able to create 1 Field Trap. This spell may be cast once per combat + 1 time at Prestige 3 and 5, and takes 10 seconds to cast. See [Covert](#), page 38, for more on Field Traps.



Speak With Plants

Philosophies: Flora 2 Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster

Resist: None

The caster is able to communicate with plant type creatures within the area of effect. Not all plants may be capable of holding a conversation.

Strength of the Bear

Philosophies: Fauna 2 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

Increases the target's weapon damage by 2, as well as adds 1 Rank of Prowess to the target, and an additional + 1 Prowess at Fauna Rank 4, up to Prowess 5. This Prowess gain increases the target's current and maximum HP. A creature may not have this spell cast on them more than once every 30 minutes.

Thorn Lash

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature

Resist: None

A thick braid of thorns whips out, dealing 2 points of Magic damage + 1 damage per rank of Prestige to the struck target. May not add philosophies to increase damage.



Rank 3 Nature Spells

Aspect of the Beast

Philosophies: Fauna 3 Required

Range: Caster

Duration: 30 Minutes

Area of Effect: Caster

Resist: None

Hung Spell. The caster of this Spell channels the spirit of an animal, gaining the use of a Skill associated with that animal. Once a Technique has been used, the Spell effect ends. Choose one at the time of casting:

Fox: Improved Footwork

Turtle: Block

Panther: Subtle Step

Viper: Gouge

Call Lightning

Philosophies: Weather 3 Required

Range: Spellball

Duration: Instant

Area of Effect: Radius 5'

Resist: None

A bolt of lightning comes down out of the sky, dealing 3 points of base damage + 1 per Rank of Weather. Damage may be Air or Ice, chosen at time of casting. May only apply one Philosophy to this spell.

Control Winds

Philosophies: Weather 1 Required

Range: Caster/Spellball

Duration: Scene

Area of Effect: Special

Resist: None

This Spell grants the caster control over the winds in his immediate vicinity. The caster gains a number of "uses" equal to their Rank of Nature. These "uses" may be triggered at any time during the duration, and must be delivered via spellball. Each "use" can produce one of the following effects:

Dissipate gasses, clouds and swarms in a 15' radius.

Drive flying creatures from the sky in a radius of 5' + 5' per Rank of Weather Philosophy.

Knock a single creature back 20'.



Downpour

Philosophies: Weather 2 Required

Range: Spellball/Touch

Duration: Instant

Area of Effect: Field

Resist: None

This Spell causes a brief and sudden downpour, drenching the affected area. Must be cast outside. Any natural fires in the area are extinguished, and any creatures which are Invisible or using Stealth Techniques or Covert of Rank 2 and below are revealed.

Guardian Bloom

Philosophies: Flora 3 required

Range: Caster

Duration: Instant/Special

Area of Effect: Special

Resist: None

The caster summons 2 seed pods + 1 at Flora 4 and 5. When a creature crushes the seed, vines grow around that creature that mend worn armor for 5 Armor Points. Seeds last for 30 Minutes or until used, and may be handed off.

Ironwood

Philosophies: Flora 2 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: Willing

The caster surrounds an ally with heavy armor made from Ironwood. The target gains up to 1 DR per rank of Flora, requiring an equal rank of Prowess to wear. Caster chooses amount at time of casting. A target may only benefit from one source of DR.

Leech

Philosophies: Decay 3 Required

Range: Spellball/Strike

Duration: Instant

Area of Effect: Creature struck

Resist: Negative Shield

The target of this Spell takes 3 points of Dark damage, + 2 points of damage per rank of Decay Philosophy. The caster is healed 2 points per rank of Decay philosophy on a successful hit on a creature.

Lesser Regrowth

Philosophies: None Required

Range: Touch

Duration: Instant

Area of Effect: 5' Spray

Resist: None

This Spell heals targets for 3 Hit Points, +1 Hit Point per Rank of Fauna Philosophy.



Portent

Philosophies: Astronomy 2 Required

Range: Caster

Duration: 30 Minutes/Until triggered

Area of Effect: 1 Creature per Rank of Astronomy Philosophy

Resist: None

Hung Spell. This Spell imbues the target(s) with the blessings of the stars and the sky. The caster must have a view of the sky at time of casting. The caster of the Spell may activate it in order to negate any single effect up to Rank 3 that targets a target of this Spell. The caster must see the effect take place to activate. After the Spell is activated, its effect is expended for all targets.

Protection From Elements

Philosophies: Astronomy, Decay, Flora, or Weather 1 Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Creature + 1 per Rank of Prestige.

Resist: None

Woven. The targets of this spell are protected by a glowing shell of shimmering light, crackling electricity, swirling earth, blazing flame, gusting wind, cloying darkness, or whirling snow. This Spell protects the target's entire body and will absorb 10 points of typed damage before dissipating. The type of damage for all targets is chosen at casting. Astronomy, Decay, Flora, OR Weather may be applied to increase the amount absorbed by 2 per rank of the relevant philosophy.

Shillelagh

Philosophies: Any Nature Philosophy at Rank 3

Range: Touch

Duration: Scene

Area of Effect: Special

Resist: None

This spell summons from the ground a medium wooden weapon imbued with magical energy. The weapon deals 3 points of typed damage, and the spell ends if the weapon deals or blocks 17 or more damage. This damage does not increase with higher philosophies. Weapon Skills do not apply to this damage. The caster may conjure a smaller size weapon, which will reduce the damage by 1 per size category. At creation, the caster may designate one ally as the "owner" and hand them the weapon. If the weapon leaves the owner's hand for any reason, the Spell ends.

Thorn Scourge

Philosophies: None Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature

Resist: None

A multi headed whip of thorns strikes out, dealing 3 points of Magic damage + 1 damage per rank of Prestige to the struck target. May not add philosophies to increase damage.



Water Breathing

Philosophies: Fauna 2 Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Creature per Rank of Fauna

Resist: Willing (may be dispelled by Target)

The targeted creature(s) grows gills, losing the ability to breathe on land, but gaining the ability to breathe underwater. This spell may be cast in the reverse, to grant air breathing to a target who normally breathes underwater.

Wind Walker

Philosophies: Weather 1 Required

Range: Touch

Duration: 30 Minutes

Area of Effect: 1 Creature + 1 Creature at Weather 3 and 5

Resist: None

Target creatures are able to step lightly, walking atop tree limbs, ropes, even snow with ease (hazardous terrain still affects targets). Creatures under the effect of this spell suffer only half damage from falling, and are immune to Knockdown traps.



Rank 4 Nature Spells

Cure Disease

Philosophies: Decay 3

Range: Touch

Duration: Instant

Area of Effect: 1 Diseased Creature + 1 at Prestige Rank 1, 3 and 5

Resist: None

Any diseases, magical or otherwise, are cured by the caster's touch. Rank of disease cured is equal to rank of Decay Philosophy

Enervate

Philosophies: Decay 4 Required

Range: Spellball

Duration: 30 seconds

Area of Effect: 20' Radius

Resist: Endurance, Negative Shield

This spell increases the targets' Exhaustion by 2, up to Rank 4. The target may only be affected by one casting of this spell or Exhaust at a time.

Exhaustion Effects:

Rank 1: -1 swing. All negative effects last 5 seconds longer.

Rank 2: -2 swing. Lose use of one tier of slots.

Rank 3: -3 swing. Lose 2 Prowess.

Rank 4: -4 swing. Lose 2 Prowess, Cannot run.

Harvest

Philosophies: Decay 3 Required

Range: Spellball

Duration: Instant

Area of Effect: 1 creature

Resist: Negative Shield

This spell delivered to a target's torso withers their body, bringing their health to half their maximum HP.

Gale Force

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: 20' Radius

Resist: None

This Spell instantly blasts away items and creatures. Any objects or creatures in the area are magically forced out to the edge of the radius. May force open or closed doors if the door's Prowess requirement or non-magical lock is equal to 4 or less.



Giant's Strength

Philosophies: Fauna 3 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

This Spell causes the target to gain the might of a giant. Grants +4 bonus to weapon damage. Also grants +1 Prowess, +1 Prowess at Fauna 4 and 5, increasing the target's current and maximum HP.

Greater Entangle

Philosophies: Flora 2 Required

Range: Spellball

Duration: 30 Seconds

Area of Effect: 20' Radius

Resist: None

This Spell causes local vegetation to animate and entangle the targets' legs. One of the target's legs are rendered unusable for the duration (victim chooses which leg).

Miasma

Philosophies: Decay Rank 2 Required

Range: Caster

Duration: Instant/30 Seconds

Area of Effect: 20' Cone

Resist: Resist Toxin, Negative Shield

This spell spews forth a spray of miasmatic poison, affecting those in the area with a toxin. The toxin's rank is rank 1, and may increase in rank at Decay rank 3 and 5. Rank of toxin used is decided at casting. See page 41 for [Toxins](#).

Omen (R)

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: Caster

Resist: None

This Spell may only be cast at night, with a view of the stars. The caster reads the stars, gaining insight into a coming conflict, meeting, or undertaking. The clarity and value of the information is dependent on the caster's Rank of Astronomy Philosophy. This Spell may only be successfully cast once per event.

Plant Door (R)

Philosophies: Flora 1 Required

Range: Caster

Duration: Instant

Area of Effect: Caster

Resist: None

This Spell allows the caster to instantly travel to a marked grove of trees. The caster may mark such an area with a Nature Glyph. The caster may maintain up to 1 Glyph per Rank of Flora at one time, and each one takes 12 hours to create. Nature Glyphs are invisible to the naked eye, but may be detected by Detect Magic, True Sight, and Void.



Raise Dead

Philosophies: Fauna 4 Required

Range: Touch

Duration: Instant

Area of Effect: 1 Dead Creature

Resist: None

This spell returns 1 dead or bleeding out being to life. This being is healed to 1 Health per Rank of Fauna at the time of casting. The target must have their head and heart intact, as well as 50% of the body. This Spell will not affect creatures that have died due to natural causes or old age. This spell may not be cast in combat.

Regrowth

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: Creatures in 10' Radius

Resist: None

This Spell heals all targets for 4 Hit Points, +1 Hit Point per Rank of Fauna Philosophy.

Star Struck

Philosophies: Astronomy 3 Required

Range: Vocal

Duration: 30 seconds

Area of Effect: 1 Creature per Rank of Astronomy

Resist: Charm

The caster of this Spell is bathed in the beauty of the stars. The target(s) of this Spell must be visible to and are selected by the caster, and are stunned for 30 seconds. A stunned target is immobilized and may not take any actions except for Resists and Counters, however, taking damage ends the effect, or if they are affected by a hostile technique or spell.

Storm of the Decade

Philosophies: Weather 4 Required

Range: Spellball

Duration: Instant/ 30 seconds

Area of Effect: 15' Radius

Resist: None

This Spell causes an intense, localized storm. Creatures in the area take 4 points of damage plus 1 point per Rank of Weather, are knocked down, and are struck deaf for 30 seconds. Damage may be Air or Ice, chosen at time of casting. May only apply one Philosophy to this spell.



Sunbeam

Philosophies: Astronomy 3 Required

Range: Caster/Spellball

Duration: Scene

Area of Effect: 2 Beams + 1 Beam at Astronomy 4 and 5

Resist: None

This Spell conjures beams of sunlight (Fire) or moonlight (Light), turning them into deadly projectiles. These projectiles can be transferred to others, and thrown for 4 points of damage in a 5' radius. The beams remain empowered until the end of the combat, or until they are used. This Spell cannot be cast again until all of the beams have been used. Damage does not increase with philosophies.

Thorn Barrier

Philosophies: None Required

Range: Caster

Duration: Instant

Area of Effect: 1 Creature

Resist: None

Woven. This Spell surrounds the caster in a twisting mass of sharp thorns. Any creature striking the caster in combat takes 2 points of Piercing damage + 1 point of damage at Prestige 3 and 5. May not add philosophies to increase damage.



Rank 5 Nature Spells

Clear the Air (R)

Philosophies: Weather 5 Required

Range: Caster

Duration: 1 Hour

Area of Effect: 1 Mile radius from the Caster

Resist: None

This spell clears the air and sky around the caster of any storm, clouds, gasses, or air-borne abnormalities for 1 hour. This spell can create a “safe” space within the Tempest for the duration. Surged creatures are unable to enter this space for the duration, and will retreat if within the area at the time of its casting. This spell can only be cast once in an area every 24 hours.

Greater Regrowth

Philosophies: Fauna 4 Required

Range: Vocal

Duration: Instant

Area of Effect: Allied Creatures at or above 0 HP

Resist: None

The caster calls out to the essence of nature, blooming life and healing energies around them. Affected creatures are healed up to half their maximum Hit Points. May be cast once per combat.

Hand Fang

Philosophies: Flora 1 Required

Range: Caster/Strike

Duration: 30 Minutes or until used

Area of Effect: Caster

Resist: Toxin

The caster of this Spell magically grows a small, needlelike fang on the center of their palm. This fang is concealable, allowing objects to be carried in the hand. The fang delivers one dose of a Toxin of the caster's choice. The Rank of the Toxin is up to equal the caster's Rank of Flora Philosophy. This Spell may only be cast once per day. Toxin must be delivered by Strike to Torso.

Heartwood

Philosophies: Flora 3 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature + 1 Per Rank of Flora

Resist: None

The caster covers an ally's armor with a lattice of Heartwood. The target gains 2 DR, + 1 DR at Flora 5, and their armor gains 10 Armor Points + 1 AP per Rank of Flora Philosophy to the Armor's current and maximum AP. A target may only benefit from one source of DR.



Nova

Philosophies: Astronomy 5 Required

Range: Caster

Duration: Scene

Area of Effect: 30' Radius

Resist: None

The caster erupts in a radius for 20 points of Light or Fire damage to all targets. Afterwards, the caster's body is infused with starlight, and becomes Empowered against Fire or Light, (healed by this damage type, and immune to spells/techniques using this element up to rank of Philosophy), but Broken (Increase damage received by this type by rank Prestige, may not be healed during combat, and may not use any skills for 5 seconds after being struck by a spell or technique with this element) by the opposite of the Chosen Element. Their hands become Short claws that deal 5 points of Fire or Light damage, whichever type was not chosen to be Empowered by. The caster may not cast spells for the duration.

Perfect Weather

Philosophies: None

Range: Caster

Duration: 24 Hours

Area of Effect: 1 Mile Radius

Resist: None

The caster commands the weather in the area to settle and become serene, cloudless, and perfectly comfortable for all occupants. Ineffective against the Tempest.

Titan's Essence

Philosophies: Fauna 4 Required

Range: Touch

Duration: Scene

Area of Effect: 1 Creature

Resist: None

This spell infuses the target with the essence of a titanic being. The target gains + 5 bonus to weapon damage, and + 1 Prowess per rank of Fauna philosophy, up to Prowess 5; this increases their current Hit Points as well as their maximum. They are also now able to keep up with a giant's pace (no longer being restricted to a walking pace in combat with creatures who have monster traits that restrict movement due to size). Negative effects last for half their typical duration while this spell is active.

