

AALUTAN'S NEXUS

ONE PLACE AMONG MANY

June 2018 Version

Writer: Mark Charke

Special thanks to Phillip Shuttlewood who created Inritius Alliance which this system is based upon. Of everyone who popped into my design forum, Alex has been the strongest and most vocal sounding board for all aspects of the game design and for that I am especially appreciative.

Special Credit, Name Design: Kane M.

Kane discovered the Salish word from the Colville-Okanogan Dictionary, **Alu**, which means “gather people together”. We wanted a word which started with two a’s for SEO purposes so a second **A** was added. We wanted two syllables. **Tan** was chosen as a suffix, a Japanese honorific showing intimacy/affection towards someone “as if they were a child”.

Design Input Thanks

Adam E, Bryce, Alex M, Andrew, Dakota, Jonathon, Justin, Kane, Mark O, Phil S

Special Thanks

Kristina V, Chris V, Bryce, Kiki, Tim

June 2018 Changes

- **Barbarian** is now a Heritage too.
- the 400gp cost for **magic item abilities** is too expensive for how the economy is going. I've reduced them to 200gp. So a +1 magic item is 200gp now.
- **Rage** is free to activate. (Reminder Text)
- **Ying Yang Caster** (New Merit)
- **Strikes** are slightly reworded. No changes.
- **Strikes** now include Vital, Brutal, Merciful, Starburst Stream and etc.
- New Strike: **Merciful Strike**. Cheaper but you can only use it if you haven't done lethal damage this encounter.
- Subdual 'strike' is renamed **Subdual Training**.
- **Tactics** now have errata for **ranged tactics**.
- The **Harming** list of spells is added. This list is generally for evil people.
- The **Aaru Sphere** is added.

Advanced Rules

- **Household rules** expanded slightly.
- **Berserker** gets 5 hp per rank in a Frenzy. (Errata)

Pending Changes

- Casting (Nature)** is deleted and will be Divine. You will need Nature's Ally one-off skill as a requirement to buy Nature-themed spell lists.
- New Class: **Royal Heir**
- Finish Spells in current spell lists

Review Meditation – too complicated?

Review Flight – too complicated.

Delete Armor Repair Assumed

Replace Discipline with Verbalize

Thrown Weapons – will just be included as part of the regular Mastery. Add safety reminder. Cored weapons may not be thrown normally.

Spirit Touched Heritage is too complicated.

Naming Convention Changes

Change Minor/Major/Etc Debts to amount owed.

Change Compelled to Race minor/major/etc to Competelled to Race/Insult, Damage, Provoked

Haunted Flaw becomes Haunted/insults, dangerous, deadly.

Offensive to Animals – Reduce to 1 flaw.

Dial back and review the paladin.

TABLE OF CONTENTS

<u>Chapter 1: The Rules</u> 4	Bluff 10xp35	Tracking 5xp.....42
Character 4	Bridge (Type) 100xp35	Willpower, Defensive 15xp.....43
How to Create a Character 4	Casting 30xp.....35	Willpower, Offensive 30xp.....43
Attendance 4	Chirurgery 15xp.....36	<u>Chapter 7: Magic</u> 44
Character Creation Error! Bookmark not defined.	Climb 5xp.....36	Spells44
Monthly Actions (Training)..... 4	Combat Mastery (Type) 30xp.....36	Arcane Magic45
Characters: Alignment..... 5	Constitution 10xp.....36	Elemental Damage Sphere 45
Heart Stop, C-Code Error! Bookmark not defined.	Craft (Type) 20xp.....36	Air Mastery Sphere 45
Core Rules 5	DAC 15xp37	Arcane Mastery Sphere 46
Code of Conduct 5	Detect 10xp37	Dark Mastery Sphere 47
Hand Signs Error! Bookmark not defined.	Diplomacy 20xp37	Earth Mastery Sphere 48
Combat ... Error! Bookmark not defined.	Disarm Trap 10xp37	Fire Mastery Sphere..... 49
Safety 6	Disguise 10xp38	Ice Mastery Sphere 50
Damage Error! Bookmark not defined.	Escape Artist 10xp38	Magma Mastery Sphere 51
Rules of Defense Error! Bookmark not defined.	Faith 10xp.....38	Water Mastery Sphere 52
Rules of Life 6	Grapple 15xp38	Light Mastery Sphere..... 53
Rules of Death 7	Guild Rank 10 Boons38	TRANSFORMATION Sphere 54
Boons Error! Bookmark not defined.	Halo 10xp38	Translocation 55
<u>Chapter 2: Merits and Flaws</u> .. 8	Handle Animal 10xp38	Legerdemain (Trickery)..... 56
Merits 8	Heightened Senses 15xp38	Bardic Magic57
Flaws10	Hit Points 10xp39	Bardic Music 57
<u>Chapter 4: Races</u> 22	Language (Type) 5 or 10xp39	Bardic Tales..... 58
Predator Beastkin 22	Lay on Hands 20xp39	Divine Magic59
Prey Beastkin 23	Lore 5xp.....39	Death Sphere 60
Air Elves 24	Mana 10xp40	Divine Armor..... 61
Earth Elves 25	Meditation (Type) 20xp.....40	Healing Sphere..... 63
Fire Elves..... 26	Nature's Ally 20xp40	Ritual Magic64
Water Elves..... 27	Open Locks 5xp40	<u>Chapter 8: Market Place</u> 65
Goblin 28	Pick Pocket 10xp40	Breaking and Damaging Objects 65
Ork 29	Rage 20xp.....40	Combat Blacksmithing Items65
The Karthan 30	Ritual Magic 20xp.....40	Blacksmithing: Armor 66
Pixies..... 31	Sphere Access 15xp.....41	Beta: Blacksmithing: Guns68
Dwarves..... 32	Sphere Access, Specialist 35xp.....41	Religion: Alchemy Items70
Gnomes 33	Stealth 10xp41	Nature: Herbalism Items73
Shirelings 34	Strength 30xp.....41	Nature: Living Items74
<u>Chapter 5: Skills</u> 35	Strike 20xp Error! Bookmark not defined.	Magic: Magic Items75
Armor Repair 10xp 35	Strike (Elemental Damage) 20xp...41	Technology81
	Subdual Strike 30xp.....42	Rare Materials82
	Support 30xp.....42	Services 85
	Swim 5xp42	<u>Appendix 1: Sheets</u> 87
	Tactics 20xp.....42	

CHAPTER 1: THE RULES

Characters

HOW TO CREATE A CHARACTER

Basic Character: Choose a [Race](#), then buy [Skills](#). Characters get 500gp to start with.

All Characters have the same total experience. As of Feb 2018, all Characters have **650xp** (level 11) and **48**

Monthly Actions. Each time you buy a skill or a rank in a ranked skill, it costs a certain amount of XP and 1 monthly action.

If you want to focus on Combat, consider buying [Combat Mastery](#) to increase your damage. Skills such as Brutal Strike, Vital Strike can further increase your damage. If you want to heal or cast other spells consider buying [Casting](#). Consider buying Sphere Access to get extra lists of spells you can learn.

Mentor: Please consider choosing a mentor. This person is responsible for approaching the Storytellers about plot for your character, as well as providing assistance to new members.

Advanced Character: To make a more advanced Character you may consider buying a Class and/or Heritage. These cost 200 boons each, which you earn by crewing. At low level you can take up to 2 total. (One of each or two of one kind.) Classes and Heritages can be found in the Advanced Rules.

Submit: Please submit your character to Mark Charke at MCharke@aol.com

CHARACTERS: ATTENDANCE

Game Costs: 5\$ per day +10\$ per game Played as a character.

Crewing Requirements: Members must crew 50% of their games (this is flexible over a few months).

Exceptions: Anyone travelling over an hour (outside of the lower mainland) has no crewing requirements. Anyone who runs a LARP system (system manager) has no crewing requirements.

CHARACTERS: BUYING SKILLS

Ranked Skills: When purchasing a ranked skill each Rank costs the Base cost x the Rank. This is in addition to the cost of each previous Rank. Rank 1 cost the base cost. Rank 2 costs double. Rank 3 costs triple. Buying Rank 1, 2 and 3 would cost the Base cost x6. Buying Rank 1 to 10 costs 55 times the Base cost.

Rank 10: To buy Rank 10 in any skill requires a private game. It is possible for more than 1 person to get that skill at the game though. Casting Rank 10 is exempt, but a private game is required for each level 10 spell.

Level 11 Spells: A Character with Casting (sphere) Rank 10, Specialization (same sphere) and who knows at least one 10th level spell from that sphere, can then attend a private game to learn one 11th level spell from that sphere.

Skills: [Skills](#) cost Experience Points (XP). [One-Off](#) skills are purchased once. [Multiple Purchase](#) skills can be bought many times for the same cost each time. [Ranked](#) skills have 10 ranks and each rank costs more than the previous one. [Ranked + Multiple Purchase](#) Skills have several categories with 10 ranks each, like casting which is divided into Arcane, Divine, Nature and Psionic.

CHARACTERS: MONTHLY ACTIONS (TRAINING)

A Monthly Action is a Character's free time during a week. Each Character gets 4 monthly actions a month and can buy up to 2 more to a maximum of 6 total. This represents working harder, sleeping less and so forth. Characters get Monthly Actions regardless of attendance and there is no deadline for using them.

Buying 1 purchase of a skill, or a rank, learning one spell, taking a class or upgrading a class, all cost 1 Monthly Action. Jail time costs monthly actions. Death costs the next 4 Monthly Actions. Using Craft costs 1 Monthly Action per use. Characters may perform Rituals off camera for Monthly Actions.

CHARACTERS: CHARACTERS: ALIGNMENT

Good: Don't murder people. **Neutral:** You are flexible depending on the situation. **Evil:** It doesn't bother you to murder people. **Lawful:** Obey the law. **Neutral:** You are flexible depending on the situation. **Chaotic:** You don't respect the law. **Hopeful:** You believe that life, in general, is important. **Neutral:** There are lots of people in the multi-verse. Losing a few races isn't the end of the world. **Oblivion:** Life shouldn't exist.

Core Rules

No Ret-Cons: Once something has happened, then it has happened; we will do our utmost to never turn back time to re-enact an event (this is also known as no ret-conns).

New Members: New Members must attend a Safety Brief, and sign the systems waiver. Archers must also attend an Archery Safety Brief.

Real versus Rules: This is Live Action. Where possible, the real must be confronted by the real, and trumps the rules. For Example; If someone sets up a beam on the ground, Players should try to balance on it and not just use their skill in Balance. Do not demand to avoid an interactive event because the rules say you can. We come to LARP to get interactive events.

Core Rules: Code of Conduct

In order to maintain safety and ensure all players have fun during an event, we ask that all players abide by a Code of Conduct. By participating in this game, you agree to abide by this code of conduct. If a player feels that someone is not abiding by this code, please contact a Storyteller, Referee or the System Manager.

Safety: You will ensure that the safety of all persons is maintained at all times and without exception.

Respect: You will treat all persons associated with the group with dignity and respect at all times and without exception. Racism and Sexism in, or out of character, will not be tolerated.

Personal Safety: You will ensure that you care for your needs such that you are ready and able to play.

Structure: You will abide by the authority of the system manager, storyteller, referees, online moderators, and the rules and policies as written.

Collaboration: You will contribute to the working of the group. For example; Even the most lone wolf Character may not leave the play area and demand that crew follow to provide experiences.

Sexual Conduct: This is an adult game and there will be sexual themes. Members may walk away from any situation they are uncomfortable with, at any time, using the Fade to Black mechanic or simply leaving. All sexual acts, including touching, hitting on or simulated sex, must be consensual, even if they are simply roleplayed out verbally or happen "off camera". Rape may not be written into scripts without permission of the System Manager and a warning given to all who will be involved. (Basically it's never going to get approved.)

Move On/Recons: Storytellers may, at any time, end an encounter if they feel the encounter has delved into uncomfortable topics. If the problem continues, the Storyteller may end the game. As part of an in-game solution to harassment and inappropriate sexual conduct Storytellers may issue ret-cons at the injured party's request. This is an exception to the no-retcon's rule.

Violations: Violations to the Code of Conduct will be dealt with on a case-by-case basis. Generally, accidental violations will be dealt with by education. Deliberate violations will receive warnings, suspensions or even expulsions from the system. It is important in all cases that will sit down and discuss these matters.

Updates: The Code of Conduct, unlike the game rules, will be updated as-needed.

Cheating: Ignorance of the rules, or how they were intended, is not an excuse to cheat. No one should be able to take hundreds of points of damage or always avoid going down, deal huge amounts of damage, have unlimited resources or be able to spend all their resources very quickly. Cheaters will be told to stop. After repeated warnings and discussions, cheaters could eventually be asked not to participate until they agree to play by the rules.

CORE RULES: TERMS

Down: The person saying this has been defeated but does not want to lie down. Per No Ret-Cons once someone says they are Down, they are Down, even if they later realize a mistake in counting or such.

Crew: A Crew or Crew Member is a real person who plays Non-Player Characters (NPCs) and does other roles based on the script.

Faff: This is an in game pause, you may keep roleplaying but stay where you are.

Man Down: This is called when a player is hurt and any qualified first aiders should seek out the injured party. In particularly bad situations everyone else should drop to their knees on the floor and should not move or make excessive noise. If someone is injured but able, then they should just move out of the way of the game.

Player and Character: A Player is a real person playing a Character who is fictional. Character is the default term in the rules, but they can be applied to NPC, monster, animal or other living creature. This was a formatting choice.

Side of the Path: This time situation is called when members of the public are coming. You should go out of Character and move to the side of the path out of the way of members of the public.

Storyteller: The Storyteller typically writes the script for the game and runs the game.

Time Freeze: Stand still and listen.

Time-In: Your Character is active as is the world you are playing in. The game is active.

Time Out: Come out of Character, you may talk normally. It is probably the end of the day. This is the only time that you may discuss out of game things without risking being penalized.

COMBAT: SAFETY

Safety Rules: All weapons to be used MUST be LARP safe foam weapons. Never stab or thrust. Thrusting points are not permitted. Always pull your blows (try not to hit hard): if someone says you are hitting them too hard, then you are. Avoid head and groin shots. Never rest weapons point down or lean on them. All weapons must be approved by a Referee prior to their use. The condition of the weapon is the responsibility of the wielder. Players and Crew must seek System Manager's permission to use projectile weapons and must not use them until it has been granted. Thrown weapons must be coreless and without hard edges or surfaces. Unarmed combat is not permitted.

Head Hits: Do not target the head with weapons. Accidental hits and attacks performed slowly outside of combat, should be counted however. The head may be targeted by "virtual" attacks when someone is told they are hit and not real attack is made. Repeated inappropriate strikes are grounds for removing permission to use ranged and/or melee weapons at games. Deliberate blocking with the head is not allowed.

Hands and Feet: Hits which strike a Characters hands and feet are not counted against their Hit Points, this is to encourage heroic fighting. Traps, spells, and certain small animals, sometimes deal damage to the hands and feet; this damage should be counted against that limb. If a Character blocks a weapon with his hand or grabs an opponent's weapon while it is striking, that Character must take damage to the hand.

Archery: Players must pass the Archery Safety Brief before they may use bows or crossbows. (See Combat Rules > Archery. Also see Appendix: Archery Safety Check.)

Calimacil: Players must pass a Hard Weapons Safety Brief before they may use Calimacil weapons. (See Appendix: Hard Weapons Safety Check).

Blocking Packets, Arrows and Thrown Items: Characters may not parry packets, arrows or thrown items because this is a very sudden activity that could lead to someone being struck or the parried item, especially an arrow, hitting someone wrong. While some of these could be safe to parry, training to parry becomes almost automatic, so all parrying must be banned.

Speed and Force: A one-handed weapon may be used to attack once per second. A two handed weapon can be used to attack once per TWO seconds. If someone says you are hitting too hard, you are. If you are hitting too hard, or hurting people, you will be asked to slow down and use greater care. You must be able to attack without hurting your opponent.

COMBAT: RULES OF LIFE

Constitution: Constitution is a measure of the strength of a Character's body and its health and ability to resist poison and disease.

Halo: Halo is a resource that represents the strength of a Character's soul and their tie to the World Halo. Spending Halo makes a person tired (roleplay).

Hit Points: Characters have a single pool of Hit Points which represent how injured their body is.

Rest and Healing: Sleeping overnight removes all damage and refills all resources.

COMBAT: RULES OF DEATH

Damage/Down: Damage removes Hit Points (until healed). At 0 Hit Points a Character falls Unconscious and begins Bleeding Out. A Character may take a few seconds to yell in pain as they are defeated but then can not act further.

Unconscious: A Character is unconscious if when Halo, Hit Points or Constitution reach 0. The Character must lie down or sit/crouch with a hand in the air. Crew normally do not attack Unconscious targets but Characters are not allowed to pretend to be dead. If damage, disease or poison caused the Vital Resource to reach 0, the Character is also Bleeding Out. (An unconscious Character at 0 Halo, regains 1 after 15 minutes)

Sever and Coup De Grace: A Character can cut the limb off an unconscious target, or kill them, by spending 10 seconds dealing damage to them. This is torture. (Some Monsters can use Sever on conscious targets.)

Bleeding Out: If any of a Character's Vital Resources (Halo, Hit Points or Constitution) are damaged to 0 the Character starts Bleeding Out. A Character who is bleeding out has 10 minutes and then they die.

Subdual damage does not cause in Bleeding Out. Any amount of healing stops Bleeding Out. Further damage starts Bleeding Out again but another 10 minutes must pass before they die. A Chirurgion can pause the 10 minutes but unless they do some healing, if they leave the patient the time resumes.

Death: If a Character Bleeds Out for 10 minutes, or someone uses Coup De Grace on them while they are at 0 Hit Points, they are dead. It takes 2 minutes for the soul to leave, during which time a Restore to Life spell can save them. After that they must be raised from the dead.

Raise Dead: A Character raised from the dead loses their next 4 Monthly Actions and must take a Death Flaw; This a temporary Flaw that lasts 6 months. If a Character gets another death flaw before losing the first, they must select a higher level flaw (Character, Minor, Medium, Major, Extreme).

Suffocation/Drowning: A Character can hold their breath for 1 minute. After this time, the Character takes 3 points of Constitution Damage per minute.

CHAPTER 2: MERITS AND FLAWS

MERITS

Merits: Some of the most notable Characters in fiction and history are notable because they have a quality or an attribute that makes them stand out from the crowd. (Characters cannot take Merits which would raise their experience penalty below -25%.)

Once Each: Normally each Merit and Flaw can only be taken once.

XP Modifier: A Character only gets bonus XP the first Minor, Medium, Major and Extreme Flaw but may take more than 1 if they want. The XP penalty for every Merit a Character takes.

Character Code of Conduct: It will be very difficult for mind affecting abilities to convince this Character not to act in this fashion.

Magical: This Flaw or Merit may be magical in origin.

Mental: This Flaw or Merit affects the mind.

Mutation: This Flaw or Merit may have caused by a mutation at the Player's discretion.

Political: This Flaw or Merit may have been caused by political machinations.

Superstition: This Flaw or Merit exists as a result of a belief. The Player should determine how to Character reacts to failing in that belief.

Removing Flaws: The Character can not go into XP debt so a Character can not lose a flaw unless they have enough XP for all their purchases after losing it. The Character must submit a good in-game reason for the change and must roleplay the event.

Merit Flaw Costs				
Flaw Type	XP Modifier	Merit Type	XP Modifier	Removal Cost
Character Flaw	None	NA	NA	25 Boons, 1 Monthly Action
Minor Flaw	+3%	Minor Merit	-5%	25 Boons, 1 Monthly Action
Medium Flaw	+5%	Medium Merit	-10%	50 Boons, 1 Monthly Action
Major Flaw	+10%	Major Merit	-15%	75 Boons, 1 Monthly Action
Extreme Flaw	+25%	Extreme Merit	-25%	100 Boons, 1 Monthly Action

MINOR MERITS

These merits apply a -5% experience penalty to the Character.

Additional Starting Skills -5% XP

Description: This Character chooses up to 100xp worth of skills they take for free. This is limited to Rank 2 or 2 purchases per skill. Karth can take this skill.

Famous Ancestor (Political) -5% XP

Description: A Character with this merit has an ancestor who achieved a wide level of fame.

Iconic Item Merit (Magical, Mental) -5% XP

Description: One item in their possession is very important to them. Once per game the item will return to the Character if lost.

Powerful Ally (Political) -5% XP

Description: A Character with this merit has a powerful NPC ally. The ally can be called on for assistance once per month.

Prophet (Magical, Mutation) -5% XP

Description: Once per game, the Character can ask the Storyteller a question. The answer must be honest but may be cryptic.

Second Citizenship (Political) -5% XP

Description: This Character is accepted as a member of a second culture.

Social Rank, Minor (Political) -5% XP

Description: A Character with this merit was born to a family of minor social status. They get 1 extra point of Diplomacy (but no extra Ranks).

Time Sense -5% XP

Description: This Character may refer to a time piece to know the exact time whenever they want.

Ying Yang Casting -5% XP

Requirement: Neutral alignment on Good/Evil axis.

Description: This Character can learn and cast both Healing and Harming. They must maintain balance. After casting a Healing spell, they can't cast Healing spells until they have cast an equal number of spell levels of Harming spells and visa versa.

MEDIUM MERITS

These merits apply a -10% experience penalty to the Character.

Balanced Resistance (Magical, Mutation) -10% XP

Description: This Character has DR 10 to one element (Earth, air, fire, water, ice, magma, light or dark, magma) but takes double damage from the opposite element.

Bright Halo-10% XP

Description: A Character with this merit gains 3 Halo at every level instead of 2 but does not change the cap.

Diplomat (Political)-10% XP

Description: This Character starts with Diplomacy Rank 2.

Elemental Warrior (Magical) -10% XP

Prerequisite: Elemental Walker.

Description: This Character's mundane attacks with non-magical weapons deal elemental damage of the type chosen for Elemental Walker.

Evil Healer -10% XP

Prerequisite: Faith or Divine Respect (Gaea), Evil Alignment

Description: This Character has brokered a deal with Gaea to gain access to healing magic despite their alignment. After every healing spell is cast, they must pray to Gaea, out loud, for 1 minute to make it work.

Oracle (Magical) -10% XP

Description: Twice per game, the Character can ask the Storyteller a question. The answer must be honest but may be cryptic.

Patron (Political) -10% XP

Description: A Character with this merit has a powerful patron which can be called upon once a month.

Social Rank, Medium (Political) -10% XP

Description: A character with this merit was born to a family of significant social status and gains 2 extra points of Diplomacy (but no extra Ranks).

MAJOR MERITS

These merits apply a -15% experience penalty to the Character.

Civilized -15% XP

Prerequisite: Non-Ork Horde Race or Limited Language Flaw

Description: This Character gains Language (Human). They lose the Limited Language and Ork's Command disadvantages but becomes Offensive to Horde.

Exceptional Luck (Magical) -15% XP

Description: Once per day this Character can miraculously survive certain death, escape confinement, find a missing item, recover from a faux pas and so forth.

Heroic Flaw Chameleon (Magical, Mutation) -15% XP

Requirement: [Flaw Chameleon](#)

Description: While this Character has a Flaw from another Character, that Character loses their flaw.

King's Ransom (Political) -15% XP

Description: If this Character is [Unconscious](#) and left alone for 10 minutes, they leave the game, survive and gain a Debt equal to their level.

Resistance (Magical, Mutation) -15% XP

Description: This Character has DR 10 to one element (Earth, air, fire, water, ice, magma, light or dark, magma).

Social Rank, Major (Political) -15% XP

Description: A character with this merit was born to a family of extreme social status. They get 3 extra points of Diplomacy (but no extra Ranks).

True Hero -15% XP

Requirement: Lawful, Good, Hopeful Alignment, Hero Complex

Description: The True Hero never slays a fallen foe, never attacks without warning, must accept surrender, never lies, never cheats, never steals and must give half of their income in any game away, either to other Characters or charity.

(Bane): This Characters attacks are Bane evil (2 extra damage to those who are evil). All their own is uncomfortable to evil persons to touch.

(Word of Honor) True Heroes have a special power which allows them to speak the truth and make

others understand that it is true. Use of the ability costs 2 Halo and affects those who hear the statement. The statement must be true as far as the Character, the Player and the Storyteller can tell, otherwise the ability fails. If the truth of a statement simply can't be determined, it can not be used for Word of Honor.

(Honor) If a True Hero deliberately lies, cheats or steals they suffer a [Heart Stop Condition](#), reducing their HP to 0.

(Starting Skills) [Lay on Hands](#) and [Defensive Willpower](#) Rank 2.

Water in the Blood (Magical, Character Code of Conduct) -15% XP

Description: This Character can not rage and may not convince others to.

EXTREME MERITS

These Merits cost 100 Boons to purchase and apply a -25% experience penalty to the character.

Flight (Magical, Mutation) -25% XP

Cost: 100 boons

Description: This Character can fly. Flight requires a Character to have wings, concentrate and keep their arms out. They can move up or down 1 foot per second to a maximum of 20 feet, holding their arms out to indicate they are flying. If a flying Character is distracted, by things such as casting, combat, damage or conversations, puts their arms down or while over 20 feet above ground, the Character must land before they can fly again and descends 10 feet per second but does not take falling damage.

Magical Regeneration (Magical, Mutation) -25% XP

Cost: 100 boons

Description: Once per encounter, up to twice per hour, this Character chooses and heals one of the following; 20 HP or 5 points divided between Con, Willpower or Skill Ranks. (HP, Willpower and Skill Rank damage healing are divided where the Character wishes.) If magical regeneration is not used during an encounter,

the Character can still use it before the next encounter starts.

Rapid Regeneration (Magical, Mutation) -25% XP

Cost: 100 boons

Description: A Character with this merit heals 1 Hit Point every 4 minutes unless they are [Dead](#). This merit is magic based and counts as 1 magic item.

Vulnerability: Choose 1 element. This character takes double damage from it and that damage will not regenerate.

Track All Hit Points: This Character must track damage below 0 Hit Points, but they heal this damage faster, 1 negative Hit Point every minute. Any magical or Chirurgical healing removes all negative hit points.

Social Rank, Extreme (Political) -25% XP

Cost: 100 boons

Description: A character with this merit was born to a family of extreme social status and has 4 extra points of Diplomacy (but no extra Ranks).

Flaws

Some of the most notable Characters in fiction and history are so notable because of a Character defect that they must work around. All Characters are required to have at least one Character flaw.

XP Penalty Cap: Characters cannot take Flaws which would raise their experience bonus above 25%.

Flaws are Bad: To take a flaw, a Character must care that they have the flaw and must be fully affected by the flaw.

Character Flaw Requirement: ALL Characters MUST take a Character Level flaw even if they also choose to take higher level flaws.

CHARACTER FLAWS

These are inconsequential flaws which will rarely have any impact on the game; however, every Character is required to have at least one. Character flaws are designed to add depth to a Character and do not offer any advantage to the Character. A Character may remove their Character flaw via plot, but they are required to replace it with another. On top of the plot requirements, changing a Character flaw costs 25 boons. This list is not exhaustive. If you have suggestions or requests for new Character flaws, please submit them to a referee.

Addictive Personality (Mental) +0% XP

Description: This Character becomes addicted to drugs and even potions easily. They form rapid attachment to people and even items.

Allergies (Mutation) +0% XP

Description: Allergies cause discomfort but continued exposure can cause sneezing, rashes and even vomiting and eventual death after hours. Suitable examples include Bird Feathers, Animal Fur, Grass, Enchanted Consumables, Alchemy, or Herbal Compounds.

Amnesia, Past (Mental) +0% XP

Description: A Character with this flaw cannot remember the events of their past.

Bad Aroma (Mutation) +0% XP

Description: This Character has a strongly unpleasant aroma. Tracking them gets a +2 Rank bonus.

Black Thumb (Magical, Mutation) +0% XP

Description: Normal plants this Character touches tend to eventually wither and die. Plant food they eat tastes rotten.

Criminal Record, Character (Political) +0% XP

Description: This Character is an ex-convict and bare the stigma of that sentence.

Daydreamer (Mental) +0% XP

Description: A Character with this flaw has trouble focusing for long periods.

Deep Sleeper (Mental) +0% XP

Description: This Character must actually take damage to wake up early.

Demonically Infused (Magical) +0% XP

Description: This Character is affected by Bane Demon and spells which harm or contain Demons.

Disfigured (Mutation) +0% XP

Description: A Character with this flaw is dreadfully scarred or otherwise disfigured, stands out in a crowd and often appears to be more frightening than they are. This becomes an additional costume requirement.

Food Conscious (Superstition, Character Code of Conduct) +0% XP

Description: This Character must have ample food and drink with them at all times.

Iconic Item (Mental) +0% XP

Description: One item is very important to the Character. If the Character loses this item, they will go to great lengths to get it back.

Impatient (Superstition, Mental) +0% XP

Description: A Character with this flaw is extremely impatient. They tend to rush through traps, hurry conversations and can't meditate.

