



The Great Tome of Prestigious Ability

This book has three primary sections, the first is regarding lost and ancient schools of magic, awaiting discovery somewhere in Vehldathin. These schools of magic, once unlocked, will be available to any player to choose at any time when choosing a school of magic. These will be unlocked only through Scrolls of Knowledge found throughout your travels.

The second section of this book contains Heretical Divinities, these are spell lists for those who would follow false gods. These must be unlocked In Game by individual characters and cannot be picked when making a new character. These faiths can only be unlocked through unique methods In Game and can carry a variety of advantages and disadvantages.

The third section of this book contains Prestige Classes, which are additional three tier classes that have unique and different abilities. These can often be customizable to the Character, but are available for anyone to use, provided they complete the necessary quest to unlock them. Prestige classes are available once you are Tier 2 in your Class, and will be more difficult to unlock than standard quests. New prestiges will be added once they are discovered and are commonly hinted at within the lore of Fury of the Deeps. Rarely, prestiges can also be unlocked through Scrolls of Knowledge, but unlike lost schools of magic, the scroll will only teach one player. Players can also work with staff to have a Prestige Class made that fits their specific interests.

Be warned that in your pursuit of lost knowledge and unrestrained power you will face difficult challenges and decisions that will have their own impacts on the world, with their own rewards and consequences, and in some instances lead to an end to your character.

Lastly, you may decide to rewrite your character after seeing a new prestige or lost school of magic that has been uncovered. This is perfectly acceptable and encouraged for you to have the most fun that you can have while at Fury of the Deeps, but rewriting your character does restart all quest progress. Once you have completed a quest, be cautious on how you choose to rewrite.

Lost Schools of Magic

These schools of magic, once unlocked, can be chosen by anyone when choosing a school of magic. They each have their own benefits similar to the schools of magic commonly found within Vehldathin.

The School of Beasts, This school does not get an Elemental Damage. [UNLOCKED]	
Eye of the Tiger	T1, This spell allows you to harness the power of the tiger, gaining their eyesight and perception for brief moments. Grant Target a Guard to a Stealth Effect by Touch. 3 Mana. OTP.
Quiet as a Mouse	T1, This spell allows you to conjure the meek and timid nature of a field mouse, hexing your target to mirror that behavior. Silence by Packet. 12 Mana. OTP.
Rat's Cunning	T2, This spell allows you to harness the power of the rat, gaining their tenacious ability to find their way into the smallest of spaces. Grant Target one use of 5 Stealth by Touch. 5 Mana. OTP.
Reflexes of a Cat	T2, This spell allows you to harness the power of the cat, gaining their graceful movements, always landing on your feet. Grant Target 1 use of Dodge by Touch. OPE, PP.
Lion's Roar	T3, This spell allows you to harness the power of the lion, gaining their forceful roar that can be heard for miles. By My Voice Fear, OPE, PP.
Tortoise Shell	T3, This spell allows you to harness the power of the tortoise, gaining their durable shell to endure powerful assaults. Grant Target 1 use of Reduce 10 by Touch. 7 Mana. OTP.
Bear Arms	T4, This spell allows you to harness the power of the bear, gaining their formidable strength and fervor. Grant Target 2 uses of 5 Damage. 10 Mana. OTP.
Power of Beetle	T4, This spell allows you to harness the power of the humble beetle, gaining their hardened shell to protect yourself from normal strikes. Grant Self Threshold 2 for 1 minute. 10 Mana. OTP.
Kadon's Wrath	T5, This spell allows you to harness the powers of all beasts as exemplified by Kadon the first Beastmaster. Grant Target 100 THP for 30 seconds. OPE, OTP.
Gulk's Immeasurable Fury	T5, This spell allows you to harness the Beastfather, Gulk, to drive your foes to defeat. Grant Target base 10 Damage for 30 Seconds. OPE, OTP.

The School of Shadow. Elemental Damage Shadow. [LOCKED]

Now You See Me	T1, This spell allows you to fuse shadow into a blade, allowing it to strike unseen. Grant Target 1 use of 2 Stealth by Strike. 2 Mana. OTP.
Now You Don't	T1, This spell allows you to sap the light from your victim's eyes, rendering them lost and blind if just for a moment. Stun 5 Seconds by Packets. 3 Mana. OTP.
Smoke and Mirrors	T2, This spell allows you to manipulate the perception of your victim, warping their attacks back at them. Gain 1 use of Reflect against a melee strike. OPD, OTP.
Out of the Corner of the Eye	T2, This spell allows you to send an assault of magic through shadows to cripple your victim. Disable by Packet. 5 Mana. OTP.
Shadow Work	T3, This spell allows you to channel the unseen potential of your will, protecting against anything that would assail it. Grant Self unlimited Resists to Mental Effects for 1 Minute. OPR, OTP.
In the Dark of the Night	T3, This spell allows you to show your victim of all the horrors they imagine from the darkness, weakening their resolve. Fear 1 minute by Packet. 8 Mana. OTP.
Where There's Smoke	T4, This spell allows you to conjure a dense shadowy smoke that moves so quickly the victim combusts. 2 Shadow, 5 Shadow, 10 Fire, by Packet in rapid succession. 6 Mana. OTP.
Shade Blade	T4, This spell allows you to meld a weapon with shadow itself, allowing it to ignore physical barriers. Grant Target 10 uses of Pierce by Touch. OPR, PP.
Heart of Darkness	T5, This spell allows you to fully engross your opponent in darkness, dooming them within a tomb of shadow. Execution by Packet. OPE, PP.
Penumbra	T5, This spell allows you to flourish your mastery of shadows and seemingly slip out of existence, only to reappear again. Phase by Reaction. During this Phase you would go immediately OOG and take 5 steps in any direction, then return immediately IG. OPE, PP.

