



FURY OF THE DEEPS

RULEBOOK v6

Fury of the Deeps is a Fantasy/Cosmic Horror LARP that emphasizes the use of teamwork, creative problem solving, and vicious lightest touch combat. Your choices as a Player Character have long lasting impacts on the world around you that not only shape the experiences of your Character, but also the story of the Fury of the Deeps.

Immerse yourself in the world of Vehldathin where your Characters will find themselves part of an expedition exploring a newly discovered island east of the mainland. Despite many troubles on the mainland, several great noble kingdoms, pious churches, and wealthy benefactors have set up these sudden expeditions to the new world in hopes to lay first claim on what is discovered. Use your skills to uncover the mysteries and treasures that rest within this land, all while building your frontier town from the ground up.

Trials, Tribulations, and Puzzles rarely have just one solution, the paths your Characters choose will determine the outcome of the story. Yet despite the power your character may gain, the backbone of your survival will be your mind and your teamwork. What will your character choose to do with the knowledge uncovered?

FURY OF THE DEEPS



FURYOfTheDEEPSLARP.COM

GAME 19 APRIL 3RD - 5TH, 2026

GAME 20 JUNE 5TH - 7TH, 2026

GAME 21 AUGUST 14TH - 16TH, 2026

GAME 22 OCTOBER 16TH - 18TH, 2026

STORY EVENT, THE BAND OF THE CEASELESS VIRTUE, DECEMBER 12TH, 2026

OUR GAMES ARE HOSTED AT TABER CREEK AT 1174 BUCKLEY HWY, UNION, CT 06076.

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Special thanks to Knight Blades, & Jay Costa for showing us the joys of LARPing, and inspiring us to always rise to the challenges we might face.

Special thanks to our Tier 3 supporters
Easton R, Dennis A, and Paul P.

Special thanks to
Colin D, Taylor M, Aeon G, Hunter H, Easton R, Robert P, Eric S, Eric L, MaryJo P, Maria G,
Heather Q, Nick D, Dan M, & Bree P & to our friends and family who have helped us and
supported us.

We couldn't have done it without you.

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LARPing & Participating at Fury of the Deeps

Live Action Role-Playing

is a form of improvisational theater where everyone involved plays a character in a shared world. Participants are allowed to choose between being a Player, or a Non-Player Character for every event.

Players are able to create their own characters and costumes and go through the stories and challenges of the game, while Non-Player Characters (NPCs) act out predetermined roles. Both Players and NPCs will take part in collectively telling parts of the story, enacting and going through challenges, and maintain a level of immersion through costuming and acting.

Participants can expect a varied mix of puzzle solving, roleplay, and lightest touch boffer combat. The In Game world of Fury of the Deeps,

Vehldathin is persistent between games. Each character and creature you encounter will have their own goals and ambitions and will remember how you treated them and others in their presence. The choices characters make will affect the story and the world around them and oftentimes have long lasting consequences.

When registering for an event at Fury of the Deeps (FotD) you can choose to be a Player Character (PC) or a Non-Player Character (NPC). As a PC you will create and design your character within the rules and lore of the setting and play them for the entire event. You will determine their history, design their costuming, choose their actions, and play out how they face various challenges. This will allow you to experience the story of FotD through the lens of your character's personal story.

NPCs play many different characters over the course of an event, making up the diverse tapestry of people the PCs interact with. These characters can be your friends, your enemies, or mindless elementals that rampage across the lands. Some characters played by NPCs will be recurring and will develop similarly to a PC within the constraints of their role. This is a great way to get to know the setting of FotD, get a sense of the rules, and take part in immersive storytelling. PCs are required to purchase a ticket to the event while attending as a NPC is free. Attending an event as either a NPC or a PC will earn you Character Points (CP) and Tier Points (TP).

Participants are allowed to switch between PC and NPC on an event to event basis, switching during an event will require permission from the Game Master (GM). The

GM is the owner of the event and overall organizer of the events, they are aided by the game's Staff. Staff are amongst the most experienced NPCs and work tirelessly to aid in writing the story for the game, directing puzzles and combat, and the smooth operation of the event's logistics.