Infertile/Impotent (Mutation) +0% XP

Description: This Character can not have Children and may not be capable of having sex. (See: sexual conduct policy.)

Innumerate (Mental) +0% XP

Description: A Character with this flaw cannot count past 3 but is immune to being compelled to do so as well.

Insatiable Curiosity (Mental) +0% XP

Description: A Character with this flaw is incredibly curious and will walk into traps, go and question vampires, or do any of a million other things just to see what would happen.

Lack of Common Sense (Mental) +0% XP

Description: A Character with this flaw is not unintelligent but they are likely to make a foolish mistake a couple of times every game.

Persona Non Grata (Political) +0% XP

Description: This Character has been exiled from their homeland and will be forcibly removed if found there.

Phobia, Character (Mental) +0% XP

Description: This Character is afraid of something relatively common and will not deliberately approach it. Examples include; Alcohol, Birds, Clowns, Crossbows, a Special Material, Rats and Spiders

Overactive Imagination (Mental) +0% XP

Description: A Character with this flaw is prone to flights of wild fancy and is likely to jump at sudden noises or shadows either in wonder or fear. Characters with this flaw are usually gullible. These Characters will either cower in fear in case there is a monster or run haphazardly ahead in case there might be treasure. Characters with this flaw often tell tall tales.

Slave Background (Political) +0% XP

Description: A Character with this flaw has a personal or family history of being enslaved. Such Characters are often, but not always branded. Characters who come from a slave background are looked down on by most who didn't and can carry additional penalties based on the Character's country of origin.

Mental Disorder, Character (Mental, Mutation) +0% XP

Description: This Character has multiple personality, bipolar, attention deficit, daydreamer, kleptomania or another disorder.

Native Magic (Character Code of Conduct) +0% XP

Requirement: Casting (any) Rank 1

Description: A Character with this flaw is tied to their preferred sphere they selected when they took Casting. This sphere shapes their personality; someone who selects Fire Mastery is likely to be destructive and quick to anger, someone who selects Healing is likely to be nurturing, someone who selects Divination is

likely to be very curious. A Character with this flaw may not select any magic sphere which would logically oppose that list; Water Mastery and Fire Mastery for example or Divination and Legerdemain.

Unchaste (Superstition) +0% XP

Description: A Character with this flaw has lost their virginity. This is a particularly relevant flaw for worshipers of Greymayre. This flaw cannot be selected by worshipers of Puck. (See also: sexual conduct policy.)

Unfit (Mutation) +0% XP

Description: A Character with this flaw has difficulty keeping up when the party is moving at a speed, climbing, or weaving through a series of traps. They are not likely to be able to jump or climb to any great extent. A Character with this flaw is often lazy or seen as such.

Wanted Criminal, Character (Political) +0% XP

Description: A Character with this flaw is a wanted criminal or escaped convict and there are active warrants out for the Character's arrest. The nature of the Character's crimes are relatively minor or are made so by mitigating factors, this means that the Character isn't seen as a particularly high priority by law enforcement officials. The Character must be guilty to take this flaw. It is strongly advised that Characters with a Wanted flaw are careful about their appearance, drawing attention to themselves, and who they associate with.

Caught: A Character caught for the Wanted Criminal (Character) Flaw will be fined 10gp or lose 1 Monthly Action during the next month. The Flaw is removed from their Character sheet, however, they gain the Character flaw; Criminal Record.

Ward +0% XP

Description: A Character with this flaw has a ward or dependent for whom they are responsible and who is not capable of caring for themselves. If something happened to the ward, then recovering or avenging the ward would become the Character's first priority. The ward does not need to travel with the Character at all times, but arrangements for the ward's care may have associated costs.

MINOR FLAWS

Minor flaws offer a 3% experience bonus.

Absent Mana (Magical) +3% XP

Description: A Character with this flaw can never have any Mana. A Character without Mana has no magical power within their body at all; any attempt to Bridge (Mana) to this person loses the Mana. The Character is immune to Mana damage.

Note: This flaw cannot be bought off.

Allergies, Bane (Mutation) +3% XP

Flaw Type: Minor Flaw

Description: Characters with this flaw suffer an adverse reaction to certain special materials. These Characters cannot use items crafted from the material they select. If struck by a weapon of that material, they consider the attack to be Bane. (It does 2 more damage and causes pain.) (Acceptable materials are, steel, jade, adamantine, etc.)

Cannot Lie (Mental, Character Code of Conduct) +3% XP

Description: A Character with this flaw cannot tell lies, not even the smallest white lies. If the Character lies, they suffer a [Heart Stop Condition](#) (their HP drops to 0).

Cannot Strike Men/Women (Character Code of Conduct) +3% XP

Description: A Character with this flaw cannot attack or strike Men or Women (choose one). This only applies to any target that the Character can tell is male/female. This flaw does not apply to skeletal or zombie undead, constructs or aberrations.

Casts No Reflection +3% XP

Description: For whatever reason this Character cannot be seen in a mirror, by themselves or by others; this is usually because their reflection has been captured. The Character does not feel complete while their reflection is missing. This is believed to make the Character vulnerable to reflection based creatures. Illusionary creatures are Bane to this Character.

Casts No Shadow (Magical) +3% XP

Description: For whatever reason the Character cast no shadow; this is usually because your shadow has been captured. The Character does not feel complete while their shadow is missing. This is believed to make the Character vulnerable to shadow based creatures. Shadows are Bane to this Character.

Chivalry (Character Code of Conduct) +3% XP

Description: This Character must fight fair. They may never attack someone from behind without a generous warning. They must allow opponent's to retrieve their weapon. They may never fight someone of the opposite sex unless they have proven themselves a worthy and willing opponent. They must allow opponent's to retreat and/or surrender. They must not show cowardice in battle. They may not attack an opponent incapable of attacking back or harming them. A Character who deliberately and grossly violates the code of Chivalry suffers a [Heart Stop Condition](#) (their HP drops to zero)

Compelled to Rage (Minor, Mental) +3% XP

Description: A Character with this flaw will always enter a rage when they are struck in combat for a damage code which exceeds their [Defensive Willpower](#) as long as the rules for Rage allow them to do so.

Note: This flaw is only available to Characters who start with the Rage skill.

Debts, Minor (Political) +3% XP

Description: A Character with this flaw owes a person or organization a large amount of money. The creditor will not leave the Character in peace and often comes around with thugs and threats. The Character is required to make a monthly payment to the creditor equal to 1/10th of their level in gold pieces otherwise this Character loses 1 Monthly Action.

Note: The specific reason for the debt is determined by the Character's backstory. A Character with this flaw may not select the Investments Merit.

Deranged, Minor (Mental, Mutation) +3% XP

Description: A Character with this flaw has a serious mundane or magical mental disorder, such as: Schizophrenia, Claustrophobia, Germaphobia, Fear of being grabbed/touched, or Agoraphobia.

Note: Only the listed examples are available; if a player has a request or suggestion, they should contact a referee.

Fallen Hero +3% XP

Description: A Character who violates his Hero Complex too many times, may at the discretion of a Storyteller lose their Hero Complex and gain this flaw instead. If a fellow party member goes down within 10 feet of the Character, their HP drops to 0. A Character who proves his dedication to good, performs charity and helps others may at the discretion of the Storyteller lose this flaw and gain the Hero Complex flaw instead.

Gift Giving (Character Code of Conduct, Superstition) +3% XP

Description: A Character with this flaw is compelled by magic and custom to reciprocate whenever they receive a gift; the gift must be of equal or greater value. This flaw is especially common amongst the Fae.

Haunted, Minor (Magical) +3% XP

Description: A Character with this flaw has an incorporeal spirit that follows them around causing mischief, rather than actual harm. The spirit blames the Character for causing its death.

Note: The creature is not an undead and cannot be harmed.

At the beginning of each game the Player must ask the Storyteller for a word. If the Character hears this word they must flee screaming or use Rage, if they have the skill. After the current encounter Character can then ask for a new word.

Healing Addition Minor (Mental) +3% XP

Description: This Character is addicted to healing. If they are injured they will seek out healing as soon as it is safe to do so. The preference is for magical healing but if it's not available they will ask for Chirurgery. At this level the flaw is limited to constantly seeking healing. (Injury is damage to Hit Points, Skills or Constitution. Damage to Halo and Mana does not trigger this effect.)

Iconic Dependency (Magical, Superstition) +3% XP

Description: The Character has developed a dependence on a particular object. If the Character does not have his object his Halo, Willpower (Defensive), Willpower (Offensive), and Mana are halved and they will lose access to class and racial advantages, but not disadvantages. A lost item can be regained the following month.

Low Pain Tolerance (Mental, Mutation) +3% XP

Description: This Character has a low tolerance for pain and reacts more strongly to all types of pain. When affected by pain causing effects, the intensity is dramatically increased, though the duration is not.

Note: A Character's low tolerance for pain should be evident when taking damage in combat.

Mana Dependency (Magical, Superstition) +3% XP

Description: Without a certain item this Character can not spend or Bridge Mana. If lost it can be replaced in 1 month.

Material Casting (Superstition) +3% XP

Description: This Character must manipulate materials while they Cast spells.

Minor Dark Secret (Political) +3% XP

Description: This Character has a secret. Around anyone they must keep the secret from, they can not spend, or Bridge, Halo or Mana.

Pacifist, Minor (Character Code of Conduct, Mental) +3% XP

Description: This Character will not deal regular (non-subdual) damage to creatures except undead, demons, elementals, spirits and constructs.

Murky Eyes (Mutation) +3% XP

Description: A Character with this flaw receives a -2 penalty to Heightened Senses due to their poor vision. Characters with -1 or lower Heightened Senses are effectively blinded in all their senses.

No Casting (Superstition) +3% XP

Description: A Character with this flaw can never cast any spell of any kind in any manner, including casting from scrolls, items, or wands.

Note: This flaw cannot be bought off.

Offensive to Animals, Minor (Magical, Mutation) +3% XP

Description: A Character with this flaw offends creatures of the natural world. Most animals will attack the Character outright; however, prey creatures will usually flee. The Character is expected to inform persons this flaw would affect.

Note: Beastkin and Natural Casters can usually sense when someone has this flaw, but it doesn't automatically influence them.

Offensive to Undead, Minor (Magical) +3% XP

Description: A Character with this flaw offends undead creatures. Most Undead will seek out and attack the Character. The Character is expected to inform persons this flaw would affect.

Permanent Wound (Magical, Mutation) +3% XP

Description: A Character with this flaw has a terrible wound which causes real harm to them regularly it

usually stems from a powerful curse. Every hour, on the hour, a Character with this flaw suffers unavoidable Hit Points damage equal to 2 points Low and Mid, 4 Points High and Epic. The Characters does not benefit from Hit Points Regeneration. This wound needs to be physrepped if it will be visible at any time.

Phobia, Minor (Mental) +3% XP

Description: This Character is afraid of something relatively common and will not deliberately approach it. Examples include; Caves (underground areas), one element (earth, air, fire, water, light, dark, ice, magma) one sub-race (forgotten, fire elements, orcs, earth elves, zombies etc)

Somatic Casting (Superstition) +3% XP

Description: A Caster with this flaw is required to gesture with their hands, dance or move to cast spells.

Vulnerability, Minor (Magical, Mutation) +3% XP

Description: A Character with this flaw takes 2x damage from a chosen element types; Earth, Air, Fire, Water, Light, Dark or Ice.

Wanted Criminal, Minor (Political) +3% XP

Description: A Character with this flaw is a wanted criminal or escaped convict and there are active warrants out for the Character's arrest. The nature of the Character's crimes are not severe, which means that while the Character will be actively pursued by law enforcement officials, the officials will not risk

themselves, diplomacy, or other investigations in order to apprehend the criminal. The Character must be guilty to take this flaw. It is strongly advised that Characters with a Wanted flaw are careful about their appearance, drawing attention to themselves, and who they associate with.

Caught: A Character caught for the Wanted Criminal (Minor) Flaw will be fined 100gp or lose 1 Monthly Action for 6 months. The Flaw is removed from their Character sheet, however, they gain the Character flaw; Criminal Record. The Character loses the 5% bonus XP unless they take a new Minor Flaw.

Weak Bone (Mutation) +3% XP

Description: Chose a limb when this Flaw is taken. When this Character reaches 25% of their HP, this bone breaks and the limb can not be used again until a Lesser Mend (or higher level Mend spell) is used to repair it.

Weak Immune System (Mutation) +3% XP

Description: A Character with this flaw suffers more acutely from diseases and poisons. The Character's Constitution is reduced by 2 when resisting poisons or diseases; when curing a poison or disease, the required Willpower (Offensive) is increased by 2.

Weak Willed (Mental) +3% XP

Description: A Character with this flaw has a weak will and is easily coerced due to -2 Constant penalty to their Willpower (Defensive). It is possible to have a negative Willpower from this flaw.

MEDIUM FLAWS

Medium Flaws provide a 5% bonus to experience.

Amnesia, Current Month Only (Mental) +5% XP

Description: This Character only remembers the last month of their life. They often re-discover forgotten skills.

Blime's Disease (Mental) +5% XP

Description: Choose a concept such as truth, money, ownership, stealth, planning ahead or being rude. This Character has no concept of this. They cannot learn about it, talk about it or comprehend it, or it's opposite if possible. Exactly what they understand when this topic comes up varies but it will never be accurate. They will tend to one extreme or the other within the range of the concept, always being honest, never hiding in any way, never being rude or never planning ahead

beyond what they can see. Generally they will not acknowledge that this behavior is extreme.

Camel (Character Code of Conduct, Mental, Superstition) +5% XP

Description: This Character must carry at least 2 liters of water, or other drinkable non-alcoholic fluid into each game and take every change to replenish it with clean water when it runs low.

Cannot Dream (Mental) +5% XP

Description: A Character with this flaw cannot dream and cannot enter the dreaming. Nightmares still affect the Caster by causing panic and terror, but there is no rhyme or reason to the nightmares.

Note: The Keltoi kill children who cannot dream.

Compelled to Rage (Mental) +5% XP

Description: A Character with this flaw will always enter a rage when they are struck for Hit Point damage as long as the rules for Rage allow them to do so.

Note: This flaw is only available to Characters who have the Rage skill. If damage does not affect Hit Points, then the flaw is not triggered.

Consumable Abstinence, Medium (Character Code of Conduct, Superstition) +5% XP

Description: This Character won't use, carry or own consumables; alchemical items, drugs, herbs, serums, poisons, potions and so forth. Beneficial consumables don't work on the Character except healing and only if they are unconscious.

Curse of the Twin (Magical) +5% XP

Description: Each game this Character must choose another Character to be a twin. If the twin drops to 0 HP, this Character's HP becomes 0. If the twin dies, so does this Character.

Debts, Medium (Political) +5% XP

Description: A Character with this flaw owes a major person or organization a large amount of money. The creditor will not leave the Character in peace and often comes around with thugs and threats. The Character is required to make a monthly payment to the creditor equal to 1/4th of their level in gold pieces or they lose 2 Monthly Actions.

Elemental Walker (Magical, Superstition) +5% XP

Description: This Character chooses an element (Earth, Air, Fire, Water, Light, Dark or Ice). They can only do damage when it is of that type. They cannot inflict damage with normal weapons unless the damage dealt is the elemental type. The flaw grants no special ability to actually inflict elemental damage. The Character must arrange that on their own.

Exhaustion (Mutation)+5% XP

Description: After any combat, this Character is exhausted for 10 minutes can not spend Halo, concentrate enough to cast or call maximum damage. This stacks with exhaustion from Raging.

Hatred of Race (Mental, Superstition) +5% XP

Description: This Character hates a specific race. If human is chosen, it applies to all humans.

Haunted, Medium (Magical) +5% XP

Description: A Character with this flaw has an incorporeal spirit that follows them around causing harms and pain, but is unlikely to kill. The spirit blames the Character for causing its death.

Note: The creature is not an undead and cannot be harmed.

At the beginning of each game the Player must ask the Storyteller for two things; 1. One word, 2. One attack method.

1. Word: If the Character hears this word they must attack the next enemy they see. Afterwards they may ask for a new word.

2. Attack: If the Character is attacked this way (say with a thrown axe, any sword from behind or any strike to the left foot) they are knocked out for 1 minute.

Healing Addition Medium (Mental) +5% XP

Description: This Character is moderately addicted to healing. If they are injured they will seek out healing as soon as it is safe to do so. The preference is for magical healing but if it's not available they will ask for Chirurgery. If they go an entire encounter injured without healing, they lose the ability to concentrate; Halo and Mana costs are doubled until they receive some kind of healing. (Injury is damage to Hit Points, Skills or Constitution. Damage to Halo and Mana does not trigger this effect.)

Hero Complex (Character Code of Conduct) +5% XP

Requirement: Good alignment.

Description: This Character does not lie, cheat or steal. They try to save innocents and generally improve the world. They will go first into a trap, risk their lives to save others and feel guilt about failures to help others. They never use Coup De Grace.

High Faith (Character Code of Conduct, Mental) +5% XP

Description: After the end of any encounter this Character fought in, this Character must spend time in prayer otherwise they can not attack or cast spells and can not spend or bridge Mana or Halo.

Infirm (Mutation) +5% XP

Description: A Character with this flaw is extremely ill and is frail and physically weakened. This does not affect the Character in terms of the ability to learn skills and abilities, but the Character has no stamina any

exertion leaves them out of breath and coughing. The Character is in almost constant distress. This Character has -1 Strength, loses any ranks in Strength they have and can not purchase Strength. This Character can not run for more than a few steps.

Journal Requirement (Superstition) +5% XP

Description: A Character with this flaw is required to write 1 journal article, of at least 250 words, for every game they attend. They can not spend XP until their journals are up to date. If a Character gains the Journal Requirement from multiple sources such as a Race and a Class then the amount they must write increases by 250 words per flaw.

Lame (Mutation) +5% XP

Description: A Character with this flaw walks with a limp at all times, cannot run, and have difficulty walking properly. Characters with this flaw often use crutches.

Linguistic Dark Fate (Mental, Superstition) +5% XP

Description: Chose a common one-syllable, real English word when this flaw is taken. While in-Character if anyone, in or out of Character, speaks this word, this Character dies. If the Character is raised from the dead, a new word is chosen.

Missing Eye +5% XP

Description: A Character with this flaw is missing an eye and has difficulties with depth perception. The player must wear an eye patch over the missing eye.

Note: Players with obscured vision should be especially careful in combat and must not swing wildly.

Expensive Ransom (Political) +5% XP

Description: This Character costs an additional 50gp per tier to be ransomed.

Missing Limb +5% XP

Description: A Character with this flaw is missing either an arm or a leg.

Nightmares (Mental) +5% XP

Description: A Character with this flaw experiences terrible nightmares every time they sleep. Characters with this flaw only regain half their Halo and Mana from sleep and start the first game of a weekend with half Halo and Mana.

Offensive to Animals, Medium +5% XP

Description: A Character with this flaw is offensive to creatures of the natural world and all animals, even those who are possessed or corrupted, will attack the Character with extreme prejudice. The Character is expected to inform persons this flaw would affect.

Note: Beastkin and Natural Casters can usually sense when someone has this flaw, but it doesn't automatically influence them.

Offensive to Undead, Medium +5% XP

Description: A Character with this flaw is offensive to undead and all undead, even those who are possessed or corrupted ,will attack the Character with extreme prejudice. The Character is expected to inform persons this flaw would affect.

Pacifist, Medium (Character Code of Conduct, Mental) +5% XP

Description: A Character with this flaw abhors violence and will not kill or attack any living creature with intelligence higher than that of an insect. Pacifists can still attack and destroy undead, demons, elementals, spirits, and constructs.

Note: This flaw does not prevent a Character from blocking or disarming to defend themselves.

Permanent Wound, Medium (Magical, Mutation) +5% XP

Description: Every hour, on the hour, this Character takes 4 raw damage.

Phobia (Mental) +5% XP

Description: This Character is afraid of something relatively common and will not deliberately approach it. Examples include; One race type (Beastkin, Elves, Humans, Horde, Low Fae or Undead), Fire (including any source of light).

Savage +5% XP

Requirement: Non-Horde race

Description: This Character loses all their Language Skills and instead gains Speak (Horde), Limited Language and Ork's Command. This Character, regardless of their race, is treated as a member of the horde (albeit inferior to Orks) and should dress that way.

Limited Language: This Character knows the Horde language and only understand only 20 words of Human and gain new words at a rate of 1 per level. Language skills cost this Character 10x the normal cost. (This makes languages cost 100xp.) Even when this

Character learns a language, they should speak slowly and make mistakes with their words frequently.

Ork's Command All other races of the Horde have been trained to value the word of an Ork above all others. While Goblins have been trained to listen, they may still choose to disobey. However, if the leaders of the Horde so choose they can execute Goblins for attacking Orks or failing to obey their orders.

Slow Metabolism (Mutation) +5% XP

Description: All forms of rest and regeneration take twice as long for this Character. DAC takes 20 minutes to recover instead of 10. Meditation takes 20 minutes to start and uses 2 minute intervals instead of one. Hit Points regeneration happens only once every 2 hours instead of 1. Rapid Regeneration would take 8 minutes instead of 4 and would not take effect if the Character reaches -3 or lower. This Character only regains half their Halo and Mana during a full night's sleep, so they begin the first game of the day with half those resources.

Vulnerability, Medium (Magical, Mutation) +5% XP

Description: A Character with this flaw takes 2x damage from two chosen element types; Earth, Air, Fire, Water, Light, Dark or Ice.

Wanted Criminal, Medium (Political) +5% XP

Description: A Character with this flaw is a wanted criminal or escaped convict and there are active warrants out for the Character's arrest. The nature of the Character's crimes are significant which means that the Character will be actively pursued by law enforcement officials even while others escape, when there is an amnesty, or during war. The Character must be guilty to take this flaw. It is strongly advised that Characters with a Wanted flaw are careful about their appearance, drawing attention to themselves, and who they associate with.

Caught: A Character caught for the Wanted Criminal (Medium) Flaw will be fined 200gp or lose 2 Monthly Actions for 6 months. The Flaw is removed from their Character sheet, however, they gain the Character flaw; Criminal Record. The Character loses the 10% bonus XP unless they take a new Medium Flaw.

MAJOR FLAWS

Major flaws offer a 10% experience bonus.

Compelled to Rage (Mental) +10% XP

Description: A Character with this flaw will always enter a rage when they are struck as long as the rules for Rage allow them to do so.

Note: This flaw is only available to Characters who start with the Rage skill. As well any hard strike will trigger a rage, IE a hard pat on the back, a weapon strike that deals no damage, or any action you believe is a strike.

Consumable Abstinence (Character Code of Conduct, Mental) +10% XP

Description: A Character with this flaw will not willingly use Alchemy, Drugs, Herbalism, Serums, Poisons, Scrolls, Potions, Psi-Crystals, Wands, Mineran technology, Single Use Magic Items, or any other consumable items, on themselves or others. A Character with this flaw cannot benefit from the use of these items while conscious; if unconscious, a Character with this flaw can benefit from healing via consumables, but not from any other effect. Characters can suffer ill-effects from consumables inflicted upon

them while conscious or un-conscious. A Character with this flaw may not start a game with any consumables on their person. If the Character has any consumables at the end of a game, they are considered to have expired before the next game.

Note: Consumables obtained in game by a Character with this flaw can be given away in game only.

Deaf (Mutation) +10% XP

Description: A Character with this flaw cannot hear anything and have difficulty speaking because they have never heard the sound of words.

Debts, Major (Political) +10% XP

Description: A Character with this flaw owes a major person or organization a large amount of money. The creditor will not leave the Character in peace and often comes around with thugs and threats. The Character is required to make a monthly payment to the creditor equal to 1/2 of their level in gold pieces or lose all their Monthly Actions.

Note: The specific reason for the debt is determined by the Character's backstory.

Elemental Vulnerability (Magical, Mutation) +10% XP

Description: A Character with this flaw is vulnerable to the effects of all the elements (Earth, Water, Fire, Air, Ice, Light, and Dark) this doubles any damage from magical or mundane elemental sources. If this Character gains Resistance to one of the Elements then that Resistance occurs after the damage from the Elemental source is doubled.

Haunted, Major (Magical) +10% XP

Description: A Character with this flaw has an incorporeal spirit that follows them around attempting to kill the Character and those around them. The spirit blames the Character for causing its death.

At the beginning of each game the Player must ask the Storyteller for all three; 1. One word, 2. One attack method and 3 and Enemy.

1. Word: If the Character hears this word they become possessed and fly into a rage (with the benefits of any ranks in Rage they possess) and fight until everyone around them is dead or they are knocked unconscious or killed.

2. Attack: If the Character is attacked this way (say with a thrown axe, any sword from behind or any strike to the left foot) they suffer a Blood Burst which reduces them to 0 HP and Bleeding Out.

3. Enemy: If the Character sees a certain enemy, the Character must attack immediately and continue until the enemy is all dead or they are.

Crew Member: Occasionally a crew member will be assigned to manifest as the spirit which will attack the Character.

Haunted Pain (Mental, Superstition) +10% XP

Description: Every time this Character takes damage higher than their Defensive Willpower they are affected by fear of the source of the damage for 1 minute. They must flee, unless they have Fight or Flight in which case they can attack the source of the fear. If they receive fear from the same source more than once, they lose their Fight option for 1 minute.

Healing Addition Major (Mental) +10% XP

Description: This Character is severely addicted to healing. When they are at half health, they will stop any

activity to seek healing unless it is immediately life threatening. As soon as they can safely get healing, they must. If they don't get it, they panic and can not spend Mana or Halo until they receive healing. The preference is for magical healing but if it's not available they will ask for Chirurgery. (Injury is damage to Hit Points, Skills or Constitution. Damage to Halo and Mana does not trigger this effect.)

Mute (Mutation) +10% XP

Description: A Character with the mute flaw cannot speak and can usually not cast any non-psionic spells. Mute Characters can make some sounds, but not in any recognizable language.

Note: This flaw is not available to races who have the limited language disadvantage such as Barbarians, Blood Orks, Trollkin, or Ogres.

Negative Willpower (Mental) +10% XP

Description: This Character has a -1 penalty to Willpower. Characters at negative willpower are extremely susceptible to suggestions.

No Ransom (Political) +10% XP

Description: This Character, for whatever reason, can not be ransomed. If they are in a position where they might be ransomed, instead they die.

Offensive to Deity (Magical) +10% XP

Description: A Character with this flaw is offensive to a specific deity who can and will act against the Character in a variety of ways. In addition, NPC worshipers of deities are often instructed to work against the Character. In a fight, faithful Characters are likely to target the Character with prejudice. The reason for the offensiveness of the Character to the specific deity should be included in the Character's back-story. The Character is expected to inform persons this flaw would affect.

Banned Spheres: Choose two spheres of magic associated with that deity; This Character can not learn those spheres, can not be beneficially affected by spells of those spheres and takes 1 damage per spell level when affected by spells from those spheres in addition to any normal damage.

Repelled by Faith: The faithful of the chosen religion can repel this Character by presenting a holy symbol if their Faith is higher than the Character's Defensive Willpower. If successful the Character must flee until they can not see or hear the faithful.

Old Wound +10% XP

Description: Choose a limb when this flaw is taken. If this Character reaches 0 HP, that limb does not function for 10 minutes after it is healed.

Pacifist, Major (Character Code of Conduct, Mental)

Description: A Character with this flaw abhors violence and will not attack or kill any creature at all.

Note: This flaw does not prevent a Character from blocking or disarming to defend themselves.

Permanent Wound (Magical, Mutation) +10% XP

Description: Every hour, on the hour, this Character takes 8 raw damage.

Phobia, Major (Mental) +10% XP

Description: This Character is afraid of something relatively common and will not deliberately approach it. Examples include; Air, Clothing, Dirt, Footwear, Magic, Men or Women, Sunlight, Swords, Talking or Trees.

Still Dead (Magical) +10% XP

Description: This Character has been killed and cursed so people continue to think they are still dead. At Character creation this Character must take a Death Flaw (another flaw that lasts 6 months). This Character is legally dead. People have a habit of forgetting this Character is alive, but only when it hinders the Character. If they buy a house, it would quickly be sold. If they get married, it would be annulled. A Karth (generic human) with this ability loses their Word of Honor. Meals, room service, mail and other services do not tend to arrive. Speak with Dead works on this Character but they do not Detect as undead. Characters with Defensive Willpower 6 or higher are immune to this effect, otherwise if this Character goes missing ([Bleeding Out](#) somewhere for example), people will assume, because the Character is dead they can stop

EXTREME FLAWS Extreme Flaws provide a 25% bonus to experience.**Absent Halo** +25% XP

Description: This Character has no soul and no Halo. Halo damage knocks them out but only for a minute. They can not Bridge or store Halo. If this Character [Bleeds Out](#) they are permanently dead.

Absolute Amnesia (Mental) +25% XP

searching for them. It's hard to collect game rewards for this Character.