The School of Metal. Elemental Damage Metal. [LOCKED]

Hounds of Cobalt	T1, This spell allows you to conjure a mass of metal to lunge onto the leg of your opponent. Pin by Packet. 3 Mana. OTP.
Hertwin's Foil	T1, This spell allows you to manipulate a piece of armor to mend itself right before your eyes. Restore Target armor to full AP by Touch. 2 Mana. OTP.
Stronger Than Steel	T2, This spell allows you to improve a piece of armor with latent metals to allow it to shrug off powerful assaults. Grant Target armor 1 use of Reduce 5 by Touch. 4 Mana. OTP.
Bronze Bulwark	T2, This spell allows you to improve a weapon by allowing its latent metals allowing it to be flexible enough to survive devastating blows. Grant Target weapon Guard to a Shatter Effect by Touch. 4 Mana. OTP.
Lead to Gold	T3, This spell allows you to use your knowledge of metal to manipulate minerals to form them into resplendent gold. You may turn in 1 Mineral Component in exchange for a Gold Component. OPE, OTP.
Bladed Guile	T3, This spell allows you to unlock the natural magnetism in metal, allowing your weapon to deflect attacks back upon your opponent. Grant Target weapon 1 use of Reflect against a melee strike. OPR, PP.
Molten Metal	T4, This spell allows you to conjure globs of searing doom and fling them onto your target. 5 Metal, 5 Metal, 5 Metal, 5 Metal by Packet in rapid succession. 8 Mana. OTP.
Curse of Rust	T4, This spell allows you to hex the minerals in your opponent's equipment, reducing them to unusable scrap. 5 Crush, 5 Crush, Shatter by Packet in rapid succession. 10 Mana. OTP.
Aura of Perseverance	T5, This spell allows you to envelop yourself in a layered haze of metal rendering yourself nearly immune to damage. Grant Self unlimited resists to physical damage. Your feet may not move while under this effect, if they do this effect is immediately dispelled. OPE, PP.
Final Transmutation	T5, This spell allows you to entomb your opponent within their own form using the latent metals found within them and their equipment. Paralyze Permanent by Packet. 12 Mana. OPE, PP.

The School of Celestial. Elemental Damage Celestial. [LOCKED]

Duel of Fates	T1, This spell allows you to see the threads of fate between you and your target drawing them to a clashing challenge. Taunt by Packet. 3 Mana. OTP.
Clear Mind	T1, This spell allows you to give the clarity of fate to an afflicted mind. Relieve Target of all Mental Effects by Touch. 4 Mana. OTP.
Starfall	T2, This spell allows you to draw fragments of celestial bodies and cast them down upon your enemies. 2 Celestial, 2 Celestial, 2 Celestial by Packet in rapid succession. 5 Mana. OTP.
Prestidigitation	T2, This spell allows you to conjure cheap tricks like shiny sparks of light or spinning ribbons to dazzle your target. Charm by Packet. OPR, PP.
Foresight	T3, This spell focuses on your ability to witness a short period of time in the future, preparing yourself for the struggles ahead, if not making you a bit absent in the present. Gain one Resist to any skill or spell. OPD, OTP.
Starseeing	T3, This spell focuses on the ancient Back practice of envisioning the future and determining fate's great plans. Receive a Vision of what may or may not come to pass on the island at check in. OTP.
Harmonic Swell	T4, This spell allows you to harmonize the energies within your target, mending their wounds. Restore 10 HP by Touch. 8 Mana. OTP.
Apotheosis	T4, This spell allows you to transcend your mortal form, if only for a moment, moving freely across the Vehl. Grant Self one immediate use of Phase. During this Phase you would go immediately OOG and take 5 steps in any direction, then return immediately IG. OPE, PP.
Evocation	T5, This spell allows you to recall abilities from the long lost past, of an ancient jungle, of an endless battle. Plant your feet, and cast 5 Celestial as a spell with no Mana cost. Your feet may not move while under this effect, if they do this effect is immediately dispelled. Activate this ability with the call "Conduit". OPE, PP.
Comet of Mingyun	T5, This spell allows you to drag a large celestial body from out of the sky, sending it crashing down upon your enemies. 20 Celestial by Burst. OPE, OTP.