The GM and the Staff are also responsible for the safety of all participants during the events, ensuring that all participants are abiding by the rules of the game and the codes of conduct, and answering any questions participants may have.



Essential Packing

Once you have registered for an event there are some essentials that are important to bring. Your personal costuming, makeup, character specific items, and campsite decorations are all important to remember but there are more you won't want to forget. Camping is often an aspect of LARPing and some of the areas you will stay in will be very rustic and close to the forest.

All of the sleeping cabins have simple beds but you will need to pack your own sleeping supplies. Ensure that you bring extra pairs of socks and clothing to change into in case of cold or wet weather, personal hygiene items like deodorant and toothpaste, and insect deterrents like tick and mosquito sprays. It is also a good idea to bring a repair kit for your costume that includes a sewing kit and duct tape, and a first aid kit in case of emergencies.

Lastly it is recommended to bring sunscreen, paper, and a writing implement. We recommend a small leather journal along with a pen modified to look like a quill. Please see the lists below for further recommendations on what to remember to bring.

Immersion

Immersion is a critical aspect to Fury of the Deeps, and to LARPing in general. Immersion describes how one is able to engage with the story and setting of FotD in such a way that they feel completely invested in their character, as if they were truly there in the story and escaping from the real world. Immersion can be affected by many things, the production value of the game, the quality of the roleplaying and the consistency of the stories being told, the seamlessness of following In Game rules.

Keeping costuming and props within period and setting are a great help to maintaining a high level of immersion, along with making sure Out of Game discussions like pop culture, memes, real world politics, and real world occurrences are kept to only Out of Game spaces. Another helpful way to maintain a high level of immersion is to ensure that Out of Game items like cell phones or other electronics are kept only in Out of Game spaces.

Using electronic devices during an event can damage immersion and ruin the experience for many participants at the event. If you need to have your phone on you during an event for emergency reasons, please ensure you use it only in Out of Game spaces. Finding ways to help maintain immersion can be fun and rewarding while enhancing the experience of every participant.

Lighting

Lights during the events will be adjusted to provide an optimal balance between immersion and safety. Many of the campsites' lights will be turned off during the event and are restricted from being turned back on. Only Staff are allowed to adjust the lighting as needed on building lights, otherwise they must remain off for the duration of the event.

We do encourage you to decorate your campsites and cabins with all manner of In Game (IG) items such as tapestries, rugs, trinkets, and colored lights. Colors have meaning at FotD so while we do recommend using colored lights, it is important to know what the colors represent. Certain lights are restricted and cannot be used by players for personal light sources or camp light sources.

White light and Blacklight are currently restricted for IG reasons, and can only be used with special IG methods. Otherwise we strongly recommend red, orange, green, or purple light for your personal light sources or camp light sources.

Campfires

Campfires are allowed at designated stone fire pits around the campsite and must be accompanied by a bucket of water, roughly five (5) gallons, along with an individual to watch the fire and be responsible for its safety. No combat is allowed within thirty (30) feet of an open flame, including cooking stations players have brought with them. Areas around open flames are considered "Call-Out Areas" and will be discussed in the Combat section.

Food

Food is not provided to PCs for the event but is provided if you participate as a NPC. NPCs will be provided food by Staff, and is served as a help yourself style in Monster Camp. This will usually consist of water, juice, soda, snacks, and an entree. You are more than welcome to bring your own food as an NPC, however there will only be hot water heaters and microwaves available for heating your food.

As a PC you will be responsible for feeding yourself and it is recommended to pack accordingly. Some options are to bring a camp stove and cook your food that way, packing food in a cooler to use throughout the weekend, or working with your fellow players to share food together.

Please keep in mind that while we all need to eat, that every participant at the event is there for an immersive experience. Keep all food containers, eating utensils, and serving utensils period appropriate. Do not use red plastic cups, containers or wrappers with blatant brand labels on them, cans or bottles with obvious brand labels on them, or any item that would detract from the immersion of the game environment. Some viable options are to make or purchase objects that can hold these items but obscure them, like tankards or leather bottle covers, covering coolers and tables with tapestries or cloth, serving drinks in clear plastic cups or metal cups, even using reusable wooden plates.