True Heart (Character Code of Conduct, Mental) +10% XP

Description: If an ally is down anywhere in sight, or known of, this Character can take no other action but to help, and defend themselves, until they know that the ally is stabilized and not dying. This applies to helpful NPCs and enemies the Character cares about.

Wanted Criminal, Major (Political) +10% XP

Description: A Character with this flaw is a wanted criminal or escaped convict and there are active warrants out for the Character's arrest. The nature of the Character's crimes are such that the Character will be actively pursued by law enforcement officials regardless of the cost and all other considerations aside. A Character with this flaw would be on the Alliance's most wanted list. The Character must be guilty to take this flaw. It is strongly advised that Characters with a Wanted flaw are careful about their appearance, drawing attention to themselves, and who they associate with.

Caught: A Character caught for the Wanted Criminal (Major) Flaw will be fined 400gp or lose 4 Monthly Actions for 6 months. The Flaw is removed from their Character sheet, however, they gain the Character flaw; Criminal Record. The Character loses the 20% bonus XP unless they take a new Major Flaw.

Weak Constitution (Mutation) +10% XP

Description: A Character with this flaw has their starting Racial Constitution reduced by half. Characters with this flaw are often ill and cannot voluntarily spend Constitution to fuel or resist effects. Characters with this flaw can never have a Constitution score higher than the starting Constitution of a normal member of their Race.

Description: Every game this Character forgets everything. While they can purchase new skills, they must re-discover they have them every game.

Bad Karma (Superstition) +25% XP

Description: This Character has a -1 penalty to all ranked skills and skill purchases.

Black Mantle (Magical) +25% XP

Description: This Character can not be magically healed unless the spell is RAW. They can not regenerate Hit Points. Chirurgery and Bridge (Hit Points) works on them.

Blind (Mutation) +25% XP

Description: This Character is blind. They can not use DAC or Vital Strike.

Dark Fate (Superstition) +25% XP

Description: There is a 5% cumulative chance this Character will die at each game they attend. This resets to 5% if they die.

Extreme Offensive +25% XP

Requirement: Any other Offensive or Wanted Flaw.
Description: If those who are after the Character find the Character unconscious, they will immediately Coup De Grace the Character.

Extreme Poverty (Character Code of Conduct) +25% XP

Description: At the end of every game, the Character must give away all items worth 1gp or more they own.

SPECIAL FLAWS

Flaw Chameleon (Mutation) XP is based on choice.
Description: When this flaw is chosen choose Character (+0% XP), Minor (+3% XP), Medium (+5% XP), Major (+10% XP) or Extreme Flaw (+25%) and that is the level of this flaw. At the beginning of the

Healing Addition Extreme (Mental) +25% XP

Description: When injured (Hit Points or Constitution) this Character must seek healing until they have received healing once after they are already at full health. While injured, they can not spend Halo or Mana.

Magic Allergy (Magical, Mutation) +25% XP

Description: Beneficial spells do not work on this Character. Any numeric benefit does that much damage to the Character. A minor heal would cause 5 points of damage. A lesser aura would also cause 5 points of damage.

Unable to Walk +25% XP

Description: A Character with this flaw cannot use their legs. These Characters should be pushed in a wheelchair or carried at all times.

Wanted Criminal, Extreme (Political) +25% XP

Description: This Character is wanted dead, not alive, by some agency. They are guilty. This flaw invites PVP, being attacked while unconscious and preventing resurrection.

game this Character must ask the Storyteller or a Crew Member to choose another Character. This Character must take one of the chosen Character's flaws of the same level. If none are available, they must take a lower level flaw that Character has. The Flaw is retained for 24 hours and then a new Flaw is assigned.

CHAPTER 4: RACES

PREDATOR BEASTKIN

Of all the Beastkin who travel in groups, the most common are the predator packs. They thrive in the tundra, in the mountains, in the depths of the forests, and some even close to settlements. They form family like packs which are extremely close knit; members almost always mate within the pack. Predator Beastkin packs are some of the most clever and most cunning hunters on Nexus. Their prey often fall because of the pack's ability to think as one and to trust each other implicitly.

Race (Sub-Race): Beastkin (Predator)

Subrace: Predator

Hit Points: 6, Constitution: 6

Suggested Alignment: Neutral, Neutral, Neutral

Suggested Heritages: Bestial, Gaeon

Costume Requirements

Predator Beastkin's costume will depend on their animal aspect, but should include colored skin or fur, a tails, ears, and pointed teeth. The animal aspect of the Character should be evident.

Advantages

Starting Skills: [Language](#) (Argead, Bestial), [Heightened Senses](#), [Lore](#) (Nature) and [Tracking](#) Rank 2.

Predatory Nature: Choose 1; [Strength](#) Rank 1, [Combat Mastery](#) (Dual Claws) or [Combat Mastery](#) (Single Claw) Rank 1.

Speak with Type: Predator Beastkin can speak with an animal of the same genus as their own aspect, depending on the animal's intellect.

Pack: When Predator Beastkin of the same pack travel together, their Hit Points is increased for each additional pack member present: by 1 at Low level, by 2 at Mid level, by 3 at High level, and by 4 at Epic level. Predator Beastkin are completely loyal to other members of their pack and cannot be forced to attack each other even when dominated, drugged, or raging.

Claws: Predator Beastkin may have natural claws which must be represented by daggers. These are base 1 weapons which cannot be disarmed.

Disadvantages

Skill Limitations: Predator Beastkin can not learn Diplomacy. They have trouble with Casting (Arcane) and Crafting skills. The base cost for these skills is doubled when purchasing Ranks 6 or higher.

Double Hindrance: Predator Beastkin treat the hindrance of any item as 2x its normal hindrance.

Animal Aspect: Predator Beastkin have tapped into the animal within and often react and act as an animal of their aspect. Predator Beastkin are animals at heart and are affected by Speak with Animal.

Color Blind: Predator Beastkin are color blind.

PREY BEASTKIN

The prey Beastkin are a widely diverse group and are the most numerous of all the Beastkin. They are the members of the races who fill in all of the gaps in Beastkin society: the professionals, the crafters, the farmers, the clerks, the researchers, and the diplomats. Prey Beastkin are natural pacifists and rarely react violently, they always prefer to negotiate.

Race (Sub-Race): Beastkin (Prey)

Exp Adjustment: None (-10% for flying)

Hit Points: 2, **Constitution:** 4

Suggested Alignment: Neutral, Neutral, Neutral

Suggested Banned Religion: Cerberus

Costume Requirements

Prey Beastkin should have colored skin or fur. If the prey Beastkin can fly, they must have wings. Feathers should be present and they should have a beak. The animal aspect of the Character should be evident.

Advantages

Starting Skills: [Climbm DAC](#), [Language](#) (Argead, Bestial), [Lore](#) (Nature) and [Stealth](#) Rank 2. [Halo](#) 1 purchase. [Mana](#) 1 purchase. [Heightened Senses](#) Rank 3.

Speak with Type: Prey Beastkin can speak with an animal of the same genus as their own aspect, depending on the animal's intellect.

Fair Escape: Prey Beastkin are experts at getting themselves out of dangerous situations. They are able to use Fair Escape at any time.

Disadvantages

Skill Limitations: Prey Beastkin cannot learn Brutal Strike, Incite or Rage. They have trouble with Craft, Strength and Willpower (Defensive and Offensive). The base cost for these skills is doubled when purchasing Ranks 6 or higher.

Double Hindrance: Prey Beastkin treat the hindrance of any item as 2x its normal hindrance.

Animal Aspect: Prey Beastkin have tapped into the animal within and often react and act as an animal of their aspect. Prey Beastkin are animals at heart and are affected by Speak with Animal.

Phobic: Prey Beastkin must select a Phobia (Minor) and a Phobia (Medium) for which they receive no benefit. Prey Beastkin receive a -5 Penalty to their Willpower (Defensive) when resisting Fear effects.

Scented: Creatures which hunt by scent find it easier to track Prey Beastkin and receive a +2 Constant Bonus to Heightened Senses and Tracking when following a Prey Beastkin.

Pacifist: Prey Beastkin are naturally pacifists and prefer to negotiate; however, they are not required to select the flaw as Prey Beastkin can and will react with violence if necessary.

Frail: Any time a Prey Beastkin take Hit Point damage, they take an additional point of Hit Point damage. It doesn't matter what the source of the Hit Point damage was, but it increases by one point. [Bleeding Out](#) is not affected by this disadvantage.

FLIGHT [50 boons to unlock]

Flight: This Character has [Flight](#).

AIR ELVES

Air Elves are the most common race among the Elvin people. They are the most numerous and it is not uncommon for an Air Elf family to have a dozen or more children. Air Elves are very interested in the other races and they spend lots of time interacting with other races and learning new cultures. Air Elves seem to suffer from wanderlust, as soon as an area holds no more thrills for them they move on. Air Elves are confused by races which smoke, utilize chemical alchemy, or live in enclosed areas. Air Elves beliefs mean that they are less in tune with the land than other Elves, but this does not mean that they have turned their back on nature; they have simply left others to care for it while they pursue other tasks.

Race (Subrace): Elf (Air)

Hit Points: 2, Constitution: 4

Suggested Alignment: Chaotic Good Neutral

Suggested Banned Alignment: Lawful

Barred Heritages: Elemental [Earth], Draconic [Earth], Fae [Earth].

Costuming

Air Elves must have pointed ears and grey painted skin. Air Elves should wear mismatched colors and commonly have brightly colored hair.

Racial Advantages

Starting Skills: Lore (Geography, Magic) Rank 2, Mana 1 purchase. Halo 1 purchase. Language (Argead, Elvin).

Air Resistant: Air Elves have DR10 against Air (Lightning, Electricity) Damage. **Inhabitants of Air:** Air Elves have DR 5 against Air (Electricity and Lightning) and can see clearly, even in mist and smoke. They have Air Breathing which allows them to breath normally in thin air. If the native atmosphere is a different gas, they adapt to breath that. They can hold their breath for 2 minutes, instead of 1, and take 3 points of Constitution damage every 2 minutes, instead of 1. They are able to survive on scents as a food source, although it is not very satisfying. **Superior Feather Fall:** Air Elves fall slowly and take no damage from falling. Air Elves are lighter in weight than members of other races.

Racial Disadvantages

Earth Vulnerability: Air Elves take double damage from Earth (Acid). Air Elves fear Earth magic, being trapped underground, and being petrified.

Racial Skill Restrictions: Air Elves have trouble with Lores, Meditation and Strength. The base cost for these skills is doubled when purchasing Ranks 6 or higher. Air Elves cannot learn any form of Earth or Acid magic.

ELVIN INNATE CASTING [100 Boons to unlock]

Innate Casting: Air elves can innately cast spells from the Air Mastery sphere. These spells are verbalized and can be cast once per encounter at a cost of 2 Halo per spell level. At low tier they can cast one 1st or 2nd level spell. At medium they get a second spell which can be 1st to 4th level. At high tier they get a third which can be 1st to 6th level. At epic, a fourth, 1st to 8th level.

EARTH ELVES

The Earth Elves contain the resilience and stability of the rock and the earth. As a race, Earth Elves are slow to act but they are tough and hardy and can be depended on to get the job done. Generally, Earth Elves are loyal by nature and it is commonly believed that they will never turn their backs on a friend. They are interested in the powers of the earth and are the undisputed masters of gem magic. The Earth Elves have better relationships with the Shirefolk than most other races and are often found living amongst them.

Race (Sub-Race): Elf (Earth Elf)

Hit Points: 4, **Constitution:**6

Suggested Alignment: Neutral, Neutral, Neutral

Barred Heritages: Elemental [Air], Draconic [Air], Fae [Air].

Costuming

Earth Elves must have pointed ears and brown or grey painted skin.

Earth Elves should wear dark earthy colors and commonly have brown or grey hair.

Racial Advantages

Starting Skills: [Escape Artist](#) and [Lore](#) (Nature and Magic) Rank 2. [Halo](#) 2 purchases. [Language](#) (Argead, Elvin).

[Minor Spell Access](#) (Earth Mastery), [Major Spell Access](#) (Earth Mastery), [Specialist Spell Access](#) (Earth Mastery)

Earth Resistant: Earth Elves have DR10 against Earth Damage.

Inhabitants of Earth: Earth Elves are immune to Petrification.

Racial Disadvantages

Air Vulnerability: Earth Elves are Vulnerable to Air (Lightning, Electricity) meaning they take double damage from such attacks. Earth Elves get Motion Sickness; They become sick and unable to act for 10 seconds after any form of magical transportation, magically accelerated movement or fall farther than 10 feet. **Racial Skill Restrictions:** Earth Elves have trouble with DAC and Style Mastery (dual weapons and all ranged). The base cost for these skills is doubled when purchasing Ranks 6 or higher. Earth Elves cannot learn any form of Air magic.

INNATE CASTING[100 boons to unlock]

Innate Casting: Earth elves can innately cast spells from the [Earth Mastery Sphere](#). These spells are verbalized and can be cast once per encounter at a cost of 2 halo per spell level. At low tier they can cast one 1st or 2nd level spell. At medium they get a second spell which can be 1st to 4th level. At high tier they get a third which can be 1st to 6th level. At epic, a fourth, 1st to 8th level.

FIRE ELVES

Fire Elves are creatures of heat; they hate the cold and revel in the touch of fire. Fire Elves are passionate, reckless Characters prone to bursts of emotion. They are naturally destructive and chaotic. They are interesting companions and you can never be sure what they are thinking. Fire Elves rarely extinguish fires. Fire Elves dwell in structures made of twisted super-heated rock and ore which look like massive red coals amid black rough rock; only Fire Elves and other fire-creatures can withstand the intense temperatures inside these buildings. The heat generated by these buildings is how traditional Fire Elf weapons and armor achieves its burnished colors and spiraled sharp edges. Fire Elves live in small communities. Each community has a clear leader, although the leader is often challenged by the impetuous hot-headed youths of the settlement.

Race (Sub-Race): Elf (Fire Elf)

Hit Points: 2 , **Constitution:** 4

Suggested Alignment: CNN

Suggested Banned Alignment: Lawful

Religion Guideline: Eos

Barred Heritages: Elemental [water], Draconic [Water], Fae [Water].

Costuming

Fire Elves must have pointed ears and red or orange painted skin.

Fire Elves should wear hot colors and commonly have red or orange hair.

Racial Advantages

Starting Skills: [Rage](#) rank 1. [Lore](#) (Geography and Magic) Rank 2. [Halo](#) 1 purchase. [Mana](#) 1 purchase. [Language](#) (Argead, Elvin). [Minor Spell Access](#) (Fire Mastery), [Major Spell Access](#) (Fire Mastery), [Specialist Spell Access](#) (Fire Mastery)

Fire Resistant: Fire Elves have DR10 against Fire or Heat Damage.

Inhabitants of Fire: Fire Elves have no problems walking on magma or breathing smoke [unless the smoke is poisoned].

Racial Disadvantages

Water/Ice Vulnerability: Fire Elves take double damage from Water (including ice and old type effects). Fire Elves have a phobia of drowning and freezing to death. They don't like boats, especially small ones, and avoid going into water deeper than their knees.

Racial Skill Restrictions: Elves can not learn Meditation or Spells or Sphere Access related to Water, ice or cold. They have trouble with Strength. The base cost for this skill is doubled when purchasing Ranks 6 or higher.

INNATE CASTING[100 boons to unlock]

Innate Casting: Fire elves can innately cast spells from the [Fire Mastery Sphere](#). These spells are verbalized and can be cast once per encounter at a cost of 2 Halo per spell level. At low tier they can cast one 1st or 2nd level spell. At medium they get a second spell which can be 1st to 4th level. At high tier they get a third which can be 1st to 6th level. At epic, a fourth, 1st to 8th level.

WATER ELVES

The Water Elves are scarce, this is because so many of them choose to live far away at sea or underwater. Legends suggest that somewhere under the Oceans is a powerful Water Elf city, but that city is lost to common knowledge. The legend is likely to be false as most Water Elves have shown a clear preference for fresh water. The Water Elves have learned to understand the healing power of water and understand its necessity as an element. They understand that there are always several different ways of getting around a problem.

Race (Sub-Race): Elf (Water Elf)

Hit Points: 2, Constitution: 4

Suggested Alignment: Neutral, Good, Neutral

Barred Heritages: Elemental [Fire], Draconic [Fire], Fae [Fire].

Costuming

Water Elves must have pointed ears, gills, and blue or green painted skin.

Water Elves should wear cool colors and commonly have blue or green hair. They must also carry significant amounts of water with them at all times.

Racial Advantages

Starting Skills: [Lore](#) (Geography and Magic) Rank 2. [Swim](#) Rank 5. [Halo](#) 1 purchase. [Mana](#) 1 purchase. [Language](#) (Argead, Elvin)

Water Resistant: Water Elves have DR10 against Water Damage.

Inhabitants of Water: Water Elves are able to breathe water.

Racial Disadvantages

Fire/Heat Vulnerability: Water Elves take double damage from Fire. Water elves fear dehydration.

Racial Skill Restrictions: Water Elves cannot learn Rage, Break Will, Craft Poison, or Craft Drugs. They have trouble with Strength. The base cost for these skills is doubled when purchasing Ranks 6 or higher. Water Elves cannot learn spells associated with fire; Those from Fire Mastery or which deal fire damage.

INNATE CASTING [100 Boons to unlock]

Advantages

Innate Casting: Water elves can innately cast spells from the [Water Mastery Sphere](#). These spells are verbalized and can be cast once per encounter at a cost of 2 Halo per spell level. At low tier they can cast one 1st or 2nd level spell. At medium they get a second spell which can be 1st to 4th level. At high tier they get a third which can be 1st to 6th level. At epic, a fourth, 1st to 8th level.

GOBLIN

Goblins are a small cowardly race, without great intelligence or honor, with a high breeding rate, doing whatever it takes to survive. As a result they have thrived like rats. Goblin society is chaotic and Characteristic, each goblin furthers their own goals and takes care of themselves. Goblin society is based around skill and cunning, they enjoy tricks and games. To goblins it does not matter what tactics or skills are used, as long as they are successful. There is little to no history about Goblins on Nexus. Most live with the horde but they exist all over the planet.

Race (Sub-Race): Horde (Goblin -True)

Exp Adjustment -10%

Hit Points: 4 , **Constitution:** 4

Suggested Alignment: Chaotic, Neutral, Neutral

Suggested Banned Alignment: Lawful

Barred Heritages: Giant

Costuming

Goblins either tend to dress in dark rags and other scavenged equipment or they dress in bright garish, flamboyant clothes. They are required to have yellow-green skin and pointed ears.

Racial Advantages

Starting Skills: [Defensive Willpower](#), [Detect](#) (Deceit) and Vital Strike, Rank 1. [DAC](#), Disguise, [Lore](#) (Combat), [Open Locks](#), Pick Pockets and [Stealth](#) rank 2. [Language](#) (Argead, Hoard, Shirefolk) Rank 3.

Nocturnal Goblin eyes react immediately to changes in darkness, they have the ability to see in darkness. When in the darkness, they gain a +2 Constant bonus to DAC.

Racial Disadvantages

Racial Skill Restrictions Goblins can not learn Casting (Bardic or Psionic). They have trouble with Brutal Strike, Casting (Divine and Nature), Rage and Strength. The base cost for these skills is doubled when purchasing Ranks 6 or higher. Goblins are capable of learning Casting (Arcane), however, it is extremely rare (those Goblins who embraced Arcane magic and caused the original genocide of their Race are now Gremlins and not Goblins).

Ork's Command All other races of the Horde have been trained to value the word of an Ork above all others. While Goblins have been trained to listen, they may still choose to disobey. However, if the leaders of the Horde so choose they can execute Goblins for attacking Orks or failing to obey their orders.

Nocturnal Goblin eyes suffer when targeted with bright light; Flash and Flare effects have double the normal effect on them. In bright light, they gain a Constant -2 penalty to DAC. Goblins are considered to be Vulnerable to Light Damage.

Burden Goblins cannot wear more than 5 points of hindrance.

INNATE CASTING [100 Boons to unlock]

Trick Magic Device Goblins have an innate ability to trick and deceive, this allows a Goblin to use a magical item which is designed for another Faith, Race, Class, Gender, or Alignment. If a Goblin utilizes a magical item in this way it takes double the usual amount of Item Slots. Using Evil or Oblivion aligned items is normally considered to be an action of the same alignment.

ORK

Orks are the most common members of the Horde making up over 50% of it.

Race (Sub-Race): Horde (Ork)

Hit Points: 7 , Constitution: 7

Suggested Alignment: None

Suggested Banned Alignment: Neutral on Lawful vs. Chaos

Barred Heritages: Angelic, Fae, Arcane

Costuming Requirements

Orks tend to wear lots of armor. Orks have green or brown skin and prominent canine teeth.

Racial Advantages:

Starting Skills: [Strength](#) Rank 1. [Language](#) (Argead, Horde).

Cast: Choose one cast. This choice can not be changed later.

Tribal Willpower: Orks gain a constant bonus to [Defensive Willpower](#) equal to the number Orks from their tribe present, up to the tier cap.

Shaman Caste Orks

Starting Skills: [Casting](#) (Divine or Nature) and [Regeneration](#) (Mana) Rank 1, [Ritual Magic](#) Rank 2.

Magic and Reduced Martial Prowess: Shaman Cast Orks may only learn one rank of [Combat Mastery](#) for every three ranks of [Casting](#). Shaman Orks may purchase Casting (any) normally and ignore the restriction.

Warrior Caste Orks

Starting Skills: Warrior Cast Orks begin play with [Brutal Strike](#) and [Rage](#) Rank 1.

Armored Mobility: Orks eat, sleep, shag, and travel in their armor, this makes them at home inside it, and they have a constant -50% reduction to their armor's hindrance value for Climb, DAC and Swim. This does not affect Hindrance from Spells or Shields. This does not stack with any other reduction to Hindrance.

Green is Best: While raging Warrior Orks may choose to not attack other Horde members.

Rogue Caste Orks

Starting Skills: [DAC](#), [Disarm Trap](#), and [Heightened Senses](#) Rank 2.

Emissary Caste Orks

Starting Skills: [Detect](#) (Deceit) and [Diplomacy](#) Rank 1. [Incite](#) Rank 2. [Language](#) (Any one).

Racial Disadvantages

Racial Skill Restrictions: Orks can not learn Casting (any). They have trouble with Diplomacy, Meditation and Ritual Magic. The base cost for these skills is doubled when purchasing Ranks 6 or higher. Any skill granted by the Ork's Cast are not subject to Racial Skill Restrictions.

Fear of Magic: Orks hate and fear the magic of non-Horde Casters and consider non-Horde Casters targeting them with magic to be an insult which must be punished. In circumstances of genuine need, Orks may accept magic from a non-Horde Caster they trust, but this is rare. They will not allow spells to be cast upon them unless they trust the Caster and need the spell effect. Orks will target Casters first in battle and this is especially true when raging.

Brutal: Orks are a brutal race and have little patience for games or puzzles (other than challenges of martial skill or strength). They have little patience for the weak and often try to assert their strength over others to show dominance. Ork Emissaries have learned to overcome these tendencies somewhat.

Respect the Strongest: Ork's can not use their tribal willpower to resist an opponent who has proved himself to be stronger than any single Ork present.

THE KARTH (HUMAN)

The Karth, or Karthan, were the first humans to arrive on Nexus in the distant past and the term is used to represent the general humanity at this point, any humans that don't have a large and clearly unique human settlement. The Karth population remains the largest settlement of virtually any race and most arrivals that remain end up conforming to Argead standards.

Race (Sub-Race): Human (Karth)

Exp Adjustment +5%

Hit Points: 4, **Constitution:** 5

Historical: Romans

Suggested Alignment: Neutral, Neutral, Neutral

Costuming

Karth typically wear a red or white cape, shirt, tunic, robe, sash, or a white toga over one shoulder. Noble Karth may wear purple instead. Any sufficiently Roman attire will also suffice. While this isn't the limit of Roman clothing it serves to make this race more visible. Human costuming must tastefully represent the culture it represents.

Racial Advantages

Starting Skills: Lore (Law) Rank 2. Language (Karth).

Educated: Karths get an additional 100xp worth of skills for free with a maximum of Rank 2 or 2 purchases. (Left over XP from the ability is lost so use it all up.) The Character does not actually get 100xp. It does not count towards their XP total or their level and is not modified by XP modifiers. These skills don't require Monthly Actions to purchase.

Word Of Honor: Karth citizens in good standing have a special power which allows them to speak the truth and make others understand that it is true. Use of the ability costs 4 Halo and affects those who hear the statement. The statement must be true as far as the Character, the Player and the Storyteller can tell, otherwise the ability fails. If the truth of a statement simply can't be determined, it can not be used for Word of Honor.

Racial Disadvantages

Racial Skill Restrictions: Karths are accustomed to polite society. They have trouble with Rage. The base cost for these skills is doubled when purchasing Ranks 6 or higher.

Armored: Karths must wear at least one piece of armor, no smaller than a bracer, at all times. An Karth without armor (even broken armor counts) reduces their HP by half.

Past Mistakes: Karth Characters are often condemned by the actions of their forefathers. Karths have attacked, slaughtered, and wronged most other races, and their new-found policy of peace and cooperation is not trusted by those who remember their atrocities.

PIXIES

Many of these creatures are small and undefined creatures that are as close to Elementals as they are to True Fae, but the majority of those that remained were Sprites, Pixies, or Brownies. The classical image of a fairy is one of the lowest forms of Fae.

Pixies are probably the most adventurous of the lesser Fae. In collective groups of lesser fae the Pixies are the guards, the hunters, and the scouts. Pixies are usually friendly, but those who have been hunted or stalked by Pixies are often unable to separate them from Redcaps.

Race (Sub-Race): Fae (Pixie)

Exp Adjustment: -10%

Hit Points: 2 , Constitution: 4

Suggested Alignment: CNN

Suggested Banned Alignment: Lawful

Barred Heritages: Vampiric, Null, Elan

Costuming

Pixies tend to wear very little, but they dress to suit their surroundings and camouflage their skin. Pixies do not have wings, but always have pointed ears.

Racial Advantages

Starting Skills: [Climb](#), [Escape Artist](#), [Stealth](#) and Vital [Strike](#) Rank 1. [Defensive Willpower](#), [Lore](#) (Nature) and [Lore](#) (Magic) Rank 2. [DAC](#) Rank 3. [Language](#) (Argead, Fae). [Halo](#) 2 purchases. [Mana](#) 2 purchases.

Fae Creature: Fae creatures do not age and will not die of old age. They are immune to the Glamour ability of True Fae.

Character Familiar: Pixies are playable as Familiars. This gives them the Self Spells ability (self spells work on the familiar and spells can be shared between master and familiar if they are together) but they use their own HP and Con. The Familiar can buy the Rare Low/Mid/High/Epic Tier Familiar abilities listed in the Market Place (Magic: Familiars) which lets them get two skills at rank 1/3/5/7 from the following list; Climb, Die Hard, Escape Artist, Heightened Senses, Jump, Stealth, Swim and/or Tracking. These skills are not available if the Master is not at the game. Master and Familiar can communicate telepathically over a short distance. Familiars must obey the commands of their master as long as they do not violate the Familiar's Character Code of Conduct, if they have one. A familiar takes up one of the Master's five magic item slots. Character Familiars can not be distant. If a familiar dies the Master is exhausted

Racial Disadvantages

Racial Skill Restrictions: Pixies cannot learn Brutal Strike, Meditation, Rage, or Strength.

Iron Bane: Fae creatures consider all forms of Iron to be Bane.

Flighty: Pixies find it hard to focus and start with the flaws Insatiable Curiosity, Overactive Imagination, and Impatient for which they gain no benefit.

INNATE SPELLCASTING [100 Boons to unlock]

Pixie Innates: Pixies may select any two 0th or 1st level Arcane spells which they can cast for free, verbalized, for no cost. This ability can be used once per minute. At Mid, High, and Epic level the Pixie gains one additional 0th or 1st level Arcane spell they can use with this ability. Specialization and other abilities never allow a spell that is 2nd level or higher to be chosen.

DWARVES

Dwarves are the keepers of tradition in Shirefolk society. They are the master craftsmen of stone and metal, the priests, the judges, and the Lore-wardens. They can be distinguished from other Shirefolk by their beards, their dress, and their armor. Dwarves are often compared to the stability of the Earth; they are slow to anger, but erupt like a volcano if antagonized. Dwarven etiquette is hierarchal, and any challenge to a Dwarf of higher station must also acknowledge that Dwarf's station, Rank and accomplishments. Dwarves have an unshakeable sense of honor and see no reason to lie; they expect to be treated as trustworthy and those who question a Dwarf's word often draw their anger. Dwarves never forget a slight and fight like a well-trained machine until their foes are vanquished; they rarely promote war, but will see it to its end. The Dwarven demeanor can best be described as taciturn and practical; they talk straight and can be rather tactless. Dwarves have a natural distrust of new ideas, foreign ways, and experimentation. They have developed their methods and techniques over centuries, and each piece of craftwork they make is of unquestionable quality; this is also why Dwarves don't haggle, the price of an item is firm. Dwarves may seem cheap, but are actually just frugal. Despite their parsimony, Dwarves appreciate and value well-made goods. Metal and stone goods are their specialty, they exert extreme effort to make everything perfect. Dwarven armor, weapons and luxury items are of unsurpassed quality and beauty, proving that, despite how gruff or practical they may be, Dwarves are true artists. Other Shirefolk rely on the Dwarves' stable natures, enduring strength, and loyalty.