The School of Death. This school does not get an Elemental Damage. [LOCKED]

Enchant Corpse	T1, This spell allows you to raise a victim as a wrathful living corpse. Target must be dead. State “I raise this corpse” after your incant to cast the spell. This spell requires the target to read the Enchant Corpse plotcard. The Corpse will stay enchanted for 1 minute. OPR, OTP.
Harvest Essence	T1, This skill allows you to gain 1 Mana after every successful execution you perform. Cannot gain Mana over your maximum. Must state “Leech” after a successful execution. OTP.
Enfeebling Ray	T2, This spell allows you to send forth a beam of entropic energy, draining the vitality of your victim. Weakness by Packet. 5 Mana. OTP.
Death’s Grip	T2, This spell allows you to force the long buried dead into your service, grasping and biting at the feet of your victim. Pin by Packet. 4 Mana. OTP.
Invocation of Powell	T3, This skill allows you to channel the powers of the first practitioner of the School of Death. Enchant Corpse becomes 2PR. OTP.
Grim Vision	T3, This spell allows you to show your victims a glimpse of what exists in the Black Beyond. Fear by Packet. 3 Mana. OTP.
Toll of Loss	T4, This spell allows you to riddle your victim with the guilt of tragic deaths, petrifying them with grief. Paralyze by Packet. 5 Mana. OTP.
Suffer the Dead	T4, This spell forces all of the voices of the deceased in the area to burst forth, creating a wailing cacophony from your mouth. Agony by Voice. OPD, PP.
Raise Dead	T5, This skill allows you to master the art of binding souls to corpses, allowing them to be aware enough to feel their body rot, and use the abilities they had in life. All Enchant Corpse plot cards will be replaced with Raise Dead plot cards, and will increase the strength of your Corpse. OTP.
Curse of Years	T5, This spell ages your target rapidly, withering them to dust and forcing them into the Black Beyond. Execution by Packet. OPE. PP.

The School of Crystal. This school does not get an Elemental Damage. [LOCKED]

Translucent Armor	T1, This spell allows you to cover your target in a sheen of crystal dust, diminishing magical assaults. Grant Target Reduce 20 to magical damage by Touch. OPR, PP.
Crystal Rose	T1, This spell allows you to enchant your target's weapon with an ever growing crystal flower, shattering upon impact. Grant Target Stun by Strike. 6 Mana. OTP.
Prismatic Seed	T2, This spell allows you to plant the blessings of the crystal upon your target, giving a small boon to their defenses. Grant Target Reflect by Touch. OPR, OTP.
Lesser Refraction	T2, This skill allows you to grant yourself an aura that allows you to call Flashback 2 Magic. Your feet may not move while under this effect, if they do this effect is immediately dispelled. Activate this ability with the call "Cloak". OPE, PP.
Unyielding Shard	T3, This skill allows you to conjure a dart of pure crystal, throwing it with destructive force. Shatter by Packet. 12 Mana. OTP.
Crystalline Field	T3, This spell allows you to thrust up the latent crystals in the earth, stabbing into your target's feet. Three uses of Pin by Packet in rapid succession. OPD, PP.
Mirror's Edge	T4, Gain 1 use of Bypass for one of your spells. Bypass is called after the defender has called and used their resistance. OPE, OTP.
Harmonic Vibration	T4, Lead a group of 3 targets, not including yourself, in a rhythmic chant. Must stand in a circle holding hands, or simulating as such, and audibly say a rhythmic chant that is at least 15 seconds long. The chant will fail if interrupted by damage or movement. It will be considered expended if the chant fails. If successful, grant each participant 5 TAP. OPR, OTP.
Radament's Blessing	T5, This spell allows you to harness the power of Radament, founder of the School of Crystal. Restore 10 Mana by Voice. OPD. OTP.
Greater Refraction	T5, This skill allows you to improve Lesser Refraction, increasing its damage to 'Flashback 10 Magic'. OTP.

Heretical Divinities

These heretical spells must be unlocked in game by individual players and come with their own benefits and consequences. Gaining and losing these powers is often difficult, will you allow these forbidden powers to tempt you?

Oleandus, Rejected by Aiko, Lord of Envy	
Silver Tongued Devil	Charm by Packet. 10 Divinity. OTP.
What's Yours is Mine	Waylay by Strike. This is a stealth attack. 15 Divinity. OTP.
Let's Play a Game	Pin by Packet. 5 Divinity. OTP.
I Deserve This	Dispel by Packet. OPD. PP.
Cult of Personality	Charm 1 Minute by Voice. OPE, OTP.
Consecration of Envy	After a successful consecration the circle is empowered with vicious envy allowing you to Absorb all ranged damage and convert it to Divinity while standing inside of the circle.

Balistaad, Rejected by Ozymahd, Lord of Dust	
The Word of the Master	Silence by Packet. 10 Divinity. OTP.
Dust to Dust	Flashback Stasis by Reaction. 5 Divinity. OTP.
Motionless	Stasis 1 Minute by Packet. OPR, PP.
Subjugation	This spell allows you to dominate the mind of a target, feeding off of the knowledge they have acquired. The Target of this spell must inform you when you have taken all you can from them. If all HP is taken from a target they will drop to Bleed Out. If any HP is taken from a Bleeding Out target they would die once the Channel is complete. Subjugate as Channel, deal 1 Damage and gain 1 Divinity per Subjugate count to a maximum of 15. OPR, PP.
Empire of Dust	Stasis 1 Minute by Voice. OPD, OTP.
Consecration of Dust	After a successful consecration the circle is empowered with an everlasting stillness allowing you to innately cast all Balistaad spells while standing inside of the circle.