Check-In

Each event will allow participants to arrive at the campsite by 12pm on Friday to allow for anyone to set up their camp early and get settled in.

Check In will begin at 4pm on Friday and both PCs, and NPCs should report to Logistics to check in.

The standard check in procedure involves paying for the event if applicable, receiving any IG items for your

character and your character bag if you are a PC, signing the yearly insurance and the yearly photo waiver, and having your weapons and armor checked by Staff.

More details on weapon and armor check in the Equipment Rules & Usage section. Next all participants must report to the **Opening Meeting for the event at 7pm on Friday.**

NPCs will have their meeting at the NPC Sleeping Cabin with our NPC Coordinator. PCs will have their meeting at the Great Hall of the campsite. Both of these meetings will be geared towards preparing for the event to come and will have talking points that include rule reminders, code of conduct reminders, safety announcement, and weather for the weekend. There will be a brief moment after the announcements to have questions answered.

After the Opening Meeting there will be a New Character Meeting at Logistics immediately afterwards. This is meant to prepare new PCs or just new characters for the event to come, and have any story related or in depth rule related questions answered.

The game will begin between 8pm and 9pm depending on the length of the meetings but will always be signified with three (3) air horn blasts. The game is in play from the 3 air horn blasts and will run continuously until 2pm on Sunday.

While the game is in play all PCs and NPCs are expected to remain IG, acting as your character, adhering to the game rules and codes of conduct, and maintaining immersion.

There is a Soft-Off between the hours of 2am and 7am where Staff will no longer hook mods or run combat, however roleplay may still occur freely. Players may still choose to engage in combat with each other or any NPC that they encounter and are expected to continue to remain IG.

Waivers

The yearly insurance will be signed upon your first attendance at FotD for the year. This waiver is to agree to follow all safety regulations, report dangerous or potentially dangerous situations to Staff, refrain from any illegal activities, and to agree to never possess or consume any alcohol or illegal substance while at an event. We strive to be as safe as possible but as with any physical activity, there is always a risk of injury. It is up to all of us to help prevent these accidents.

The yearly photo waiver will be signed upon your first attendance at FotD for the year. This waiver gives us permission to post pictures of our photographers to FotD's various social media accounts to be used in a promotional manner, or to be used in artwork for the game.

Out Of Game

During the course of the game there may need to go Out Of Game (OOG), when these moments arise the signifier that you are OOG is to place your closed fist over the top of your head. If there is a need to go OOG for an extended period of time please report this to a Staff member at Logistics.

This will help us ensure that you receive any help you may need, aid in providing a safe place to be calm and recover, or simply make sure you do not miss out any mods or encounters that were intended for you.

FotD is designed to be immersive and contain many elements that will be intense and distressing.

Our goal is to make your characters feel very deeply, and make the person playing the character have a great time acting it out. Emotional Bleed is a common happenstance and it is important to remember to take care of your well being above anything else.

End Of Game

The end of the game is signaled with another three (3) air horn blasts at 2pm on Sunday. After a hearty cheer and a sigh of relief all participants, both PCs and NPCs, must attend the Closing Meeting at the Great Hall.

Closing Meeting will celebrate a successful event and open the floor to the community for any announcements they would like to make. After any announcements Staff will discuss the next event and begin the Check Out process.

Check Out normally consists of players handing in their character bag including any IG items they have, returning any IG props, and signing up for cleaning duties. Having PCs return their character bags containing their IG items allows us to keep an accurate inventory of IG items, allowing us to manage the IG economy and the flow of resources during the events. This also ensures that the game does not lose any expensive or difficult to replace props. We do recommend taking a picture of your character bag or having a written inventory list to make managing a large stock of IG items easier.



Clean Up

It is mandatory for both PCs and NPCs to clean their personal belongings and the sleeping spaces that they used during the event. Make sure to remove all of your trash from your sleeping spaces and the communal areas of your campsite and bring them to the dumpster, sweep the floors of any cabins in your sleeping area and ensure that all lights are turned off.