Race (Sub-Race): Shirefolk (Dwarves)

Hit Points: 6 , **Constitution:** 8

Suggested Alignment: Lawful, Neutral, Neutral

Suggested Banned Alignment: Chaotic

Suggested Banned Religion: Ever Changing One

Barred Heritages: Elan, Arcana, Fae

Costuming

Cultural Dress: Dwarves tend to wear lots of armor and to wear earthen, dull tones.

Beards: Dwarves, even females, must have a fake beard of at least 4 inches. Dwarves with social status should have significantly longer beards. The higher a dwarf's status the longer and more ornate their beard should be. Dwarves can always regrow their beard between games.

Racial Advantages

Starting Skills: [Defensive Willpower](#) Rank 1. [Appraise](#), [Lore](#) (Nature) and [Lore](#) (Technology) Rank 2. [Craft](#) (any two) Rank 3. [Language](#) (Argead, Shirefolk).

Layered Armor: Dwarves can stack two layers of Real Armor. At low tier one must be light. At mid tier one must be light or medium. At high and epic tiers it may be any two types of armor. They suffer the combined hindrance of all their armor and if any layer is natural armor a real prop must be used to represent it. Only one bonus Armor for Real Armor, and one Constant Bonus for magic armor can be applied.

Resistant: Dwarves are able to burn off poisons and diseases rapidly. By taking 3 Constitution damage, the Dwarf is able to cure themselves of any normal poison or disease.

Racial Disadvantages

Racial Skill Restrictions: Dwarves may not purchase Casting (Arcane and Psionic). They have trouble with DAC. The base cost for these skills is doubled when purchasing Ranks 6 or higher.

Honor and Pride: Dwarves are honorable and do not lie. Dwarves are prideful and get short-tempered when people mock them, their crafts, or their heritage. Dwarves are guarded and resistant to change.

Movement: Dwarven movement is significantly slower than that of other races; this must be shown by the character. Dwarves rarely run and never run first; their movement must be plodding and methodical.

Beards: If a dwarf does not have a beard they lose half their Constitution, their racial Resistant ability, and their racial Dwarven Armor ability until they re-grow their beard. If a character loses their beard mid game they suffer these penalties.

GNOMES

If Shirelings are the inspiration and Dwarves are the labor, then Gnomes are the plan that fits the pieces together. Gnomes are concerned with how things work, making them the academics of the Shirefolk races. They love knowledge for knowledge's sake and study any new gadget, method, material, or idea. Gnomes are the primary mages, herbalists, alchemists, scientists, and philosophers of the Shirefolk. Gnomes tend to make their homes in low hills near arable land. In small numbers they can be found everywhere depending on their experiments. No matter what task a Gnome chooses to do, they are diligent workers who enjoy their leisure time with equal enthusiasm. Gnomes are focused on star-reading and portents as time, cycles, and the order of things comprise the greatest working machine of all. Gnomes apply their unending need to understand to the universe in general to try and define how it applies to practical things and peoples; in this, they quest for nothing less than a complete understanding of the cosmos's workings. Because Gnomes deeply respect wisdom and knowledge, they carry that respect to the methods that rule how anything works; magic, growing things, time, stars, energy and balance. Like Shirelings, Gnomes like a good tale and are often skilled tellers. Also like Shirelings, Gnomes are tolerant and good-tempered, but dislike rudeness. Like Dwarves, they are fastidiously hard-working, but whereas the Dwarves rely on millennia of traditions and honing to perfect their skills, Gnomes research and adapt theirs as things change. Other Shirefolk rely on the Gnomes understanding, intellect, dedication, and ingenuity.

Race (Sub-Race): Shirefolk (Gnomes)

Hit Points: 2, **Constitution:** 4

Suggested Alignment: Neutral, Neutral, Neutral

Costuming

Gnomes tend to wear earthen tones and to wear their tool belts all of the time, when you look at a Gnome, their profession is obvious. Gnomes are required to have a large bulbous nose. In Gnomish society, they are a sign of status, and the size of your nose should reflect your Rank or potential.

Racial Advantages

Starting Skills: [Craft](#) (any 2), [Defensive Willpower](#) and [Disarm Trap](#) Rank 1. [Appraise](#) and [Lore](#) (Technology) Rank 2. [Language](#) (Argead, Shirefolk). [Halo](#) 1 purchase. [Mana](#) 1 purchase.

Technology: Gnomes start with one piece of Gnomish Technology worth 200gp or less.

Star-Reading: During the set-up phase of each game, a Gnome character can ask the referee what the stars foretell will happen this day. The Gnome may choose to be given a general reading or may elect to know what the stars suggest about a certain topic.

Masters of Illusions: A Gnomes Offensive Willpower is considered to be two higher when casting Illusions and their Defensive Willpower is considered to be four higher when confronting illusions.

Racial Disadvantages

Racial Skill Restrictions: Gnomes can not purchase Casting (Psionics). They have trouble with Brutal Strike, Combat Mastery* and Rage. The base cost for these skills is doubled when purchasing Ranks 6 or higher. *This restriction does not apply to Combat Mastery with Crossbows, Firearms, or Siege Weapons.

Journal: Gnomes must write up each game they attend as a journal article on the Forum. This must be done before the next Character update.

Double Hindrance: Gnomes treat armor as if its hindrance is double. Hindrance from shields and Magical Armor Class is unaffected.

SHIRELINGS

Shirelings are the explorers and adventurers of Shirefolk society. They are childlike, innocent, light-hearted and fond of jokes; they go through life with a light heart, and regard those who don't do so with gentle humour. Many think them stupid, but they are merely insatiably curious, to the point that it overwhelms their common sense.

No matter how far a Shireling travels, they always return often to the hills and fields of their birth. Despite their seemingly lazy ways, Shirelings make excellent farmers and enjoy nature's bounty. Shirelings are excellent diplomats, traders, and scouts due to their keen eyes, nimble feet, and bright minds. Strangers bearing gifts, items for trade or stories are always welcome at their camps. They especially love good jokes, clever stories, riddles, and games. Woodwork, clothing or leatherwork made by a Shireling is likely to be of good quality and to outlast similar goods. Shirelings do, however, reserve the right to sell substandard goods to those who they feel have earned a pranking. Shirelings prefer to dress in jewel-bright colors and eye-catching designs, accented with the perfect accessories. Shirelings love new objects, and have a liberal view of ownership; they often 'acquire' things during the course of their lives, these are things that interest or entertain them that they gather to examine later; Shirelings rarely steal for malicious, greedy or jealous reasons, but anything they 'acquire' is clearly supposed to be in their possession, at least for now. There are few things a Shireling will not pick up during their travels, however, they tend to respect the rightful place of works of art that artists have worked hard and honestly on, unless they are being misused or mishandled. Other Shirefolk rely on the Shirelings wit, fearlessness, and imagination.

Race (Sub-Race): Shirefolk (Shirelings)

Hit Points: 2 , **Constitution:** 4

Suggested Alignment: Neutral, Good, Hopeful

Suggested Banned Alignment: Non-Hopeful

Barred Heritages: Undead

Costuming

Shirelings wear bright colors, unless trying to be stealthy; their costumes are made of interesting pieces and accessories. They are always able to pull something new and exciting from their pockets.

Shirelings each have a signature item, like a jaunty hat, which the character must always have visible on their person, even when they are in disguise. Shirelings do not wear shoes; if possible manipulate your footwear to appear barefoot.

Racial Advantages

Starting Skills: [Climb](#), [Craft](#) (any one), [Heightened Senses](#), [Open Locks](#), [Pick Pockets](#), [Stealth](#) and [Tracking](#) Rank 1. [Craft](#) (any one), [Lore](#) (Nature) and [Lore](#) (Technology) Rank 2. [Language](#) (Argead, Shirefolk).

Resist Fear: Shirelings are resistant to fear and terror effects and have +6 Willpower against these effects, however, they must approach and be interested in the source of the fear.

Exceptional Luck: Shirelings are naturally lucky. As such, they gain the [Exceptional Luck](#) merit for free.

Racial Disadvantages

Racial Skill Restrictions: Shirelings can not learn Casting (Psionics). They have trouble with Brutal Strike, Rage and strength. The base cost for these skills is doubled when purchasing Ranks 6 or higher.

Racial Flaws: All Shirefolk begin play with the flaws Insatiable Curiosity and Overactive Imagination, for which they receive no benefit.

CHAPTER 5: SKILLS

Skills

Ranked Skills: Each Rank in this skill costs that Rank times the Base Cost. A Base Cost 10xp Ranked Skill would cost 10xp for Rank 1 and another 20xp for the Rank 2 (30xp total) and 30xp for Rank 3 (60xp total) and so on.

Multiple Purchase Skills: These skills don't have ranks. Each time they are purchased the cost is the same. There will be a limit to the number of purchases that can be made.

One Off Purchases: This skill can only be purchased once. Multiple purchases would have no benefit.

Ranked-Multiple Purchase Skills: This skill applies to multiple types. Ranks are purchased separately for each type and can be different ranks.

Tool Kits: Tool kits are required for certain skills and get more complicated at higher levels. The phys-rep for a tool kit must have 1 item in it per Rank. If a Character attempts to use a skill without the required Tool Kit, they suffer a -3 penalty to their Rank. Skills that require a kit include; Armor Repair, Chirurgery, [Craft](#), Disguise, Find/Disarm Trap, Escape Artist* and Torture

ARMOR REPAIR

Base Cost: 10, Ranked

Explanation: This Character can repair 1 damage per minute, per rank, mundanely. Armor can be repaired once every 15 minutes (unlike Chirurgery which is once per encounter.)

Tool Kit: A toolkit has 1 prop per rank, otherwise the Character suffers a -3 penalty to their rank.

BLUFF

Base Cost: 10, Ranked

Explanation: This Character is good at lying. This skill is opposed by Detect (Deceit) but also Torture. Success means the targets believe the Character is telling the truth, even when they are lying.

BRIDGE (TYPE)

Base Cost: 100, Multiple Purchase.

Explanation: Choose Constitution, Halo, HP or Mana with each purchase. This Character can transfer this resource between themselves and another person, or between two other people. Skin contact must be made. For each 2 points taken, 1 point is received. 50% is lost. It takes 1 second to receive 1 point of a resource.

Resources can only be taken from someone who is willing. Unconscious persons can only receive resources. Reaching 0 resources does not cause [Bleeding Out](#). This Character can bridge as much as

often as they want, but are still restricted to spending twice their total of any resource during a single game.

CASTING (ARCANE, BARDIC, DIVINE, NATURE OR PSIONIC)

Base Cost: 30, Ranked, Multiple Purchase

Requirement: Casting (Divine) requires Faith at same rank.

Explanation: This Character can cast spells.

Learning Spells: A Character can spend 10gp/level and 1 Monthly Action to learn any spell they have access to (See Sphere Access).

Free Stuff: A Character learns 2 spells free and gains either 10 Mana or 5 Halo with each rank of Casting.

Casting Spells (Arcane, Divine and Nature): The Caster spends 5 seconds/level incanting and 1 mana/level and says the spell's name.

Casting Spells (Psionic): The Caster gestures or meditates for 5 seconds/level and 1 Halo/level and says the spell's name. (See [Caps and Limits](#).)

Casting Spells (Bardic): The Caster performs for 1 min/level and spends 1 halo/level. The spell takes effect immediately and ends if the performance stops. May not be verbalized or silenced.

Concentration: While casting or performing if a Caster takes an attack with more damage than their Defensive Willpower, if they run, talk about something else, attack or end a spell, their spell fails and the halo or mana is lost.

Hindrance: The highest level of spell that a Character can cast is 15 minus the amount of hindrance they have.

Preferred Sphere: The first time a Character learns any form of casting, with Attunement or Casting, they can choose one Preferred Sphere: They gain Sphere Access Rank 1 and Specialist Access Rank 1, for that sphere, for free and their personality tends to start to reflect their chosen sphere.

CHIRURGERY

Base Cost: 15, Ranked

Explanation: This Character can heal 1 HP per minute, per rank, mundanely. A Character can only receive Chirurgery once per encounter. While a patient is being worked on, the clock on [Bleeding Out](#) and being Dead pauses. Restoring 1 HP stops Bleeding out. Chirurgery grants the following abilities;

Rank 1: Diagnose: Chirurgions can spend 1 minute to learn everything that is wrong with one person including curses, domination, addition and pregnancy. Willing only.

Rank 3 Re-attach Limb: The Chirurgion can spend 5 minutes to re-attach a severed limb or head.

Rank 4 Restore to Life: At Rank 4 a Chirurgion can spend 5 minutes to save someone who has been dead for less than 2 minutes.

Rank 7 Greater Restore to Life: The Chirurgion can spend 5 minutes to save someone who has been dead for less than 10 minutes.

Rank 10 Resurrection: The Chirurgion can spend 5 minutes to save someone who has been dead for less than an hour to life but it still counts as Character Death.

Tool Kit: A Chirurgion without a tool kit containing one tool per rank, suffers a -3 penalty to their Rank.

CLIMB (BALANCE, USE ROPE)

Base Cost: 5, Ranked

Explanation: This Character can Climb, Balance and Use Ropes exceptionally well. The Storyteller sets the DC. Rank 5 and lower represents normal obstacles with 6 to 10 pushing up into the ridiculous feats. When using a Phys-Rep challenge a Character will be able to 'let go', 'fall or step off a beam' or otherwise fail once per Rank in Climb. Restraining someone is opposed by Escape Artist or Strength.

Hindrance: This skill suffers a -1 penalty to the rank for each point of Hindrance.

COMBAT MASTERY (TYPE)

Base Cost: 30, Ranked, Multiple Purchase

Explanation: This character does 1 more maximum damage for each odd rank purchased and 1 more standard damage at each even rank purchased. When a Character reaches rank 10, they will do +5 Standard damage and +5 Maximum damage. A Character can only use one Combat Mastery at a time.

Type: Choose either a Style ([Single Medium](#), [Single Small](#) or [Two Handed](#)) or a Weapon (Choose: [Axe](#), [Club](#), [Claw](#), [Dagger](#), [Mace](#), [Polearm](#), [Staff](#), [Sword](#), [Bow](#), [Crossbow](#), [Pistol](#), [Rifle](#)) or Dual Wielding (Choose: [Duel Melee](#), [Double Weapon](#), [Dual firearms](#).)

Melee/Thrown/Fired: Combat Mastery applies to all these types of use, if the weapon can normally be used that way. Thrown weapons must be safe to throw (coreless and soft) or they may not be thrown.

Two Handed: If a weapon or style requires two hands (such as a staff, or sword and shield) and the Character's arm is crippled, they no longer benefit from that Combat Mastery.

Dual Wielding: When Dual Wielding, a Character can not use any Strike skill.

Point Blank: If a Character is close enough that firing a bow or crossbow might cause injury, the Character can call "Point Blank" instead of actually firing their weapon. Each "shot" must be loaded then unloaded.

Shields: Shields are not weapons and are not considered for Combat Mastery. Only Bucklers may be on an arm used to hold a weapon.

CONSTITUTION

Base Cost: 10, Ranked

Explanation: This Character gains 1 more Constitution (Max 10 total). This is used to resist disease and poison. Characters can only have 1 HP per point of Constitution (x2 at Mid tier, x3 at High tier and x4 at Epic.). A Character whose Constitution drops to 0 falls unconscious. If this was caused by damage they are also [Bleeding Out](#). (See [Caps and Limits](#).)

CRAFT (Combat, History, Law, Magic, Nature, Religion or Technology)

Base Cost: 20, Ranked, Multiple Purchase

Explanation: By spending 1 Month Action this Character makes either earns 10gp per rank. or crafts

10gp per rank of an item. The item is made when its entire cost is crafted. This Character can craft items whose rank is equal or less than their Craft rank.

Appraise: A Crafter can successfully appraise any item they can make.

Masterwork: At Rank 5, Characters can make Masterwork items.

Crafting Categories

Combat (Blacksmith): The blacksmith works with metal, glass, wood and leather to make tools, armor, and weapons. Fighting jobs such as assassin, bodyguard, guard, martial arts instructor, soldier and torturer

History (Alchemy, Achitecture): An Architect builds big things; Buildings, ships and fortifications. which for the most part, will not directly affect in-game LARP. Heralds, archeologists, linguists and translators, scribes and some lost arts.

Law (Traps): This Character can make traps. Jobs that enforce or break the law. Police, non-military guards, heraldry, judges, lawyers, squires, assassins and pickpockets.

Magic: This Character can make masterwork items made with the other Craft categories, into magic items. Scribe, Lore keeper, Language Teacher.

Nature (Herbalism): Herbalism is the crafting of drugs, pastes, draughts and so forth, that heal or repair in a mundane fashion. Jobs related to nature such as farming and agriculture, animal husbandry and map making. This also includes fabrics and clothing.

Religion (Alchemy): Alchemy crafts drugs, pastes, draughts and so forth, that harm or transform in a mundane fashion. Clergy work, recording and teaching religious history and faith, crafting magical items, prophets, cult leaders, magical and mundane healers.

Technology: This Character can make technological items. Technology greatly overlaps the blacksmith in tools but the results are much more complicated.

DAC (DEXTERITY ARMOR CLASS)

Base Cost: 15, Ranked

Explanation: This Character has 2 extra hits, per Rank, which come off first and represents dodging an attack. DAC only applies when an attack can be detected. DAC returns at the end of each Encounter or after 10 minutes of rest, such as sitting or walking.

Hindrance: Each point of Hindrance reduces DAC by 1 Global Hit.

DETECT

Base Cost: 10, Ranked

Explanation: By spending 5 seconds and concentrating this Character can detect one aspect of a single target within 10 feet. Detect is opposed by Hide and Bluff and can be noticed with a higher rank of Heightened Senses. **At each rank choose one;** Aberration, Demon, Undead, Deceit (vs Bluff), Faith, One Alignment Type (Good, Evil, Lawful, Chaotic, Hopeful or Oblivion), Magic, Persona (vs Disguise). (Neutral Alignment can not be detected.)

Rank 10: At Rank 10 the Character can start over at Rank 1 to get more types they can detect.

DIPLOMACY

Base Cost: 20 ranked

Prerequisite: None

Explanation: Each game this Character has 1 point of Diplomacy per rank. A Character can spend 1 point of Diplomacy to influence one target using roleplay. This can make the target rage (or stop), hostile or passive (for a minimum 10 seconds), agree or disagree with a point, overcome fear or emotional effect or temporarily negate a phobia.

Roleplay: During roleplay a Character can use their Diplomacy rank as a soft-skill to represent charisma and influence and to avoid being rude or making a faux-pas.

Resist: Diplomacy is resisted by Defensive or Offensive Willpower or by spending 1 point of Diplomacy to counter the Character's influence. Diplomacy can not force someone to break their Character Code of Conduct or to do things that are absurd.

See Also: [Households](#).

Examples:

"Diplomacy Rank 2, don't attack that person for 10 seconds."

"Diplomacy Rank 2. agree with my one point that bent swords are kind of ugly during this argument."

"Diplomacy Rank 2, look at that amazing crack in the wall, it goes all the way to the top."

DISARM TRAP

Base Cost: 10, Ranked

Explanation: Through roleplay, this Character can disarm a trap with a Rank up to their Rank in this skill without setting it off.

Tool Kits: Disarm Trap requires a tool kit. The phys-rep for a tool kit must have 1 items in it per Rank. If a

Character attempts to use a skill without the required Tool Kit, they suffer a -3 penalty to their Rank.

DISGUISE

Base Cost: 10, Ranked

Requirements: Costuming and/or makeup to create a disguise.

Explanation: A character with this skill is able to change their own appearance to avoid being recognized. There is a -2 Rank penalty for being a specific person, or another race. (These stack). Opposed by Heightened Senses and Detect.

Notes: Any actual racial costume requirements must still be met at the start of the game.

ESCAPE ARTIST

Base Cost: 10, Ranked

Explanation: Some Characters are particularly skilled at wiggling free regardless of how they are being restrained. Characters with Escape Artist can use it to oppose Strength, Grapple or Use Rope used to restrain them. In the case of mechanical restraints or a trap, the Storyteller sets the opposing Rank.

Tool Kit (locks only): A toolkit has 1 prop per rank, otherwise the Character suffers a -3 penalty to their rank.

FAITH

Base Cost: 10, Ranked

Requirement: Faith must be dedicated to a single deity.

Explanation: Choose a deity for Faith. Characters require Faith equal to their Casting (Divine) rank. A Character may use half their Rank in Faith (rounded down) instead of Defensive Willpower. Characters gain 10 Mana per rank of Faith. This can not exceed the hard limit of 250 mana.

Characters with high Faith are required to role-play that Faith at all times, failure to role-play an Character's Faith can result in temporary or permanent Faith loss.

Faith Casting: Characters can cast spells from their deity's Divine Sphere up to a level equal to half their Rank in Faith, (rounded down).

Don't take Faith lightly. The Gods are dead. When you take Faith, you are casting a vote. You will be rewarded with power but you are also offering a conduit from outside our world back into it. Be careful what you let

in, lest our world become a nightmare greater than it already is, if you can imagine such a thing. - The Torch of Minera

GRAPPLE

Base Cost: 15, Ranked

Explanation: Some Characters are extremely skilled at pinning others to prevent them escaping and to control their movement.

A Character can Grapple a target unless they call equal or higher Escape Artist, Grapple or Strength. Neither person can take any other action during a Grapple except the Grappler can move the two slowly. Grapple requires TWO hands touching anywhere (be appropriate).

GUILD RANK

Base Cost: 10 **Boons**, Ranked, Multiple Purchase.

Explanation: Each class requires Guild Rank in a particular guild. At Low Tier this rank is 1. At mid tier it is 3. At high it is 5. At epic it is 8. With each separate purchase choose a different guild. Characters can belong to up to two guilds.

HALO

Base Cost: 10, Multiple Purchase

Explanation: Each purchase increases the Character's Halo statistic by 5. Characters gain 2 Halo per level for Free. The maximum allowed halo is 50 at low tier, 100 at mid tier and 150 at high and epic. Halo can be refunded if a Character is over the limit.

At 0 Halo a Character is Unconscious. After 15 minutes they regain 1 Halo.

Bulk Purchase: Characters can make 2 purchases of Halo for 1 Monthly Action.

HANDLE ANIMAL (RIDE)

Base Cost: 10, Ranked

Explanation: This Character can gain some control over animals, and even ride them. Opposed by Defensive Willpower. The animal will not violate it's Character Code of Conduct.

HEIGHTENED SENSES

Base Cost: 15, Ranked

Explanation: The Character has highly tuned senses. Opposed by Detect, Disguise, Hide, Pick Pocket and Illusion Spells.

Rank 5: This Character can ignore the loss of one sense. They are immune to gaze attacks.

Rank 10: This Character can ignore the loss of any senses.

Negative: Rank -1 represents difficulty seeing or hearing. At Rank -2 a Character is effectively blind and deaf.

HIT POINTS

Base Cost: 10, Multiple Purchase

Explanation: Hit Points (HP) is the amount of damage a Character can take before starting to die. Each purchase increases this number by 1. See [Limbed](#), [Bleeding Out](#), [Sever](#) and [Coup de Grace](#), all under Rules of Life.

HP and CON: Every race's maximum HP is equal to their Constitution score. This increases from x1 low to x2 at mid, x3 at high and x4 at epic. Buying ranks in Constitution increases the limit. A Low Tier Character can buy up to 4 Ranks in Constitution above their starting Constitution. A Character's total Constitution can not exceed 10. (See [Caps and Limits](#).)

Bulk Purchase: Characters can make 2 purchases of Hit Points for 1 Monthly Action, instead of 2 if they wish.

LANGUAGE (TYPE)

Base Cost: 5 or 10, Multiple Purchase

Explanation (10xp): Each purchase grants one Language.

Common Language (5xp): Bestial, Elvish, Horde, Human, Fae and Shire.

Specific Languages: These are vanity languages, one for every sub race.

Ancient Languages (10xp each): This is an ancient version of any other language.

Secret/Code Languages (10xp each): These are languages that few people know, such as Druidic. If Characters spend a total of 100xp they can make such a language.

LAY ON HANDS

Base Cost: 20, Ranked

Prerequisite: Good Aligned. Faith Rank 1 in non-evil Deity.

Explanation: Some good Characters have the ability to heal the wounds of others by laying their hands upon them.

This Character can heal a number of Hit Points equal to 2 times their Rank by concentrating for 5 seconds and making skin to skin contact, on others only. This costs 1 Halo per rank and can only be used once each encounter.

LORE (COMBAT, HISTORY, GEOGRAPHY, LAW, MAGIC, RELIGION, TECHNOLOGY)

Base Cost: 5, Ranked, Multiple Purchase

Explanation: This Character knows stuff, about stuff. Lore is broken into 7 groups. Every question will be assigned to one of these groups.

Skill Lore: Each skill you have gives you Lore, but just in that skill. If you have Climb Rank 3, you may call Lore (Climb) Rank 3.

Lore Guidelines

Combat: This covers weapons, tactics, strategy, war, anything made for killing or harming, torture, strength, exercise, martial arts, and Craft (Blacksmithing). **Races:** Horde. **Skills:** Might skills.

History: This includes royalty, wars, colonies, migrations, founding of cities, ancient languages, customs and peoples, ancient artifacts, history and Craft (Architecture). **Races:** Taylings. **Skills:** Intellect skills except Crafting.

Law: This includes nobility and royalty, lineages, heraldry, family trees, mottoes, personalities, scandals, criminal empires, crime, law enforcement, rules, punishments, knightly orders, monks and Craft (Traps). **Races:** Human. **Skills:** Agility (because they are used to break the law).

Magic: Magic includes ancient mysteries, magical traditions, arcane symbols, cryptic phrases, Constructs, Dragons, Spells, magic, magical items, Magical Beasts and Craft (Magic). **Race:** Elves, Low Fae. **Skills:** Magic (arcane) skills.

Nature: This includes nature, the elements, astronomy, astrology, lands, terrain, climate, people, animals, giants, monstrous humanoids, seasons and cycles, weather, vermin, maps, Craft (Herbalism) and the Planes. **Races:** Beastkin. **Skills:** Connection and Magic (Nature) skills.

Religion: This covers gods and goddesses, angels and demons, death, dreams, mythic history, ecclesiastic tradition, holy symbols, undead, faith, fate, origins of the world, prophecy, cults, Craft (Alchemy) and Halo. Healing and anatomy, greatly the providence of the Divine, also fall into this category. **Races:** Taylings. **Skills:** Connection and Magic (Divine) skills.

Technology: Technological Lore includes construction, buildings aqueducts, bridges, fortifications, Gnomish, Goblin, Minerian technology, puzzles and Craft (Technology). **Races:** Shirefolk, Goblins and Minerians. **Skills:** Crafting and Magic (Psionic) skills.

MANA

Base Cost: 10, Multiple Purchase

Prerequisite: Casting (any) Rank 1

Explanation: Spells are fuelled by Mana. Some Characters train themselves to generate more Mana to be able to cast more spells. Each purchase increases the Character's Arcane Mana points by 10. Characters also gain 10 free points of Mana per level of Casting and per Rank of Faith.

Limit: Characters can have 50 Mana at low tier. This increases to 100 at mid and 150 at high and epic. (See [Caps and Limits](#).)

MEDITATION (TYPE)

Base Cost: 20, Ranked, Multiple Purchase

Explanation: Choose (Constitution, Halo, HP or Mana) with each purchase. If a Character actually meditates for 5 minutes, they regain 1 point per Rank of that resource. Only one resource can be regained at a time. A Character can attempt to meditate once after each encounter. If they move, speak or open their eyes, in or out of Character the meditation fails.

NATURE'S ALLY

Base Cost: 20, One-Off

Explanation: This Character is an ally of nature. Anyone who abuses nature, natural plants and animals or the environment may have to refund the skill and/or be banned from taking it again.

OPEN LOCKS

Base Cost: 5, Ranked

Some have perfected the skill of opening locks without a key. Characters with this skill are able to use their ranks against a difficulty determined by the Referee. Use of this skill takes 1 minute of active roleplay.

Note: Characters must have lock picking tools (a toolkit) on them to use this skill.

PICK POCKET

Base Cost: 10, Ranked

Explanation: This Character can move small items around without notice, steal items, plant items on others, or just making items vanish from sight. Pick Pocket is opposed by Heightened Senses.

PP Mechanic: The Pick Pocket must maintain contact with the target for 30 seconds minus 2 seconds per rank. Pick Pocket is opposed by Heightened Senses.