Clameldon, Rejected by Roya, Lord of Sloth

Laze	Sleep by Packet. OPR, PP.
Observant	Evade by Reaction. 10 Divinity. OTP.
Dream Eater	Relieve Target Sleep by Touch, Restore yourself 5 Divinity. OPR, PP.
Knower of Nightmares	Fear Permanent by Packet. OPD, PP.
Never Really Here	Phase by Reaction. During this Phase you would go immediately OOG and take 5 steps in any direction, then return immediately IG. OPE, PP.
Consecration of Sloth	After a successful consecration the circle is empowered with the sickly sweet power of dreams granting you 1 use of Sleep 1 Minute by Packet every time you enter the circle. This effect does not stack.

Prestige Classes

These Classes can be discovered and earned IG with great effort. They will require a quest to obtain and will normally be much harder to achieve than standard quests. Prestiges can be accessed after Tier 2 of your class is unlocked. Every character can have one Prestige class along with their professions and class. A Player may work with Staff at times to design a more customized Prestige Class.

Paladin Tier 1. Must be Ascendant, must use a shield with a 10"x10" symbol of your god on it. Gain 2 HP and 5 Divinity with each Tier increase. 4 TP & Quest to Purchase.		
Divine Critical	5 Damage by Strike. 5 Divinity. OTP.	20 CP
Faithful Constitution	Gain 2 maximum HP. OTP.	20 CP
Divine Shield	Gain a Guard against a Shatter effect. OPD, PP.	20 CP
Blessed Might	Resist a Numb effect by Reaction. 2 Divinity. OTP.	20 CP

Paladin Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Beatific Critical	10 Damage by Strike. 10 Divinity. OTP.	25 CP
Divine Constitution	Gain 2 maximum HP. OTP.	25 CP
Know No Fear	Gain unlimited Resistances to Fear effects. OTP.	25 CP
Pious Renewal	Restore Self of all AP of worn armor by Touch. OPR, OTP.	25 CP

Paladin Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Wrath of God	15 Damage by Strike. OPR, PP.	30 CP
Hold the Line	Bless target weapon in the name of your God, Grant Self 5 uses of 5 Bless by Strike. This is a spell. 10 Divinity. OTP	30 CP
If Die, Then Don't	For the first Execution affect you would take, call Absorb and restore 5 HP. OPE, OTP.	30 CP
Oath Sworn Until Oblivion	Upon reaching 0 HP, you may choose to skip your Bleed Out and Death phases, instead gaining 1 minute of Berserk. Berserk grants you unlimited HP & full Divinity, you must attack all perceived enemies to the best of your ability, and at the end of the 1 minute or if there are no more perceived enemies you must immediately head to the Designated Death area. No skill or spell will prevent this trip to the Designated Death area. OPE, OTP.	30 CP

The Many Faced Tier 1. Must be an Ascendant of Ahriman, The Many Faced God. Gain 2 HP and 5 Divinity with each Tier increase. 4 TP & Quest to Purchase.		
Deceitful Nature	Resist Insight by Reaction. 2 Divinity. OTP.	20 CP
Imitation	This skill allows you to temporarily have access to a skill from a different Class. The Class cannot be a Prestige. The skill chosen must be Tier 3 or below, and must be chosen during your character update for the next event. The skill chosen can be changed for every rewrite without penalty.	20 CP
Parody	This skill allows you to use 5 Damage by Strike, 5 Stealth by Strike, or 5 Magic by Packet. 6 Divinity. OTP.	20 CP
No Witnesses	This skill allows you to gain 2 Divinity after every successful execution you perform. Cannot gain Divinity over your maximum. Must state "Leech" after a successful execution. OTP.	20 CP

The Many Faced Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Anything You Can Do	This skill allows you to temporarily have access to a skill from a different Class. The Class cannot be a Prestige. The skill chosen must be Tier 4 or below, and must be chosen during your character update for the next event. The skill chosen can be changed for every rewrite without penalty.	25 CP
I Can do Better	1 use of the last skill or spell used against you. You may resist the skill or spell and still copy it. Copied skill or spell must be delivered in the same manner as it was used against you. You can not be the source of the spell mimicked. OPR, PP.	25 CP
The Lying Lies	This skill allows you to have unlimited resists to Insight and Fear effects as long as you are wearing a full face mask. This skill is only active while you are wearing a full face mask.	25 CP
Mocking Disciple	This skill allows you to ignore the Worship Requirement for magic items and Plot Cards. All other requirements must be met in order to view Plot Cards or attune Magic Items.	25 CP

The Many Faced Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
What's Yours is Mine	This skill allows you to use 10 Damage by Strike, 10 Stealth by Strike, or 10 Magic by Packet. 8 Divinity. OTP.	30 CP
A Perfected Craft	This skill allows you to temporarily have access to a skill from a different Class. The Class cannot be a Prestige. The skill chosen must be Tier 5 or below, and must be chosen during your character update for the next event. The skill chosen can be changed for every rewrite without penalty.	30 CP
Merciless	This skill allows you to Absorb a Pacify effect, converting it to 5 Divinity. 5PR, OTP.	30 CP
A Fitting End	When you would permanently die, you would instead report to Logistics to receive further instructions. This will not prevent your character from permanently dying.	30 CP