If you have left anything behind it is recommended to post in the Lost and Found channel of our Discord server so that it can be recovered quickly. Both PCs and NPCs may choose to sign up for additional cleaning duties after the closing meeting, this includes cleaning bathrooms and showers, the Great Hall, a variety of mod spaces around the camp, and other assorted cleaning.

Signing up for additional cleaning duties will earn you 5 Character Points for your character and is greatly appreciated by Staff as it makes wrapping up the event much easier.

While cleaning may not be the most fun, cleaning is a necessary task to ensure that Fury of the Deeps continues to run extraordinary events, and we thank you for all of your effort. All cleaning must be done to the standards of FotD's Staff and Taber Creek's Staff. All PCs and NPCs must be off site by 5pm on Sunday.

Cancellation Policy

In the unlikely event of an event cancellation we will notify everyone as soon as possible across all social media and websites FotD uses. Any and all pre-registrations for the event will either be refunded or applied to the next event you attend. If there is a prolonged wait for the next event longer than a year any player can get a full refund for the events that they paid for but were canceled within a reasonable amount of time. For more information on our refund policy, please visit our website.



Codes of Conduct

Fury of the Deeps (FotD) is a game that is focused on teamwork, community, and cooperation. It is also a game that will provide ample challenges, including physical, mental, emotional, and moral dilemmas that must be overcome. These challenges are meant to provide an exciting and high stakes environment where being victorious may just mean surviving with your friends. Stories are told through perspectives, observations, and ergodic literature.

With all of these pressures in IG, it is important to remember that with LARP the first goal is to have fun OOG. Every participant is at the event to ensure that everyone has a fun, safe, and enjoyable collective storytelling experience.

While in IG circumstances like loss, betrayal, and disagreements are part of the story it is critical to remember that behind the character is another person playing a role. We strongly encourage aftercare once an event has concluded, letting others know what you enjoyed about the event, discussing in-game friction through an OOG lens, and that even though there were disagreements between characters the person playing them is still a welcomed part of the community.

Reaching out to Staff

Characters having strong opinions are part of what makes the story of FotD compelling, but it is important to know the difference between a good foil and a bully. If there are any issues that you feel unsafe with, uncomfortable with, or generally make you enjoy this game less, please reach out to a Staff member to discuss and we will be happy to work with you towards a solution as best we can. If you feel uncomfortable bringing the issue to Staff directly you can always utilize our [Anonymous Tip Form](#) that can be found on our [website](#).

Zero Tolerance Policy

FotD has a zero tolerance policy for racism, homophobia, transphobia, sexism, religious discrimination, or discrimination of any kind. Sexual harassment or sexual misconduct of any kind are included within the zero tolerance policy.

FotD does not explore sexual themes within its plotlines to prevent instances of sexual misconduct. If you violate this policy and create a dangerous or unwelcoming environment for our shared community you will be asked to leave the event immediately and will be restricted from returning.

FotD expects all participants to do their best to play the game according to the rules laid out in this rulebook. While mistakes happen in the heat of the moment cheating is something that is not allowed. Every PC and NPC is responsible for keeping track of their skills, health points, abilities, and pool.

Clarify

Confusion over skills or perceived ambiguity of their use should be discussed between events or even clarified during an event. If you are affected by something and are unsure what it does you may ask for a quick 'Clarify' to the person delivering it. If there is a moment where the person delivering an effect is unable to clarify what it does then it should be assumed the effect did not occur. Each participant of a FotD event is responsible for knowing the effects of their skills, spells, and abilities. At times an enemy you face, or an ally you meet, may be able to perform skills in a way that players are not able to. This will always have an in-game reason behind it such as mystical powers, prestige classes not yet discovered, rituals, or maddening secrets. If you suspect anyone of cheating please report it to Staff immediately so we can address it with the parties involved.



In Game & Out of Game

In Game (IG) and Out of Game (OOG) are terms used to describe which perspective you should take your observations in. IG perspectives are that of the character you are playing and are meant to remain entirely within the game's realm.

OOG perspectives are that of you as a participant and in the context of the events are meant to convey safety, respect, and clarification. It is important to remember these distinctions both during the event and the time between events.