Winter's Spite

Philosophies: Decay 5 & Weather 5 Required

Range: Strike

Duration: Instant

Area of Effect: 1 Creature

Resist: Negative Shield

A violent burst of necrotic and freezing energies erupt on contact to cause the target's body to rapidly decay and seize up. The target of this spell, hit in the torso, is dropped to negative half their total hit points (a full health 60 HP warrior would be dropped to -30) and begins to bleed to death. When cast against a target with an active Negative Shield capable of blocking Rank 5 spells, the Spell is blocked, but the shield is destroyed.



EQUIPMENT

The accepted currency of the realm comes in coins. Coin values begin at 1 Copper Piece and increase by 10. 10 Copper makes 1 Silver Piece. 10 Silver Pieces make 1 Gold. 10 Gold makes one Platinum Piece. Coins may be denoted by CP (Copper Pieces), SP, GP, PP, etc, or simply the metal of currency.

“Cost to Buy” is the price a vendor will charge to create an item from scratch if they are a higher rank of crafter.

Purchase price is doubled if the item’s rank equals the merchant’s rank. [See Community Growth, page 113.](#)

“Cost to Craft” is the price a vendor will charge to create an item if supplied the required materials.

Materials

R1	Copper Ingot, yard of R1 Leather, yard of R1 armor grade fabric, R1 Gem etc.	1 Silver Piece
R2	Iron, Silver, R2 Leather, R2 Gem etc.	5 Silver Pieces
R3	Stormsteel, Gold, R3 Leather, R3 Gem etc.	1 Gold Piece
R4	Mythril, Cobalt, R4 Leather, R4 Gem etc.	5 Gold Pieces
R5	Adamantine, Platinum, R5 Leather, R5 Gem etc	1 Platinum Piece

Armor

Light armor requires 10 ingots or yards to craft. Heavy armor requires 5 ingots to craft.

Light armor grants 5 Armor Points per rank, and an [Energy Affinity](#) (see pg. 127.)

Heavy armor grants Damage Reduction and requires Prowess of equal rank.

Leatherworkers and tailors can only create Light armor from their respective materials.

Armorsmiths can make light and heavy armor, from any appropriate material.

Armorsmiths can make light armor from heavy materials, but not vice versa, and may mix materials for light armor.

Light materials: Leather, fabric, etc that is labeled as Light.

Heavy materials: Metal, any other material classified as Heavy

Light Armor (10 Ingots or Yards to Craft)	Heavy Armor (5 Ingots to Craft)
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Rank	Cost to Craft	Cost to Buy	Sell Price	Armor Points	Materials	Cost to Craft	Cost to Buy	Sell Price	DR	Prowess
1	10 sp	15 sp	3 sp	5	Copper	50 cp	75 cp	15 cp	1	1
2	50 sp	75 sp	15 sp	10	Iron	250 cp	375 cp	75 cp	2	2
3	10 gp	15 gp	3 gp	15	Stormsteel	50 sp	75 sp	15 sp	3	3
4	50 gp	75 gp	15 sp	20	Mithril	250 sp	375 sp	75 sp	4	4
5	10 pp	15 pp	3 pp	25	Adamantine	50 gp	75 gp	15 gp	5	5



Weapons

The size of a weapon dictates its [damage](#) output, listed below.

A [weapon breaks](#) if it deals or is dealt more than the “Break” or “Ruin” value listed (exception: if dealing damage with an ability that exceeds break or ruin, the weapon is undamaged). Broken weapons deal 1 damage, regardless of size, and do not benefit from Weapon Skill or other buffs. Broken Small and Ranged weapons lose Piercing.

Ruined weapons are unusable until repaired.

Rank	Weapon Category	Break	Ruin	Materials	Cost to Craft	Cost to Buy	Sell Price	Examples
1	Small/Thrown (1 Ingot)	6	11	Copper	10 cp	15 cp	3 cp	Dagger
2	6-12” Striking Surface	11	16	Iron	50 cp	75 cp	15 cp	Hand Sickle
3	1 Piercing	16	21	Stormsteel	10 sp	15 sp	3 sp	Throwing Knife
4	Ammo (10) ↗	21	26	Mithril	50 sp	75 sp	15 sp	Arrows
5	Small Shield	26	31	Adamantine	10 gp	15 gp	3 gp	Buckler
1	Short/Bows/Crossbows (2 Ingots)	6	11	Copper	2 sp	3 sp	6 cp	Short Sword
2	13-24” Striking Surface	11	16	Iron	10 sp	15 sp	3 sp	Handaxe
3	3 Damage	16	21	Stormsteel	2 gp	3 gp	6 sp	Mace
4	2 Piercing (Bow/Crossbow)	21	26	Mithril	10 gp	15 gp	3 gp	Bow/Crossbow
5	Short Shield	26	31	Adamantine	2 pp	3 pp	6 gp	Target Shield
1	Medium/Polearm (3 Ingots)	6	11	Copper	30 cp	45 cp	9 cp	Long Sword
2	25-36” Striking Surface	11	16	Iron	150 cp	225 cp	45 cp	Battle Axe
3	3 Damage (1 Hand)	16	21	Stormsteel	30 sp	45 sp	9 sp	Morningstar
4	4 Damage (2 Hand)	21	26	Mithril	150 sp	225 sp	45 cp	Halberd
5	Medium Shield	26	31	Adamantine	30 gp	45 gp	9 gp	Heater Shield
1	Large (4 Ingots)	6	11	Copper	4 sp	6 sp	12 cp	Bastard Sword
2	37-48” Striking Surface	11	16	Iron	20 sp	30 sp	6 sp	Labrys
3	5 Damage (2 Hand)	16	21	Stormsteel	4 gp	6 gp	12 sp	Maul
4		21	26	Mithril	20 gp	30 gp	6 gp	Odachi
5	Large Shield	26	31	Adamantine	4 pp	6 pp	12 gp	Kite Shield
1	Great (5 Ingots)	6	11	Copper	50 cp	75 cp	15 cp	Claymore
2	49+” Striking Surface	11	16	Iron	250 cp	375 cp	75 cp	Bardiche
3	5 Damage (2 Hand)*	16	21	Stormsteel	50 sp	75 sp	15 sp	Great Hammer
4	*Grants Greater Block 1/Recover	21	26	Mithril	250 sp	375 sp	75 sp	Kanabō
5	Great Shield	26	31	Adamantine	50 gp	75 gp	15 gp	Tower Shield

Light [Shields](#) grant 10 AP per rank and DR2. Heavy [Shields](#) grant 10 AP per rank and DR4. Shields require the same amount of ingots to craft regardless of Light or Heavy. Shield size is determined by the length of the widest striking surface.

↗ Ammunition is a single rank and requires 1 ingot to craft. Thrown weapons may not be used in melee.



Mundane Gear

These are ordinary everyday items of gear that your character may need. Most of them are self-explanatory. Prices given are for Simple items. For items of Master quality, multiply the listed cost by ten.

Items generally sell for 1/5th (20%) the purchase price.

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Backpack	5 cp	Chalk (5 pieces)	1 cp	Magnifying Glass	1 gp	Scale	1 sp
Barrel	5 cp	Climber's Kit	3 sp	Mirror	2 Sp	Sealing Wax	3 cp
Basket	2 cp	Crowbar	1 sp	Mug, Clay	1 cp	Sewing Needles	5 cp
Bedroll	1 cp	Firewood	1 cp	Oil (1 pint)	1 cp	Signal Whistle	3 cp
Bell	2 cp	Fish Hook	1 cp	Parchment (10)	5 cp	Signet Ring	2 sp
Blanket (Winter)	2 cp	Fishing Net	1 sp	Pitcher, Clay	2 cp	Soap	1 cp
Block and Tackle	1 sp	Flask	2 cp	Pouch, Lg. Belt	5 cp	Spade/Shovel	1 sp
Book (Blank)	3 sp	Flint and Steel	3 cp	Pouch, Sm. Belt	2 cp	Spellbook	5 sp
Bottle	4 cp	Grappling Hook	3 sp	Quill, Writing	1 cp	Tent	5 sp
Bucket	2 cp	Ink (1 oz)	2 sp	Quiver	8 cp	Tindertwig	1 cp
Candle	1 cp	Jug, Clay	2 cp	Rations (10)	1 sp	Torch	1 cp
Case (Bolt)	2 cp	Ladder, 10'	5 cp	Rope, 50'	5 cp	Walking Stick	1 cp
Case (Scroll)	3 cp	Lamp	2 cp	Sack	1 cp	Waterskin	2 cp
Chain (per foot)	1 sp	Lantern	2 sp	Sacred Symbol	5 sp	Whetstone	1 cp



Craftsman & Specialized Tools, Gems

These items are specific tools and equipment needed to utilize certain Skills. Craftsman Tools include necessary items to perform related tasks, not including more permanent structures like a forge, mill, etc.

Prices listed are for Simple tools, which are useful for making items and utilization of skills of Ranks 1-3. Master grade tools are required for Ranks 4-5. For items of Master quality, multiply the listed cost by ten.

Clothing

All characters start with one set of “Clothes, Traveler’s” that they do not have to purchase with starting money. Prices listed are for Simple clothing. For items of Master quality, multiply the listed cost by ten.

Locks, Manacles, and Rope

Locks and manacles can be purchased in Ranks 1-5, equal to the price of a same rank Small weapon. They have the same Break as a weapon of that rank, and Manacles may be overcome by Prowess equal to the Rank of the item + 1. Restraining with Manacles takes 5 seconds of roleplaying with two open hands against a target that is not resisting. Restraining with Rope takes one minute roleplaying with two open hands against a target that is not resisting, and always counts as a Rank 1 restraint. Counts as heavy manipulation.

<u>Craftsman Tools</u>	<u>Cost</u>	<u>Specialized Tools</u>	<u>Cost</u>	<u>Clothing</u>	<u>Cost</u>
Agriculture Kit	2 sp	Covert Kit	25 cp	Clothes, Commoner	3 cp
Armorsmithing Kit	2 sp	Inscription Kit	5 sp	Clothes, Fine	5 sp
Artisan Tools	2 sp	Potion Kit	5 sp	Clothes, Traveler’s	1 sp
Bowyer/Fletcher Kit	2 sp	Toxicology Kit	25 cp	Harsh Weather Gear	3 sp
Brewing Kit	2 sp	Physician’s Kit	2 sp	Soldier’s Uniform	5 cp
Cooking Kit	2 sp			Vestments	8 cp
Disguise Kit	2 sp				
Gaming Kit	2 sp				
Jewelrysmithing Kit	2 sp				
Leatherworking Kit	2 sp				
Mining Kit	2 sp				
Musical/Performance Kit	2 sp				
Scribing Kit	2 sp				
Tailoring Kit	2 sp				
Weaponsmithing Kit	2 sp				
Wilderness Survival Kit	2 sp				



Starting Equipment

Each character will get an allotment of ingots worth of equipment, depending on their class, appropriate armor of their choice, and 10 copper pieces. A suit of Light Armor has an [Energy Affinity](#), which must be chosen at the start.

Small (6-12") weapons and shields, Ammo (x10) = 1 ingot
Short (13-24") weapons and shields, Bows = 2 ingot
Medium (25-36") weapons and shields, Polearms = 3 ingot
Large (37-48") weapons, and shields = 4 ingot
Great (49"+) weapons and shields = 5 ingot

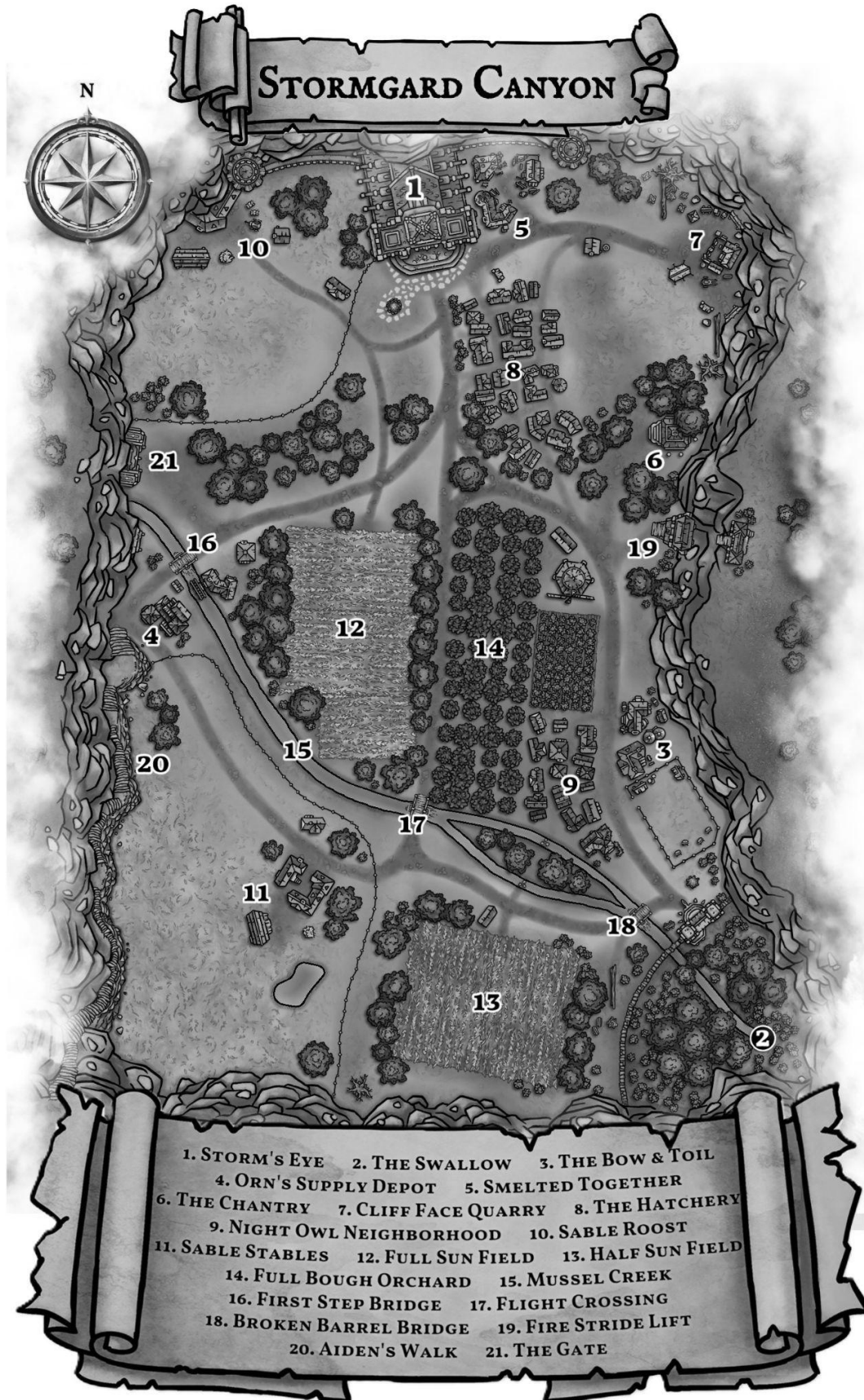
In addition, when choosing a Mundane skill to be Trained in or purchasing ranks of Physician at character creation, characters will receive the necessary handheld craftsman tools to perform that skill (e.g. disguise kit, mining pick, skinning knife, paint brushes, dice, cooking utensils, etc).