Income: For 1 Monthly Action, this Character may plant a debt card on the target. The target loses that much money and the Character gains that much, up to 10gp per rank they have in Pick Pocket.

Real: Characters may use real Pick Pocketing but must act appropriately with any physical contact and should discuss limits out of game. Consequently Characters should not hide steal-able items in inappropriate locations.

Further, out-of-game items may never be taken. In-game props may only be taken with permission. So normally all that is taken is the item tag. Real, criminal activity will be treated as such.

RAGE

Base Cost: 20, Ranked

Explanation: Some Characters are capable of driving themselves into a berserk fit, which must be obvious to others. Entering a Rage takes a few moments but is free and should be loud and obvious. While raging, Characters may attack obvious opponent's first but then will turn on anyone who could be perceived as a threat, such as any armed ally. Rage lasts 2 minutes per rank.

While Raging a Character may treat their Rank in Brutal Strike, Defensive Willpower and Strength the same as their Rank in Rage. They gain 4 extra Hit Points per rank which are lost first. They are immune to mind effects, fear and pain but must react to hits. They can't use any other skills except Brutal Strike, Climb, Combat Mastery, Tactics, Swim and Willpower.

Exhaustion: After leaving a Rage, the Character is Exhausted until the end of the encounter. While Exhausted the Character cannot spend Halo and their DAC and Strength are considered to be 0 and they can not run.

Threats and Targets: A 'threat' is greatly up to the raging Character. Generally it includes anyone fighting or ready to fight. Throwing one's self on the ground, hiding or fleeing is a good way to be less of a threat. Targets include anyone the rager finds offensive or dislikes and groveling may or may not help.

RITUAL MAGIC

Base Cost: 20, Ranked

Explanation: This Character can perform Rituals. See [Ritual Magic](#).

SPHERE ACCESS (SPHERE, CASTING TYPE)

Base Cost: 15, Ranked

Prerequisite: Casting (any) Rank 1

Explanation: This Character can cast spells of level 1 to 10 in the chosen sphere if their Casting is high enough to do so. If a Character reaches Rank 10, they can start over again at Rank 1.

SPHERE ACCESS, SPECIALIST

(SPHERE, CASTING TYPE)

Base Cost: 35, Ranked

Prerequisite: Attunement (same Casting Type), Sphere Access (same Sphere).

Explanation: With each purchase of this skill choose one Sphere of Magic. The Character pays 1 less Mana (or Halo if they have Sorcery) to cast 2nd to 11th level spells in the chosen sphere. 1st level spells are free once per minute, otherwise they cost the normal amount. (No other aspect of the spell is changed; level, casting time, training cost etc.) This skill can only be taken once per Sphere.

STEALTH (AKA HIDE)

Base Cost: 10, Ranked

Explanation: This Character can hide if around 50% of them is covered by bushes or terrain. Moving reduces the rank to half. Bright colors gives a -2 rank Penalty. Stealth suffers a -1 penalty to the rank for each point of Hindrance. Stealth is opposed by Heightened Senses with a tie going to Stealth. Casting, attacking, talking etc ends Stealth. A Character can Support 1 other Character while both are using Stealth through hand signals.

Sign: Hold your hand(s) over your face with fingers indicating your Stealth Rank.

Real Stealth: Player and Crew are encouraged to actual hide and actually look for hidden people when possible. Please avoid using Heightened Senses to find someone who has taken the effort to actually hide. This is Live Action.

STRENGTH

Base Cost: 20, Ranked

Explanation: For 2 Halo the Character can use Climb, Escape Artist, Grapple, or Swim at the same Rank for roughly 10 seconds.

When multiple persons work together, Strength combines, but this number is only a guide for the Storyteller to make a ruling.

Characters at negative Strength are unable to lift normal objects.

Strike: Elemental Damage (Chosen Element)

Base Cost: 20, Ranked, Multiple Purchase

Prerequisite: Casting (Arcane) at same Rank.

Explanation: Choose an element. (Earth, Air, Fire, Water, Light, Dark, Ice or Magma). This Character does 1 extra damage per Rank with spells that deal damage of that element

Strike: Favored Enemy (Chosen Race)

Cost: 20, Ranked, Multiple Purchase

Explanation: Choose one race (Beastkin, Elf, Horde, Human, Low Fae, Shirefolk, Taylings, Undead, Demons or Aberrations). Add 1 to Maximum Damage per Rank against the chosen race. (Each multiple purchase applies to another race.) This works with all weapon types.

Strike: Brutal Strike

Cost: 20, Ranked

Explanation: Add 1 to Maximum Damage per Rank when using a two handed melee weapons.

Strike: Merciful Strike

Cost: 15, Ranked

Prerequisite: Subdual Damage

Explanation: Add 1 to Maximum Damage per Rank when dealing Subdual Damage. If this Character has dealt lethal damage this encounter, they can not use Merciful Strike.

Strike: Numbing Strike

Cost: 20, Ranked

Explanation: Call “numbing strike” and damage. Add 1 to Maximum Damage per Rank. This attack only works on arms or legs. The target can ignore the damage if they wish, but that limb is useless for 1 minute. Any healing removes this effect.

Strike: Vital Strike

Cost: 20, Ranked

Prerequisite: [Stealth](#) at same Rank.

Explanation: Add 1 to Maximum Damage per rank. Vital Strike only works when wielding a single small weapon, or claw when the target is unaware the blow is coming. Undead are immune.

Subdual Training

Base Cost: 30, One Off

Explanation: Subdual damage goes away at the End of Encounter or instantly with any healing and does not cause [Bleeding Out](#). Call “Subdual” with each hit. (If you keep hitting someone at 0 it eventually becomes lethal again.)

SUPPORT

Base Cost: 30, Ranked

Explanation: This Character can loan their ranks in one skill to any other Character by talking them through using the skill.

This doesn't work for Spellcasting, mana, halo or hit points.

SWIM

Base Cost: 5, Ranked

Explanation: This Character can swim at a walking pace if the difficulty of the water is equal or lower than their Rank.

Hindrance: Each point of hindrance lowers a Character's Rank in swim by 1.

TACTICS

Base Cost: 20, Ranked

Explanation: At Rank 1 the Character gains 1 Tactic for free. (Each additional Tactic must be purchased separately and costs 100xp.) Each Tactic can be used once per minute for 2 Halo. Call the tactic name and Rank. Equal or higher rank in Tactics resists.

Ranked Tactics: The Archer must hit the mentioned body location and can not fire or attack again for the 10 second duration (if there is one).

Blind – 100xp

Explanation: Target is blind, up to 10 seconds, while their shoulder is touched with this Character's weapon.

Deafen – 100xp

Explanation: Target is deaf, up to 10 seconds, while their shoulder is touched with this Character's weapon.

Disarm – 100xp

Explanation: The weapon in the arm touched, or weapon touched, must be dropped.

Distract – 100xp

Explanation: The Target pays attention to the Character, up to 10 seconds, while touched with this Character's weapon.

Mute – 100xp

Explanation: Target is mute, up to 10 seconds, while their shoulder is touched.

Pin – 100xp

Explanation: The target can't move, up to 10 seconds, while their leg is touched with Character's weapon.

Push – 100xp

Explanation: Target is forced 10 feet away from the Character.

Taunt – 100xp

Explanation: The Target can only attack this Character, up to 10 seconds, while touched by this Character's weapon.

Trip – 100xp

Explanation: Target falls down.

TRACKING

Base Cost: 5, Ranked

Explanation: Some Characters can track those who have passed across their current track.

With a few seconds of examination of unspoiled tracks a Character can ask a referee for information about the tracks around them, the amount of detail provided is linked to the Characters ranks in Tracking. Trackers can pick up direction, numbers, how long ago, speed of movement, how burdened the quarry was, and even analyze the way they are walking. Tracking directly opposes Stealth to track someone who is moving stealthily or attempting to conceal their tracks.

Rank	Ability
1	Can track people over soft ground, dusty floors, or snow.
2	Can analyze how burdened the quarry is.
3	Can analyze how fast the quarry was moving.
4	Can analyze how tired the quarry is.
5	Can analyze how injured the quarry is.
6	Can track people using spells like Pass Without Trace, although they do so with a Constant -5 penalty.
7	Can recognize false trails.
8	Can analyze the quarry's mood.
9	Can track over dustless, iron hard surfaces.
10	Can analyze whether the quarry is right or left footed/handed.
11	Can track Characters flying no higher than 20 feet above the

WILLPOWER, DEFENSIVE

Base Cost: 15, Ranked

Explanation: This skill rank is used to resist many other abilities and spells, especially mind affects and fear. Ties go to the defender. A Character with negative Willpower will generally avoid all conflict and are likely to do as they are told.

WILLPOWER, OFFENSIVE

Base Cost: 30, Ranked

Explanation: This is the aggressive use of Willpower and is used to overcome Defensive Willpower, often for abilities, spells, especially mind effects and fear. A Character with negative Offensive Willpower can not attack.

CHAPTER 7 MAGIC

Spells (Spellcasting)

Stacking: Characters and Objects can only have 1 of each spell type on them at a time. SpellCasters can only maintain 1 spell of each type. If they cast a second spell of the same type, one of the spells ends.

Cantrips: These level 0 spells are cast free once per minute, otherwise cost 1 Mana. They take 3 seconds to cast. They are free to learn.

SPELLS: TYPES

Contingency: A Caster can only maintain one of these variable condition spells at a time.

Curse: Characters can have any number of curses, but can still only maintain one at a time.

Elemental Protection: These provide Damage Reduction to Elemental Damage. A Character can only have resistance to one element. (Racial elemental DR does not count towards this limit.)

Enchantment: Enchantments are a miscellaneous category of spells that offer an ongoing effect.

Illusion: Illusions are not real so can be deliberately disbelieved. They are resisted by Defensive Willpower but can be ignored by resisting with Offensive Willpower.

Instant: This spell has no duration. Anything it does is a permanent change that is not maintained by magic. As a result it can not be dispelled or affected by a null area later.

Magical Armor Class: The spells provide a Magic Armor Class. Once the MAC is gone, the spell ends. MAC can not be mended.

Magical Shield: These spells provide special defenses, such as the ability to stop or reflect a single blow.

SPELLS: CASTING TIMES

Casting Time: The Character must incant for 5 seconds per level of the spell.

Silent Spells: Silent spells require the same amount of time to cast, but use somatic gestures.

Verbalized Spells: Power Word spells, Verbalized spells and Psionic spells are verbalized. Only the name of the spell, and possibly conditions and the target, must be spoken.

You Must Say This: This is an explanation of the spell. It may be part of the verbal components or part of the explanation, at the Caster's discretion.

Disruption: If a Caster stops concentrating the spell is lost and the Mana is wasted. If the Caster takes damage greater than their Defensive Willpower, suffers a fear, rage, dominate or other effect, they lose concentration.

Arcane Magic

ELEMENTAL DAMAGE SPHERE

The Elemental Damage is not the same as other Arcane sphere's of magic. It is a generic damaging sphere. Each time a Character purchases Sphere Access (Elemental Damage, Minor and then Major) they must choose one of the seven elements; Earth, Air, Fire, Water, Light, Dark, Ice. There is only one spell at each level. This spell does damage equal to the spell's level with a packet. The spells' names are merely their elemental type and level. For example, if a Character has chosen fire and has Rank 4 casting, they would say "Fire 4" when throwing a packet. Each spell must be learned normally and in order.

Free Verbalize: A Character may choose one element that they are best with. They can Verbalize Elemental Damage spells for that sphere, at no extra Mana cost. If a Character wishes to verbalize more than one element, they must purchase the Verbalize, or Power Word, skill.

Spell Name: [Elemental Type][Level]

Level: 1 to 10, Instant

Range: Packet

Description: The Caster deals X elemental damage to the Target where X is the level of the spell.

AIR MASTERY SPHERE

Lvl	Name	You must say	Type
0	Perfume Touch	<i>I make this spell pleasant or unpleasant this encounter.</i>	Ench
1	One Breath	<i>I delay your suffocation by 1 minute. (May be Somatically Cast for Free)</i>	Instant
1	Push	<i>I push you 10 feet back unless you have Climb or Strength 3.</i>	Instant
2	Feather Fall	<i>You ignore 50 feet of falling - verbalized.</i>	Ench
2	Pull	<i>I pull you 10 feet towards me unless you have Climb or Strength 3.</i>	Instant
3	Fluttering Leather	<i>I gain 6 MAC this encounter.</i>	MAC
3	Thrust	<i>You move 10 feet (up/down/back/forward) unless you have Climb or Str 3.</i>	Instant
4	Inhabitant of Air	<i>I gain DR 5/air and I can see through and breathe any gas this encounter.</i>	EP
4	Levitate	<i>I can fly up and down only, up to 20 feet high at 1 foot per second.</i>	Ench
5	Adjust Breathing	<i>The target adjusts to one breathing problem this encounter.</i>	Ench
5	Air Blade	<i>A weapon I am wielding does Magic or Air damage this encounter.</i>	Ench
6	Leopard's Leap	<i>I can't jump 10 feet repeatedly and ignore 50 feet of falling.</i>	Ench
6	Protection from Air	<i>I gain DR 10/air this encounter.</i>	EP
7	Thin Air	<i>Anyone in the 10 ft radius can not cast and starts suffocating this encounter.</i>	Curse
7	Flight	<i>I gain flight this encounter.</i>	Ench
8	Choking Death	<i>You choke for 2 minutes and die. (1/game)</i>	Curse
8	Fluttering Brigandine	<i>I gain 16 MAC this encounter.</i>	MAC
9	Greater Prot from Air	<i>I gain DR 20/air this encounter</i>	EP
9	Lightning Bolt	<i>Everyone I touch while walking takes 20 air (lightning) damage. 1/encounter.</i>	Instant
10	Overland Flight	<i>I can fly very quickly from one place to another outside the game.</i>	Ench
10	Personal Tornado	<i>I can push anyone and attack with push until I stop concentrating.</i>	Ench
11	Mass Choking Death	<i>For 1 minute anyone in a 10 foot radius suffers Choking Death. (Exhausting)</i>	Curse
11	Hurricane	<i>I devastate a 1 mile radius area. (Exhausting)</i>	Ench

*Complete spell descriptions can be found in the AN Advanced Rules.

ARCANE MASTERY SPHERE

Lvl	Name	You must say	Type
0	Acclimatize	<i>You adapt to the local weather for this encounter.</i>	Ench
0	Identify	<i>I know what this magic item does.</i>	Instant
1	Detect Magic	<i>What magic do I see in that thing or person?</i>	Instant
1	Arcane Appearance	<i>This will look magical this encounter.</i>	Ench
2	Arcane Deer Hide	<i>I get 2 MAC until this encounter.</i>	MAC
2	Lesser Mend	<i>In one minute I fix 5 damage anywhere on an object or one broken bone.</i>	Instant
3	Magic Weapon	<i>This weapon does magic damage this encounter.</i>	Ench
3	Lesser Elemental Resistance	<i>I gain DR 2/one element until the end of the encounter.</i>	EP
4	Arcane Studded Leather	<i>I get 6 MAC for this encounter.</i>	MAC
4	Arcane Weapon	<i>This weapon is Magic this encounter.</i>	Ench
5	Mend	<i>I repair 20 points to an object divided anywhere or 5 broken bones</i>	Instant
5	Lesser Contingency	<i>I cast a 1st-3rd level spell which takes effect upon these conditions:</i>	Cont
6	Analyze Magic	<i>I learn everything about one magic item.</i>	Instant
6	Spell Barrier	<i>The next 9th level or lower spell doesn't affect me.</i>	Shield
7	Contingency	<i>I cast a 1st-5th level spell which takes effect upon these conditions:</i>	Cont
7	Make Whole	<i>I repair 50 points to an object divided anywhere or all broken bones.</i>	Instant
8	Fifteen Point Armor	<i>I get 15 MAC this encounter.</i>	MAC
8	Mass Arcane Weapon	<i>All weapons carried by everyone touching me are Magic this encounter.</i>	Ench
9	Magic Immunity	<i>"I am immune to spells but can not cast for 1 minute"</i>	Ench
9	Wall of Force	<i>I create an indestructible wall this encounter. (1/encounter)</i>	Wall
10	Arcane Full plate	<i>I get 20 MAC for this encounter.</i>	MAC
10	Banishment	<i>I send one non-native back to its home plane for 1 year. (1/game)</i>	Instant
11	Meteor Shower	<i>I devastate a 1 mile radius.</i>	Instant
11	Summon Defender	<i>I create a new kind of Construct to serve as my bodyguard.</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

DARK MASTERY SPHERE

Lvl	Name	You must say	Type
0	Night Sight	<i>You gain Heightened Senses rank 1 to see in shadows this encounter</i>	Ench
1	Lesser Call Shadows	<i>You're hidden with Stealth Rank 3 if in shade and don't move this encounter.</i>	Ench
1	Enduring Darkness	<i>I gain DR 2/Dark this encounter</i>	EP
2	Mask of Shadows	<i>I gain Disguise Rank 3 this encounter.</i>	Illus
2	Dark Deer Hide	<i>I gain 4 MAC this encounter.</i>	MAC
3	Blindness	<i>You are blind this encounter (Willpower resists)</i>	Curse
3	Lesser Pro Darkness	<i>I gain DR 10/Dark this encounter.</i>	EP
4	Darkness	<i>I create a 10 ft sphere of darkness that blinds this encounter.</i>	Ench
4	Dark Vision	<i>You can see in darkness and up to 5th level magical darkness this encounter.</i>	Ench
5	Call Shadows	<i>You're hidden with Stealth Rank 6 if in shade and don't move. Encounter.</i>	Ench
5	Dark Blade	<i>A weapon I am wielding does Dark and/or Magic damage this encounter.</i>	Ench
6	Protection from Dark	<i>I gain DR 10/darkness this encounter. 1/game.</i>	EP
6	My Shadow	<i>My real, ooc, shadow can lift 30kg and deal 1 dark damage this encounter.</i>	Ench
7	Shadow Step	<i>I can teleport from one shadow to another twice this encounter.</i>	Ench
7	Disintegrate	<i>I destroy a touched non-living object.</i>	Instant
8	Choking Death	<i>You choke for 2 minutes and die. (1/game)</i>	Curse
8	Dark Brigandine	<i>I gain 16 MAC this encounter.</i>	MAC
9	Inhabitant of Darkness	<i>I gain Stealth Rank 5, DR 5/Dark and Light and Dark Vision.</i>	Ench
9	Disintegrating Shield	<i>The next weapon to strike me this encounter is disintegrated. 1/encounter.</i>	Shield
10	Shadow Cape	<i>I ignore falling damage, Mask of Shadows, Intimidate Rank 5 and DR 10/Dark.</i>	Ench
10	Touch of Death	<i>You die. In 2 minutes your soul departs. (Touch, 1/game)</i>	Instant
11	Eternal Night	<i>There is no light. 5 mile radius, 2 months. Dark does double damage.</i>	Ench
11	Shadow World	<i>I control all shadows within 5 miles this encounter.</i>	Ench

*Complete spell descriptions can be found in the AN Advanced Rules.

EARTH MASTERY SPHERE

Lvl	Name	You must say	Type
0	Dust	<i>I add or remove dust from a small area.</i>	Instant
1	Stone Fur	<i>I gain 2 MAC this encounter.</i>	MAC
1	Lesser Pin	<i>Unless you have Str or Escape Artist 3, your leg is pinned for 1 minute.</i>	Curse
2	Increase Burden	<i>This object requires +1 str to lift this encounter. (Willpower resists.)</i>	Curse
2	Lesser Mend	<i>In one minute I fix 5 damage anywhere on an object or one broken bone.</i>	Instant
3	Inhabitant of Earth	<i>I gain DR5/Earth and see in dust storms and breath in dirt this encounter.</i>	EP
3	Stone Leather	<i>I gain 6 MAC this encounter.</i>	MAC
4	Pin	<i>Unless you have Str or Escape Artist 6, your leg is pinned for 1 minute.</i>	Curse
4	Earth Shape	<i>I manipulate up to a 10 foot cube of earth but not stone. (1/encounter).</i>	Ench
5	Earth Blade	<i>A weapon I am wielding does Magic or Earth damage this encounter.</i>	Ench
5	Shatter	<i>I do 20 damage to an object, ignoring hardness.</i>	Instant
6	Protection from Earth	<i>I gain DR 10/Earth this encounter.</i>	EP
6	Wall of Stone	<i>I create a 20x30 wall with 100 HP this encounter. (1/encounter)</i>	Wall
7	Paralysis	<i>Unless you have Str or Escape Artist 7 you can't move for 1 min (1/encounter)</i>	Curse
7	Greater Earth Shape	<i>I manipulate up to four 10 foot cubes of earth but not stone. (1/encounter).</i>	Instant
8	Stone Brigandine	<i>I gain 16 MAC this encounter.</i>	MAC
8	Quicksand	<i>Unless you have Escape Artist or Swim Rank 5 you drown. (1/game)</i>	Ench
9	Greater Prot from Earth	<i>I gain DR 20/Earth this encounter.</i>	EP
9	Petrify	<i>In 1 min the target turns to stone. Str or Escape Artist 6 resists. (1/game)</i>	Instant
10	Stone Platemail	<i>I get 20 MAC for this encounter.</i>	MAC
10	Stone of Defiance	<i>I deal 40 Earth damage with this packet.</i>	Instant
11	Medusa's Wraith	<i>I petrify everyone I make eye contact with for 1 minute. (Exhaustion)</i>	Curse
11	Destructive Earthquake	<i>I devastate a 1 mile radius with Earthquakes. (Exhaustion)</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

FIRE MASTERY SPHERE

Fire magic is about rage, chaos and consumption, an bottomless hunger that can never be sated, but it is also about warmth, light, hope and cooked meals. It is a fickle element that can turn on its handler as easily as it is used on opponents and must always be treated with respect and caution. Fire is considered the least seen element but it is in all things everywhere all the time as heat and warmth.

Lvl	Name	You must say	Type
0	Dry	<i>I make one person or object dry.</i>	Instant
1	Ignite	<i>I set a flammable item on fire. It does 1 fire dmg per 10 seconds.</i>	Instant
1	Endure Fire	<i>I gain DR 2/Fire for this encounter.</i>	EP
2	Ranged Ignite	<i>I set a flammable item on fire over there.</i>	Instant
2	Burning Hands	<i>Anyone I touch takes 1 fire damage this encounter.</i>	Ench
3	Fire Trap	<i>The next person to step on this square takes 6 fire damage this encounter.</i>	Ench
3	Ignite Living	<i>I set you on fire for 1 minute. It does 1 fire dmg per 10 seconds.</i>	Curse
4	Inhabitant of Fire	<i>I gain DR 5/Fire and can breathe smoke this encounter.</i>	EP
4	Heat Metal	<i>I make that metal item hot for 1 minute doing 1 damage every 10 seconds.</i>	Curse
5	Fire Shield	<i>The next person to hit me this encounter takes 5 fire damage.</i>	Shield
5	Fire Blade	<i>My weapon does Fire and/or Magic damage this encounter.</i>	Ench
6	Wall of Fire	<i>It's 20x30 ft and does 3 damage once per 10 seconds this encounter.</i>	Wall
6	Control Fire	<i>I control fire and can redirect up to 30 points of fire damage.</i>	Ench
7	Ignition's Sheet	<i>I ignite everything flammable in a 10 foot radius.</i>	Instant
7	Protection from Fire	<i>I gain DR 10/Fire this encounter.</i>	EP
8	Heat Metal Greater	<i>I make that metal item hot for 1 minute doing 5 damage every 10 seconds.</i>	Curse
8	Magma Brigadine	<i>I gain 16 MAC this encounter.</i>	MAC
9	Fireball	<i>Everyone in a 20 foot radius takes 20 fire damage.</i>	Instant
9	True Ignition	<i>I set any one thing on fire.</i>	Instant
10	Fire Elemental Form	<i>I have DR 10/fire, deal fire damage, ignite at will, this encounter</i>	Ench/EP
10			
11	Flames of Hell	<i>I deal 50 raw fire damage to one target.</i>	Instant
11	Fire Storm	<i>I devastate a 1 mile radius with fire.</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

ICE MASTERY SPHERE

Lvl	Name	You must say	Type
0	Chill	<i>I make a small area slightly colder.</i>	Instant
1	Endure Ice	<i>I gain DR 2/Ice this encounter.</i>	EP
1	Trip	<i>I make you fall down unless you have Balance 3.</i>	Instant
2	Lesser Ice Claws	<i>I have ice claws this encounter that do base 1 ice damage.</i>	Ench
2	Yeti Feet	<i>I resist tripping as if I had Balance Rank 6 in anything this encounter.</i>	Ench
3	Inhabitant of Ice	<i>I gain DR 5/Ice, +4 Climb Ice, see in Blizzards and eat frozen food this encounter.</i>	Ench
3	Snow Ball	<i>The target takes 3 Ice damage. If it's actually snow, they also Trip.</i>	Instant
4	Chill Metal	<i>You take 1 Cold damage every 10 seconds (and your weapon can't be drawn).</i>	Ench
4	Encase Limb	<i>You can't move the struck limb for 1 minute. Str/Escape Artist 5 resists.</i>	Ench
5	Trip Sheet	<i>Everyone within 10 feet of the packet falls prone. Balance 3 resists.</i>	Instant
5	Ice Blade	<i>A weapon I am wielding does Ice and/or Magic damage this encounter.</i>	Ench
6	Protection from Ice	<i>I gain DR 10/Ice this encounter.</i>	EP
6	Create Ice Item	<i>I create a common, 50gp or less, item that requires DR 1/Ice to use this encounter.</i>	Instant
7	Wall of Ice	<i>It's 20x30 ft, has 100 HP, requires Climb 7 and takes double damage from Fire.</i>	Wall
7	Freeze	<i>Unless you have Str or Escape Artist 7 you can't move for 1 min (1/encounter)</i>	Curse
8	Frozen Brigandine	<i>I gain 16 MAC this encounter.</i>	MAC
8	Ice Bridge	<i>I make a 40ft long, 10ft wide bridge that can hold a maximum of 4 people.</i>	Ench
9	Greater Prot from Ice	<i>I gain DR 20/Ice this encounter.</i>	Ench
9	Frozen Tomb		
10	Crystallize Creature		
10			
11	Create Ice Item, Greater		
11	Ice Age	<i>I create a 4 month ice age. Fire won't work here.</i>	Ench

*Complete spell descriptions can be found in the AN Advanced Rules.