Siege Master. Must be a Tinkerer. Gain 1HP and 5 “Pool” with each Tier increase. 4TP & Quest to Purchase.		
Calibration	Grant Target ranged weapon double damage on next attack by Touch. 10 Pool. OTP.	20 CP
Focused Mind	Gain a Guard against Waylay. OPD. PP.	20 CP
More Than Magic	Grant Target ranged weapon 1 use of 10 Magic by Packet by Touch. OPD. PP.	20 CP
Ballista	Prime 3, Pierce 10 Damage by Packet. 5 Pool. OTP.	20 CP

Siege Master Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Pack a Punch	Grant Target ranged weapon triple damage on next attack by Touch. 15 Pool. OTP.	25 CP
Danger Close	Grant Self 1 use of Reduce 10 by Touch. OPD. PP.	25 CP
Easier to Destroy	Grant Target ranged weapon 1 use of Shatter by Touch. OPD. PP.	25 CP
Catapult	Prime 3, 10 Carrythrough by Burst. 10 Pool. OTP.	25 CP

Siege Master Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Sacred Trajectory	Grant Target ranged weapon ‘by Burst’ on next attack by Touch. OPE. PP.	30 CP
Speed Loader	Restore Target 10 Stamina by Touch. OPD. OTP.	30 CP
Greaser	Disable by Packet. 6 Pool. OTP.	30 CP
Cannon	Prime 5, Pierce 20 Carrythrough by Packet. OPD, PP.	30 CP

Gunsmith. Must be a Tinkerer. Gain 1HP and 5 'Pool' with each Tier increase. 4 TP & Quest to Purchase		
Flintlock Mechanics: All Flintlock weapons will require upkeep at the beginning of each event. If the upkeep cost is not paid the weapon may not be used, until proper upkeep is paid. Flintlock weapons require 1 minute of uninterrupted roleplay between each shot, acting out loading and readying the weapon. Being struck will interrupt this, but moving will not. Flintlock weapons may not be used to strike or block.		
Flintlock	This skill allows you to craft and wield Flintlock Pistols, which standardly deal 5 Carrythrough by Packet. Flintlock Pistols are capable of accepting 1 accessory. OTP.	20 CP
Firearms Training	This skill allows you to give others rudimentary firearms training. Once at the beginning of an event you may designate one individual as your trainee. Upon doing so they gain the ability to utilize plain Flintlock Pistols. At the end of the event your trainee loses this ability.	20 CP
Accessory Crafting	This skill allows you to apply some accessories to your Flintlock Weapons. You may select one accessory to apply when crafting Flintlock Weapons. There may be other accessories to be found that may be utilized as well. <u>-Improved Iron Sights</u> , Prime 10, double the damage of your next Flintlock Weapon attack. 15 Pool. <u>-Reinforced Barrel</u> , add the modifier Pierce to your next Flintlock Weapon attack. 2 Pool. <u>-Speed Loader</u> , Reduce the reload time with this Flintlock Weapon by 10 Seconds when loading normally. <u>-Bling</u> , Charm by Packet, must wield Flintlock Weapon to use. 5 Pool.	20 CP
Toe Shot	Pin by Packet, must wield a Flintlock Weapon to use. 5 Pool. OTP.	20 CP

Gunsmith Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Flintlock Rifle	This skill allows you to craft and wield Flintlock Rifles, which standardly deal 10 Carrythrough by Packet. Flintlock Rifles are capable of accepting 2 accessories. OTP.	25 CP
Ammo Satchel	This skill allows you to prepare reloads for your Flintlock Weapons. At the beginning of each rest you may spend 5 Minutes of uninterrupted roleplay preparing a set of 5 cartridges for your ammo satchel. Using your Ammo satchel to reload reduces the reload time for your Flintlock Weapons by 55 seconds. This benefit can be used 5 times per preparation. OTP.	25 CP
Knee Capped	Disable by Packet, must wield Flintlock Weapon to use. 10 Pool. OTP.	25 CP
Brandish	Fear by Packet, must wield Flintlock Weapon to use. 5 Pool. OTP.	25 CP

Gunsmith Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.

Advanced Firearm	This skill allows you to craft and wield Unique Flintlock Weapons, which will have unique properties.. These will commonly take more time to create than standard Flintlock Weapons. OTP.	30 CP
Ammo Belt	This skill allows you to increase the amount of uses for your Ammo Satchel, from 5 to 10 uses per preparation. OTP.	30 CP
Red Mist	Execution by Packet, must wield Flintlock Weapon to use. OPE, PP.	30 CP
Take Cover	Disengage by Voice. OPD. OTP.	30 CP

Hexblade. Must be an Arcanist. must have a 7"x7" Cursemark on costuming. Gain 2HP and 5 Mana with each Tier increase. 4 TP & Quest to Purchase.		
Wicked Enchantment	Grant target weapon 5 uses of 2 X by Touch, X can be any School of Magic's Element.. This is a spell. 7 Mana. OTP.	20 CP
Bitter Words	Fear by Strike or Packet. 3 Mana. OTP.	20 CP
Befoulment	Weakness by Strike or Packet. OPD. PP.	20 CP
Regret	Channel 15 over Target uninterrupted. If successful, remove Curse from Target and apply it to yourself. OPE, OTP.	20 CP