<p>Cleric Five ingots Rank 1 Light Armor 1 Spellbook Sacred Symbol 1 Potion Kit Adventurer's Pack</p>	<p>Bard Six ingots Rank 1 Light Armor 1 Instrument Adventurer's Pack</p>	<p>Fighter Seven ingots Rank 1 Light Armor Rank 1 Heavy Armor Adventurer's Pack</p>
<p>Druid or Stormweaver Five ingots Rank 1 Light Armor 1 Spellbook or Channeling Stones Adventurer's Pack</p>	<p>Ranger Six ingots Rank 1 Light Armor 1 Spellbook Adventurer's Pack</p>	<p>Oathbound Seven ingots Rank 1 Light Armor Rank 1 Heavy Armor 1 Spellbook Adventurer's Pack</p>
<p>Mage Five ingots Rank 1 Light Armor 1 Spellbook 1 Inscription Kit Adventurer's Pack</p>	<p>Rogue Six ingots Rank 1 Light Armor 1 Covert Kit 1 Toxicology Kit Adventurer's Pack</p>	<p>Void Knight Seven ingots Rank 1 Light Armor Rank 1 Heavy Armor Adventurer's Pack</p>

Adventurer's Pack:

Backpack, Bedroll, Blanket, 10 Days Rations, 50' Rope, 3 Torches, 2 Waterskins





WELCOME TO STORMGARD

Stormgard Keep is the home setting for this chapter of Tridia. This keep is a large box canyon surrounded by woods, and hosts several structures as well as farms. There are many notable places within Stormgard keep, from the Storm's Eye structure on the North end that keeps inhabitants safe from the Tempest, to the gated woods with a deep, endless hole called the Swallow along the Southern wall. Along with these locations are many occupants that run the various farms, shops, and manage the guards that help protect the canyon.

Politically, Stormgard is run by a council of the various leaders within the keep, with the Keeper of the Storm's Eye as their figurehead and tie breaker in any decisions

The short timeline for Stormgard says it was found roughly 20 years ago by the current council members, who disbanded their group of adventurers to clean up and settle down in the canyon. Since claiming this structure, the inhabitants of Stormgard have slowly grown as people leave behind their caravans, wander through the woods, or simply leave their life behind to live somewhere a bit quieter.

Storm's Eye: The main hub for this chapter of Tridia. This large structure is built into the North end of the canyon and has many tunnels, storage spaces, and apartment-like rooms dug deep into the rock wall. The structure is relatively safe from any Tempest surges above, and a hearty communal space for the people of Stormgard.

- **Keeper of the Eye, Vance Grackle:** A Human man in his 50's, Vance is the figurehead leader of the council of Stormgard. He was the head of an adventuring crew before they found and settled in Stormgard. He manages the people that come and go from Stormgard, keeping organization between his family, his friends, and those that come to live here.

The Bow and Toil: Located in the Night Owl neighborhood, this building is an archery supply shop, as well as a monster hunting den for entertainment and giving a goal to those that need it. This pub-like space hosts hunts and offers payments for unique creature's trophies brought back. The den also offers contracts for special types for creatures on occasion for additional rewards.

- **Vraash Grackle:** The younger brother of Vance, this 40's male Human acts as the right hand and a necessary voice of opposition to his brother. He never quite found comfort in settling in the canyon, so spends his days hunting the bluff surrounding the canyon.

Smelted Together: The local smithy hut located just East of Storm's Eye, where two smiths work together and their shouting is heard throughout the day and night. Armor and melee weapons can be crafted or purchased here.

- **Maleus Torge:** A late 20's Half-Troll man, he is always quiet and reserved around anyone but Nina. He can often be watched putting her tools on the highest shelf while she works the counter.
- **Nina Deltagale:** A mid thirties Dwarven Lacuna woman, this young woman with rams horns and short stature do not match the fiery energy she stomps around the forge with. She seems quick to anger, but always wears a cheery, happy smile while working with anyone besides Maleus.

The Chantry: The only formal place of faith or worship in Stormgard, located North of Fire Stride Lift. The Chantry is a simple building with an altar decorated with symbols of the nine gods, and a humble offering plate.

- **Kasandra Or'tel:** A late 100's Pactbound Elven woman, Kasandra is a very abstruse individual. Keeps a staunch air of neutrality as tender of the Chantry, and disallows any conflict with a simple, uneasy glance.



Sable Stables, Full and Half Sun Field, and Full Bough Orchard: The farms and fields within Stormgard Canyon that supply food and supplies to keep the inhabitants of Stormgard fed and alive. There are many hands that help tend to the stables and the fields.

- **Lorelei 'Lori' Grackle:** A mid sixties Half-Elf woman, she is married to Vance though she has the youthful complexion of Elven kind. She manages the workers of the various farms around Stormgard, and can be seen most often within the stables, having a compelling aptitude for handling the animals.
- **Lavender Grackle:** Vance & Lori's teenage daughter, her ears are just barely showing a point but it is uncertain if she falls more Human or Half-Elf for now. An ever curious young woman, she can be found picking bugs and snakes from the farm fields, and is spotted often peeping over the fence into the Swallow's area.

Medical Infirmary: Located within the Storm's Eye, this small room at the back of the hall has an ever-pungent smell of pure alcohol and an uncanny noise, similar to cricket calls, always emanating from it. This infirmary is a mix of natural repairs and magical curing, focusing greatly on the former.

- **Botan Bonnin Barrington:** An elderly shroomish Sylph, neither male nor female, who is rumored to have crawled out of the Swallow one day and worked their way into being allowed to stay. They have a curious fascination with injuries and the healing process, performing plenty of healing through natural salves, bandages, and stitches. On the rare occasion it is needed though, Botan has shown the ability to resurrect a corpse, but the magic used is unknown to those that have seen it.

Orn's Supply Depot: Located at the bottom of Aiden's Walk, the Supply Depot is a store of sorts that holds many mundane supplies for those coming and going from the Keep. The depot may on occasion have items beyond general mundane use.

- **Reichard Orn:** A Human man in his 80's that has been with the Grackles for most of their lives. He is a respected Stormweaver within the canyon, and has an extensive knowledge of materials and oddities.

The Swallow: A fenced off area in the Southern end of Stormgard Canyon, this area keeps the people of Stormgard away from a massive hole that has no seeming end. This deep black void has had creatures regularly crawl out of its depths and attack people, though not all are instantly dangerous to the inhabitants of Stormgard.

- **Guardmaster of the Swallow, Ashara Tremorstep:** This mid 30's Orcish woman is the head of the guards that patrol and keep an eye on the Swallow. She is a large, scar ridden warrior who's looming presence is quickly replaced by a jovial, caring personality that shows a heartfelt interest in the well being of those under her protection.

Guardmaster of Stormgard: The guardmaster is in charge of managing the inhabitants of Stormgard, ensuring safety and peace throughout the canyon outside of the Swallow's area. They are primarily used as an investigator for theft and vandalism when inhabitants have conflicts they won't handle directly.

- **Artur Silfax:** A Human man in his 40s, he has a reputation of being terse and short with the people of Stormgard, who's only seen respect shown in his voice towards Vance. His judgemental disposition is tolerated solely due to his efficiency in protecting the people under his guard, from would-be intruders and from themselves.



Named locations within Stormgard Keep

Central Game Hub

- Storm's Eye: The main central hall within the structure of Stormgard Keep. The hall is built out by skilled Dwarven artisans of millenia past, and many tunnels and rooms expand further within the rock walls.

Guarded Areas

- The Swallow: this large forested area at the southernmost end of the keep, this fenced area is guarded and patrolled at all hours due to the uncommon, but dangerous, sprouting of creatures that climb out from the deep dark hole at its center.

Shops and Smiths

- The Bow and Toil: Archery supplies, as well as a place to find contracts for special hunts and unique creature requests.
- Orn's Supply Depot: General supplies and gear for leaving the Keep, as well as occasionally having a special item on the menu.
- Smelted Together: Armor and weapon smithing, able to make new melee weapons, light or heavy armor, or a place to buy new items and sell old ones.

Neighborhoods

- The Hatchery (Newcomer Neighborhood): Located just outside of Storm's eye, this neighborhood is where new habitants land first before finding more long term homes elsewhere within the Keep.
- Night Owl Neighborhood: Located next to the Orchard, this neighborhood is home to many single family huts and the guards that tend to have more night-active lives.

Ranches

- Sable Roost: The fenced area just outside Storm's Eye, where many smaller animals and poultry are ranched for food.
- Sable Stables: The large open field near the south wall of the Keep, this pair of stables keeps the larger herding animals and has plenty of space for grazing.

Farms

- Full Sun Field: A massive tilled farm area in the center of the keep, where crops that require sunlight all day long are able to grow.
- Half Sun Field: A smaller tilled farmland along the southern wall of the farm, where crops that require shade throughout the day can grow.
- Full Bough Orchard: Located in the center of the keep, these fruiting trees grow a variety of fruits throughout the year.

Waterway

- Mussel Creek runs through the keep from Northwest to Southeast, its spring located within a small cave system, and drains out into the deep dark hole of the Swallow. It is filled with mussels for easy gathering.



Bridges

- **First Step Bridge:** Located at the North end of Mussel Creek, this bridge is often the first crossing visitors take towards Storm's Eye.
- **Flight Crossing:** Located at the center of Mussel creek, allowing equal access to the various fields and locations within Stormgard.
- **Broken Barrel Bridge:** Located just outside the Swallow Gate at the south end of Mussel Creek, this bridge was put together by reused wood to gain its namesake.

Entrance/ Exits

- **Aiden's Walk:** The large staircase located on the Western Wall of the keep, where a small store of supplies is fully stocked at its base for the adventurers that come and go from the canyon.
- **Fire Stride Lift:** Located on the Eastern wall of the keep, this massive lift can pull adventurers up and down the cliffside to the Bluff above.

Community Maintenance - Food Stores

The people of Stormgard need food to continue on without starving, and are mostly capable on their own. Within the canyon there is an animal ranch, a field farm, an orchard, as well as dedicated hunters, all of which provide a base amount of food to the town.

The Ranch: 40 food per month

The Farm: 40 food per month

The Orchard: 40 food per month

Hunting: 40 food per month

A player with the **Agriculture** skill may use their skill between events to increase the food gained from the ranch, orchard, and farm. The amount gained is equal to the rank of the skill/ (i.e a rank 1 gains 1 food from each location, for a total of 3)

A player with the **Wilderness Survival** skill may use their skill between events to increase the food gained by hunting. The amount of food gained is equal to their rank of Wilderness Survival.

A player with the **Cooking** Skill may use their skill between events to increase the food gained by every source, as they are capable of stretching the stores further with every meal.

The amount of Food the town requires may change depending on average player count and new NPCs brought to Stormgard to stay.

If the number of people in Stormgard exceeds the amount of food gained in one month, the community will begin "starving" the following month.

Starving causes everyone in Stormgard to gain rank 1 of Exhaustion, which cannot be reduced.

New arrivals to Stormgard will not be affected by the Starving state in their first month.



Community Growth - Crafters and Shops

Stormgard's inhabitants have several crafters of every kind, able to make clothes, tough Light armors, smith Heavy armor and weapons, and fletch arrows and craft bows.

All of these crafters begin with rank 1 in their craft, and may build or repair any items of rank 1. Since these crafters are not adventurers, they are not training their skill in the same way as Player Characters will, and they require materials to practice with to improve their rank. By donating materials, being suits of armor, weapons, ingots and ore, the adventurers of Stormgard will work together to improve their home builders.

To improve their ranks, the needed materials are listed below.

Prosperity Rank 1: All Stormgard crafters begin here.

Prosperity Rank 2: 100 Copper ingots/ore.

Prosperity Rank 3: 75 Iron ingots/ore.

Prosperity Rank 4: 50 ingots Steel/ore.

Prosperity Rank 5: 25 ingots Mythril/ore.

Ingots of a lower quality may be combined to reach a higher quality for the sake of donating to the crafters. For example, 10 copper ingots may equal 1 iron ingot. Or ten steel ingots may equal one mythril ingot. This exchange only applies to donation numbers, and cannot be used to gain an ingot of a higher rank.

As the crafters improve, they gain a store of materials for the lower ranks. Once the crafters are improved to rank 2, they can then make any rank 1 gear without having the materials supplied to them and they will provide their own materials.

Though the crafters are able to make items in their own rank, they have a limited supply of materials on hand and charge double the listed purchase price for such equipment (for instance, a Rank 3 Stormgard weapon smith will charge 90 sp for a stormsteel longsword instead of the listed 45 sp). They are able to make items for their typical cost if it is lower than the crafters' rank. If provided with the full amount of materials, they will craft the weapon for the listed crafting cost and have it ready by the next event.



Town Prosperity, Reborn & Recruited Characters

As Stormgard grows in affluence, the town gains Prosperity. The prosperity and prestige of the town may attract more noteworthy adventurers, denizens of Tridia with high-risk or lucrative job offers, and merchants with unusual wares. The prosperity of the town is tied into its prestige and the talents of its inhabitants.

“Town Prosperity” increases as Crafting capabilities improve, thanks to donations by the town populace (donations of ingots and the like as described in Community Growth - Crafters and Shops).

The Rank of Town Prosperity directly correlates to the Prestige level that a retiring player’s next character may be “reborn” at.* If their former character permanently dies or they choose to retire that character, they may create a brand new character at the current Prosperity level of Stormgard, or the Prestige level of their former character, whichever is lower.

Reborn characters receive the same amount of gear as a 50 pt character, with differences listed below. Leftover ingots may be saved for later. Reborn characters may choose to gain accelerated XP until they reach the Prosperity rank of Stormgard.

Additionally, newly recruited players may begin play at 50 XP as usual, but may choose to gain XP at an accelerated rate until they reach the Town Prosperity level, at which point they will earn XP normally. A new player may also choose to enter at -1 Town Prosperity, with the same accelerated rate of XP gains, and will receive the same gear as a Reborn character of their Prestige.

Current players with characters under the Prosperity Rank of Stormgard may also choose to gain XP at an accelerated rate until they reach Town Prosperity.

Accelerated XP is gained at double normal values.

Town Prosperity Rank 1 - Character Prestige 0 (50 xp) (All R1 gear)

Town Prosperity Rank 2 - Character Prestige 1 (150 xp) (R2 light armor, 3 ingots Iron, all R1 other)

Town Prosperity Rank 3 - Character Prestige 2 (250 xp) (R3 light armor, 3 ingots Steel, all R2 other)

Town Prosperity Rank 4 - Character Prestige 3 (350 xp) (R4 light armor, 3 ingots Mythril, all R3 other)

Town Prosperity Rank 5 - Character Prestige 4 (450xp) (R5 light armor, 3 ingots Adamantine, all R4 other)

**The term “Reborn” is used in lieu of terminology such as “reroll” and is intended for flavor purposes only. “Reborn” is not to be construed as a character with any connections to a previously played one, or related to reincarnation or resurrection, and is an out of game term only in this context.*



COMMON KNOWLEDGE

The following information is what is **commonly known** by most people in Tridia.

The Tempest

Imagine a Category 5 hurricane that causes strange magical phenomena, generates terrible monsters, and never ever ends. That's the Tempest. [Note to veteran players: None of these events described happened within your old characters' lifespan. They lived out their epilogues as you imagined them. This is a new era, beyond their time.]