Bleed

Keeping all IG actions and decisions IG is helpful to enrich the immersion for yourself and the immersion of those around you while helping to prevent negative 'Bleed'. Bleed is a term used to describe when your IG emotions mix with your OOG emotions. This is a normal side effect of LARPing and happens to every participant at one point or another but it is important to make sure your OOG well being is paramount.

Player vs Enemy - Player vs Play

FotD focuses primarily on Player vs Enemy (PVE) encounters rather than Player vs Player (PVP) encounters however with the various challenges faced throughout the event it is likely that disagreements may occur that lead to arguments. These moments can be exhilarating and fun to roleplay with your community as long as you remember that behind every character you encounter, there is a participant behind them.

FotD will often have difficult situations, dangerous challenges, and duplicitous choices waiting for the PCs to dictate their outcomes. Our goal is to make PCs feel like they are pushed and challenged while experiencing new themes and experiences within the story.

Themes

FotD is a game that centers around Cosmic Horror and will have moments of existential dread, horror, and fear. While we hope to envelop the PCs with these feelings, we only wish to do so IG.

If you as a participant feel unsafe OOG, whether it be because a situation is triggering, or because it is too much to handle in the moment, or whatever reason may come up, please feel free to go OOG and report to Logistics to seek assistance from Staff. We will help make sure you have everything you need and can provide a safe space for you to decompress.

Lastly, FotD is written as a realistic world, where situations will have realistic consequences. Certain dark themes will exist including racism, slavery, war,

corruption, and more. PCs are encouraged to explore every plotline that interests them and invest in the world around them, but due to the nature of the world FotD is an 18+ game.

Meta-Gaming

Meta-Gaming is a tricky aspect of LARP, and most roleplaying games in general. This term is used to describe when someone uses OOG knowledge for IG benefit in a malicious manner. Every participant at FotD is expected to be reasonable, responsible, and respectful to one another and occasionally miscommunications can happen when regarding IG secrets and information.

At FotD it is important to remember that unless specified within the IG rules like being dead or being asleep, if you as a player know something OOG, your character can know it IG as well. As an NPC you are restricted in the knowledge you are able to use based on the character that you have, and are strongly discouraged from Meta-Gaming for any reason.

Law-Abiding Citizen

Each participant at FotD is expected to follow every OOG law and every policy of the campsite. Theft, vandalism, and any illegal activity is strictly prohibited at any event FotD would host. Please understand that while your character might only answer to the blessed light of Hastur, all of us as participants must answer to the police.

All OOG laws must be followed at all times, if it is illegal to do at a campground, it is illegal to do while the event is running. Anyone caught breaking any laws or camp policies will be removed from the event and banned from returning along with potentially being prosecuted. IG theft is to be expected however things like personal props, costuming, and food cannot be looted from players without their explicit permission.

If an object were to hold IG items, like a journal or a wooden chest, it can be searched for those IG items, but cannot be taken in its entirety. Underneath a bed is considered an OOG area for personal belongings and cannot be searched, and no IG items may be stored within them. If you feel someone is cheating by using OOG areas to store IG items please let a member of Staff know.

Camp Maintenance

Maintaining the campsite we use with FotD is our responsibility, it is our home away from home and should be treated as such. Every participant should do their best to ensure the maintain a clean and tidy environment while also not damaging any of the campsite's property.

Participants are prohibited from tampering with any of the campsite's electronics, smoke detectors, doors, or beds. Using tacks, staples, nails, screws, or tape on any of the camp surfaces is also prohibited. No real weapons or firearms are allowed on site during the event.

Drugs and alcohol are prohibited from use during FotD events as well, if you consume drugs or alcohol at the event or leave and return inebriated or under the effect of an illegal substance you will be asked to leave and banned from returning. The use of tobacco products or nicotine vapes will be allowed in designated smoking sections that will be considered OOG.



Combat, Fighting, & Spells

Lightest Touch

FotD utilizes a Lightest touch basis for its combat, this means that every participant must use the lightest touch possible with their approved boffer weapons, their spell packets, or their thrown weapons when making contact with another participant. Hands, feet, groin, head, and neck are all considered illegal striking areas and should never be intentionally targeted.