Hexblade Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Strange	Reflect Mental Effect by Reaction. 5 Mana. OTP.	25 CP
Magic Lash	Agony 5 Seconds, 5 Magic, 5 Magic, by Packet in rapid succession. OPE, PP.	25 CP
Knowledge as Power	This skill allows you to remove active Buffs from yourself and convert them to Mana. Gain 1 Mana per Buff removed this way. OTP.	25 CP
Cursewind	Gain 1 use of 20 Magic by Packet for every Curse effecting you. OPD, OTP.	25 CP

Hexblade Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Acknowledge	Channel 15 over Target uninterrupted. If successful, Relieve target of a Curse. Must give target your Cure Curse plot card. OPE, OTP.	30 CP
Spiteful Suggestion	Charm by Packet. 8 Mana. OTP.	30 CP
Mince	Add the modifier Pierce to a weapon strike or spell. 5PR, OTP.	30 CP
Forgiveness	Channel 15 over Target. If successful, Revivify by Touch. Must give target your Revivify plot card. OPE, OTP.	30 CP

The School of Dreams. Must be Ascendant of Roya, must have purple circles around eyes. Gain 1HP and 5 Divinity with each Tier increase. 4 TP & Quest to Purchase.		
Deep Slumber	Arcane Sleep 1 Minute by Packet. This is a Spell. OPD, OTP.	20 CP
Dreams of the Past	Receive 1 random Rumor and 1 random Vision from previous events at check in. OTP.	20 CP
Nocturnal	Gain 10 TAP at the 4pm, 8pm, and 12am rests. OTP.	20 CP
Sleep Cycle	Absorb a Sleep effect and convert it to 5 Divinity. OPE, PP.	20 CP

The School of Dreams Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Dream Eater	This skill allows you to gain 5 Divinity after every successful execution you perform on a Target that is effected by a Sleep Effect. Cannot gain Divinity over your maximum. Must state "Leech" after a successful execution. OTP.	25 CP
Rem Shift	Dodge by Reaction. OPD, PP.	25 CP
Interpret the Past	Receive 2 random Rumors and 2 random Visions from previous events at check in. OTP.	25 CP
Painful Memories	Agony Permanent by Packet. This is a spell. OPE, OTP.	25 CP

The School of Dreams Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Master of Dreams	Phase by Reaction. During this Phase you would go immediately OOG and take 5 steps in any direction, then return immediately IG. OPE, PP.	30 CP
Darkest Timeline	For the first Execution effect you would take, call Absorb and restore 5 HP. OPE, OTP	30 CP
Fortified Mind	Channel 5 Relieve Self of Mental Effect by Touch. OPD, PP.	30 CP
Nightmare	5 Rapid uses of Fear 1 Minute by Packet. 15 Divinity. OTP.	30 CP

Pride Marked. Must be a Dwarf, must wear a helmet. Gain 3HP and 2 Stamina with each Tier increase. 4 TP & Quest to Purchase.		
Stalwart	Restore Target 2 HP by touch. OPD. OTP.	20 CP
Hold The Line	Absorb a Fear effect, converting it to 2 Stamina. OPD, PP,	20 CP
Rebuke	Gain 1 use of Reflect against a melee attack by Reaction. OPD, PP.	20 CP
Armor Practice	Double the AP benefits of all armor worn on your legs. OTP.	20 CP

Pride Marked Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Defender	Reduce 10 by Reaction. 10 Stamina. OTP.	25 CP
Give No Ground	Relieve Target of a Mental Effect by Touch. OPR, OTP.	25 CP
Stompy	Resist a Pin effect by Reaction. 3 Stamina. OTP.	25 CP
Armor Expertise	Double the AP benefits of all armor worn on your arms. OTP.	25 CP

Pride Marked Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Iron Breaker	Reflect a Shattering effect. OPR, OTP.	30 CP
Defy and Deny	Absorb a Taunt effect, converting it to 3 Stamina. OPD, PP.	30 CP
Never Tire	Channel 5, Restore HP & Stamina full. OPE, OTP.	30 CP
Armor Master	Double the AP benefits of all armor worn on your torso. OTP.	30 CP

Toxophilite. Must use Bow to use all skills. Gain 1 HP and 5 'Pool' with each Tier increase. 4TP & Quest to Purchase.		
Composure	Gain a Guard against a Mental Effect. OPD, PP.	20 CP
Coordination	While standing within 5 feet of another person using a Bow weapon add the modifier Pierce to all of your Bow volleys. OTP.	20 CP
Blunted Tip	Stun 5 Seconds by Packet. OPD, PP.	20 CP
Aim	Channel 5, 10 Damage by Packet. 5 'Pool'. OTP.	20 CP

Toxophilite Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Careful Preparation	Gain the ability to apply Poisons that have 'by Strike' carriers to your Bow. Poisons that have multiple effects will only use their first effect when applied to your Bow. OTP.	25 CP
Diligent Maintenance	Resist a Shatter effect that would affect your Bow by Reaction. OPE, PP.	25 CP
Keep Your Distance	Dodge by Reaction. OPE, PP.	25 CP
Patient Hunter	Bleed 1 Minute by Packet. 7 'Pool'. OTP.	25 CP