The Legend

It is said that the cosmos and world as we know it was created by dragons, the most powerful beings known to ever exist. The beginning of the Tempest, an event referred to as 'Onset,' was instigated by the dragons invading the material plane. Legend says their intent was for the Tempest to consume the whole plane, but a group of heroes united together to fight back. On the day of the invasion, they somehow achieved the impossible and banished the dragons from the material plane. The exact events of this day, and the identities of these heroes have been lost to time, and it is believed that they died in their efforts to prevent Onset. They could not stop the dragons from creating the Tempest, but they did mitigate its severity, saving the world and ensuring the survival of its people.

The storm started small and grew slowly, taking five hundred years to build up to what it is today. Much of Tridia as the heroes of old knew it was lost in this time. The dragon's magic deeply affected the world in ways no one truly understands, and the Tempest still holds many mysteries. In this brave new world, some ambitious folk dedicate their lives to gaining knowledge and power in the hopes of conquering the storm, and maybe... one day... ridding Tridia of its Tempest once and for all...

Things people DO know about the Tempest:

In many ways, it behaves like natural weather...

In *most* places in Tridia, it's not storming *all* of the time, and its intensity can vary. Getting caught out in the Tempest is considered certain death, but it doesn't always destroy everything in its path. Some areas of the world have been torn into wasteland, while in others, the local ecosystem has adapted and survived.

Except when it doesn't.

The strange power of the Tempest is the catalyst for a variety of magical phenomena. Its spikes in magical activity, known as 'surges,' are the most common of these to directly affect people and other creatures. Any living creature born under a Tempest surge obtains strange magical characteristics, and are known as Stormborn.



Stormborn people and creatures are capable of living fairly normal lives, but are at risk for evolving into other types of monstrous creatures, known as Hollowed and Stormsurged. Because of this risk, Stormborn are looked down upon or feared in most societies. *(More lore on Surges, Stormborn, and their evolved forms will come later).*

The most deadly threat the Tempest brings aside from its weather are the monstrous creatures that reside within it. They come and go with the Tempest, and while many people claim to have seen one before, those who directly encounter these creatures rarely survive to tell the tale. Not much is known about these monsters. Many believe that Hollowed and Stormsurged are among them, following the Tempest out of some strange instinct. But a history of the disturbing carnage left behind after the Tempest moves on implies the existence of creatures far worse than the Hollowed or Stormsurged.

How to survive it.

Getting caught in the Tempest means certain death to the people of Tridia, and realizing it was here to stay, they adapted. The following survival methods are listed from most to least reliable:

Underground Hiding Place.

Many large permanent settlements are located in natural caverns, ancient Dwarven ruins, or tunnel systems established after Onset, because these locations are consistently safe enough to allow civilization to grow. Being underground will save you from the weather. Being hidden will save you from the monsters... most of the time. Monsters can and will still venture underground.

Natural Landforms + Other Precautions.

Many permanent settlements that *aren't* underground are nestled in valleys deep within a mountain range or at the bottom of canyons. Here the impact of the weather is diminished, but still severe. Permanent structures must be built to withstand high winds, and fortified enough that monsters cannot break in.

Get out of its way.

You know the Tempest is coming? Get as far away as possible as fast as you can. It's not so fast that you can't outrun it, but you'll need a head start most of the time. Some skilled and experienced people live nomadic lifestyles by constantly predicting Tempest movements and chasing slow moving areas of clear weather. This is extremely dangerous, as just one mistake can lead to death.

Divine Intervention.

It is known that the gods and beings of their power level cannot overpower the magic of dragons, and therefore cannot get rid of the Tempest. That said, they have been known to spare certain places and people from it on extremely rare occasions. It's not impossible, but definitely not normal. Other more sinister divine beings, like demons, might be powerful enough to offer some limited magical protection... for a price.

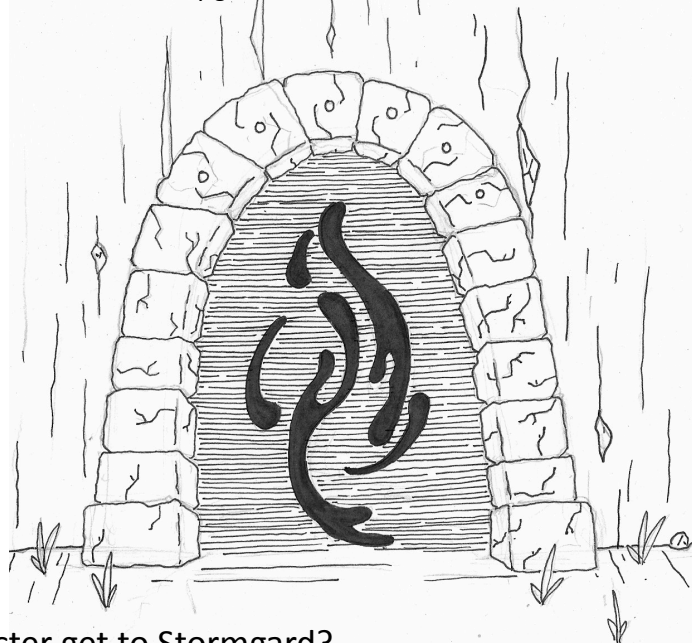


Gates

Every Origin in a permanent location has at least one Gate one can use to leave.

The majority of Tridia is not consistently safe enough to build roads between settlements. However, traveling from one region of the country to another isn't impossible... just very difficult and risky. But if one is determined and skilled enough and takes the time to do it, you can get almost anywhere on foot... eventually.

If you don't want to spend months walking across the country and risking death by Tempest, you might use a gate. Tridians of the ancient past utilized magical platforms called 'teleport pads' to instantly travel the long distances between major cities. As a result of the Tempest's Onset, these teleport pads shattered. Over time, many of the pieces were retrieved and reconstructed into archways known as 'Gates' in an attempt to replicate the teleport pads' effects... to limited success. Gates can indeed teleport one where they desire to go. They do not require a corresponding gate at the desired location, and can transport people almost anywhere in Tridia. The downside is they are not always reliable. One can take a gate from point A with the desire to reach point B and wind up appearing in an entirely unfamiliar point C. Furthermore, the reliability of their success is different for each gate. Some gates might have a consistent success rate, but only with a few specific locations. Other gates might only function properly at specific times of the day or week. Tempest activity is also known to affect gate travel, but to what extent, people can only guess. For this reason, some people consider travel by gate just as risky as traveling the country on foot. It is unknown how many gates exist in Tridia at this time.



How did my character get to Stormgard?

We've established that travel by gate is unreliable at times. Maybe you were trying to gate somewhere else and ended up in the box canyon instead. Or perhaps you heard of the small settlement, took a gate and got lucky. Maybe you were traveling the country on foot and stumbled across Stormgard when you were lost and in need of shelter. By gate or by foot, on accident or on purpose. It's up to you and your backstory.



GODS

The Celestial, Empyreal, and Infernal Deities of Tridia hold great sway over the land, influencing mortal matters through their faithful servants, and even taking direct action in the affairs of the world when dire situations call for it. Each deity has a traditional appearance, sacred symbol, and set of Ethos. Followers of the gods automatically learn a unique prayer (Rank 3 Spell) when reaching Rank 3 in Divine.

Bastion Sunfire

Celestial God of guardians, justice, and valor. His followers tend to be noble, courageous, and honorable people. Many people of Tridia revere Bastion for his dedication to protecting others, and pray to him to bring sunlight and guard them from the Tempest. People may dislike Bastion followers as some tend towards holier-than-thou attitudes. A Bastion follower's unending quest for justice often leads them into dilemmas that force them to choose between doing what is right and doing what is just.

Bastion Sunfire typically appears as a helmless male Human warrior, dressed in gleaming, golden plate mail. He carries a shield and wields a massive flamberge one-handed. His face bears a single blemish: a hastily bound, bloody bandage covering both his eyes. His commonly-recognized sacred symbols feature a set of scales, or a sun, usually emblazoned on a shield.

Ethos

- Bravery. To act when others quake in fear—this is the essence of the warrior.
- Protection. Threats to the land and to the people must be dealt with at any and all costs.
- Greater Good. Our lot is to lay down our lives in defense of others.
- Justice. A nation built upon just foundations will uphold freedom for all.
- Truth. I care about the truth above all else, even if it doesn't benefit anyone.

Prayer

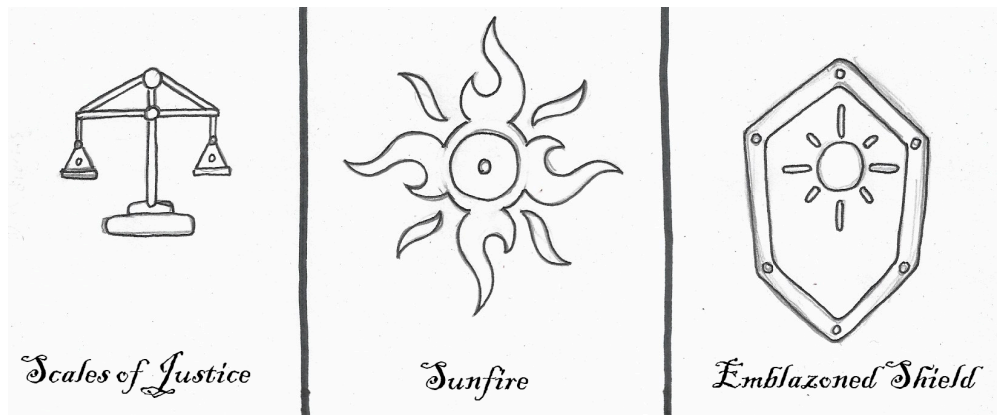
Discern Truth

Range: Caster

Duration: 1 Minute

Area of effect: Caster's area of hearing

The caster gains an unerring sense for falsehoods for 1 minute. Any spoken statements may be discerned as truth or falsehood. This is limited to the speaker's belief on the truth of a statement.



Terra Heart

Celestial Goddess of the hearth, hope, and mercy. Terra Heart is a matronly force who cares for hearth and home. Many families in Tridia keep an idol and an offering bowl for Terra somewhere in their homes. Her temples often double as shelters for orphans and the homeless. Terra Heart followers have a reputation of being kind-hearted and nurturing, so much so that some criticize their tendency to avoid or not take sides in conflict.

Terra Heart appears as a large, four-armed, four-breasted female Minotaur. She wears simple, homespun, undyed clothes. She carries with her a suckling babe. She always has a broom, fire poker, and a bundle of healing herbs with her. It is commonly known she is the wife of the god, Flint. Her typical sacred symbol is a crossed broom and fire poker, and sometimes features a small flame.

Ethos

- Common Good. My house serves a vital function, and its prosperity will help everyone.
- Community. We have to take care of each other, because no one else is going to do it.
- Empathy. No creature should be made to suffer.
- Hope. I am guided by a higher power and I trust that everything will be right in the end.
- Redemption. Everyone deserves a second chance.

Prayer

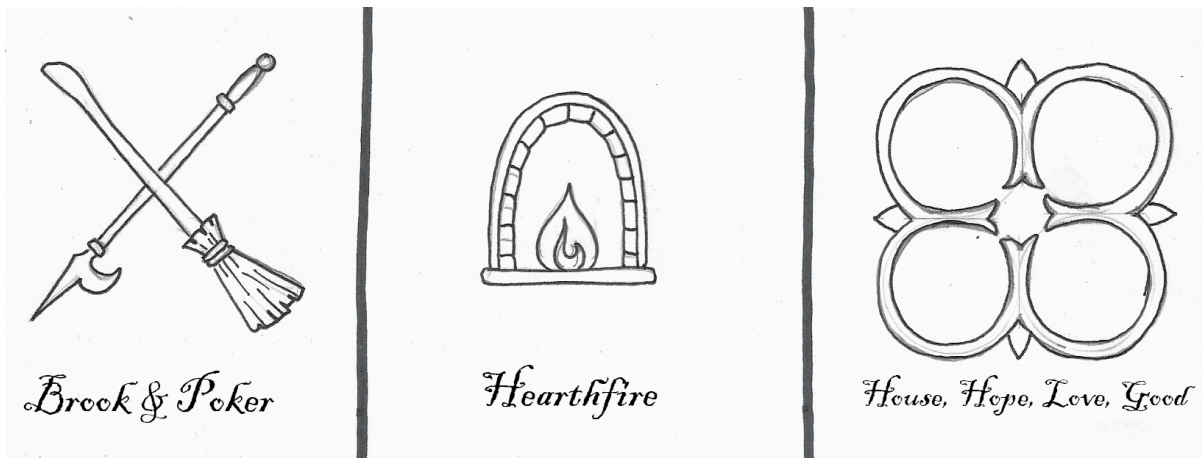
Hospitality

Range: Touch

Duration: 8 Hours

Area of effect: One room, or an area in a radius of 30'

After uttering this prayer, The Matron's power purifies and sanctifies a space, placing those within in a state of safety. No creatures within the area of effect may be targeted by any strike, offensive techniques or spells, and may not use any offensive strikes techniques or spells on others. This prayer requires 5 minutes to cast, and may only be cast once per long rest.



Flint

Celestial God of change, creation, and freedom. Known to be an exceptional hunter when he was a mortal man, Flint is popular amongst hunters, trappers, and other outdoorsy types. He is the favored god of craftsmen and artists - those who devote their lives to creation and innovation. His followers are known to be passionate and highly adaptable, able to take whatever change comes their way in stride. Some dislike Flint followers for their untamable, "wild" nature, as they notoriously struggle yielding to authority figures. It is known Flint is the husband of Terra Heart. His followers are sometimes known to aid and protect her followers, as well as take vengeance upon those who harm them. As a huntsman, Flint is known to be a bitter enemy of the she-wolf goddess, Shard. The grudge between the two has yet to fade from their past conflicts, and as such, their followers tend to bear a prejudice against each other as well.

Flint appears as a large, antlered humanoid. His skin is bronze, and he would be considered hairy for a Human. He has great golden bird's eyes, and wears a loincloth. He carries a woodsman's ax and a mithril bow. His common sacred symbol is a stag's head above a crossed ax and arrow.

Ethos

- Expression. Art, joy, and laughter are the keys to freedom.
- Creativity. The world is in need of new ideas and bold action.
- Anarchy. No person or law or custom can tell another what to do.
- Change. Life is like the seasons, in constant change, and we must change with it.
- Freedom. Chains are meant to be broken, as are those who would forge them.