Ask for Consent

Touching another participant is prohibited unless you have explicit consent from them, touch casting spells, and certain touch skills like diagnose, first aid, dragging a body, or looting a body must be done with a spell packet to simulate touching.

Valid Strike

During combat it is allowed to have one (1) strike per weapon wielded per second, with each striking arm returning to at least a forty five degree (45°) angle between strikes. All weapon strikes deal one (1) point of damage unless they are used to deliver a skill, then your opponent would only take the effect of the skill delivered.

Certain skills, spells, or abilities may specify what weapons must be used to deliver them, or what area of the target's body must be struck in order to be effective.

Clothing, costuming, and prosthetics like horns or tails are not to be counted as legal targets in combat. To help with clarification in the fast paced heat of combat both you and your opponents should respond with a quick 'Got It' or a roleplayed expression of pain if your attack worked against them, or with a quick 'Nope' or shake of the head if the attack missed or was blocked.

Defending

Defending against skills, spells, and abilities is integral if you wish to survive at FotD. With lightest touch boffer combat, once your boffer makes contact with an object, whether it be your target, another boffer, or an inanimate object, it is considered to have delivered its effect and is now inert.

It is illegal to use force to push through a target's block. There are several calls that are used to denote IG that your attack, magical or physical, has been defended against. These calls include No Damage, No Effect, Threshold, and Resist.

No Damage signifies that your attack has not hurt the target in any significant way. This may mean you need to use a different damage type against your target or that there is another way to defeat the target.

No Effect signifies that the buff or debuff you used against the target has not affected the target in any significant way. This may mean the target does not have the ability to be affected in the way you are trying, like if you try to Disable the legs of a Loach, a creature that has no legs.

Threshold signifies that the target's body can only be injured by doing damage that is greater than their Threshold. Giant Beetles are creatures with Threshold One (1) and therefore require attacks that deal at least two (2) damage to affect them.

Resist is the most common defense call in the game and signifies that the attack did make contact and affect the target, but was defended against in some way. This can be caused by potions, spells, rituals, or some form of natural resistance.

Clarify

Clarify is a vital resource to be used at any time during an event of FotD. If for any reason you are unsure of something happening IG, you may use the call 'Clarify' or 'Clarify X' with a further question to receive an explanation. This is primarily used for discerning IG skills, spells, and abilities or effects that are used against you.

If you are affected by something you may ask the source of the effect 'Clarify' to understand what the effect is. All participants should be prepared to Clarify any skills, spells, and abilities they use against other participants. If a participant cannot accurately Clarify what their skill, spell, or ability does, then it would be considered unused and the target unaffected. A clarify should take roughly fifteen (15) seconds to resolve.

If there is a brief pause in the game due to a Clarify being used, please politely wait for all participants involved to be ready to resume the game and call the resume with

“Three (3), Two (2), One (1), Game On”.

Clarify may sometimes be used to gain further detail in what you are visually seeing as our costumes can only go so far. Do your best in these moments to maintain immersion while on your investigations.



Physreps

Combat is represented by using physical representations (physreps) of your weapons.

Foam or latex boffers are often used to represent melee weapons and shields, magical spells and some ranged poisons and potions are represented by small bird seed filled fabric packets commonly referred to as ‘Spell Packets’ or ‘Spackets’.

Arrows are represented by spell packets delivered by hand, or by packet bow, but can also be represented by nerf darts delivered by crossbow styled nerf blasters.

Flintlock weapons are represented by nerf blasters styled as flintlock pistols or rifles.

Thrown weapons are represented at latex or foam boffers that do not have cores.

Each physrep must always pass inspection upon check in to ensure they do not have any safety concerns before they can be used during an event. Passing inspection will be represented by a small sticker with the inspector’s initials and the date of the inspection being placed somewhere inconspicuously on the weapon. Make sure to continuously check your physreps for safety concerns during the event.

Weapon Proficiency

All characters are fully proficient in the use of all weapons except Flintlock weapons which require certain skills to use. Each character may choose what weapons they use and may switch amongst them at their discretion provided they have the appropriate physrep and IG item.