MAGMA MASTERY SPHERE

Lvl	Name	You must say	Type
0	Retrieve the Glade	<i>I can reach into Magma and retrieve an item once.</i>	EP
1			
1			
2			
2			
3			
3	Walk Through the Fire	<i>I create a safe path through flames or magma for 1 minute.</i>	EP
4			
4			
5			
5	Magma Blade	<i>A weapon I am wielding does Magma and/or Magic damage this encounter.</i>	Ench
6			
6	Protection from Magma	<i>I gain DR 10/Magma this encounter.</i>	EP
7			
7			
8			
8			
9			
9			
10			
10			
11			
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

WATER MASTERY SPHERE

Lvl	Name	You must say	Type
0	Flavor	<i>I make this taste good this encounter.</i>	Ench
1	Purify Water	<i>I make this water clean.</i>	Instant
1	Identify Liquid	<i>I taste a liquid and identify it.</i>	Instant
2			
2			
3	Inhabitant of Water	<i>I can breathe underwater and gain DR 5/water.</i>	Ench
3	Water Walk	<i>I can walk on any liquid surface this encounter.</i>	Ench
4	Rust Metal	<i>I break most metal items, dealing them 10 damage.</i>	Instant
4	Water Breathing	<i>You can breathe underwater and gain swim Rank 2 this encounter.</i>	Ench
5			
5	Water Blade	<i>A weapon I am wielding does Water and/or Magic damage this encounter.</i>	Ench
6			
6	Protection from Water	<i>I gain DR 10/Water this encounter.</i>	EP
7			
7			
8	Choking Death	<i>You choke for 2 minutes and die. (1/game)</i>	Curse
8			
9			
9	Spring	<i>I create a natural spring for 2 months, or until end of encounter in a desert.</i>	Ench
10			
10	Water Elemental Form	<i>I become a water elemental this encounter, DR 10/water, waterbreathing.</i>	Ench
11			
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

LIGHT MASTERY SPHERE

Lvl	Name	You must say	Type
0	Glow	<i>I can use a glow stick this encounter.</i>	Ench
1	Flash	<i>You are blind for 3 seconds.</i>	Instant
1	Endure Light	<i>I gain DR/2 Light this encounter</i>	EP
2	Light	<i>I can use a flashlight this encounter and counter 1st or 2nd level darkness</i>	Ench
2	Glowing Deer Hide	<i>I gain 4 MAC this encounter.</i>	MAC
3	Flare	<i>I blind everyone in a cone 10 feet long for 3 seconds.</i>	
3	Light Vision	<i>Light does not blind me and I'm immune to blindness/flash this encounter</i>	Ench
4	Glowing Studded Leather	<i>I gain 8 MAC this encounter.</i>	
4	Blinding Light	<i>I create a 10 ft sphere of light that blinds this encounter. HS 5 resists.</i>	Ench
5	Restore Sense	<i>In 1 minute you regain 1 lost sense of your choice.</i>	Instant
5	Light Blade	<i>A weapon I am wielding does Light and/or Magic damage this encounter.</i>	Ench
6	Flashing Defense	<i>The first time each opponent hits me they are flashed.</i>	Ench
6	Protection from Light	<i>I gain DR 10/light this encounter.</i>	EP
7	Blinding Light	<i>Everyone in 5ft wide, 10ft long cone are blind for 1 min, HS5, light vision resists. (1/encounter)</i>	Ench
7	Inhabitant of Light	<i>I gain DR 5/light and dark and darkvision this encounter.</i>	Ench
8	Continual Light	<i>For 100gp a masterwork object glows 1 year, stopping equal or lower level darkness spells but is defeated by higher level ones.</i>	Instant
8	Wall of Force	<i>I create an indestructible wall this encounter. (1/encounter)</i>	Ench
9	Photon Blade	<i>My weapon deals light, magic and through damage this encounter.</i>	Ench
9			
10	Glowing Platemail	<i>I gain 20 MAC this encounter.</i>	MAC
10	True Rainbow	<i>As long as you are kind, no one will harm you this encounter. (Willpower resists.)</i>	Ench
11	Lunar Day	<i>There is no darkness. 5 mile radius, 2 months. Light does double damage.</i>	Ench
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

TRANSMUTATION SPHERE

Lvl	Name	You must say	Type
0	Sprite Form	<i>I can not attack unless I spend 2 Halo per attack.</i>	Ench
1	Goblin Form	<i>I gain darkvision but take double damage from light this encounter.</i>	Ench
2	Air Elf Form	<i>I don't take falling damage but take double damage from earth and have claustrophobia this encounter</i>	Ench
3	Dwarven Form	<i>I can not cast Arcane or Psionic, can stack 2 armors, (1 light both real) and can spend 3 Con to cure normal poison and disease.</i>	Ench
4	Trollkin Form	<i>I gain rapid regeneration but can not cast this encounter.</i>	Ench
5	Arachnid Form	<i>I gain Climb Rank 4 but suffer triple hindrance this encounter.</i>	Ench
6	Tauran From	<i>I gain Combat Mastery (2 handed) Rank 4 and immunity to confusion but heart stop if I lie.</i>	Ench
7	Life Elf Form	<i>I stabilize after 1 minute and receive double effect from healing but can not do any kind of damage.</i>	Ench
8	Elemental Form	<i>I gain DR 10/element but take triple damage from the opposing element this encounter</i>	Ench
9	Death Elf Form	<i>I ignore instant death but take raw damage equal to 25% of my total HP instead. Healing harms me.</i>	Ench
10	Draconic Heritage	<i>I gain the draconic heritage this encounter.</i>	Ench
11	True Shift Race	<i>I become another race.</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

TRANSLOCATION

Lvl	Name	You must say	Type
0	Direction Sense	<i>I know what direction is North.</i>	Instant
1	Trip	<i>You fall prone unless you have Balance Rank 3.</i>	Instant
1	Time Sense	<i>I know what time it is and can count time accurately this encounter.</i>	Ench
2	Curse Of Motion Sickness	<i>If you teleport, fall 10+ feet or move really fast you get sick this encounter.</i>	Curse
2	Lesser Mage Hand	<i>I can move a non-magic object of 1lb or less around this encounter.</i>	Ench
3	Return to Hand	<i>I telekinetically pull a weapon I own back to my hand with Str 1.</i>	Instant
3	Know Location	<i>I know where I am in the world.</i>	Instant
4	Levitate	<i>I can move up and down as high as 20 feet this encounter but not forward.</i>	Ench
4	Lesser Object of Need	<i>I get a non-magic 50gp item this encounter & pay if it breaks.(1/encounter)</i>	Ench
5	Held Sidestep	<i>Once, I may instantly take 10 steps in any direction.</i>	Cont
5	Not Left Behind	<i>I teleport an item I own back to my hand.</i>	Instant
6	Shadow Shift	<i>I teleport up to 20 feet from one shadow to another.</i>	Instant
6	Greater Mage Hand	<i>I can move a non-magic object of 25 lbs or less around this encounter.</i>	Ench
7	Flight	<i>I gain Flight this encounter.</i>	Ench
7	Teleport	<i>I take 1 Con damage and teleport up to 10 miles to a familiar location.</i>	Instant
8	Cross the Shroud	<i>I start Bleeding Out and step into the land of the dead.</i>	Ench
8	Object of Need	<i>I get a 200gp item this encounter & pay if it breaks.(1/encounter)</i>	Ench
9	Mass Teleport	<i>Everyone touching me and I take 1 Con damage and teleport up to 10 miles to a familiar location.</i>	Instant
9	Overland Flight	<i>I can fly very quickly from one place to another outside the game.</i>	Ench
10	Planeshift	<i>Everyone touching me and I take 1 Con damage and plane shift.</i>	Instant
10	Teleport	<i>I take 1 Con damage and teleport up to 100 miles to any location.</i>	Instant
11	Gate	<i>I open a portal between two places or planes for 1 month.</i>	Ench
11	Clone	<i>I make a soul-less copy of you, which may be left in stasis.</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

LEGERDEMAIN (TRICKERY)

Lvl	Name	You must say	Type
0	Look	<i>Look over there. (Willpower Resists.)</i>	Instant
1	Lesser Call Shadows	<i>You're hidden with Stealth Rank 3 if in shade and don't move. Encounter.</i>	Ench
1	Distract	<i>Look over there for 10 seconds. Willpower resists</i>	Curse
2	Mage Hand Lesser	<i>I can move a non-magic object of 1lb or less around this encounter.</i>	Ench
2	Pass without Trace	<i>You can walk and use Stealth and Tracking you has a -2 penalty this encounter.</i>	Ench
3	Curse of Senses	<i>You have -2 Heightened Senses this encounter. At HS -1 you are blind and deaf.</i>	Curse
3	Unlock/Lock	<i>I open one lock with, or close a lock so that is requires, Open Locks rank 4.</i>	Ench
4	Circle of Silence	<i>There is no sound inside this 20ft radius Circle but anyone can enter/leave it.</i>	Ench
4	Trapped Pocket	<i>I person not exempt who opens this container takes 5 air dmg this game (1 use)</i>	Cont
5	Call Shadows	<i>You're hidden with Stealth Rank 6 if in shade and don't move. Encounter.</i>	Ench
5	Pick Pocket	<i>I take an item I have seen as if with Pick Pocket Rank 5. (Silent for free)</i>	Instant
6	Instant Sale	<i>I open a portal to a willing merchant this encounter. (1/encounter)</i>	Instant
6	Mist Form	<i>I'm immune to mundane, can not touch/cast, gain Escape Artist 5 this encounter.</i>	Ench
7	Invisibility	<i>You're invisible this encounter. Detect/HS Rank 5 partly detects, Rank 8 locates.</i>	Illus
7	Invisible Weapon	<i>My next attack is mundane but can't be blocked. (1/weapon/encounter)</i>	Ench
8	Karmic Loan	<i>I give a Character element to the Storyteller for an item or cash. Later I can get it back by repaying returning or repaying the loan, plus 25%.</i>	Instant
8	Object of Need	<i>I get a 200gp item this encounter & pay if it breaks.(1/encounter)</i>	Ench
9	Wall of Force	<i>I create an indestructible wall this encounter. (1/encounter)</i>	Wall
9	Invisible Weapon Greater	<i>For 2 halo per, if I only attack, this weapon can't be blocked this encounter. (1/e)</i>	Ench
10	Mass Invisibility	<i>Everyone touching me becomes invisible this encounter. (1/encounter)</i>	Ench
10	True Invisibility	<i>I can not be detected this encounter unless I am aggressive. (1/game)</i>	Ench
11	Perfect Crime	<i>I am vindicated of a crime I committed.</i>	Instant
11	Memory's Fading Glimpse	<i>I erase myself from all recorded and remembered history.</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

Bardic Magic

BARDIC MUSIC

Lvl	Name	You must say	Type
0	Introducing	<i>You gain +1 Offensive Willpower for one spell or action. 1/Player/Game</i>	Ench
1	A Bit of (dis)Harmony	<i>I grant a +2 or -2 to a ritual.</i>	Ench
1	Song of Senses	<i>Allied listeners gain Heightened Senses Rank 1.</i>	Ench
2	Song of Lesser Courage	<i>Allied listeners gain Defensive Willpower Rank 2</i>	Ench
2	Song of Sonic Shielding	<i>Allied listeners gain DR 5/air.</i>	Ench
3	Bit of a Fight Song	<i>Allied listeners gain Style Mastery (same type) Rank 2.</i>	Ench
3	Song of (dis)Harmony	<i>I grant a +2 or -2 to a ritual.</i>	Ench
4	Diplomat's Song	<i>I have Diplomacy Rank 4 as long as I sing everything I say.</i>	Ench
4	Anger Song	<i>I have Incite Rank 4 as long as I sing everything I say.</i>	Ench
5			
5			
6			
6			
7	Troll Song	<i>Allied listeners heal 1 Hit Point per minute that I perform.</i>	Ench
7	Wing Song	<i>You, one person, gain Flight while I perform.</i>	Ench
8			
8	Staunching Song	<i>Allied listeners stop Bleeding Out while I perform.</i>	Ench
9	Soul Song	<i>Souls will not leave allied listeners, nor can they be stolen while I perform.</i>	Ench
9			
10	Fortune's Ballad	<i>You gain the Exceptional Luck merit while I perform if you haven't used it today.</i>	Ench
10	Legend of the First Troll	<i>Allied listeners heal 3 Hit Points per minute that I perform.</i>	Ench
11			
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

BARDIC TALES

Lvl	Name	You must say	Type
0	Dirty Insult	<i>You attack me while I insult you, but only once per encounter</i>	Ench
1	This is a Good Sword	<i>A sword without a name, gets a name and is +1 this encounter.</i>	Ench
1	Lesser Team-Speech	<i>When 2 of you are less than 11 ft apart you get +1 Defensive Willpower</i>	Ench
2	Short Monologue	<i>I gain Soak 2 while delivering a monologue.</i>	Ench
2	Healing Tale of the Tower Maiden	<i>My audience heals 1 hit point at the end of the show.</i>	Ench
3	Hammertale	<i>I repair 5 PAC per minute for 3 minutes.</i>	Ench
3	Listen to Their Dark Thoughts	<i>Close your eyes and put your hand up if you are Evil or Oblivion aligned.</i>	Ench
4	Bedtime Story	<i>I put you to sleep.</i>	Ench
4	Monologue	<i>I gain Soak 4 while delivering a monologue.</i>	Ench
5	Epic Speech	<i>My audience gains Fight or Flight while listening.</i>	Ench
5	Shift Blame	<i>I shift the blame from one person to another.</i>	Ench
6	Epic Last Stand	<i>You get Land Stand Rank 5 but have a 5% chance per use of permanent death.</i>	Ench
6	Hammer Journey	<i>I can repair 18 PAC on each of up to 5 suits of armor.</i>	Ench
7	This is the Epic Tale	<i>I gain rank 5 in two skills, 16 PAC and can attack but blood burst at the end.</i>	Ench
7	Dying Wish	<i>I reanimate the recently dead who can act normally during the performance.</i>	Ench
8			
8	Words Unwritten	<i>I am immune to one 7th level or lower spell and can counter it once.</i>	Ench
9			
9			
10	Epic Monologue	<i>I can not be silenced. You must hear my monologue.</i>	Ench
10			
11			
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

Divine Magic

Aaru Sphere

(Divine Sphere)

Requirement: Non-evil alignment. Faith (Aaru) at same Rank. Aaru (pending).

Lvl	Name	You must say	Type
0	Detect Soul	<i>I can tell if you have a soul.</i> Willing Only.	Instant
1	Mercy	<i>You do only subdual damage this encounter.</i> Willpower Resists.	Ench
2	Stop Fighting	<i>You stop fighting for 10 sec unless attacked.</i> Willpower Resists.	Ench
3	Resist Injury	<i>I ignore my next injury. Ends if I cause harm.</i>	Ench
4	Life Leather	<i>I gain 4 MAC this encounter. I can pass it to another.</i>	Ench
5	Martyr's Pain	<i>I take your next injury this encounter, if you tell me.</i> Willing Only.	Cont
6	Angel Wings	<i>I gain Flight this encounter.</i>	Ench
7	Healing Hands	<i>Each person I touch instantly heals 1 HP this encounter.</i> Limit 1 per person. Willing Only.	Ench
8	Navigate to Rest	<i>I talk an undead into passing on to final death.</i> Willpower Resists.	Instant
9	Pacifist's Shield	<i>I gain DR/10 until I do any harm or the encounter ends.</i>	Shield
10	Aalutan's Web	<i>I can teleport every 10 sec up to 100 ft this encounter.</i> 1/game.	Ench
11	Create Soul	<i>In 1 minute you'll have a soul.</i>	Instant

DEATH SPHERE

Lvl	Name	You must say	Type
0	Death Note	<i>You know if a corpse has been disturbed this game.</i>	Ench
1	Burial Blessing	<i>This corpse can not be raised from the dead for 1 year. Willpower Resists.</i>	Instant
1	Detect Undead	<i>I can use the Detect Skill to detect Undead this encounter.</i>	Ench
2	Death Alarm	<i>I know if you die any time today.</i>	Ench
2	Intimidate	<i>I gain Incite Rank 3 this encounter.</i>	Ench
3	Lesser Undead Ward	<i>Non-sentient Undead may not cross this line this encounter (Willpower Resists)</i>	Ench
3	Imbue Bane Undead	<i>This weapon is Bane Undead this encounter.</i>	Ench
4	Accelerate Bleeding	<i>You bleed out twice as fast. Perm. (Willpower Resists.)</i>	Curse
4	Burial Consecration	<i>This corpse can not be raised from the dead for 100 years. (Willpower Resists.)</i>	Instant
5			
5	Speak With Dead	<i>One Corpse must answer 3 questions, if it had a soul, knows the answer and I can understand it's language. (Willpower Resists.)</i>	Ench
6	Destroy Undead	<i>I destroy that undead. (Willpower Resists.) 1/game.</i>	Instant
6			
7			
7	Suspend Death	<i>You are temporarily alive with 1/2 hit points and no soul this encounter.</i>	Ench
8			
8			
9			
9			
10			
10	Power Word Kill	<i>You die. Willpower Resists. 1/game</i>	Instant
11			
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

DIVINE ARMOR

Lvl	Name	You must say	Type
0	Acclimatize	<i>You adapt to the local weather for this encounter.</i>	Ench
1	Healthy Body	<i>"You heal 2 HP on the next turn of the hour."</i>	Ench
1	Divine Fur Armor	<i>I gain 2 MAC this encounter.</i>	MAC
2	Lesser Mend	<i>In one minute I fix 5 damage anywhere on an object or one broken bone.</i>	Instant
2	Lesser Shatter	<i>I deal 5 damage to an object.</i>	Instant
3	Divine Leather	<i>I gain 6 MAC this encounter.</i>	MAC
3	Lesser Spell Barrier	<i>"The next 5th level or lower spell doesn't affect me this encounter."</i>	Shield
4	Endure Element	<i>I gain DR 2 to one element this encounter.</i>	EP
4	Divine Studded Leather	<i>I gain 8 MAC this encounter.</i>	MAC
5	Mend	<i>I repair 20 points to an object divided anywhere or 5 broken bones</i>	Instant
5	Shatter	<i>I deal 20 damage to an object.</i>	Instant
6			
6	Wall of Stone	<i>I create a 20x30 wall with 100 HP this encounter. (1/encounter)</i>	Wall
7		<i>I</i>	
7			
8	Divine Brigandine	<i>I gain 16 MAC this encounter</i>	MAC
8			
9			
9			
10	Divine Platemail	<i>I gain 20 MAC this encounter</i>	MAC
10			
11	Armor of the Gods	<i>I gain 20 MAC this game that replenishes every 5 minutes.</i>	MAC
11			

*Complete spell descriptions can be found in the AN Advanced Rules.

HARMING SPHERE

The use of this sphere is evil. The purpose of this sphere is to be the opposite of healing and to be a bane against the living. It is not intended to be useful but violent. These spells don't heal undead, help, repair or otherwise make the world a better place. If you want someone dead and you want them to suffer a lot before they reach that point, take up a seat and study these magics. The most moral Harm Casters are Neutral and only able to maintain this moral high ground by reserving their use of these magics.

Notes: Remember that Enchantments are limited to 1 at a time while there is no limit on Curses. Curses do not stack (Remove Sense can be used once per sense) but one can be put on each person in an encounter.

Requirement: Persons of Good alignment can not cast these spells.

Harming Time: Harming spells that closely duplicate Healing spells also take 1 minute before they take effect. However, Harming spells are extremely painful and starting hurting immediately. This pain is not debilitating but very noticeable.

Lvl	Name	You must say	Type
0	Know Pain	<i>I know where you hurt and why.</i> Willpower Resists.	Instant
1	Lesser Degeneration	<i>This encounter, you take 1 CON damage at the end of the encounter.</i>	Curse
1	Bleed	<i>If you're at 0 HP, you start Bleeding Out, otherwise you take 1 dmg (packet).</i>	Instant
2	Minor Harm	<i>In 1 min you take 5 damage (or 2 dmg to anything else, Touch).</i> Willpower Resists	Instant
2	Convince Harm	<i>You are convinced you are badly injured/sick this encounter.</i> Willpower Resists.	Curse
3	Remove Sense	<i>You're blind, deaf, mute, can't feel or can't taste this encounter.</i> WP Resists.	Curse
3	Restore Affliction	<i>You are poisoned, drugged or have a parasite and take 1 dmg per minute this encounter.</i> Willpower Resists. Does not stack.	Curse
4	Sever	<i>You lose your arm, or take 5HP and 5Con dmg. (1/encounter)</i> Willpower Resists	Instant
4	Lesser Death	<i>If you are at 0 Hit Points you die instantly. Your soul leaves after 1 min.</i> No Resist	Instant
5	Major Harm	<i>In 1 min you take 10 dmg (or 2 to anything else, Touch).</i> Willpower Resists	Instant
5	Lower Willpower	<i>Your Willpower is reduced by 1 this encounter.</i> No Resist	Curse
6	Mass Minor Harm	<i>I throw up to 6 packets and Minor Harm up to 6 people struck.</i> Willpower Resists	Instant
6	Degeneration	<i>You take 1 HP and 1 Con dmg at the end of each encounter this game. (1/game)</i> Willpower Resists	Curse
7	Harm	<i>You take 10 HP dmg or 1 skill becomes Rank 0.</i> No Resist.	Instant
7	Half in the Grave	<i>You lose 1/2 your remaining HP and are immune to this for 24 hrs. (1/encounter)</i>	Instant
8	Affliction	<i>You take 1 dmg every 10 seconds this encounter.</i> Willpower Resists.	Curse
8	Slay Living	<i>In 1 minute, get healing or your HP become 0 and you are Bleeding out. (1/game)</i>	Instant
9	Certain Death	<i>The next time you are Bleeding this game, you Bleed Out instantly.</i>	Curse
9	Masochist's Shield*	<i>For every 2 dmg I take this encounter I can make you take 1.</i> Willpower Resists.	Ench
10	Ruin	<i>In 1 minute your defenses, HP, skills and Con are 0. You're Bleeding out.</i> Willpower Resists. 1/Game.	Instant
10	Silent Ghost	<i>I touch your corpse and your soul can not speak to the living for 24 hours.</i>	Instant
11	Destroy Soul	<i>I destroy your soul and become Offensive to Hope and lose 25 Halo permanently. (1/Year, Exhaustion, Game)</i>	Instant

*Redirected damage does not trigger Masochist's Shield. No combos.

HEALING SPHERE

Healing Time: Magical healing takes 1 minute to take effect. When a Character receives healing, bleeding stops immediately and any time-related effects are suspended but the other effects of the spell occur one minute after the casting is completed. Healing spells are very pleasant and obvious while taking affect. They ease pain and suffering.

Restriction: Only non-Evil Characters may cast Healing spells. Characters may not have access to the Healing and Harming spheres at the same time. (See Ying Yang Merit for the exception.)

Lvl	Name	You must say	Type
0	Quick Diagnose	<i>What is at zero?</i>	Instant
1	Lesser Slow Regeneration	<i>You heal 1 HP or CON at end of encounter</i>	Ench
1	Staunch Bleeding	<i>You stop bleeding</i>	Instant
2	Minor Heal	<i>In 1 minute you heal 5 HP or 2 to anything else.</i>	Instant
2	Diagnose	<i>Tell me everything that is wrong with you.</i>	Instant
3	Restore Sense	<i>In 1 minute you regain 1 lost sense of your choice.</i>	Instant
3	Remove Affliction	<i>In 1 minute this removes 1 poison, drug, parasite, disease or 1-3 level Curse</i>	Instant
4	Regrow Limb	<i>In 1 minute you'll regrow 1 limb but it's going to be painful.</i>	Instant
4	Lesser Raise Dead	<i>In 1 minute you'll be alive again if wanted but at 0 Mana, 1 Halo with a flaw.</i>	Instant
5	Major Heal	<i>In 1 minute you'll heal 20 HP anywhere or 10 to anything else.</i>	Instant
5	Affliction Ward	<i>You resist all poison and infect with Willpower X until end of NEXT encounter.</i>	Ench
6	Mass Minor Heal	<i>In 1 minute up to 6 people touching me get a Minor Heal.</i>	Instant
6	Slow Regeneration	<i>At the end of each encounter you regain 1 HP or 1 CON this game.</i>	Ench
7	Total Heal	<i>In 1 minute you heal all HP, Con and any other resource damage.</i>	Instant
7	Restore to Life	<i>If you've been dead less than 2 minutes, you lose 20 Halo and live.</i>	Instant
8	Remove all Afflictions	<i>In 1 minute this removes all poison, drugs, parasites, diseases etc.</i>	Instant
8	Raise Dead	<i>In 1 minute you'll be alive again if wanted but with a flaw.</i>	Instant
9	Death Shield	<i>The next time you would die, you get a Restore to Life spell.</i>	Cont
9	Pacifist's Shield	<i>I gain DR/10 until I do any harm or the encounter ends.</i>	Shield
10	Restoration	<i>In 1 minute you will be healed of everything.</i>	Instant
10	Final Message	<i>Your obliviation has been postponed for a little while.</i>	Ench
11	True Resurrection	<i>You are alive and healed of everything.</i>	Instant
11	Create Soul	<i>In 1 minute you'll have a soul.</i>	Instant

*Complete spell descriptions can be found in the AN Advanced Rules.

Ritual Magic

Rituals are a roleplayed request which takes place inside a circle with many participants and takes about 10 minutes. The Ritualists ask for something and sacrifice materials, perform a ritual, and hope for a positive outcome.

Ritual Magic Ranks: The base level of a ritual is the combined ranks of Ritual Magic being used by everyone Positively Contributing, minus the ranks of anyone Negatively Contributing.

Sacrificed Items: A sacrifice is generally worth 1 ritual level per 100 gold piece value. However, things thrown away into the ritual that people don't care about are worth nothing. Whereas things people do not want to give up may be worth double. Ranks are worth 1 per rank when permanently sacrificed.

Sacrificed Resources: Giving up Mana and Halo, temporarily, should be worth 1/10th the contribution. Giving up any skill permanently should be worth the XP cost of the skill. Again skills people want to get rid of, are worth nothing, and skills they really, really don't want to give up should be worth double.

Spell Duplication: Rituals can duplicate spells but it takes a Ritual Level equal to 10 times the level of the spell.

The Golden Rule

The ritual will always demand more of you than you are willing to give. - Phil S

This is a critical part of the ritual. As the Storyteller demand more of the Players than they are willing to give. Only when someone resists giving up something and then finally gives it up, should the ritual work. This is a very difficult secret of rituals and why a "good" ritual with lots of sacrifices will fail, while a "bad" ritual with few sacrifices will succeed. It is also why the Players should never know this. The Storyteller must read the Players and understand when they are giving away things they don't care about. Things given quickly, easily, in the first go round the ritual circle asking for sacrifice - these mean nothing. These were the items the Players planned on giving up. It is the surprise second go round, or third, or fourth when the Players gasp at the thought of giving any more, this is when they start giving up important stuff. A ritual is about sacrifice. It's not a sacrifice until it is.

CHAPTER 8: MARKET PLACE

The Constant Bonus: Mundane and Magic items may NEVER provide a Constant Bonus to skills. They can only negate a penalty for not having the required tools to use a skill.

Props: Every item in the game requires a physrep. If the physrep for a rope is 10 feet long, that is how long it is. It's not 50 feet because that's what is listed on the equipment list. Phys reps don't have to be as strong, heavy (or sharp) as the actual item but every reasonable effort to have an accurate prop is appreciated.

Physreps: If a Character does not have a physical representation for an item, they do not have that item. Exceptions will be made on a case-by-case basis at the Storyteller's discretion. Crew are not restricted in this fashion.

Common Items aren't Tracked: Common items, clothing, food, water are not tracked. They cost nothing for Characters.

BREAKING AND DAMAGING OBJECTS

Objects don't heal, but they have Hit Points and Damage Reduction.

Item	Damage Reduction	Hit Points
Small (knife, file, glass)	1	5
Medium (sword, chair, book)	1	10
Large (carriage, desk, door)	1	20
Huge (shack, tree, bridge)	1	100

Combat: Blacksmithing Items

GENERAL EQUIPMENT

General Equipment	GP	Notes
<i>Common General Equipment</i>		
Average Lodging, Clothing, Meal	0	
Bag or Pouch, Candle, Ink, Pen, Lantern, Leather Tarp, Paper, Sleeping Bag, Utensils	0	
<i>General Equipment</i>		
Manacles	Varies	5x Escape Artist Rank squared
Rope, 50 feet	10gp	per 50 feet

Manacles: The cost of these items is the [Escape Artist](#) Rank required to escape, squared, times five.

BLACKSMITHING: TOOL KITS

Required to properly use a wide variety of skills, tool kits vary wildly in shape and size. Players are encouraged to build their tool kits with the most realistic props they can manage, and make use of them during the game. When a skill requires a Character to spend time at a task, the time required to retrieve and employ these tools is a normal part of that time.

Tool Kits	GP	Notes
Apprentice Tool Kit (Ranks 1-4)	100gp	Low Tier (Apprentice)

Journeyman Tool Kit (Ranks 5-6)	200gp	Mid Tier (Journeyman)
Expert Tool Kit (Ranks 7-8)	300gp	High Tier (Expert)
Master Tool Kit (Ranks 9-10)	400gp	tEpic Tier (Master)

Tool Kits: Tool kits are required for certain skills and get more complicated at higher levels. The phys-rep for a tool kit must have 1 items in it per Rank. If a Character attempts to use a skill without the require Tool Kit, they suffer a -3 penalty to their Rank. Skills that require a kit include; Armor Repair, Chirurgery, Climb*, [Craft](#), Disguise, Find/Disarm Trap, [Escape Artist](#)*, Torture

Climb Note: No penalty is given for not having this tool kit. A Climbers Tool Kit provides special bonuses, see Climb.

Trade Items

From time to time, it may be relevant to understand the value of basic commodities in Geos.

Tools

In order to craft or repair items of a certain kind Characters will need a relevant tool kit.

Mundane Sundry Items

From time to time, Characters will want to purchase normal items. The prices of normal items can be found here.

Escape Artist Note: Escape Artist only requires a tool kit when the Escape Artist is restrained by a lock or mechanical device. It is always assumed an Escape Artist can reach their tools if they are still on their person.

BLACKSMITHING: ARMOR

Armor ranges from multiple layers of cloth for protection to a steel suit that covers a person from head to toe. Armor provides Physical Armor Class (PAC) to the Character although it also hinders the Character's movements. See also: Rules Of Defense.

Armor	GP	Physical Armor Class (Hindrance)
Light Armor		
Fur or Padded Armor*	50gp	1(1)
Deer Hide Armor (Soft Leather)	50gp	2 (2)
Leather Armor	150gp	3 (3)
Medium Armor		
Studded Leather Armor	200gp	4 (4)
Hardened Leather Armor	250gp	5 (5)
Chainmail	300gp	6 (6)
Scalemail	350gp	7 (7)
Heavy Armor		
Brigadine (Coat of Plates)	400gp	8 (8)
Plate Mail	450gp	9 (9)
Full Plate (Articulated Platemail)	500gp	10 (10)

* The prop representing padded armor must be at least as thick as a duvet.

Real Armor Bonus	Light/Medium	Heavy Armor
Low	+2	+4
Mid	+3	+6
High	+4	+8
Epic	+5	+10

Layered Armor: A Real Armor Bonus only applies to 1 layer of armor if multiple layers are worn.