Toxophilite Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Ranger	Damage done by your Bow increases by 1 when attacking normally, changing it from 2 Damage to 3 Damage. This does not apply to damage done by skills. OTP.	30 CP
Trick Shot	2 Damage by Burst. 10 'Pool'. OTP.	30 CP
Get The Prey	Pin 1 Minute by Packet. 7 'Pool'. OTP.	30 CP
Deadly Aim	Channel 10, Execution by Packet. OPE, OTP.	30 CP

Red Mystic. Must be an Ascendant, must be a Mystic. Gain 2HP & 5 Divinity with each Tier increase. 4 TP & Quest to Purchase.		
Blood Boon	This skill allows you to gain 1 Divinity after every successful execution you perform. Cannot gain Divinity over your maximum. Must state “ <i>Leech</i> ” after a successful execution. OTP.	20 CP
Sanguine Knowledge	This skill allows you to identify the Class of your target with “Insight are you an X?” where X would be either Arcanist, Ascendant, Battle Master, Jack of all Trades, or Vagabond. 2 Divinity. OTP.	20 CP
Equivalent Exchange	This skill allows you to Receive 1 ‘Blood’ Component at check in. This skill also allows you to exchange 1 ‘Blood’ Component for a random component. OTP.	20 CP
Blood of the Fallen	This skill allows you to harness the focused essence from a Target, bolstering your own abilities. After successfully performing and receiving ‘Yes’ as an answer with ‘Sanguine Knowledge’ on a Bleeding Out Target, you can perform an Execute count. If performed successfully you gain 1 use of the following based on their Class. Battle Master - 1 use of 2 Damage by Strike. Vagabond - 1 use of 2 Stealth by Strike. Jack of all Trades - 1 use of Restore Target 2 ‘Pool’ by Touch. Ascendant - 1 use of Restore Target 2 HP by Touch. Arcanist - 1 use of 2 Magic by Packet. OTP.	20 CP

Red Mystic Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Willing Martyr	This skill improves the ability ‘Blood of the Fallen’. You may choose to use ‘Sanguine Knowledge’ on a Target not in Bleed Out, if successful and you receive the answer ‘Yes’ you may then choose to deal 1 Damage by Touch to gain 1 use of the abilities granted by ‘Blood of the Fallen’. OTP.	25 CP
Intuitive Essence	This skill improves the ability ‘Blood of the Fallen’. When successfully performed you may choose 1 use of the following instead of what the skill normally grants based on the Target’s Class. Battle Master - 1 use of Disable by Strike. Vagabond - 1 use of Waylay by Strike, This is a stealth attack. Jack of all Trades - 1 use of Restore Target 5 ‘Pool’ by Touch. Ascendant - 1 use of Restore Target 5 HP by Touch. Arcanist - 1 use of Grant Target a Magic Guard by Touch. OTP.	25 CP
Transfer Affliction	This skill allows you to Relieve a Debuff from a Target to then immediately throw that Debuff by Packet. You must specify which Debuff you are Relieving. 5 Divinity. OTP.	25 CP
Harvest Essence	This spell allows you to harness the essence of life from a Target, and unleash it as a powerful blast of energy. The Target of this spell must inform you when you have taken all you can from them. If all HP is taken from a Target they will drop to Bleed Out. If any HP is taken from a Bleeding Out target they would die once the Channel is complete. Harvest as Channel, take 1 HP from Target per Harvest count to then cast as 1 Bless by Packet or Restore 1 HP by Packet per Harvest count to a maximum of 15. OPR, PP.	25 CP

Red Mystic Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Purity in Sacrifice	This skill grants you the ability to Relieve a Target of a Disease and transfer the Disease to yourself. At the end of the Event if no Diseases have been Relieved from you, they would then be Relieved. If a Disease has been Relieved from you, this effect would not occur.	30 CP
Ichor	Flashback 5 by Reaction. 5 Divinity. OTP.	30 CP
Perpetual Bleeding	Bleed Permanent by Packet. OPR. PP.	30 CP
Master of Essence	This skill improves the ability 'Blood of the Fallen'. When successfully performed you may choose 1 use of the following instead of what the skill normally grants based on the Target's Class. Battle Master - 1 use of Reduce 5 by Reaction. Vagabond - 1 use of Fear by Packet. Jack of all Trades - 1 use of Restore Target 10 'Pool' by Touch. Ascendant - 1 use of Restore Target 10 HP by Touch. Arcanist - 1 use of Grant Target a Magic Resist by Touch. OTP.	30 CP

Night Blade. Must be Vagabond, must have dark colored costuming and weapons. Gain 2HP & 5 Stamina with each Tier increase. 4 TP & Quest to Purchase.		
Strike of Shadows	5 Damage by Strike. 5 Stamina. OTP.	20 CP
Shadowy Weapon	Resist a Shatter effect by Reaction. OPD, PP.	20 CP
Lethal Understanding	Gain 1 Evade to a Stealth attack by Reaction. If you have the skill 'Student Meet Master' this skill also Restores your Stamina by half of the damage of the Stealth attack you Evaded rounded down. This would have no effect if the Stealth attack does not deal damage. OPR, PP.	20 CP
Efficient with Stealth	All Stealth skills cost 1 less Stamina to use, to a minimum of 1 Stamina. OTP.	20 CP