Prayer

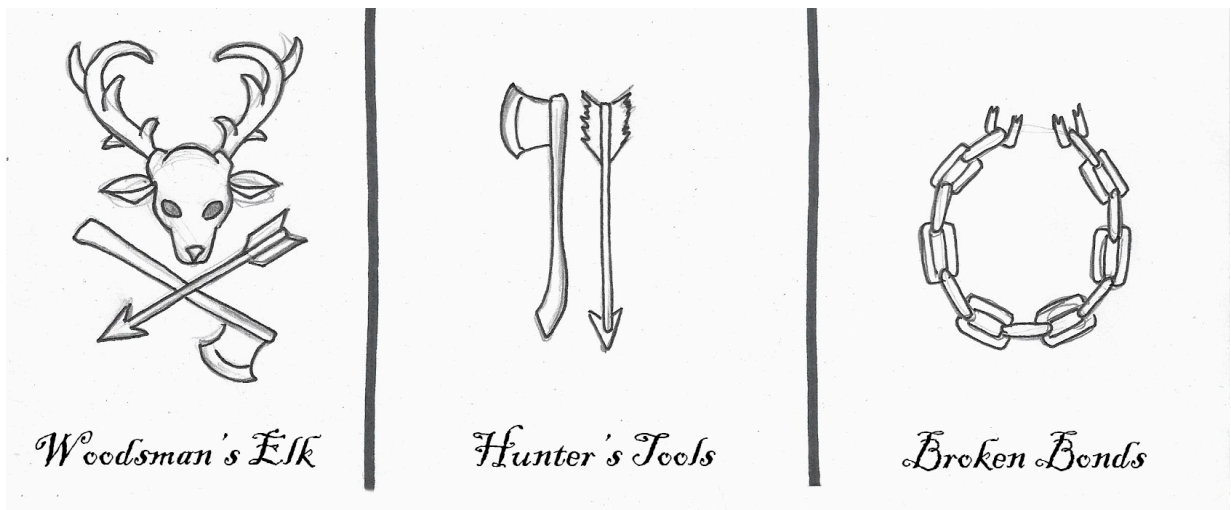
Flint's Cabin

Range: Touch

Duration: 12 Hours

Area of effect: A 10'x10' space

This spell creates a moderately weatherproof cabin out of the natural surroundings. The cabin is furnished with bedding, a hearth and kitchen with enough food, water, and room to support 6 people. Lasts for 12 hours.



The Raven

Empyrean God of law, rituals, and death. The Raven is a creature of absolutes. He is the enforcer of the laws of the cosmos, and the collector of the dead. All things die, and therefore all things pass through his claws. All souls will fly with the Raven someday. Some people find Raven followers unapproachable, due to their perceived serious and grim nature. In established governments, Raven followers seek to obey the law and preserve tradition, even to the inconvenience of themselves or others. Many people, even if they do not like them, respect the Raven's followers for their reverence for the dead. Temples of the Raven will often manage graveyards and funerals for the people of their community. They are also known to purge undead anywhere they can be found. Undead creatures are blasphemous to the Raven, and to create one is sacrilege to the highest degree.

When not appearing as a large raven, The Raven may also appear as a tall, gaunt humanoid with a raven's head. He wears black silks and carries a scythe and his ledger. His most common sacred symbol is, of course, a raven. Superstitious folk claim that to harm a raven is to bring misfortune or death upon the offender.

Ethos

- Order. The law is meant to ensure that the gears of society turn smoothly and quietly.
- Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking.
- Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are.
- Death. Nothing is eternal. The looming specter of death grants importance and weight to what life we have.
- Fairness. No one should get preferential treatment before the law, and no one is above the law.

Prayer

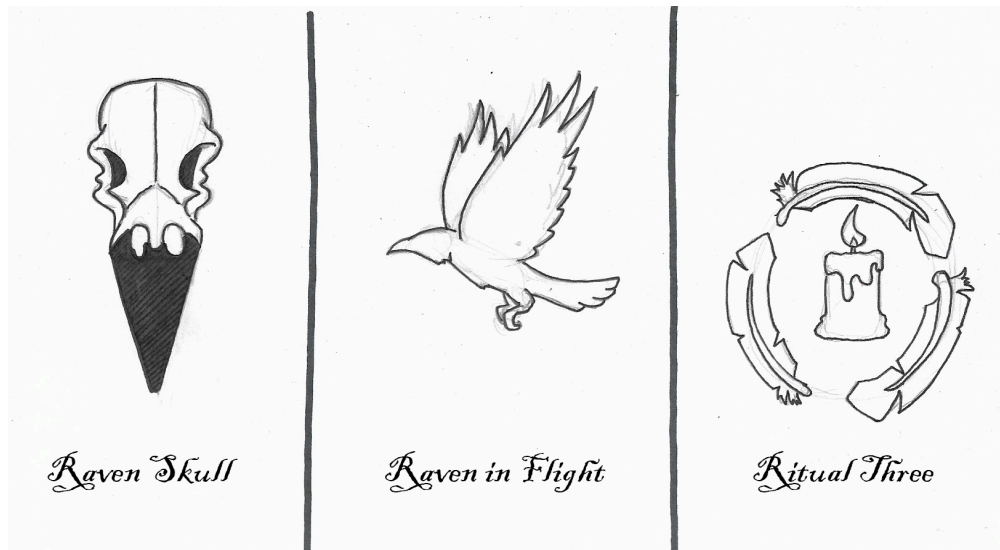
Speak With Dead

Range: Touch

Duration: 10 Minutes

Area of effect: 1 Deceased creature's remains

This spell allows the Cleric to speak with the deceased. This spell lasts for 10 minutes, during which the caster may ask 1 question per rank of Prestige, minimum of 1. The deceased must answer truthfully, but will not respond to questions it does not know the answer to. The deceased may be asked a question that answers with an opinion.



Throat the Mad

Empyrean God of knowledge, balance, and dreams. Throat the Mad and his followers tend to fall somewhere between a little quirky and incredibly odd. Some people find Throatians' strangeness unsettling and keep their distance from their temples. However, you will be hard-pressed to find anyone more dedicated to the collection and preservation of knowledge. A temple to Throat the Mad always has a library of some kind housed within. The knowledge contained within that library may only be of use to breeders of show turtles, or the library may be organized according to the last letter in each book, but there will be a library.

Throat most often appears as a male Human Mage, wearing a peaked, wide-brimmed hat and over-patchwork robes. He always carries with him roughly half of a broken crystal ball, which constantly emits a swirling stream of colorful clouds. His sacred symbol is a simple spiral.

Ethos

- Free Thinking. Inquiry and curiosity are the pillars of progress.
- Wanderlust. One must expand their horizons by seeing the world and exploring.
- Balance. Neither virtue nor sin are inherently better, and an imbalance of one can be a detriment to the world.
- Witty. Brains are better than brawn. I rely on my wits and respect others who do the same.
- Equilibrium. Do not fish the same spot twice in a row; suppress your greed, and nature will reward you.

Prayer

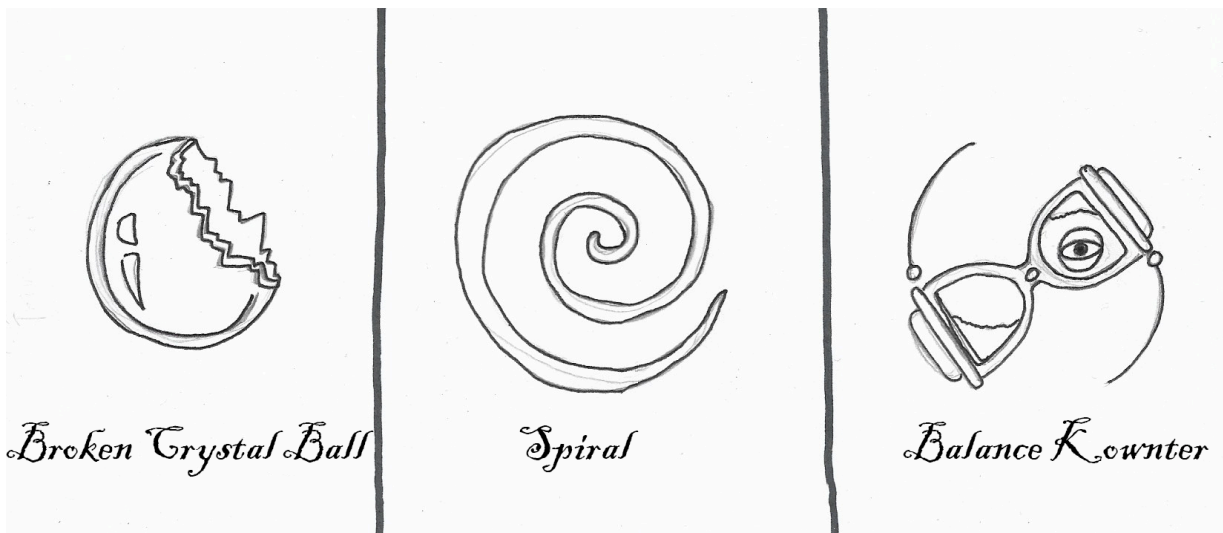
Moment of Clarity

Range: Caster

Duration: 30 Minutes

Area of effect: Caster

The caster calms their mind, and in that instant has a moment of clarity. They are able to gain insight into a situation, puzzle, dilemma etc. The caster throws 3 challenges, gaining Advantage for any applicable lores.



Trip & Trap

Empyrean Gods of battle, luck, and youth. Followers of the Twins are restless folk. They are eager, always ready for a new endeavor. If one doesn't find them, they'll make one themselves, usually by gambling, playing tricks, and starting fights. They live life to the fullest, and if something threatens that life, they fight viciously to keep it. Followers of the Twins are known to give every battle their all, and treat every fight as though it were their last. Should you find yourself on a battlefield, you'll want them on your side - if you can handle their unpredictable nature. While some may find joy in the lively spirit of a follower of the Twins, those who desire structure might find them aggravating, irresponsible, and unreliable.

Trip and Trap appear as a set of adolescent fraternal twins. Trip is the boy, Trap the girl. In situations regarding battle, the twins appear in matching light armor, each with a spear or short sword in hand. Both are disheveled as if they were just in a fight. At other times, they appear with one wearing rags and the other finery, each carrying some sort of game (dice, cards, etc.). Trip and Trap's most common sacred symbol is a pair of identical swords with dice for pommels, one pointing up, the other down. Oftentimes this is simplified to only a pair of dice. An older but still popular symbol is a young tree, bearing jewels instead of fruit.

Ethos

- Unpredictability. Keeping the enemy guessing and off-balance is my tactical strength.
- Glory. I crave glory in battle, for myself and my people.
- Adventure. I'm far from home, and everything is strange and wonderful!
- Luck. Our luck depends on respecting its rules—now throw this salt over your shoulder.
- Survival. You can't win if you're dead. Live to fight another day—when the odds might be more in your favor.

Prayer

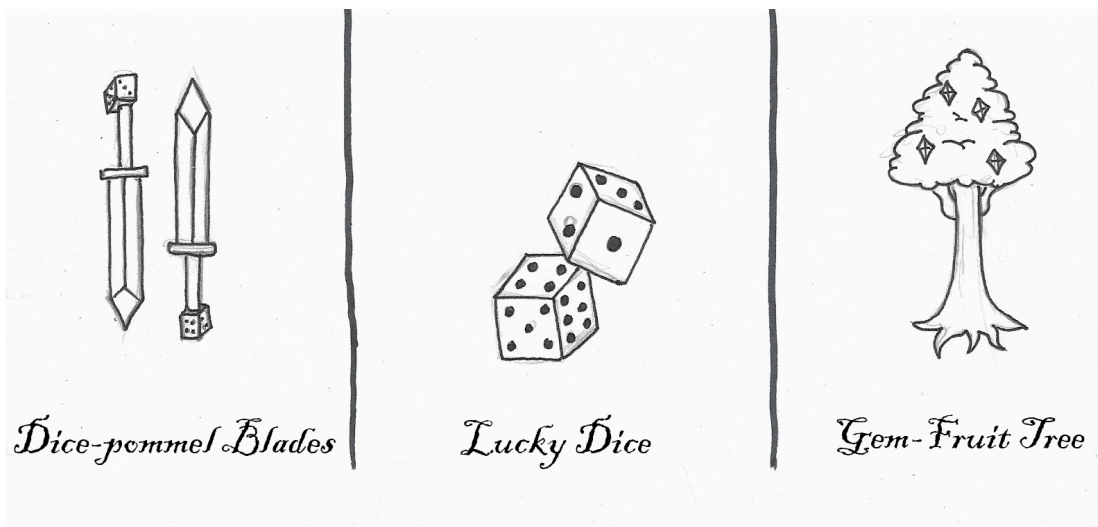
Fortune's Favorite

Range: Touch

Duration: 30 Minutes

Area of effect: 1 Creature

Blessed by the gods of luck, for the next challenge series thrown, the target may treat all ties as wins.



Marissa Darkdreams

Infernal Goddess of corruption, order, and war. Marissa Darkdreams is the ultimate tyrant, commanding unconditional obedience from everyone, not just her followers. Her followers seek to dominate and corrupt any person or organization they come across, whether by raw power or clever words. She is the favored deity of generals, crime lords, ruthless politicians, and slavers. They make brutal and effective tacticians. A Darkdreams follower is never without a goal in mind, and as determined folk, they will do almost anything to achieve them. If this goal happens to coincide with yours, you have acquired a strong ally. Of all the unholy deities, Darkdreams is the most commonly seen openly practiced, as her followers value an orderly society and often pursue positions of power.

Marissa Darkdreams appears as a pale, dark-haired, captivatingly beautiful woman. Her skin is covered in battle scars. She is either fully armored, or dressed in fine, black, immaculately tailored clothing. She always carries a set of shackles and a bladed whip. Her sacred symbol is a vertical armored gauntlet, sometimes holding a chain or whip in the closed fist.

Ethos

- Strength. In life as in war, the stronger force wins.
- Advancement. Money and power can be gained more easily within an organization. Gain as much as possible.
- Eloquent. I use my words to sway others to my beliefs.
- Might. The strongest are meant to dominate the weak.
- Order. Like a well-pruned tree, society thrives when everything is kept in good order.

Prayer

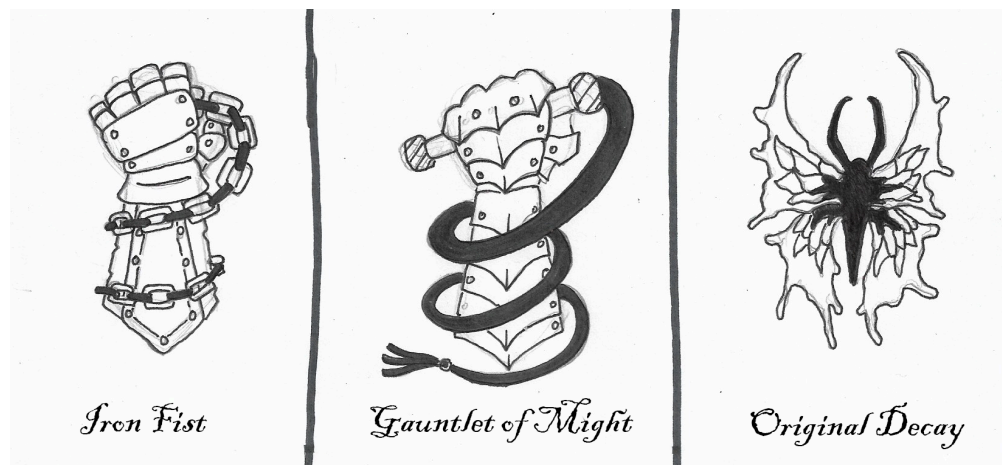
Taskmaster

Range: Touch

Duration: 10 Minutes

Area of effect: 6 Willing creatures

The caster embodies the drive of their god, pushing themselves and their companions onward in their task. This prayer reduces the necessary time for a Recovery period to 10 minutes, regaining all abilities except for Endurance. At the end of the Recovery, all targets Exhaustion is increased by 1.