BLACKSMITHING: SHIELDS

A shield can block 20 hits (regardless of damage) then it breaks and must be discarded. Each point of armor repaired on a shield restores 1 hit.

Shield	GP	Hits (Hindrance)[Size]
Buckler	10gp	20 (2) [12" x 12"]
Light Shield	10gp	20 (4) [24" x 24"]
Medium Shield	25gp	20 (6) [24" x 36"]
Heavy Shield	25gp	20 (8) [36" x 48"]
Tower Shield	50gp	20 (10) [40" x 60"]

Note: Due the varying sizes of LARP shields commercially available, please check with the System Manager when applying stats to a shield that does not clearly fit into one of the above categories.

BLACKSMITHING: WEAPONS

Weaponry

Armor

It is common for Characters, especially non-Casters, to wear armor to provide themselves with physical protection. Armor is normally only sold as a full suit. The market price for a single piece of armor would be half that of a full suit. Characters cannot sell or craft piecemeal armor.

Shields

Shields have long been a common method of robbing an opponent's blow of force by turning it aside.

Weapons

Characters living in a medieval world have long needed weapons to defend themselves from wild animals, monsters, and each other.

Rare Materials

Items are normally crafted of Bone, Stone, Bronze, Iron, Wood, Hide, or Tin. A weapon or suit of armor can be enhanced with a single Rare Material. It is believed that certain rarer materials do exist on Geos but their exact qualities are unknown. It is only possible to combine a rare material with a base material of the same type. Rare Material items have a default expiry date of 6 months.

Base Damage: One-handed weapons do a base of 1 damage and may attack up to once per second. Two-handed weapons do 2 damage and may attack once every 2 seconds.

Blacksmithing: Weapons		
Item	Cost	Notes
Stone	0	Stone, Rock, shotput
Club	0	Club, Bat, baton
Staff	0	Wood, Single or Double weapon
Small Weapon	1	Daggers, Throwing Stars
One Handed Weapon	10	Axe, Broadsword, Mace, Morning Star, Shortsword
Two Handed Weapon	25	Longsword, Two Handed Sword, Hand and a Half Sword
Double Ended Weapon	50	Double Axe, Double Spear,
Bow	50	Shortbow, Longbow
Pole Arm	50	Halberd, Pole Axe, Long Spear
Crossbow	200	1 Handed or 2 Handed
Arrows	N/A	Limited only by Props available

Safety: All weapons that are new to the system must be approved before use. If the weapon is home-made, all the materials used and construction method must be declared.

Melee: These weapons are primarily used for melee combat.

Ranged: Ranged weapons are generally made out of wood and/or metal and fire projectiles or caps. Ranged weapons can never be used to block or attack because it would not be safe.

Thrown: Thrown items are not listed because any weapon can be thrown but the prop must be made of LARP safe foam, contain no core and must be approved for throwing. As a result most thrown weapons are not functional as the melee or ranged weapon they represent. Their size determines if they are small, one handed or two handed.

Limited By Props: These types of ammunition are not tracked in-game, nor are there rules for breaking or losing them. This is all done out-of-game with phys-reps. You must have real LARP safe ammunition to use these weapons. They are only lost or broken if it actually happens. You can re-use any ammunition you pick up. Arrows and bolts can not be magical or made of rare materials. Instead the weapon may be magical or made of rare materials and those properties are transferred to the ammunition.

WEAPON PROP NOTES AND SIZE LIMITATIONS

Claws: Weapon must be attached to the hand and must project less than 13 inches from anchor point. Claws must be coreless. Claws may be used to parry. Claws can not be disarmed. (The claw represented here is the natural one. The claw weapon is classified as a small weapon and requires a different Weapon Mastery.)

Small Weapons: Weapon must be wielded in one hand and must be less than 18 inches in total length.

Stones: Stones are free but are limited by the number and availability of the safe foam props available.

Throwing Star: Throwing stars are not free but are reusable.

One Handed Weapons: Weapon must be wielded one-handed and must be between greater than 18 inches and less than 42 inches in total length.

Two Handed Weapons: Weapon must be wielded two-handed and must be between greater than 42 inches and less than 60 inches in total length.

Polearms: Weapon must be wielded in two hand and must be greater than 60 inches and less than 93 inches in total length.

Double Weapons: These are a Polearm weapon with a damaging head on both ends.

Hand and a Half Swords: This includes any weapon at the upper length of the one-handed and lower length of the two-handed which has a two handed handle. This weapon can be wielded with one or two hands. It does 1 or 2 damage appropriately. If there is a safety concern, then the prop requires 2 hands from then on. If Hand and a Half sword is wielded one-handed, then the other hand must remain empty at all times. This includes Bastard Swords (the same weapon) and Katanas.

Bows and Crossbows: All bows and arrows/bolts must be safety approved and all archers must be cleared by the system manager. All projectiles must be properly padded and maintained and all projectiles that are considered to be unsafe by the referee and system manager should be removed from game play. Bows and Crossbows may not be used to parry.

Pistols and Rifles: All pistols and rifles and their bullets must be safety approved and all shooters must be cleared by the system manager. Any pistols or bullets that are considered to be unsafe by the referee and system manager should be removed from game play. Firearms may not be used to parry.

Beta: Blacksmithing: Guns

Nerf Guns: Anyone can fire a Nerf Gun. Weapon Mastery, Strikes and all other weapon skills do NOT apply to Nerf Guns. Nerf Guns do 2 damage at Low Tier, 3 at Mid and 4 at High and Epic. Nerf Guns can not be purchased or made. Ammo must also be found but can be re-used a will. If a Nerf Dart is actually lost, it can not be replaced. Nerf Guns must be “aimed low” and never aimed at the head. Nerf Darts that are not felt, do not count. However you may call “confirmed strike” to inform the target they were hit. Nerf Guns represent High Tech weapons. You may not parry with fire arms.

1 Handed NERF pistols may fire once per second. Any kind of rifle or 1 Handed weapon can fire once every two seconds. Anyone struck by a NERF gun firing too quickly may call Machine Gunning and ignore all the damage.

Cap Guns: A Cap gun may only fire once per minute. They do double damage. Weapon Mastery (Fire Arms) and Strikes may be used. 1 Handed Cap guns have a 10 foot range, 2 Handed have a 30 foot range and you must inform your target that they have been shot. Indoors, quieter caps are requested. Do not fire cap guns near people's heads because of the loud noise. You may not parry with firearms. Cap Guns may be crafted and purchased normally.

PROP CONSTRUCTION BANNED AND RESTRICTED WEAPONS AND MATERIALS

Metal, Wood, Glass: Any weapon containing metal, wood, glass or any other unsafe material may not be used for melee combat. If weapons are found to contain metal weighted handles, they will be banned unfortunately. Pistols, Rifles, Bows and Crossbows may contain wood and metal but must be padded (See Ranged Weapon Safety) and may never be used to block or attack.

Knuckles: Any kind of knuckles end up being a thrusting and punching weapon and are not safe as a result.

Flail: Any weapon with a soft flexible section is very difficult to control and also represents a possible choking hazard.

Sling: While a sling is safe itself, it always functions as a real weapon and so it's not a safe weapon to use.

Whip: The problem with a whip is that in order to make it functional enough to hit an opponent it becomes hazardous. They also represent a possible choking hazard.

History: Architect Items

BUILDINGS

As Characters get more coins in their hands, they may wish to buy a place to live, or at least to store all their junk. These have little effect during games, except for the possibility of having an indoor game set in one of these places.

Architectural Items		
Item	Cost	Notes
Cave	0	
Large Box	0	
Lean To	0	
Tent	0	
Shack	25	
Row Home	40	
Average House	50	
Workshop	100	2 Characters may work together to build an item.
Middle Class Home	200	
Upper Class Home	300	
Exotic Workshop	400	Up to 4 Characters may work together to build an item.
Noble Home	1000	
Castle	10 000	

Games at a Character's House: As a general rule the owner of an building can set rules for conduct within, as long as they don't grossly violate the local laws. A Character inside a building they own gets a +1 Constant Bonus to Diplomacy, Incite and Group Votes.

Cave, Large Box, Lean To, Tent: A Character living in these conditions must spend 1 Monthly Action to survive every month, arranging for food and warmth.

Religion: Alchemy Items

Religion: Alchemy		
Item	Cost GP	Notes
Ink Vial	0	
Lamp Oil	0	
Alchemical Element Dmg (1 to 10)	1 to 10	Earth, Air, Fire, Water, Light, Dark, Magma
Alchemical Poncho	1	Plastic Rain Jacket
Acid (Metal Eating) 1-20 Dmg	1 to 20	1 to 20 damage against a metal item
Alchemical Armor Patch 1-50	1 to 50	Mend 1 to 50 damage to armor
Bubble Solution	1	Bubble soap
Ember Pockets	1	Hot packets
Fireless Clay, per oz	1	Makes clay items without using fire
FizzyGlug	1	Pop
Tindertwig	1	Matches
Air Crystal	5	One breath of air (one minute)
Concentrated Grease	5	As Slip spell
Flash Powder	5	As Flash spell
Itching Powder	5	Urge to scratch for 10 minutes, Defensive Willpower 3 resists
Sneezing Power	5	Urge to sneeze, Defensive Willpower 3 resists
Sunrod	5	Flashlight

Alchemical Items

There are many different types of Alchemical Items across Geos. These items are commonly used by adventurers to gain a short term advantage. Unless otherwise mentioned, Alchemical items expire after 6 months.

Herbalism: There are many different types of Herbal Compound which are used across Geos. Herbal compounds are normally used to cure ailments. Unless otherwise mentioned, Herbal items expire after 6 months.

Drugs: Drugs are an illegal method of expanding the mind. Characters who take drugs more than a few times become addicted to them. Unless otherwise mentioned, Drugs expire after 6 months.

Venoms and Poison: Venoms and Poisons are a method of incapacitating or harming opponents. Unless otherwise mentioned, they expire after 6 months.

Alchemy was mythical during the dark ages, but in the modern age we see examples of it all the time. On Geos Alchemy is a very real, quasi magical, quasi scientific craft of making, usually liquid, materials that have magic-like properties. Alchemical items are mundane, but when associated with an element are affected by elemental resistance.

Items

Alchemical Element Dmg (1 to 10): This single use item is phys-repped by a packet. It is activated by throwing it and used up regardless of whether it hits. It costs 1gp per point of damage it will deal, which can be from 1 all the way up to 10. When thrown call "Alchemical" then the element type and finally the damage. For example a packet which deals 4 points of alchemical fire damage would use the call "Alchemical Fire 4". This is non-magical.

(Remember that spells from the Elemental Damage Sphere use a similar format, just without the Alchemical term. "Fire 4" would represent the 4th level fire spell.)

Ink Vial: This contains enough Ink to pen 100 pages.

Lamp Oil: Lamp oil is slow burning and is useless as a weapon.

Alchemical Element: This contains a damaging substance based on one element that does the listed amount of damage. It is a single use item and represented by throwing a packet. The damage is non-magical but elemental resistances apply. The user must call "Alchemical, type and damage" when used.

Acid (Metal Eating): When applied to a metal object, this acid slowly destroys it. It does 1 to 20 Points of Metal Damage. This Acid is commonly used against Metallic Golems, to damage Evil Items, or to melt away locks.

Alchemical Armor Patch: Copying from the Herbalists, some Alchemists have developed a repair patch for armor allowing chemical reactions to repair damage to the armor. These patches when applied to a piece of armor cause

mundane armor repair. Applying an Alchemical Armor Patch takes one full minute and the effects occur two minutes after the patch has been applied; if the patch repairs more than 5 points of PAC then it continues to repair at a rate of 5 points per minute until it is expended. Alchemical Armor Patches do not help with damage sustained after the patch was applied. It isn't possible to benefit from multiple patches at the same time. Alchemical Armor Patches are specific to general material types (wood, stone, metal, leather, bone) and the material must be specified at the time of purchase/manufacture; the patch can repair multiple layers of armor as long as they are the same general material type.

Bubble solution: 1gp Makes harmless bubbles or other entirely cosmetic effects that entertain children. A single vial is enough to last one game.

Emberpockets: A bag filled with silvery sand that once heated stays warm for four hours 1gp each, single use. [Not having this in Character does not stop a player using hot packs out of Character.]

Fireless Clay: A pasty green substance that can be used to craft solid objects, hardens in two hours on its own. 1 gp per ounce

Fizzyglug: A very sweet beverage with bubbles that delight the taste buds. 1gp per liter. This is often mixed with alcohol or drugs to create cocktails. Once opened, Fizzyglug becomes flat and nasty after one hour.

Alchemical Poncho: This foul smelling yellow garment takes up little space in a pack and is completely waterproof. Once donned it provides the protection from rain as per the Acclimatize spell. After 6 hours it crumbles away to dust.

Tindertwig: These items when activated ignite. In real world terms these items are matches.

Air Crystal: These strange alchemical items are effectively condensed air. Once the outer membrane has been pierced the Character can take one deep breath from each such crystal giving the user another minute of air. After a Character holds their breath, a single breath is not enough to replenish their entire breath capacity so it is just one minute. These crystals are especially useful underground or in areas of foul air.

Concentrated Grease: When thrown at an opponent this sludge causes the target to stumble just like the low level spell Slip.

Flash Powder: When thrown at an opponent this bright flash dazzles an opponent just like the low level spell Flash.

Itching Powder: This annoying powder causes the target to itch. Characters with no Defensive Willpower will want to scratch constantly. Characters with Defensive Willpower of 3 and higher can resist the urge to scratch completely although the urge remains for 10 minutes.

Sneezing Powder: This annoying powder irritates the nose and makes the Character sneeze. Characters with no Defensive Willpower will sneeze almost instantly at least three times. Characters with Defensive Willpower of 3 and higher will normally sneeze once and can maintain casting or chanting as if uninterrupted.

Sunrod: These items when activated glow faintly. These items are represented by glow sticks.

Alchemical Elemental Packet [Elemental Type], Item Level [Damage Amount]	Availability
Design: Choose Element Type and Damage Amount (1 to 10) Requirements: Craft (Magic) and Lore (Nature) Rank [Damage Amount]. Cost: [Damage Amount]gp Effect: (Thrown) Anyone struck by this packet takes [Damage Amount] points of [Elemental Type] damage.	(10 - damage) x 10

Improved Alchemical Elemental Packet [Elemental Type], Item Level [Damage Amount/2]
Design: Choose Element Type and Damage Amount (2, 4, 6, 8, 10, 12, 14, 16, 18, 20) Requirements: Craft (Magic, Lore (Nature) and Strike (Elemental Damage) Rank [Damage Amount/2]. Cost: [Damage Amount/2] gp Effect: (Thrown) Anyone struck by this packet takes [Damage Amount] points of [Elemental Type] damage.

ALCHEMY: DRUGS AND POISONS

Drugs and poisons are basically identical to their real world counterparts. However their effects only last until the End of the Encounter.

Requirements: Crafting Drugs requires the [Craft](#) (Herbalism) Skill at a suitable Rank and follows the usual crafting rules. Drug Crafters are assumed to have learned how to make the items below by the time they are able to make them.

Use: If someone is affected by a drug against their Will they can attempt to resist it with their Constitution.

Drugs	GP/unit	Effects	Resistible By:
Mirthweed (Cannabis)	0.5	Lightheaded and happy	Con 6
Mellowroot (Heroin)	2	Sleepy and slow	Con 7
Crank (Speed)	4	Hyper, jumpy, twitchy	Con 8
Pixie Dust (LSD)	8	Hallucinogen	Con 9
Slab (Cocaine)	10	Delusions of Grandeur	Con 10

Poisons:	GP	Effects	Resistible By:
Blade Venom 1	4	One extra damage	Con 6
Blade Venom 2	8	Two extra damage	Con 7
Blade Venom 3	12	Three extra damage	Con 8
Blade Venom 4	20	Four extra damage	Con 9
Blade Venom 5	30	Five extra damage	Con 10
Sleep Venom	25	Drugged Sleep for one minute	Con 10
Paralysis Venom	40	Paralyses for one minute	Con 10
Nauseating Venom	25	Nauseates for one minute	Con 10

Requirements: Crafting Venoms requires the Craft (Herbalism) Skill at a suitable Rank and follows the usual crafting rules. Venom Crafters are assumed to have learned how to make the items below by the time they are able to make them. If someone is affected by a Venom against their will they can attempt to resist it with their Constitution.

Use: If an attack lands on an opponent, the Venom is used up. If an attack carrying venom fails to make contact then the venom is not used up. If an attack carrying a Venom fails to deal actual Hit Point damage because it is absorbed by PAC, MAC, DAC or etc then the target does not suffer the Venom but the Venom is used up.

***Blade Venom 1-5:** If the target is affected they take additional Hit Points damage.

***Sleep Venom:** If the target is affected, they fall into a drugged sleep for one minute and often sleep on naturally after the drug has worn off.

***Paralysis Venom:** If the target is affected they become paralyzed for one minute.

***Nauseating Venom:** If the target is affected they become nauseated and vomit for one minute and often continue to feel ill afterwards.

Nature: Herbalism Items

Herbalism in the real world uses mundane materials to assist healing or cure other conditions. On Geos, where magic is so prevalent, the right herbs will produce quasi-magical results that are much faster than their mundane counterparts. The effects are still mundane though.

Herbalism Item	Cost	Effect
Herbal Bandage (Least)	1	Loc Stabilizes. 1 Point of Mundane Healing.
Herbal Bandage (Lesser)	5	Loc Stabilizes. 3 Points of Mundane Healing.
Herbal Bandage (Standard)	8	Loc Stabilizes. 6 Points of Mundane Healing.
Herbal Bandage (Fine)	15	Loc Stabilizes. 9 Points of Mundane Healing.
Herbal Bandage (Greater)	30	Loc Stabilizes. 15 Points of Mundane Healing.
Anti Venom	10	Remove Affliction (Venom) Will 2.
Anti Venom (Greater)	40	Remove Affliction (Venom) Will 5.
Anti Plague	10	Remove Affliction (Disease) Will 2.
Anti-Plague (Greater)	40	Remove Affliction (Disease) Will 5.
Bleed-Cease	8	Stops Bleeding Out.
Smelling Salts	3	Causes sleeping or fainted Character to awaken.
Anti Nauseate	5	Character stops being nauseated.
Bachelor's Joy	3	Causes temporary infertility.
Penny Royal Tea	2	Herbal contraceptive.

Requirements: Crafting Herbal items requires the [Craft](#) (Herbalism) Skill at a suitable Rank and follows the usual crafting rules. Herbalists are assumed to have learned how to make the items below by the time they are able to make them.

***Herbal Bandages:** These items bound around a wound cause mundane healing. Applying a Herbal bandage takes one full minute and the effects occur two minutes after the bandage has been applied; if the bandage heals more than 3 Hit Points then it heals 3 points per minute until all the healing has been applied. Herbal bandages do not help with damage sustained after the bandage was applied. It isn't possible to benefit from multiple bandages at the same time.

***Anti-Venom:** This compound, taken orally, cures a Venom. If taken before infection it will offer a +2/+4 Constitution bonus to resist venoms.

***Anti-Plague:** This compound, taken orally, cures a Disease. If taken before infection it will offer a +2/+4 Constitution bonus to resist diseases.

***Bleed-Cease:** This compound, taken orally, causes the Character to stop Bleeding out. This effect takes one minute to kick in. This compound has no effect if taken when the Character is stable.

***Smelling Salts:** This compound causes a Character who is sleeping or unconscious to awaken as long as no other factor causes them to remain unconscious (such as a Magical Sleep or having Hit Points of 0 or below on the head).

***Anti-Nausea:** This compound settles the stomach and alleviates nausea. It is most commonly carried by those who get sick from flying, heights, or teleportation. This compound takes a minute to take effect.

***Bachelor's Joy:** This herbal tea causes temporary infertility which lasts for 12 hours. If taken by the unwilling, this can be resisted by Constitution 12.

***Penny Royal Tea:** This herbal tea is a herbal contraceptive. If taken by the unwilling, this can be resisted by Constitution 12.

Nature: Living Items

LIVESTOCK

This section includes all the living things that might be brought along on an expedition. Since we can not use real animals, the Phys-rep for animals will range from stuffed animals to the classical horse-head on a stick. The majority of families on Nexus would have a certain amount of livestock around their homes. These animals are either used for food production or to assist with tasks. From time to time a Character may choose to purchase livestock.

Handle Animal: A Character uses Handle Animal on Livestock, not a Craft skill.

Living Item	Cost	Notes	Item Level
<i>Common Livestock</i>			
Cat, Dog, Chicken, Duck, Shrubbery	-		1
<i>Regular Livestock</i>			
Goose	1		1
Sheep	2		1
Pig	3		1
Goat	3		1
Cow	6		1
Donkey	8	Transportation	2
Pony	15		2
Cart Horse	20	Transportation	3
Riding Horse	50	Transportation	4
Falcon/Eagle	75		5
War Horse	500	Transportation	6
War Elephant	1000	Transportation	7
Riding Roc	2000	Transportation, Overland Flight	8

Animals on Adventures: Animals may come with the Characters and remain off-camera. However there must be some kind of physrep such as a stick-puppet if they appear in-game. If the Characters enter an area the animal can not enter, then the animal is assumed to find it way home on its own by the next game, unless it absolutely can not (because it's on another plane for example) in which case it is lost. Inform the Character's Mentor so this can be dealt with later.

Livestock Hit Points: Small animals typically have 1-2 HP. This includes cats, small dogs, chickens ducks and so forth. Medium sized animals tend to have 10 HP. This includes typical dogs, pigs, goats, eagles and so forth. Large sized animals tend to have 20 HP. This includes cows, goats, ponies and horses. War animals tend to have 50 HP.

Transportation: This animal allows a Character to travel faster than normal. If they are being pursued, they will outrun their pursuers if they have time to go back and mount up, unless the pursuers have faster than normal movement or transportation of their own.

Magic: Magic Items

5 Magic Items: Each Character may only own 5 magic items. If a Character owns 5 magic items, they may not pick up, another one. There are many ways to work around this rule. Don't. If a Character gives their magic items to another Character "to hold" or tries to use an NPC, animal or spell to move magic items around above their limit - this is all very simply cheating.

Trading, buying and selling magic items is fine. If you are at all concerned, just ask a Storyteller about what you are doing and make sure they know. If you are not sure if you are violating the spirit of the rules, simply ask and inform the Storytellers. This allows us to decide if the rules combination should be allowed and write errata for or against that effect.

Items made of special materials unfortunately do count as magical items. 10 rounds of ammunition will count as a single magic item This includes arrows, bolts, sling stones, bullets and anything else that can not be used as a weapon on its own but must be fired from another weapon. Daggers, for example, are not ammunition.

Selling Magical Items: If a Character parts with a magic item, that slot remains filled during the next month. After that, the slot becomes free and a new magic items can be owned. Consumables are an exception. If they are consumed, the slot becomes free. Also if an item expires, the slot is free the next month.

Spells: Spells cost 10gp per spell level to learn.

Quintessence: The stuff of the gods, quintessence is not entirely understood. It is used to fuel 11th level spells and can be ritually broken down into 10 pieces called Quintessa. A mortal is unable to hold, own or manipulate more than one Quintessence or any one piece of it.

Quintessa: These fragments of Quintessence, usually 1/10th of a Quintessence are required to make permanent magical items. It is unheard of for anyone to sell permanent magical items without charging a Quintessence.

No Value: Mortals can not bring themselves to sell Quintessence and Quintessa for gold. They can only be given away or traded for permanent magic items which have Quintessa bound into them.

Temporary Magic Items: Any magic item created without Quintessa, has a duration of 6 months. Most potions and many wands are created this way. A Character is still limited to 5 Magical items, even if they are temporary.

Spontaneous Temporary Magic Items: On a fairly regular basis, masterwork items transform into temporary magical items spontaneously. As a guide for Storytellers this is a 1% chance each month. Many Crafters create a lot of Masterwork items, store them and check them each month to see if any golden eggs have appeared. (If a Storyteller does decide to transform a Masterwork item into a Magic item, it should come out of the magical item budget for the particular game where it occurs.)

Turning Off Duration: Anyone with Casting (any Type) Rank 1 can turn off a magic item. The owner must be present and willing. This drains 1 month from the duration of the item or costs 1 Monthly Action from the owner or Caster. This can be done out-of-game. This is specifically so that Players who are away can "lock" their magic items after the fact so they don't expire. The item's duration is frozen until the owner attends a game.

Item Level: Item levels 1 to 4 are available at Low tier. 1 to 6 at Mid tier. 1 to 8 at High tier and 1 to 10 at Epic tier. Items of 11+ are artifacts which mortals can not create. If a Character tries to use an item which is above their tier, only the abilities from their tier will work (this may require some Storyteller adjudication).

Class/Race/Heritage Abilities: If a Character has an ability that makes a weapon magical in some way, it does not help them make magical items. For example, to make a +1 Sword, it must be magical first, and even if the Character can make a weapon magical while they are wielding it, they must still pay for the Magic Weapon ability before they can add Bonus Weapon Damage.

Magic Items and Availability: Magic items have a 5% chance of being available.

MAGIC ITEM ABILITIES

Magic Weapon, Item Level +0

Requirements: Craft (Magic) Rank [Item Level], Casting (Any) Rank 1

Cost: 200gp

Explanation: (Weapon) This weapon is magical. It can strike creatures immune to mundane damage. Weapons must be magical before other Magic Item Abilities can be placed on them.

Bonus Weapon Damage; Item Level +1 per Damage

Requirements: Craft (Magic) Rank [Item Level], Casting (Any) Rank 2 per damage

Cost: 200gp per +1 damage

Explanation: (Weapon) This weapon does an additional +1 to +5 damage. This bonus can be added one at a time to a weapon.

Bane Subrace Weapon, Item Level +2

Requirements: Craft (Magic), Lore (Lore associated with chosen race) and Casting (Any) Rank 2

Cost: 200gp

Explanation: (Weapon) This weapon is bane to one subrace. Members of that subrace can not wield this weapon. A weapon can only be bane to one type. (Bane Strike is a separate ability which stacks with this one.)

Bane Alignment, Item Level +4

Requirements: Craft (Magic) Rank [Item Level], Lore (Lore associated with chosen race) Rank 2, Casting (Any) Rank 2

Cost: 200gp

Explanation: (Weapon) This weapon is bane to one of the following 6 alignment types; Lawful, Good, Chaotic, Evil, Hopeful, Oblivion. Bane can never be applied to Neutral alignments.

Personalized, Item Level +1

Requirements: Craft (Magic) Rank [Item Level], Casting (Any) Rank 1.

Cost: 100gp

Explanation: (Any item) This item can only be used by its proper owner. The owner may sell, give or will it to another person but this only works willingly.

Luck Returning, Item Level +1

Requirements: Craft (Magic) Rank [Item Level], Casting (Any) Rank 1.

Cost: 100gp

Explanation: (Any item) Unless this item is willingly sold or given away, if lost it tends to return to the owner, usually the following month.

Magic Armor, Item Level +1 per +1 Armor

Requirements: Craft (Combat) Rank [Item Level], Casting (Any) Rank 2 per +1 armor

Cost: 200gp per +1 Armor (max +5)

Explanation: (Armor) This armor is magical. It has 1 to 5 additional Armor. This is treated as normal Armor for the purposes of damage and repair.

Magic Armor Class, Item Level [MAC/2]

Design: [Choose 2, 4, 6, 8, 10, 12, 14, 16, 18 or 20 for MAC]

Requirements: Craft (Combat) Rank [Item Level], Casting (Any) Rank [MAC/2]

Cost: [100gp per 2 MAC]

Explanation: (Any item) Once per encounter, this item can provide [2 to 20 MAC]. MAC can not be repaired and does not stack with MAC. If a Character has two sources of MAC, the lowest is immediately depleted of hits.

MAGIC: POTIONS

Potion Limit: 10 Potions count as a single magical item in terms of the 5 magic item limit. A Character can consume up to 10 Potions per game. After that they stop affecting them. Cursed (harmful) potions don't count towards this limit.

Potions: Potions are magically enchanted single-use fluids which must be ingested to take effect and most often replicate a spell effect. They are magical in nature and tend to function exactly as the spell they replicate. Drinking a potion takes a few seconds. Props that can be consumed would be preferred but any liquid containing prop may be used as a potion. One must consume the entire potion to benefit from it in any way. (Poisons and other terrible drinks follow different, more sinister rules.)

Ingested: Chirurgery Rank 1 is required to administer a potion to an unconscious, sleeping or dead target.

Item Willpower: If a magical item needs a Defensive or Offensive Willpower, by default it is the level of the item unless the Crafter had a higher Rank in those skills.

Healing Potions

I've got a wand of Cure Minor Wounds and my sword. The healer's late. Let's leave him behind.

Sometimes this is how it feels being a healer, being treated as a stack or potions or being left behind for a stack or potions but the cost and availability still make having a healer much cheaper and practical.

Lesser Healing Potion, Item Level 1

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 1. Non-evil Alignment.