Night Blade Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Moonlight Blade	15 Stealth by Strike. If you have the skill 'Greatest Backstab' this skill also allows you to convert your Stealth damage to Celestial damage. OTP.	25 CP
Vanish into the Night	Phase by Reaction. During this Phase you would go immediately OOG and take 5 steps in any direction, then return immediately IG. OPE, PP.	25 CP
Umbra Potentia	Restore 2 HP by Touch. This is not a Spell. 5 Stamina. If you have the skill 'Hope This Works' this skill also Restores Target's 'Pool' by 2. OTP.	25 CP
Inevitable Doom	This skill allows you to add the modifier Arcane to a Stealth attack. 2PR, PP.	25 CP

Night Blade Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Night's Blessing	This skill allows you to sacrifice your own HP to transfer it to Stamina during the Night. Night is 6pm-6am. THP cannot be sacrificed in this manner. OTP.	30 CP
Master of Stealth	Execution by Stealth. If you have the skill 'Assassination' this skill also Grants one use of Dodge on a successful Execution by Stealth. OPD, PP.	30 CP
Dark Purpose	This skill allows you to gain 1 HP after every successful execution you perform. Any HP over your maximum is converted to THP for this skill. Must state "Leech" after a successful execution.	30 CP
Shadowy Soul	At the end of your first Death count, return to life with 5 HP. OPE, OTP.	30 CP

Swarm Master. Must be an Arcanist, must have the School of Chaos. Gain 1HP & 5 Mana with each Tier increase. 4TP & Quest to Purchase		
Bees!	Agony by Burst. 5 Mana. OTP.	20 CP
Swarm of Flies	Reduce 10 by Reaction. 4 Mana. OTP.	20 CP
Desperate Rats	This skill allows you to Channel X to deal X Damage, where X is the successful channel count to a maximum of 10. OPR, OTP.	20 CP
Biting Ants	Numb, Numb, Numb, by Packet. 5 Mana. OTP.	20 CP

Swarm Master Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Scorpion Coat	Grant Self 1 minute of Flashback 5 Poison by Touch. OPE, PP.	25 CP
Flight of the Monarchs	Gain 1 Resist to a magical skill or spell by Reaction. OPD, PP.	25 CP
Locust Plague	Stun 5 seconds by Packet. 10 Mana. OTP.	25 CP
Worm Lord	Pin by Packet. 3 Mana. OTP.	25 CP

Swarm Master Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Wasps!	5 Damage by Burst. 15 Mana. OTP.	30 CP
Shrieking Bats	Silence by Packet. 10 Mana. OTP.	30 CP
Horrible Spiders	Fear Permanent by Packet. OPR, PP.	30 CP
Flock of Doom	20 Damage by Packet. OPR, PP.	30 CP

Crusader. Must be a Battle Master, must wear Holy Symbol. Gain 2HP & 5 Stamina with each Tier increase. 4 TP & Quest to Purchase.		
Inspiring Leader	Grant 5 THP by Voice. This is a spell. 15 Stamina. OTP.	20 CP
God Grant You Strength	Grant Target Weapon 3 uses of 2 Bless by Touch. This is a spell. 5 Stamina. OTP.	20 CP
Faithful	This skill allows you to cast the Tier 1 God Specific Spell of your God using Stamina instead of Divinity. See God Spells.	20 CP
Embrace Divinity	Restore Target 2 HP by touch. This is a spell. 1 Stamina. OTP.	20 CP

Crusader Tier 2. Must have two skills from previous Tier & 6 TP to Purchase.		
Blade of Faith	This skill allows you to convert the damage type from all of your skills from 'Damage', to 'Bless'. OTP.	25 CP
Kill the Blasphemous	Grant Target Weapon 2 uses of 5 Bless by Touch. This is a spell. 8 Stamina. OTP.	25 CP
True to Scripture	This skill allows you to cast the Tier 2 God Specific Spell of your God using Stamina instead of Divinity. See God Spells.	25 CP
Blessed Knowledge	Restore target 5 HP by touch. This is a spell. 3 Stamina. OTP.	25 CP

Crusader Tier 3. Must have two skills from previous Tier & 7 TP to Purchase.		
Fated Bulwark	This skill allows you to plant your feet and channel the fervor of your god. While your feet are planted you cannot be brought below 1HP by any type of damage. Skills would still affect you. Moving your feet will cause this effect to end. Activate this ability with the call ' <i>Conduit</i> '. OPE, OTP.	30 CP
Purge the Heretic	Grant Target Weapon 1 use of Bleed Permanent by Touch. This is a spell. OPD, OTP.	30 CP
Man of the Cloth	This skill allows you to cast the Tier 3 God Specific Spell of your God using Stamina instead of Divinity. See God Spells.	30 CP
True Believer	Restore target 10 HP by touch. This is a spell. 5 Stamina. OTP.	30 CP

Unleashed Manticore, Coming Soon		
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Rune Smith, Coming Soon		
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Fate Weaver, Coming Soon		
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Blood Maddened, Coming Soon		
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Battle Mage, Coming Soon		
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Elementalist, Coming Soon		
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Inquisitor, Coming Soon		
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Musketeer, Coming Soon		
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Harbor Master, Coming Soon		
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Berserker, Coming Soon		
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Scaled Horror, Coming Soon		
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Time Keeper, Coming Soon		
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Berserker, Coming Soon		
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Thaumaturgist, Coming Soon		
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Arcane Trickster, Coming Soon		
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