Shard

Infernal Goddess of deception, greed, and fear. Shard followers are cunning and selfish. They wield panic and lies as weapons. They fight for themselves and their own interests, which is usually material gain. Temples to Shard are rare, as her followers can only associate for so long until one backstabs another. Instead, most Shardians worship their goddess independently, and gather with others only on special occasions.

Shard's preferred form is a large, black she-wolf, She is also known to occasionally appear as an attractive humanoid female dressed in flowing, sheer black gowns. In this form, she carries a hefty purse of coins and gems that she uses as a mace. Regardless of form, she is always seen with a trickle of blood coming from the corner of her mouth. Her sacred symbol is a wolf's open maw, and followers will typically wear a wolf's tooth as an accessory.

Ethos

- Callous. I am unconcerned with any negative effects my actions may have on the lives and fortunes of others.
- All for a Coin. I'll do nearly anything if it means I turn a profit.
- Terror. Deception and the unknown are weapons. Strike from where your foes won't expect.
- Fear. People should not respect power. They should fear it.
- Secretive. I trade in secrets, and am not about to let any of mine slip.

Prayer

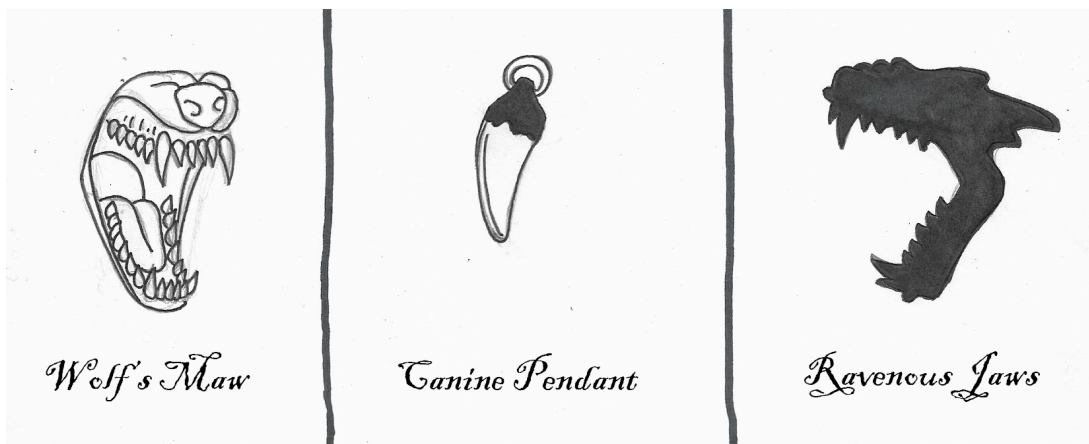
Veil

Range: Caster

Duration: 5 Minutes

Area of effect: Caster and any Target Creatures within 5'.

The caster calls upon Shard's blessing to deceive the eyes of those around. Shard wraps the caster and any targets within 5' in a veil of fragile magic that bends light around the caster, making them invisible. The targets may not use any other technique, spell, or attack without breaking the Invisibility. May not be cast in combat, and breaks if combat begins within the same scene.



Raash

Infernal God of chaos, destruction, and murder. Followers of Raash are feared and despised by almost everyone. Even followers of the other unholy gods think twice before associating with a Raashian. They are unpredictable, violent people, sometimes just as much a danger to themselves as they are to others. Raash has no temples, because to organize one would be counter to his goals. He seeks to create nothing and maintain nothing.

Raash always appears as an Elven man, often dressed as a well-to-do merchant. In battle, he wears only a loincloth. His head is marked with a glowing, sickening green rune. The head of the battle ax he carries is forged from a shard of pure reality. He has no use for a universal sacred symbol. Each follower of Raash has a sacred symbol of their choice, unique to themselves. Though not always present, people have learned to recognize a sickly green glow as a sign of Raash's influence and unholy magic.

Ethos

- Destruction. I want to dance among the flames as the world burns down around me.
- Rage. To live is to feel and express the rage burning in your belly.
- Chaos. The more chaos that swirls around me, the more opportunities I can find to profit.
- Impulsive. No plan survives contact with reality. It's easier to dive in and deal with the consequences.
- Murderous. Life is as fragile as it is worthless, and I will take it freely and without concern.

Prayer

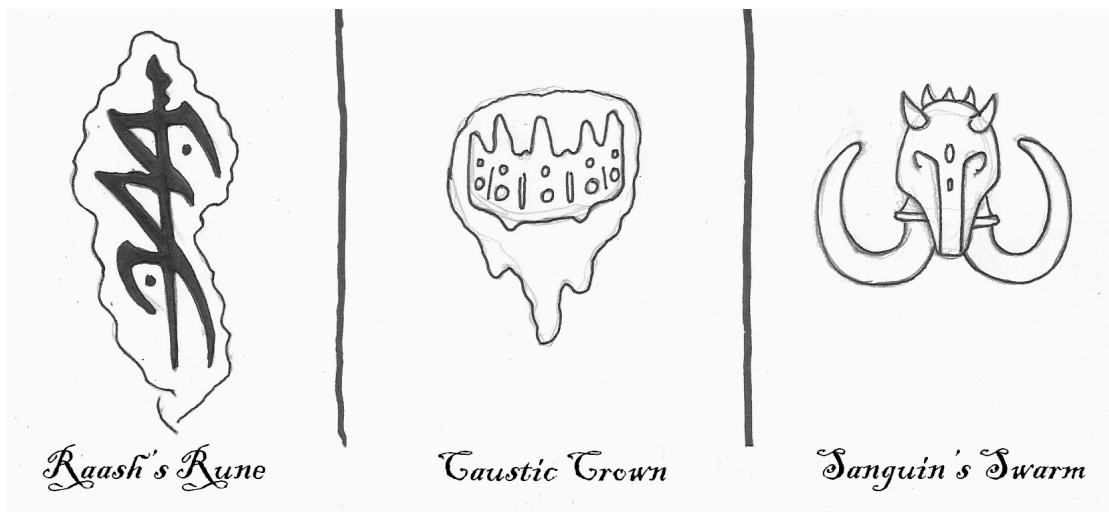
Entropy

Range: Touch

Duration: Instant

Area of effect: 1 Object no larger than 5 cubic feet.

This prayer invokes the dark power of destruction. Upon completion, the prayer causes 1 unattended, non-magical object to be broken. This object's rank may not exceed the caster's rank of Prestige, minimum of 1. Objects do not include entire structures, but smaller components of structures may be affected.



RULES & SYSTEMS

ENERGY AFFINITY

There are many ways players will interact with an energy affinity, most notably being that every Light Armor will have an affinity of some kind, though Stormborn and Pactbound also begin with an Affinity.

Any chosen affinity always has a direct opposite.

◆ Light Armor is Resistant to an Energy type (their affinity) and Weak against its opposite.

Air<->Earth	Fire<->Ice	Light<->Dark
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A character's affinity always begins at Neutral, which has no effect at all, and may expand out to be more beneficial or more negative.

Empowered	Strong	Resistant	<u>Neutral</u>	Weak	Enfeeble	Broken
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Empowered by x - healed by this damage type.
Strong against x - gain 1 DR per rank of Prestige to this element, immune to spells and techniques using this damage type.
Resistant against x - gain 1 DR per rank of Prestige to this element
Neutral against x - no change to this damage type.
Weak against x - Increase damage received by this type by rank Prestige.
Enfeebled by x - Increased damage received by this type 1 per rank of Prestige, and may not be healed during combat
Broken by x - Increase damage received by this type by rank Prestige, may not be healed during combat, and may not use any skills for 5 seconds after being struck by a spell or technique with this element.

Since Affinity is keyed off of [Prestige](#), most characters and creatures won't begin to be affected by them until they reach at least 150 xp.

DR gained from Affinity does not stack with other sources that may increase DR against that Energy type.

If a character has multiple Affinities at one time, their inherent Affinity is always present and overrides Light Armor Affinities if they are opposite. (For example, a Fire Stormborn with an Affinity for Fire, can wear Ice Affinity Light Armor but the armor's Affinity will have no effect.)



EXHAUSTION

Exhaustion affects Characters that don't sleep (Rest), or sleep in their armor, or take on various effects throughout a quest. If a Character sleeps in their armor or doesn't sleep at all, they may use their Endurance to reduce their Exhaustion, but that Endurance does not return until they get a new Long Rest.

Ranks of Endurance allow a character to reduce their state of Exhaustion a number of times equal to their rank of Endurance. (for example, a Cleric with Endurance 2, who is at rank 4 Exhaustion, may reduce their Exhaustion down to rank 3 or rank 2.)

Taking a Long Rest restores one Rank 1 Exhaustion per night.

Rank 1: -1 swing. All negative effects last 5 seconds longer.

Rank 2: -2 swing. Lose use of one tier of slots.

Rank 3: -3 swing. Lose 2 Prowess.

Rank 4: -4 swing. Lose 2 Prowess, Cannot run.

Rank 5: Swing is reduced to 1. Counters take two slots, and Resists take two charges. Cannot run. Can not move in armor.

These effects do not stack on top of each other; each rank of Exhaustion extends only its rank's effects.

Death Exhaustion: When a Player Character is resurrected through the power a few NPCs have, that is not the Divine or Nature spells, the character gains the Death Exhaustion trait. This makes the character suffer from Exhaustion rank 1 that cannot be reduced with Endurance, sleep or spell effects. Only completing an additional goal, set by the NPC, can remove the Death Exhaustion.

PRESTIGE

This is a rank you gain as your character grows stronger and more proficient. Characters reach new ranks of Prestige at every 100 xp gained above the base 50.

Rank 1 Prestige (150 xp): New trained skill. +5 Health.

Rank 2 Prestige (250 xp): New trained skill, access to rank 4 Class and Martial skills. +5 Health.

Rank 3 Prestige (350 xp): New trained skill. +5 Health.

Rank 4 Prestige (450 xp): New trained skill. +5 Health.

Rank 5 Prestige (550 xp): New trained skill, access to rank 5 Class and Martial skills. +5 Health.

There are **many** skills, spells, techniques and different effects within the game that are keyed off a character's rank of Prestige, allowing some lower rank abilities to grow in strength along with them. Trained skills a character knows increase in rank at every Prestige, maxing out at rank 5 upon hitting Rank 4 Prestige.

There are also other things, such as access to purchasing higher ranks of skills, that require reaching a certain rank of Prestige as well. Governing Skills Rank 4 and 5 must be quested for in order to purchase.



ENCOUNTERS

ARMOR

Light Armor provides protection in the form of an Affinity as well as Armor Points, 5 per Rank.

Heavy Armor provides Damage Reduction (only), 1 DR per Rank. Requires Prowess = Rank.

Stealth and spellcasting abilities cannot be used while wearing Heavy Armor, excepting Oathbound who may spellcast while wearing Heavy armor.

A suit of light or heavy armor can be donned or removed in 30 seconds.

Heavy Armor and Light Armor are intended to be worn together, but may be worn separately.

BUFF/DEBUFF LIMITS

Buffs to HP, Swing, DR, a Challenge series, etc. do not stack and can only come from a single source, whether it is a skill, technique, or spell, taking the largest amount. Debuffs of the same kind stack from 1 technique and 1 spell (e.g. Hinder + Impale). A Challenge at Disadvantage can never be made better than Neutral.

CARRYING CAPACITY

Characters can generally carry a full complement of adventuring gear on their person, including one extra suit of Light Armor. For additional weapons, a good rule of thumb is “If you can carry the physical representations, you can carry it on your character in game”. Treasure and equipment acquired from quests will be determined on a case by case basis of what is reasonable, factoring in limitations of space and the Prowess of your character.

DAMAGE REDUCTION (DR)

While you may have multiple sources of DR (from armor, a spell, etc) only the single highest source is applied.

FIELD REPAIR

By spending 10 seconds + 5 seconds per rank of the item being repaired, a craftsman may attempt to mend broken weapons, shields, and armor. You cannot field repair your own armor if you are wearing it. A character must drop their weapons and actively roleplay the repair to use this skill, stating “Field Repair 1, Field Repair 2...” etc. for the duration. The craftsman may use this feature on an item a number of times equal to their rank of crafting skill per Recover. Field Repair is unavailable to characters using the crafting skills via Jack of All Trades or Talented.

FLURRY

When in combat, do not direct more than three quick consecutive attacks (or four when dual wielding), called a Flurry, against a single target without pausing your attacks against that target for 1 second. Individual deliberate strikes which give enough time between them for a target to call counters need not be counted as part of a Flurry. If your opponent is ignoring this rule, it is appropriate to remind them in combat, and to bring a Storyteller or REM’s attention to it if the problem persists.



HIT POINTS

Your character's health is represented by a single pool: Hit Points. Players begin with 5 HP. Limbs and torso shots all take from the same pool of Hit Points instead of being separated by each individual area. When this amount is reduced to one quarter of your maximum HP, you must roleplay as injured in order to give visual and nonverbal clues of the wounds you have received and your closeness to death. When your character nears zero Hit Points, only a strike to the torso will drop you unconscious; tagging an arm or leg repeatedly will have no effect even if they would then be at 0 HP.

MAXIMUMS

Abilities cannot go above Rank 5. Toxicology maxes at 5, Fire Philosophy caps out at 5, Divine cannot exceed 5, etc. DR maxes out at 5, regardless of how many abilities you may have that increase it (DR that covers different types of damage may exist simultaneously but do not stack).

Weapon Swing maximizes at 15 before the application of single strike increasing Techniques or skills.

Prowess maxes out at 5, regardless of if a spell or ability would increase your Prowess beyond that number.

RANGED WEAPONS

Ranged weapons may deliver Techniques, and are affected by abilities that increase or decrease swing/weapon damage (such as Warcry, Bane, or Strength of the Bear).

RECOVER

Another important change is the Recover mechanic. This is a 30 minute rest that refreshes all of your party's Hit Points, Armor Points, any broken gear, and refreshes any spent technique and spell slots, as well as uses of Resists and Blind Fighting. Give each fight your all!

SHIELDS

Held Light shields provide 10 Armor Points per rank and DR2. Held Heavy shields provide 10 AP per rank and DR4. A shield counts as being "held" in a hand even if held on by a strap, and that hand is not considered free for the use of spellcasting or wielding another weapon. Shields worn upon the back or elsewhere provide no protection.

Heavy Shields may not be held while casting Spells, except by Oathbound, or using Stealth Techniques by any class. Shields take damage from direct spells (spellballs and strikes), and do not take damage from area of effect damage (which instead goes to the wielder).

SPELL STRIKE/STRIKE (SPELL)

If a spell's Range is listed as Strike, the spell may be cast ahead of time, and held in a free hand during a scene (with a spellball, similar to Back Burner). Similar to a Strike Technique, when striking at the target with a weapon the spell may be called, and is expended if the strike misses.



UNARMED DAMAGE

PCs may deal damage unarmed, limited to 1 point of damage. This damage may not be altered by any means. The player must use a specific small (6"-12") red boffer weapon to denote an unarmed strike. This boffer may not be used to block damage, and hits blocked with this boffer still deal their damage.