Cost: 10gp

Effect: (Ingested) In 1 minute, the target heals 1 HP, 1 Constitution or 1 point of Skill damage.

Minor Healing Potion, Item Level 2

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 2. Non-evil Alignment.

Cost: 20gp

Effect: (Ingested) In 1 minute, the target heals 5 HP, 2 Constitution or 2 points of Skill damage (divided as desired).

Regrow Limb Potion, Item Level 4

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 4. Non-evil Alignment.

Cost: 40gp

Effect: (Ingested) In 1 minute, the target regrows 1 missing limb, or head.

Remove Affliction Potion, Item Level 3

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 3. Non-evil Alignment.

Cost: 30gp

Effect: (Ingested) In 1 minute, the target is cured of one affliction such as poison or disease of their choice. This functions as Offensive Willpower 3 unless the crafter has a higher Offensive Willpower.

Major Healing Potion, Item Level 5

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 5. Non-evil Alignment.

Cost: 50gp

Effect: (Ingested) In 1 minute, the target heals 20 HP, 10 Constitution or 10 points of Skill damage (divided as desired).

Total Heal Potion, Item Level 7

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 7. Non-evil Alignment.

Cost: 70gp

Effect: (Ingested) In 1 minute, the target heals all HP, Constitution and Skill damage (divided as desired).

Restore to Life Potion, Item Level 7

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 7. Non-evil Alignment.

Cost: 70gp

Effect: (Ingested) In 1 minute, if the Target had been dead for less than 2 minutes when they received the potion, they lose 20 Halo and they are restored to life.

Resource Potions

These potions are invaluable for restoring Halo and Mana. Remember that a Character can only spend up to twice their base (before magic items and any other modifiers) Halo and Mana each game.

Lesser Mana Potion, Item Level 1

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 1.

Cost: 10gp

Effect: (Ingested) The target regains 5 mana.

Minor Mana Potion, Item Level 2

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 2.

Cost: 20gp

Effect: (Ingested) The target regains 25 mana.

Major Mana Potion, Item Level 5

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 5.

Cost: 50gp

Effect: (Ingested) The target regains 100 mana.

Total Mana Potion, Item Level 7

Requirements: Casting (Divine), Craft (Magic) and Lore (Religion) Rank 7.

Cost: 70gp

Effect: (Ingested) The target regains 150 mana.

Lesser Halo Potion, Item Level 1

Requirements: Casting (Any), Craft (Magic) and Lore (Religion) Rank 1.

Cost: 10gp

Effect: (Ingested) The target regains 5 Halo.

Minor Halo Potion, Item Level 2

Requirements: Casting (Any), Craft (Magic) and Lore (Religion) Rank 2.

Cost: 20gp

Effect: (Ingested) The target regains 25 Halo.

Major Halo Potion, Item Level 5

Requirements: Casting (Any), Craft (Magic) and Lore (Religion) Rank 5.

Cost: 50gp

Effect: (Ingested) The target regains 100 Halo.

Total Halo Potion, Item Level 7

Requirements: Casting (Any), Craft (Magic) and Lore (Religion) Rank 7.

Cost: 70gp

Effect: (Ingested) The target regains 250 halo.

Magic Clothing and Armor

Bracers of Armor, Item Level [Armor Level]

Design: Choose an Armor Level of 1 to 10.

Requirements: Casting (Any) Rank 2 and Lore (Combat) [Armor Level]

Cost: 400gp times [Armor Level]

Effect: (Bracers) These bracers function as mundane armor and provide PAC equal to the [Armor Level]. The armor can be mended and repaired like normal armor. It protects anywhere that is covered by clothing.

Requirements: Casting (Any) Rank 2, Climb Rank 5.

Cost: 500gp

Effect: (Bracers) The Wearer gains Climb Rank 5 if they don't already have it.

Cape of Invisibility, Item Level 5

Requirements: Casting (Any) Rank 2, Stealth Rank 5.

Cost: 500gp

Effect: (Bracers) The Wearer gains Stealth Rank 5 if they don't already have it.

Bracers of Swimming, Item Level 5

Requirements: Casting (Any) Rank 2, Swim Rank 5.

Cost: 500gp

Effect: (Bracers) The Wearer gains Swim Rank 5 if they don't already have it.

Mask of Orc, Item Level 5

Requirements: Casting (Any) Rank 5, Disguise Rank 5

Cost: 500gp

Effect: (Mask) This mask provides the wearer with Disguise Rank 5, but only to disguise themselves as an Orc. They always appear as the same Orc but it does not correspond to any actual Orc.

Bracers of Climbing, Item Level 5

Magic Objects

Flying Carpet, Item Level 5

Requirements: Casting (Any) Rank 5

Cost: 500gp

Effect: (Carpet) This item provides [Flight](#) to a group. When this item is activated, everyone going must stand on it. It will only take as many people as will fit on the carpet. Everyone must concentrate or the Carpet descends, so combat and casting are not possible during transit. When in motion everyone lifts it up and carries the carpet over their head, to keep everyone together. Anyone not under the carpet is no longer on it. Some arms will not be available, because they are holding the carpet up, and this is a penalty for this mode of transport.

Magic Weapons

Alexus Macus, Item Level 4

Requirements: Casting (Bardic) and Craft (Magic) Rank 4.

Cost: 500gp

Effect: This +2 Magic Mace has a special ability. Once per game, when it strikes someone, it forces them to tell a

story for five minutes. The target can still cast and fight, but they must continue telling the story, no matter how bad it is. They can take short breaks to drink water, otherwise they must keep talking for 5 minutes. This makes hiding impossible. The Offensive Willpower of this ability is 5. [Willpower Resists](#).

MAGIC: WEAPONS

DJ's Spit-scream, Item Level 2

Requirements: Casting (Arcane or Nature) Rank 2, Sphere Access (Fire Mastery).

Cost: 400gp

Explanation: (Melee Weapon) Each minute, the wielder can choose 1 target. This weapon sets fire (Ignite living) to that target with each strike. The fire lasts 1 minute but rolling on the ground or using various water spells can stop it. While damage from fire is only 1 per 10 seconds, it makes it virtually impossible to put out permanently because it's so easy to restart.

Legendary: If two or more of these weapons appear at a game, they merge into a single weapon.

Dealing with Magic Items.

With the GP cap, Characters have an obvious loophole and problem. Many magic items are worth more than the cap. So one could get a magic item and then "trade" it for other goods and get around the GP cap. Also, it's impossible to purchase a magic item that costs more than the cap.

The first solution is that Characters may not sell or trade a magic item without approval from game management - and a note about the sale or trade will be kept on the Nexus Attendance Sheet which will also function as a bill of sale. This is an awkward rule but it fixes IA's massive wealth problem where selling a couple of magical items made more money than years of having the best income available.

The second solution is a payment plan. Each month you can invest up to the GP cap in a magic item until you finally buy it. Once you start, you can not change your mind, the money must be turned in and is gone. Again a Player can ask game management for an exception to this rule.

Spellcasting Item, Item Level [Spell Level]

Requirements: Craft (Magic) Rank [Item Level], must know and be able to cast the spell.

Cost: 100xp per spell level x uses per day.

Explanation: (Any Item) This item allows the user to cast the spell a certain number of times per day. This takes 5 seconds per spell level and if interrupted, uses up a daily use. The Offensive Willpower is the same as the user.

Special: After 4 uses per day, each use per day increases the level by +1.

name.) The Offensive Willpower is the same as the spell level.

Special: The user must have Casting (any) with a Rank equal to the Item Level.

Potion, Item Level [Spell Level]

Requirements: Craft (Magic) Rank [Item Level], must know and be able to cast the spell.

Cost: 100gp per spell level.

Explanation: (Potion) A potion is a single use spell that anyone can use by ingesting the liquid. The Offensive Willpower of a Potion equals the Spell Level.

Wand, Item Level [Spell Level]

Requirements: Craft (Magic) Rank [Item Level], must know and be able to cast the spell.

Cost: 100gp per spell level.

Explanation: (Wand) This item comes with 10 charges. Each use Verbally casts the spell. (The user can not cast for 5 seconds per spell level but does not need to incant beyond 'Item do thy work' and the spell

Scroll, Item Level [Spell Level]

Requirements: Craft (Magic) Rank [Item Level], must know and be able to cast the spell.

Cost: 100gp per spell level.

Explanation: (Scroll) A scroll is a single use spell. The Offensive Willpower is equal to the Spell Level.

Special: The user must have Casting (any) with a Rank equal to the Item Level.

MAGIC: FAMILIARS

Familiars don't require crafting. One does not make or enchant a familiar. Summoning a familiar requires a straight forward ritual either in a region of the world where the animal type exists or with a pre-designated animal ready to become the familiar. A Character can only have one familiar unless they have an ability that increases this number.

Magic Item Slots: A familiar takes up one of the Master's five magic item slots.

Self Spells: Spells with a range of Self or Caster can be placed on the Caster's Familiar. Further, if the Caster and Familiar are together, spells cast by the Caster that affect the Caster can also affect the Familiar. An armor spell, for instance would provide the same PAC to both the Caster and the Caster's Familiar.

Animal Skills: Animals can, generally, only use the following skills; Burst of Strength, Climb, DAC, Combat Mastery (Claws only), Escape Artist, Grapple, Handle Animal, Lay on Hands, Magic Blow, Regeneration, Strength, Stealth, Strike, Swim, Tracking and Willpower.

Distant: A Familiar can be distant. The familiar is scouting around nearby and can use it's skills to find things, track, search and so forth. Generally the familiar is safe, but in dangerous locations the Storyteller can rule that the Familiar is in danger and ask how it reacts.

Death/Dismissal: Although rare, if a familiar dies, the Master is exhausted for the rest of the game. A Familiar can be dismissed but the Boons and GP spent on them are lost. A Master can summon one familiar a month and no more than 2 per year.

Low Tier Familiar, Item Level 1

Requirements: Casting (Any) Rank 1.

Cost: 100gp, 100 Boons

Explanation: A Familiar is an animal (usually) that is bonded to a Caster, it's Master. The Familiar has the same HP and Constitution as its Master. The Master and Familiar can communicate telepathically over a short distance. This allows the Master to benefit from certain skills the Familiar might have. Low Tier Familiars have the basic skills listed for the animal at Rank 1.

Low Tier Familiars (25% Availability)

Albatross: Flight, Swim

Bat: Flight, Heightened Senses (Sonar)

Cat: Climb, Stealth

Dog: Swim, Tracking

Hawk: Flight, Heightened Senses

Lizard: Climb, Stealth

Owl: Flight, Heightened Senses, Stealth

Parrot: Flight, Speak Language

Rat: Stealth, Disease Resistance (Treat Constitution as 10 versus Diseases)

Raven: Flight, Craft (Appraise ability only)

Snake: Climb, Bluff

Toad: Amphibious, Swim

Weasel: Climb, Escape Artist

Rare Low Tier Familiar, Item Level 1

Requirements: Casting (Any) Rank 1.

Cost: 200gp, 200 Boons

Explanation: The same as a Low Tier Familiar, these rarer familiars have extra abilities and they are chosen from the list below.

Rare Low Tier Familiars (5% Availability)

Bear: Climb, Combat Mastery (Claws), Strength

Black Widow: Climb, Poison (Attacks deal 1 Constitution damage), Stealth

Dodo: No skills

Dire Familiar: Use any Low Tier Familiar but add Strength as a skill.

Great Dane: Strength, Tactics (Trip), Track

Talking Owl: Flight, Heightened Senses, Speak Language, Stealth

Wolverine: Climb, Rage, Regeneration (HP)

Mid Tier Familiar, Item Level 5

Requirements: Casting (Any) Rank 3, Low Tier Familiar.

Cost: +200gp, +200 Boons

Explanation: A Mid Tier Familiar has all its skills improved to Rank 3.

Rare Mid Tier Familiar, Item Level 5

Requirements: Casting (Any) Rank 3, Rare Low Tier Familiar.

Cost: +300gp, +300 Boons

Explanation: A Rare Mid Tier Familiar has all its skills improved to Rank 3.

High Tier Familiar, Item Level 5

Requirements: Casting (Any) Rank 5, Mid Tier Familiar.

Cost: +300gp, +300 Boons

Explanation: A Mid Tier Familiar has all its skills improved to Rank 5.

High Mid Tier Familiar, Item Level 5

Requirements: Casting (Any) Rank 5, Rare Mid Tier Familiar.

Cost: +400gp, +400 Boons

Explanation: A Rare Mid Tier Familiar has all its skills improved to Rank 5.

Epic Tier Familiar, Item Level 7

Requirements: Casting (Any) Rank 7, High Tier Familiar.

Cost: +400gp, +400 Boons

Explanation: A Mid Tier Familiar has all its skills improved to Rank 7.

Epic Mid Tier Familiar, Item Level 7

Requirements: Casting (Any) Rank 7, Rare High Tier Familiar.

Cost: +500gp, +500 Boons

Explanation: A Rare Mid Tier Familiar has all its skills improved to Rank 7.

The Ritual of Darkest Fate

Tiffany the Innocent was a harmless cheerful lower-Fae Pixie who loved candy and found the people she was with just a little too offensive to consider being one of their Familiars. Useless in combat she wanted the powerful abilities and eventual maturity that Familiar-ship grants to be considered more helpful. She stuck upon, what she considered to be at the time, the brilliant idea of making herself, her own familiar. The ritual didn't exactly go as planned and she might have drunk as much honey wine as she spilled on the ritual circle. Permanently summoning herself tore her outside of normal space-time where she spent an eternity alone in darkness until her despair burned away into rage and fury and fueled her return to the summoning circle where she emerged as a demon-fae and reaped bloody tentacular violence upon all the countryside slaughtering thousands until she was finally brought low by an arrow shot through her heart, fired off her best friend's bow, a elf who loved her. Since then at least two fools have tried to repeat the ritual but they failed.

Technology

Technology on Nexus is less common than Magic and holds a similar place to Magic in the real world. People are not generally familiar with it and do not understand how it works. There are three main groups producing technology; Gnomes, Goblins and Minerians.

Goblin Technology: Goblin tech is always temporary. Take any piece of technology, divide the cost by 10 and then multiply it by the number of months in its duration to get the cost. Give it some kind of flaw. Voila. Goblin tech. It's rare and does not get used much besides by goblins and glomes. Goblin tech always appears as twisted, dangerous steam punk technology, almost always with a weapon grafted to it. Glomes can produce Goblin or Gnomish tech if they set their mind to it.

Minerian Technology: Minerian tech is rare but tends to be very advanced. Like Goblin and Gnome technology, it is suspect. Gremlins don't hide in Minerian tech, when it has been found to go wrong. Demons hide in Minerian tech. Minerian tech does not look steampunk in appearance. It looks modern or futuristic.

Gnomish Tech: The most respected technology, Gnomish Tech isn't all that reliable, unless you're a gnome and you know how to fix it. Gnomes are such inventors that nothing every really gets finished or smartened up for general use, so everything you get is a prototype.

The handful of relatively common technological items are either so simple they are barely technology or are so useful that someone has at sometime found a way to make them work consistently or safely.

Crafting: Crafting technology requires the Craft (Technology) skill. If an item has a race name in the title, then it can only be crafted by members of that race.

Technology	GP	Notes	Item Level/Race
Flashlight	10gp		1
Hand Crossbow/Dart Gun	100gp		1
Rifle	200gp		1
Pistol	100gp		1
Goblin Grenade	Varies	10 to 100gp	1/Goblin
Shot and Powder	N/A	See Alchemical Items	1
Water Clock (Immobile)	100gp		1
Gnomish Pocket Watch	100gp		1/Gnome or Glome
Lock	Varies	5gp x Open Lock Rank squared	1
Minerian Sun Goggles	50gp	n/a	1/Minerian
Minerian Rain Parasol	10gp	n/a	1/Minerian
Telescope	100gp	n/a	1
Water Bottle	1gp	n/a	1

Flashlight: A flashlight represents any light giving item. This can be Gnomish technology, alchemical, magical or even just a mundane lantern. Having a flashlight on Player's person offers safety during night games and in some indoor situations so the price has been adjusted to be reasonably low. This device will not defeat any kind of darkness magic, although more powerful and expensive flashlights may be available which can.

Hand Crossbow/Dart Gun: Single shot NERF guns modified to look like hand crossbows to represent items of this sort.

Goblin Grenade: This dangerous device will go off if exposed to fire. They do 1 to 10 damage in a 10 foot radius and cost 10gp per point of damage they do.

Shot and Powder: Firearm ammunition is alchemical and is used up after each use.

Water Clock: A water clock is a pair of jars which accurately measure time as water passes from one jar to another.

Gnomish Pocket watch: A pocket watch accurately measures time. They are extremely expensive and very rare.

Lock: This is simply a device for keeping things closed. The cost is equal to the Open Lock's Rank required to bypass the lock, squared, times 5.

Minerian Sun Goggles: These make Characters immune to flash and have a -1 penalty to Heightened Senses.

Minerian Rain parasol: This stops rain, mostly.

Telescope: This tool can provide a +1 bonus to [Heightened Senses](#) when trying to find something far away. It allows more specific questions and answers for Prophecy (Star Reading).

Waterbottle: This holds liquids and keeps them cold longer.

Rare Materials

Category: Rare Materials can be applied to any of the 7 categories of items. To use a rare material you must meet the Craft Rank required.

Rare materials are exceptional in their ability to be crafted into weapons and armor that have special properties without further enchantment. Most are non-magical in nature. Normal items are made from bone, stone, bronze, iron, wood, hide and tin. Anything made from other materials is typically considered rare.

It may be cheaper to acquire the components separately, in which case the cost lies primarily in making the item. Silver weapons are especially difficult because silver is a soft metal and must be mixed with other metals or plated in a manner that preserves its special properties while making it strong enough for the rigors of combat.

Limit: A weapon, suit of armor, or shield can only be enhanced with a single rare material. It is only possible to combine a rare material with a base material of the same type. Mithral (metal), for example, can only be used for metal weapons and armor.

Roleplay Rare Materials: Especially in the case of bane materials, using them in jewelry can be a cheap and effective manner of discouraging certain opponents from making contact with the wearer. For safety reasons, as well as game balance, these items may never be used as weapons although one might brandish them like a holy symbol in an effort to ward off opponents, but it's not very likely to work.

Duration: Like crafting Magic Items, Rare Material Items can be temporary or permanent. Unlike Magic Items, no quintessa is required to make them permanent. The difference is merely quality. The Crafter must have Rank 5 in the appropriate Craft skill to make permanent Rare Material items and the cost is simply higher than temporary items. Generally the rare material must be infused all through the item to make it permanent, a more difficult and expensive process.

Crafting Cost: When a Crafter makes an item with Rare Materials add the cost of the original item to the cost of the Rare Materials. This determines the item's total cost, half of which must be paid for in materials to Craft it.

Like Magic Items, some masterwork items sometimes spontaneously take on a rare material property temporarily. It is for this reason that many people take expeditions to try find the Yddrasil tree, for example. There is no standard process for achieving this rare occurrence.

Rarer: It is believed that certain rarer materials do exist but their exact qualities are unknown.

Availability: First check to see if the Item is available. Then check to see if the material is available. If so, then an item made of this material can be found.

Rare Materials	Cost in GP	Craft Rank Required	Availability
Bone, Stone, Bronze, Iron, Wood, Hide	0	1	
Silver	100	1	
Gold	100	1	
Jade	100	1	
Lead	100	1	
Obsidian	100	1	
Steel	100	1	
Heartwood	200	2	In Game Only
Psi-Crystal	200	2	In Game Only
Mithral	200	2	In Game Only
Dragon Scale/Bone	200	2	In Game Only
Adamantine	300	3	In Game Only
Cold Iron	300	3	In Game Only
Celestium	500	5	In Game Only
Infernum	500	5	In Game Only
Red Steel	500	5	In Game Only
Yddrasilium	500	5	In Game Only

Iron (Metal): Iron is officially a common metal not a rare one, however, when armor is made of Iron it adds an additional two points of Hindrance to Arcane spell Casters.

Silver (Metal): Weapons gilded in silver are Bane to Shifters. Armor gilded in Silver prevents a Character picking up the Infected Lycanthrope Heritage.

Gold (Metal): Weapons gilded in gold are Bane Dreams. Armor gilded in Gold protects a Character from Nightmares and from gaining the No Dreams flaw.

Jade (Stone): Weapons embellished with Jade are Bane to Undead, corporeal or incorporeal. Armor embellished with Jade prevents a Character from picking up the Vampiric Spawn Heritage.

Lead (Metal): Weapons gilded in Lead are Bane Psionics (anyone with ranks in Casting (Psionic). Armor embellished with Lead provide +2 Defensive Willpower against Psionics and gains 5 extra armor usable only against Kinetics. Lead can not be worn by psions.

Obsidian (Stone): Weapons embellished with Obsidian are Bane to Angels. Armor embellished with Obsidian provides DR 10 against Void/Oblivion damage and cannot be worn by anyone with a vulnerability to damage of that type. Any item embellished with Obsidian cannot be Obliviated.

Steel (Metal): Weapons made of Steel have a +1 Constant Bonus to damage. Armor made of Steel has its PAC and Hindrance increased by 1.

Heartwood (Wood): Weapons made of Heartwood have a constant +1 bonus to damage and are considered to be Natural items in their own right. Armor made of Heartwood has its PAC and Hindrance increased by 1.

Psi-Crystal (Stone): Weapons made of Psi-Crystal have a constant +1 bonus to damage and are considered to be Psionic items in their own right. Armor embellished with Psi-Crystal forms a Halo Store equal to its PAC. Shields made of Psi Crystal can store 5 Halo. Bridge (Halo) is required to transfer Halo into, or out of, a Halo Store item but is done at a 1 to 1 ratio.

Mithral (Metal): Weapons made of Mithral have a +1 Constant bonus to damage and are Magic. Armor made of Mithral reduces hindrance by 2.

Dragon Scale/Bone (Hide/Bone): Weapons made of Dragon Bone have a constant +1 bonus to damage and are Bane to the element which the dragon was opposed to in life. Armor made of Dragon Scale provides DR 10 against the element the Dragon was associated with in life and cannot be worn by anyone with a vulnerability to damage of that type.

Adamantine (Metal): Weapons made of Adamantine have a constant +2 bonus to damage. Armor made of Adamantine gains two points of Armor.

Cold Iron (Metal): Cold Iron is highly resistant to magic. Spells that target objects, such as Disintegrate, Shatter or Obliviate don't work on Cold Iron, not does Mend or Make Whole. Unfortunately this resistance does not apply to spells targeting the wearer of Cold Iron. Cold Iron can not be magical. Cold Iron can only be repaired using Armor Repair. Cold Iron weapons are Bane to Fae. Cold Iron armor can stop 1 spell per day of up to 10th level. Persons wielding a Cold Iron weapon or wearing Cold Iron Armor can not cast spells.

Celestium (Metal): Weapons made of Celestium are Bane Evil. Armor made of Celestium grants DR10 Light and cannot be worn by anyone with a vulnerability to damage of that type. Items made of Celestium cannot be disintegrated.

Infernum (Metal): Weapons made of Infernum are Bane Good. Armor made of Infernum grants DR10 Dark and cannot be worn by anyone with a vulnerability to damage of that type. Items made of Infernum cannot be disintegrated.

Red Steel (Metal): This metal inspires greed in those that interact with it. Persons more susceptible to greed, especially Dragons, will attack anyone using Red Steel first. Each game that a Character has any Red Steel their alignment moves one step towards Chaotic Evil Oblivion at the end of the game and can not change back while they have the Red Steel. To give up Red Steel, or keep it and avoid the alignment change, a Character can spend a number of Monthly Actions equal to the number of Games the Character has attended with the Red Steel. After 6 games this is impossible without outside help and the Character is at risk of becoming an NPC. Crafted by demons, most users are eventually murdered by someone trying to steal it. Red Steel radiates an evil aura. Red Steel is created in demon realms from Infernum using the blood of innocents. Characters with the Hero Complex find Red Steel offensive to be around. Red Steel weapons have a +4 Constant Bonus to damage. Red Steel Armor has DR 4.

Yddrasilium (Wood): Weapons made of Yddrasilium are Bane Oblivion. Characters wearing armor made of Yddrasilium treat their Constitution as 2 points higher for the purposes of resisting poisons, drugs and diseases (Max 10). Yddrasilium wood never dies and can be healed as well as mended. Characters wearing Yddrasilium gain Lore (Nature) rank 1 if they don't already have it.

Yddrasilium usually comes from wood harvested from a tree sacred to Gaea or from a tree which has an Yddrasil Heritage; once harvested the wood is subjected to various druidic processes and rituals to make it akin to wood harvested from the actual Yddrasil (World Tree). Wood which is actually harvested from Yddrasil is automatically Yddrasilium.

SERVICES

Services	GP	Notes
Mundane Services	Cost	
House Servant (per month)	25	
Butler (per month)	25	
Laborer (per month)	25	
Skilled Laborer (per month)	50	
Craftsman (per month)	50	
Lawyer (per day)	4	
Guard (per month)	35	
Scribe (per day)	2	
Active Bodyguard (per day) Light Danger	1	
Active Bodyguard (per day) Moderate Danger	4	
Active Bodyguard (per day) Extreme Danger	20	
Messenger (per mile)	0.05	
Common Prostitute (per hour)	0.5	
Courtesan (per evening)	15	
Inn Poor (per night)	0.2	
Inn Common (per night)	0.5	
Inn Good (per night)	2	
Inn Meal Poor	0.05	
Inn Meal Common	0.5	
Inn Meal Good	1	
Supernatural Services	GP	Notes
Raise Dead	200	
Death Insurance 1 Game (one Raise Dead)	20	
Death Insurance 1 Month (one Raise Dead)	50	
Death Insurance 6 months (one Raise Dead)	100	

Services

Servants: It is possible for a Character to hire a servant but unless there is a person available to play that role, either a crew member or a Player who can step out of Character, the servant can only act off-camera. An off-camera servant can not help the Player, stabilize them, carry their stuff or load their weapons. The Storyteller is not obliged to give up Crew Members unless they want to.

Services: Services fall under the work performed using the Craft skill.

Services

Mundane Services: From time to time, Characters may need to purchase mundane services such as a tavern room for the night, a messenger, a servant, a scribe, or attorney. In game terms, hirelings are assumed to have Rank 3 in their requisite skill.

Raise Dead: Normally performed by one of the 13 Churches, they require most of the body and 200gp. Characters without a soul (the No Halo flaw) can not be raised from the dead, nor can Obliviated Characters.

Characters who have sold their soul will likewise have difficulties. Being raised from the dead costs the Character their next 4 monthly actions.

Death Insurance: Given the predisposition of Characters towards bloody death, the 14 Churches offer death insurance. If the Character meets their maker within the time period, the Church will raise them from the dead for no additional cost. If they don't the Church pockets the money with a smile.

Time Saving Services

Monthly Actions represent the time-cost to get activities done. Basically 1 Monthly Action represents about 1 week of work. Getting more than 4 Monthly Actions within one month means a Character is working 12 to 16 hour days and possibly weekends and holidays. The wealthy can actually get more done, by offloading some of the work onto others and hiring really skilled, and hence more efficient, trainers. This gives the Character more time to perform other activities.

Services	GP	Notes
Mundane Services	Cost	
Skilled Trainer	100 per Rank or Purchase.	Limit 1/month. Purchase one rank or purchase of a skill without spending a Monthly Action.
Rehab	200	Limit: 1. This reduces the Death Penalty by 1 Monthly Action.
Flaw Removal (Character)	10	Remove flaw for 0 Monthly Actions
Flaw Removal (Minor)	100	Remove flaw for 0 Monthly Actions
Flaw Removal (Medium)	200	Remove flaw for 0 Monthly Actions
Flaw Removal (Major)	300	Remove flaw for 0 Monthly Actions
Flaw Removal (Extreme)	400	Remove flaw for 0 Monthly Actions
Merit Training (Minor)	100	Gain Merit for 0 Monthly Actions
Merit Training (Medium)	200	Gain Merit for 0 Monthly Actions
Merit Training (Major)	300	Gain Merit for 0 Monthly Actions
Merit Training (Extreme)	400	Gain Merit for 0 Monthly Actions
Class Retraining	400	Remove a class for 0 Monthly Actions
Heritage Manipulation	400	Remove a Heritage for 0 Monthly Actions

APPENDIX 1: SHEETS

Blank Character Sheet

Character Name:

Player Name:

Character Birth Date: Level:

Religion (Optional):

Alignment:

Race:

Heritage or Class (1):

Heritage or Class (2)

Hit Points:

Armor (PAC):

Halo: (2/level + purchases)

MANA:

CON:

Hindrance:

Merits (Note XP)

Flaws (Note XP)

XP:

Monthly Actions:

Boons:

Glory:

Free Skills (No Monthly Action or XP cost)

Purchased Skills (Skill Name, XP cost, Monthly Actions Spent to learn skill)

Items

Combat

Sphere of Change

Shift Item

Move Enchantment

Alter Special Material

Bend Rules