WEAPON BREAK

The rank of a weapon dictates its break. There are two thresholds of Break and two conditions that affect a weapon if that threshold is exceeded. A weapon is affected if it deals or is dealt more than the "Break" or "Ruin" value listed (exception: if dealing damage with an ability that exceeds these thresholds, the weapon is unaffected, even if the swing before applying an ability would normally affect the weapon). If it passes the Break value, the weapon is considered "Broken". A broken weapon's swing is reduced to 1 damage regardless of size or buffs (Ranged and Small weapons lose Piercing), until repaired (some spells and mundane skills can repair weapons mid battle). If it passes the Ruin value, the weapon is considered "Ruined", and cannot be used at all until repaired.

WEAPON DAMAGE

An adventurer's melee swing is dependent on the size of the weapon, their rank of Weapon Skill with that weapon, and one buff, regardless of the source. For instance, a Fighter with a Shortsword (Short), Weapon Skill 3 (Short), and Blessing of Power (+3) can hit for 9. Maximum damage is 15 (before technique use).

Small (6"-12") = 1 Piercing*	Short (13"-24") = 3	Medium/Polearm (25"-36") = 3 (1H) or 4 (2H)
Large (37"-48", 2H) = 4	Great (49"+, 2H) = 5	Ranged (Thrown/Bows) = 1 Piercing*

Large and Great weapons must be wielded two handed (2H).

*Piercing damage and Magical damage (Air, Dark, Earth, Fire, Ice, Light, or Magic) such as from Weapon Spells or the Oathbound ability Smite bypass Damage Reduction values, unless that DR specifies vs that type of damage.



MUNDANE

CRAFTING

Those with a crafting skill such as Armorsmithing, Tailoring, and Weaponsmithing may make a number of pieces in quality per month, between events, up to their Rank of the skill. For instance: Jericho the Fighter has Weaponsmithing Rank 4. She can make one Rank 4 weapon, or two Rank 2 weapons, or a Rank 3 and a Rank 1, etc. Items can be upgraded to a higher rank, with the same process of creating a new item (the heirloom armor from your grandfather can be upgraded from a rank 2 to a rank 3 by supplying ten ingots of Stormsteel, for instance). Player Character Crafters can salvage the material from an old piece of equipment that has been upgraded (the iron from Grandfather's armor can be salvaged after upgrading it to steel).

When salvaging weapons and heavy armor, you always get metal ingots. When salvaging light armor, you always get yards of light materials.

Raw materials gathered during quests may be refined (uncut gems to cut, ore to ingots, etc) between events and do not require time to do so if a character has the appropriate skill.

Mundane items such rings, necklaces, gallons of ale, belts, blankets, etc generally cost 20% of the Gem cost for the Rank of an item to create. Most NPCs will purchase these goods for the crafting cost; such items may be better suited for personal use, or as favors to build rapport. While we encourage player creativity and interest in crafting, Tempest of Tridia is not intended to be a crafting simulator, and the purpose of most non-Equipment crafting skills is for character development.

RESEARCH

Characters may research 1 spell or technique for a rank of purchased Governing skill (for example, a character with Combat 2 and Divine 1 may research one Rank 1 Combat technique, one Rank 2 Combat technique, and one Divine Rank 1 spell).

A character may research **or** teach 1 out of benefit skill between events. Must have a teacher if researching.

Quests/Info may be requested once per event per character, maximum 2 quest requests at a time.

In benefit and trained skills do not require research and may be purchased with XP when available.

SKILLS/CHALLENGE SERIES

More often than not, your skills just work; for instance, crafting almost never requires a challenge series.

In the instance that a challenge is needed, however, they will do 3 contested challenges of Rock Paper Scissors.

Trained characters may attempt harder challenges, but do so at Disadvantage, losing on ties, and losses now cancel wins, making interesting challenges such as tracking or lockpicking doable but improbable. If you are a higher rank than the difficulty of the challenge, challenges are at advantage, winning on ties.

3 wins: Clear success and a benefit.

2 wins: Success.

1 win: Fail, but no repercussions.

No wins: Repercussions.

XP

Characters earn 15 Experience Points (XP) for attending an event. Players are expected to participate during events, and to serve as an NPC on as many quests as they go on as their characters to maintain a fair balance. Failure to do so will result in receiving 10 XP for the event instead. 4 Day events instead garner 20 XP, or 15 if imbalanced.

Players who continually fail to NPC an appropriate amount each event may be docked further XP.



CONDUCT & PVP RULES

These rules are an extension of the Golden Rule: Do unto others as you would have them do unto you. Violation of these rules will result in the offending party being asked to leave the game for the remainder of the event. Multiple offenses can lead to you being banned from the game. The following list is not complete. These are examples that we have seen over years of gaming and are specific examples of the kinds of things that can get you booted.

Out of Character Insults: Jeering, ribbing, catcalling, patronizing and/or condescending remarks, and acidic remarks, during an event, will not be tolerated. While we expect many people can handle a certain amount of teasing, this example covers those times when someone takes things too far, and says something truly hurtful. Be aware that others may not be as "thick skinned" as you may be. Think before you speak.

Out of Character Threats: Threats of any kind are not permitted during a Tempest of Tridia event. Violation of this rule will lead to a ban of the offending party for a minimum of one year.

Sexual Harassment: Comments and/or physical contact of a sexual nature are strictly prohibited. Unlike the other rules in this section, this rule applies to both In and Out of Character activities. If it will get you fired and/or sued at work, it will get you banned from our game.

Keep in mind that, for the most part, these rules apply to Out of Character interactions. Sexual harassment specifically applies to both in and out of game actions. If at any time someone is uncomfortable with the way a conversation or contact is going, they should notify both the offending party, as well as the staff. The offending party must desist immediately, even if it is what their character would do in game. Failure to desist or a later repetition will lead to a ban.

In general, threats and insults between characters are not covered by these rules, but "real world" slurs and bigotry have no place in our game.

To ensure a safe and welcoming environment for everyone in our community, we have a zero-tolerance policy for any form of misconduct. This includes, but is not limited to:

- Verbal misconduct (harassment, threats, or inappropriate language)
- Physical misconduct (unwelcome or harmful physical contact)
- Sexual misconduct (inappropriate comments, behavior, or advances)

Any violations of this policy will be taken seriously and may result in suspension or permanent removal from the game. Reports of misconduct outside of events will also be seriously taken, and may be considered a violation.

We all share the responsibility to make this space fun, inclusive, and respectful for everyone. If you witness or experience any behavior that violates these guidelines, please report it to leadership staff immediately.

If you have any issues or questions regarding the conduct rules, please find a staff member as soon as possible so that the matter can be resolved.



SITE RULES

These rules exist in order to create a safe, clean, and fun environment for all.

- Players must be age 13 or older; minors may only attend with the permission of a legal guardian.
- While smoking is allowed on site, all cigarette butts must be disposed of properly. This means placed in a trash receptacle or burned in a fire. Additionally, common player areas such as “town” pavilions and questing areas are non-smoking areas. Personal pavilions may be designated non-smoking by their owner.
- No illegal substances are allowed on property. This includes illegal drugs, as well as explosives and other illegal/controlled substances. Marijuana is not allowed on site due to federal regulations.
- As we are currently using a state park as our site, firearms and other deadly weapons (including bows) are not allowed. If you are law enforcement, or have the proper carry permits, we would ask that you leave your weapons safely locked in your vehicle for the duration of the event.
- Trash is to be picked up, bagged, and deposited on the roadside as you leave. No trash is to remain in the campground at the end of the weekend. Failure to clean up after yourself may result in XP loss.
- Drinking is not permitted during questing hours (typically 8 AM-8 PM).
- Underage drinking is strictly forbidden.
- Park in designated areas only.
- Children under 13 must be accompanied by a legal guardian at all times.
- Any minor should have a reliable form of transportation and ability to contact a guardian if needed.
- Pets may be allowed on a case by case basis, and may not be disruptive during the event.
- No unauthorized rulebooks are allowed on site. Any found will be confiscated until the end of the event.
- Authorized rulebooks will be available for sale and use during the event, and free PDFs are online.
- All Local, State, and Federal laws must be observed.

PVP

Tempest of Tridia is primarily a cooperative game, but that does not mean players will never have conflict. In order to facilitate a healthy game community and environment, Player vs Player (PVP) actions are restricted to consenting players only. These rules do not necessarily cover heated discussions, opposing plans, or roleplay choices, merely actual actions taken against another character’s person or property.

Theft between characters is allowed during quests or specific PvP actions if you are of the appropriate level (see PVP Levels, next page), but theft of unattended items found in general spaces or private areas is highly discouraged, as these are often communal spaces where a player may leave PC gear while they are NPCing for a quest. If you insist on stealing an unattended item, you must inform a Storyteller first so they may witness and track this action, if allowed. Only the PVP level of Red may engage in Theft.



PVP LEVELS

PVP falls into one of three levels of intensity, and a player must choose what level they wish to be open to at the beginning of the event. This is then designated by wearing a ribbon matching the color of the PVP level you have accepted. Ribbons will be supplied, but players may create their own, provided they are clear and distinct.

- **Green:** Light conflict, verbal arguments and emotional disagreement allowed without physical violence or combat. May not hinder another player's actions physically (such as by blocking their path). This is the default level for players not displaying a ribbon.
- **Yellow:** Medium conflict, fighting allowed into unconsciousness, but not to death. A PC that is rendered unconscious via Yellow level PVP automatically stabilizes.
- **Red:** Full conflict, no restrictions (within limits of all other game rules.) May kill other characters, including preventing resurrection. May steal from PCs directly or indirectly (e.g. claiming sole rights to an important item, sneaking found coin or gems, etc).

PVP levels cannot be changed until the next event, unless an exception is given by a ST for extraordinary circumstances. Engaging in significant PVP action one event and then altering your level to avoid consequences the following event may be disallowed and will be considered by staff.

PVP levels are game wide for any PC you might encounter. You may not choose to be Full PVP against one individual and No PVP against another. Green (No PVP) is the default level for players not displaying a ribbon.

Players must match the lowest level of other players engaged in PVP, and cannot engage in PVP of a higher level than their own.

If two players engage in PVP, a player of a lower level may NOT interfere (e.g. may not step in to heal/buff, while being immune to being attacked due to rules, or attempt to interrupt a duel to the death by being of a lower level).

Friendly fire in combat does not constitute PVP; regardless of your level, your character is not immune to Friendly Fire. If you use Friendly Fire as a means of intentionally harming a fellow party member, that is considered PVP.

It is recommended for a Storyteller to be present during PVP with serious consequences, and is required to inform a staff member ahead of time any time planned harmful PVP is engaged in.

Optional:

- **Pink:** Hijinx, skills may be used for jokes, and that do not cause any damage, without conflict. Pink level is a standalone level, and may only play hijinx with other Pink level players. All involved players must have a Pink level ribbon to engage in hijinx. Must be worn with another visible PVP level.



COMBAT & SAFETY RULES

There is a lot that happens during combat. There are some things, however, that you **MUST** remember in order to have a successful and fun combat experience at Tempest of Tridia.

Standard:

This is the most common level of combat at Tempest of Tridia. Players must be a minimum 13 years of age to select Standard. Grappling is not allowed with a Standard opponent. Approved weapons may be wielded at medium strength and speed. If an opponent complains about the power behind a combatant's swings, that combatant must make every effort to hit more lightly. Repeated complaints may lead to an Orange Sash designation for an event. Shield bashes are also allowed at this level, though the basher may take no more than one step before bashing. A minimum distance of one arm-length must be maintained in combat. If a player is not wearing a colored sash, they are assumed to be Standard.

Orange Sash:

Non-Combat. Player does NOT wish to be struck in combat and likewise CANNOT strike anyone in combat themselves. This includes thrown weapons with the exception of Spellballs. Non-Combat characters may still cast spells in combat. A minimum distance of one arm-length must be maintained in combat. An Orange Sash player is subject to Intent to Kill.

Intent to Kill: An aggressor may approach an Orange Sash player within 5 feet, brandish their weapon, and declare, "Intent." The Orange Sash player is dropped to 0 hit points and begins to bleed to death. An ally may rouse a downed Orange Sash player by healing them.

Orange Sash players must wear a full body sash made of "Safety Orange" fabric to designate their combat level, and it is recommended to wear bright orange on areas of one's body that require protection.

Hold! A staff member may, at any time and for any reason, call a "HOLD!" During combat this means that everything comes to a halt. Stop fighting, freeze where you are, all time has stopped. Pay attention to the person who called the hold, they may have important information for you.

Players may also call a Hold, provided they have a valid reason to do so.

Valid reasons may include, but are not limited to: injury, head shots (see below), or an ability that requires a hold.

Honor: Tempest of Tridia relies on an honor system to keep things fair and balanced for all players. The two most important aspects of this are meta-gaming and rhino hiding.

Meta-Gaming: In roleplaying games, meta-gaming is a term often used to describe players' use of assumed characteristics of the game.

In particular, meta-gaming often refers to having a character act on knowledge that only the player has access to (such as tricking a Medusa to stare at a mirror when the character has never even heard of Medusa and should not be aware of her petrifying stare).

For instance, a player might adjust his character's actions if the player has some foreknowledge of the long-term intentions of the Storyteller, or, more commonly, the ST's tendency to have (or not to have) mercy on players whose characters do things that would cause them to fail at their objectives.

Commonly at Tempest, meta-gaming can refer to using knowledge gained as a player that your character has never learned in game that can directly affect yours or another player's character unfairly to advantage or disadvantage.

This may also be seen in targeting or avoiding specific players or characters because of out of game knowledge about their abilities, without having witnessed them in game or being directed to do so by a ST.



Rhino Hiding: A person who ignores too many strikes, or continues to fight past 0 hit points (some monsters have this ability), is "rhino hiding." The REMs and Storytellers know how many hit points you have. While it is true that they cannot watch everyone all the time, do not do this. It is bad form and against the spirit of the game.

If a Storyteller or REM informs you that you are past your hit points and unconscious or dead, you must abide by their ruling. Rhino hiding also includes not roleplaying your damage. It is required for players to role-play the damage and hits that they take; regardless of if they are playing their characters or monsters. It is possible to role-play damage in combat without adversely affecting your combat performance. Please see a Storyteller if you would like advice on this. Failure to follow these guidelines may result in loss of XP.

Hit Points: YOUR Hit Points are YOUR responsibility (see Honor above). Role-play the amount of damage your character has taken and react to being struck by spells and weapons. See more under Encounters: [Hit Points](#). If a Storyteller or REM questions your current HP or advises that you should be unconscious, abide by their ruling.

Damage: You must call your damage EVERY time in combat. A strike that is not accompanied by a number called out is assumed to be 0 points of damage. Call damage types, if unusual (such as Fire or Piercing).

Blocking: Melee attacks are separated into the categories of Swings and Thrusts for the purpose of blocking. Swings are horizontal/vertical attacks intended to contact your opponent with the edge or striking surface of your weapon. Swings are considered "dead" (no longer effective) if the striking surface makes contact with your opponent's weapon before contacting them. Thrusts are direct attacks intended to contact your opponent with the stabbing tip of your weapon. Thrusts are not considered "dead" if contact with your opponent's weapon is made before the strike contacts your opponent. Few weapons are legal to stab with; make sure to check with a ST first.

Counters/Resists: Certain Techniques can be used to counter other Techniques, while some Techniques can be used to counter themselves. In combat, you cannot counter a counter. If a Technique or Spell you have used is countered, then you have used that Skill/Spell Slot to no effect, and that is the end of the exchange. Counters must be used immediately following the Technique/Spell you wish to counter. This also applies to Resists.

30 Second Resolve: Holds called for reasons other than injuries or head shots, during combat, must be resolved in less than 30 seconds. This includes rules clarifications and Skill uses. Often, this requires Storytellers to make judgment calls and snap decisions that may not accurately reflect the rules contained in this book. Do NOT argue with them. The ruling on the field is final for that scene or quest. This is to ensure a smooth and fun combat experience for everyone. Disputed calls may be discussed at a later time.

Holds called outside of combat or before it begins are not subject to this rule. Occasionally, a Hold will be called during combat in order to give the players new information regarding their surroundings, especially if something momentous occurs, like a huge hole opening up in the ground, or other such occurrence that will affect all players involved. These Holds may not be resolved in 30 seconds.

Illegal Shots: Head and groin shots are not allowed in combat. A player on the receiving end of such a shot takes no damage and may request a Hold to regain their senses or composure (such shots can be aggravating). A player accidentally administering an illegal shot must make sure their opponent is unhurt before continuing. This does not require a Hold, though a Hold may be called. Should a player deliver too many illegal shots in combat, they may be required to spend time as Orange Sash for safety reasons. Players who fight in manners to exploit this system (ducking into headshots, presenting only your head as a target, or other unsafe practices) will be asked to change their behavior or be sat out of combat. A technique or spell used during an accidental illegal shot will be refunded.



Machine Gunning: “Machine Gunning” refers to a technique of fighting with padded weapons that are much lighter than the weapons they are supposed to represent. “Machine Gunning” happens when a player uses his wrists only to swing his weapon and hit his target more rapidly than should be possible. In order for a strike to be legal in combat, your elbow must bend before each strike. This is known as “breaking the elbow” and allows for more realistic combat. Players who do not “break the elbow” between strikes will be warned about their behavior and their opponents will be instructed to only count a portion of such strikes.

Fair Escape: If a player needs to retreat from a PVE battle, they have the option to do so via “Fair Escape”. The character must be 50’ from the nearest hostile combatant and call out “Fair Escape” so the REM or Storyteller can hear and allow it. If allowed, the character has then fled from battle and cannot be pursued for the duration of combat. Likewise, that character may not return to the scene until combat has ended. NPCs are restricted from using this ability unless specifically designated to by the Storyteller, so hunt down that Goblin sprinting off with your coin purse!

Drinking/“Afters”: Consumption of alcohol on site is only permissible during Afters. “Afters” is the informal name given for the time period after our last traditional slots are run for the day or after check in. During this time, heavy roleplaying is encouraged, as it’s one of the few chances for most everyone to be in town at the same time. Of course, everyone is still in character and your actions may have consequences or reactions.

Tempest of Tridia policy restricts anyone participating in drinking during an event from using weapons, spells, and techniques for that period of time.

This means that if the player has begun drinking during Afters (or any point), their character is unable to properly use their techniques, spells, non-restorative magic items, or melee attacks, excluding case by case Storyteller granted exceptions. Counters (such as Cunning Evade, Blunder, Portent, and Evade) and Resists are permissible.

Techniques/Spells: When using a Technique or Spell, the player must verbally call the ability before they strike or cast. It is the player's responsibility to know what Techniques and Spells do. If you do not know what an ability does, ask the opposing player for an explanation and briefly step out of game by using the OOG gesture. In order to use an ability, you must have an available Skill Slot of that relevant Governing skill, of that ability’s rank (or higher).

Gestures

Tempest of Tridia takes place in a fantasy world. Some things can fly, become invisible, shift from one plane to the next, speak several languages, or see things that cannot be seen. Gestures and hand signals to represent certain effects. If at any time you do not know what a gesture or hand signal means, please ask. The most important of these gestures is the Out of Game signal, which is a hand or weapon placed atop the head. If a person has their hand on their head, they are not there... period. Anything you overhear while you are out of game cannot be used by your character. It is assumed a player is in character whenever their hand is not on top of their head.

The following is a list of common gestures and markings used at Tempest of Tridia.

- Out of Game: Hand or held weapon on top of Head.
- Fly High: Forearms crossed in front of body, hands up.
- Stealth and Concealed Skills: Fingers extended in front of mouth; number of fingers indicates rank of skill.
- Covert: Hand above head with one finger raised.
- Spoken Language: Finger and thumb shaped as "L," placed on the forehead.
- Invisible: One arm or weapon held across the chest.
- Burrow: Forearms crossed in front of body, hands down.
- Ethereal: Both hands/weapons at side of head.
- Fading: One hand/weapon at side of head.



Personal Safety

Not all players are physically capable of reacting to skills fully, and as we value safety first, we have guidelines for players on how to react to skills if they cannot react normally. Please advise a Storyteller if you have an injury or health related concern that necessitates these guidelines. If you cannot follow even these guidelines for skills, your character will be counted as Orange Sash.

Knockdown: Reach down to the ground for a slow count to three

Kneecapper/Sever or Crippling Strike to leg: Sit down

Thunderstomp: Open up and present your chest for a slow count to 5

Knockout/Sap: Sit down

Phys-Rep Rules

Phys-Reps are physical items that represent your character's possessions. The following rules apply to Phys-Reps:

Equipped items such as armor and weapons must have a permanent Phys-Rep by the third event after its acquisition in game. If you do not have your permanent Phys-Rep, you do not have your in-character item.

The game provides storage for small Phys-Reps between events (coins, jewelry, and other small items).

You **MUST** store your in-game coin with the game. This includes gems.

It is not recommended that you use valuable/sentimental jewelry in game.

Phys-reps for potions, scrolls, and toxins are required but do not need to be destroyed after consumption, and may be reused once the in-game item has been remade.

Armor/Clothing Phys-Reps

Armor may be made of almost any material. Paper and Cardboard are not suitable for LARPing. Actual metal armor, depending on type, may prevent you from grappling, for safety.

Armor may not have sharp points, spikes, or edges. These may be simulated using foam or other soft materials.

While the physical representation of a piece of armor may only cover a portion of the area, the in-game area will be entirely covered. Your limbs and torso should be covered by armor phys reps.

Arms: Bracer, Gauntlet, Elbow Pad, Pauldron, Long Glove, etc.

Legs: Greave, Shin Guard, Tall Boot, Thigh Pad, Tasset, etc.

Torso: Gambeson, Breastplate, Gorget, Harness, Wide belt, etc.

If a robe is used as a Phys-Rep for armor, it must be separate from a robe worn as an article of clothing.

Closed-toe footwear is required to participate on quests. Footgear is recommended at all times for personal safety.

Light Armor and Heavy Armor may have separate phys reps, or be a single "suit". Heavy Armor is intended to be worn over or with Light Armor, and may be represented by additional pieces. For example, a gambeson, tall boots, and gauntlets may be your Light Armor phys reps, while a gorget and pauldrons are your Heavy Armor.

Garb is required during quests and when in public areas. This includes NPCing. Failure to wear appropriate costuming or phys reps may result in your character being unable to quest and the loss of XP. Detailed guides to costuming may be found on our site. Players must also display their race's Racial requirements when PCing.

In instances of intense weather, armor phys reps are not required, but Garb still is.

Weapon Phys-Reps

All weapons must pass inspection by a Storyteller before use. Weapon chains/wrist straps are not allowed. Weapon construction is detailed further under Weapon Phys Rep Rules.



Weapon Phys-Rep Rules for Building Your Own

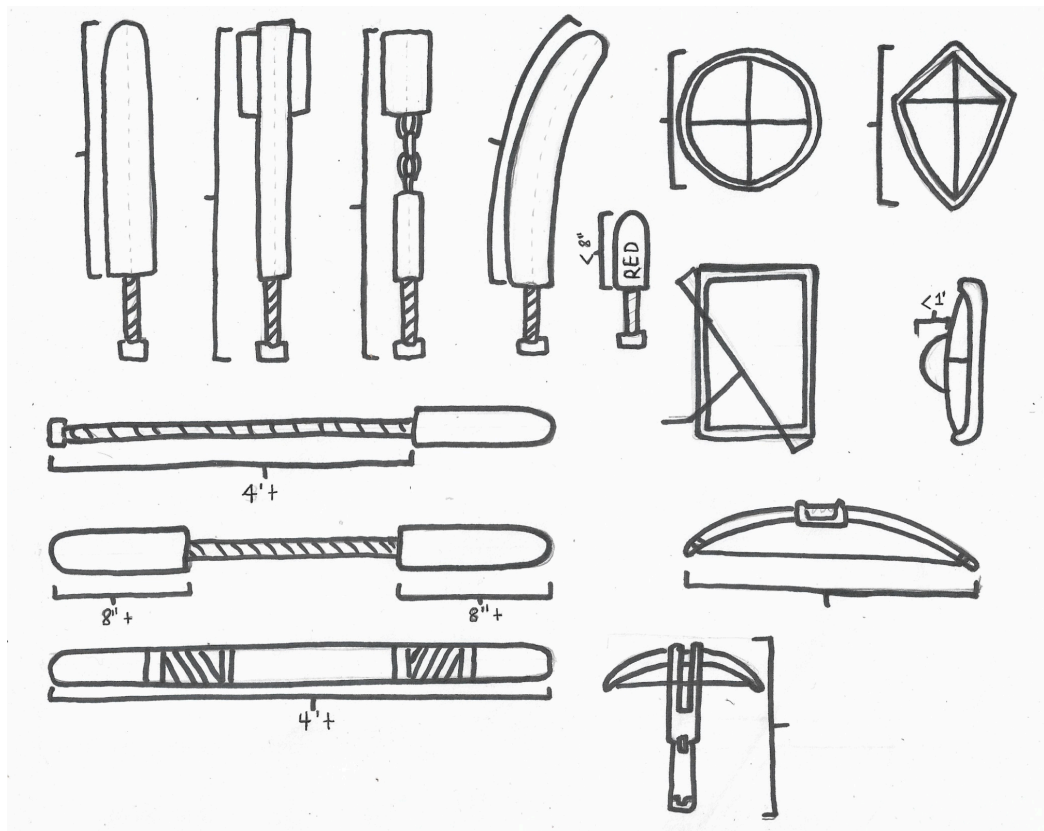
Minimum regulations:

- Cores: Weapon's Cores must be a hollow, non-metal material. Common materials include PVC piping, bamboo, carbon fiber rods, and kitespar rods. Shield cores may be solid wood or metal. Alternative core substitutes approved case-by-case.
- Foam for construction: striking and courtesy padding must be constructed of a closed cell foam. ~Common construction material is Blue Camping Foam (BCF, cot padding in camping departments), or closed cell EVA foam. Open cell compression foam, such as furniture cushion, may be used to soften striking surfaces also.
- Striking surface: All striking surfaces must be 1 ¼" thick, or three layers of BCF (1 ⅛") at minimum. A striking surface is any area that is intended to be used to strike another player with.
- Stab tips, as in a smaller surface on the point/top of weapons used to strike in a jabbing motion, must be 2" thick, or 5 layers of BCF (1 ⅞") thick. A Stab tip striking area must also be at least 2" square inches. Weapons with striking surfaces smaller than one of these measurements will not be Stab legal and may only be used for slashing. Stabbing tips SHOULD have a support added in during construction to reduce the chance of the core stabbing through (such as a wider square of leather/ rubber). It is recommended these tips have at least ½" of open cell cushion, but is not a requirement. **Weapons that are not stab legal must have a strip of bright red tape/ribbon on the handle.**
- Courtesy padding of ½" thick or one layer of BCF (¾") must be added to all weapons with non-striking and non-handle grip surfaces, such as under the striking head of a spear or axe/hammer, along the shaft of a staff or mace. Additional ruling on a case-by-case basis.
- Handle grips of any phys rep must have the core covered in some form. This may be athletic tape, wrapped in rope/cord, leather wrapped, etc. The core itself should not be visible.
- The bottom of every weapon (pommel) must be covered with courtesy padding guidelines as above, or follow Stab Tip guidelines as above if intended to be used for striking.
- Phys reps intended for use as Unarmed Weapons must have a Red colored striking surface that may not exceed 8".
- Shields must have at minimum ½" thick or one layer of BCF (¾") thick padding across all front-facing surfaces that will be used to deflect hits. The edges/sides of a shield must be 1" thick or 2 layers of BCF along all sides.
- Shields with a striking surface for "shield bashing" must follow the same rules for weapon striking surfaces. A shield Boss (protrusion from a shield used for striking) must follow Stab tip rulings.
- Thrown weapons: spell packets. Spell packet construction can be done many ways, with many materials. Spell packets should be at least 1 ½" squared, and have some air within it for compression, and not tightly packed. It is recommended to use bright colored eco-friendly and biodegradable materials such as cotton for the fabric, bird seed or beans for the filling, and twine for the closure.(This is due to the high likelihood of losing them in the woods). Sewing square packets together also works.
- Thrown weapons- phys reps: Thrown phys-reps are weapons that can not have a hardened core, and must be made primarily of foam (or with a flexible core, such as a thick strand of rope or flexible rubber.) The weapon must have padded striking surfaces all around, no smaller than 1" at any measurement.
- Large Thrown weapons, such as Javelins and throwing spears.... *are garbage*. Don't use them. If you must, every area of the thrown weapon must follow striking surface guidelines, and both ends must follow stab tip guidelines. These may not have courtesy padded or handle areas.



Weapon Phys-Rep Rules for Purchased Weapons, Including Latex Weapons:

- Store bought weapons must follow all construction rules as listed above for boffer-type weapons.
- Latex weapons are passed on a case-by-case basis. The types of foam used by companies differs store to store, and cannot be approved without checking hands on. Suppliers such as Epic Armory and Forged Foam typically pass inspection, whereas suppliers such as Calimacil do not pass due to having foam that is too dense. When looking to order a phys-rep, check with the current Editor to see if the weapon has been approved previously.
- Latex weapons checking guidelines: the Weapons Liaison is looking for thin sections where there is less than $\frac{3}{4}$ " of foam to the core (caused by a poor injection, an air bubble, or a poor design.) They are also looking for unsafe protrusions, such as long thin spikes on striking surfaces, as well as looking for hard plastic/dense foam on striking or courtesy surfaces.
- Some latex weapons have a "hybrid" style design, with hardened crossguard and pommels. These types of weapons are currently acceptable even though they do not follow weapon-bottom guidelines. The size of the cross guard and length of hardened pommel are approved on a case-by-case basis.
- Thrown weapon phys-reps must not have a core, must be made of a foam (not rubber), and must not have any edges that come to sharp point. Thrown weapon phys-reps are approved on a case-by-basis due to their high variety. Check with Weapon Liaison for details as needed.
- Shot ammunition must follow Stab tip guidelines above for full wooden phsy reps such as crossbow bolts or arrows. Nerf-like rounds made of foam cylinders are approved (recommended to be a high visibility color). Rubber ball ammunitions are not approved.



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Acknowledgments

Byron Huskey, Jacob Solum, Maggie Kendall, Kayla Morgan, Mike Morris, Rhod Young, Catherine Wulff

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