The types of weapons at FotD are:

- One Handed Weapons
- Two Handed Weapons
- Shields
- Bows
- Thrown Weapons
- Flintlock Pistols
- Flintlock Rifles.

Only boffer weapons meant for melee combat, like One Handed Weapons, Two Handed Weapons, or Shields, can be struck. Only One Handed Weapons and Two Handed Weapons should be used to strike a target. This means that Bows, Flintlock Weapons, and Thrown Weapons should never be used to strike and should never be struck regardless of their construction.

One Handed Weapons must be held with at least one hand to have their strikes be considered a legal hit.

Two Handed Weapons must be held with both hands to have their strikes be considered a legal hit, however you can wield them with one hand to block.

One Handed Weapons and Two Handed Weapons do one (1) point of Damage.

Some weapons that NPCs will use will be considered ‘Natural Weapons’ which can have some exceptions to these rules as they represent tails, tentacles, teeth, claws, horns, or hooves.

If you were to fight a creature with natural weapons it would be clarified with the call 'Claw'.

One Handed Weapon & Two Handed Weapon physreps can be as stylized as much as the wielder desires but should be kept as in period as possible to maintain immersion and must be designed as actual weapons.

Shields can either be held in hand like a punch shield, or strapped to your arm. Shields worn on your back, hip, or anywhere else will not function as a regular shield. Whichever hand or arm is wielding a shield cannot effectively use anything else regardless of your ability to hold anything else in that hand.

Shields do not have a durability to them and can block an unlimited number of strikes without breaking. Some skills can bypass shields, like the damage type 'Carry Through', or break them like the skill 'Shatter', spells normally bypass shields, however ranged 'Damage' cannot.

It is illegal to strike someone or push someone with your shield. Each type of Shield physrep can be as stylized as much as the wielder desires but should be kept as in period as possible to maintain immersion.

Ranged Weapons

Bows can include boffer simulation bows, packet bows, or crossbow styled nerf blasters. Packet bows may not have a draw weight greater than twenty (20)lbs. Boffer arrows are prohibited at FotD. When using a boffer simulation bow you may hand throw your 'arrows' with spell packets.

Bows do two (2) points of Damage. Only one 'arrow' may be launched per volley, unless a skill states otherwise.

Any type of nerf blaster may not have a FPS greater than one hundred thirty (130). Each type of Bow physrep can be as stylized as much as the wielder desires but should be kept as in period as possible to maintain immersion. There must be at least 3 seconds between each launching of an 'arrow'.

Thrown Weapons can include any type of weapon that would realistically cause severe damage when being thrown. There is no limit to how fast they can be thrown but you may only throw one at a time. Thrown Weapons do one (1) point of Damage. Thrown Weapons must have proper physreps and cannot be simulated with spell packets. Thrown Weapon physreps can be as stylized as much as the wielder desires but should be kept as in period as possible to maintain immersion and must be designed as actual weapons.

Flintlock Weapons can include flintlock pistol styled nerf blasters, flintlock rifle styled nerf blasters, or non functional props of the appropriate pistol or rifle. When using a non functional prop you may hand throw your 'bullets' with spell packets. Only one 'bullet' may be fired

at a time, unless a skill states otherwise. Flintlock Weapons require a skill to use.

Flintlock Pistols do five (5) points of Carry Through damage, Flintlock Rifles do ten (10) points of Carry Through damage. Any type of nerf blaster may not have a FPS greater than one hundred thirty (130). There must be at least sixty (60) seconds between each firing of your Flintlock Weapons.

Each type of Flintlock Weapon physrep can be as stylized as much as the wielder desires but should be kept as in period as possible to maintain immersion.



For each of the three ranged weapons only the first thing hit with a projectile will be considered a legal hit. If the projectile were to hit an illegal target first then it would be considered inert. If the projectile were to hit a wall or other such inanimate object it would be considered inert. Ranged weapons cannot be negated by the skill 'Parry' however weapons and shields can block them.

Ranged weapons physreps cannot be used to block melee attacks and they cannot be used to make melee attacks or use melee skills, as such you should never strike ranged weapons with a melee weapon. Ranged weapons do not have a magical element to them, unlike many other ranged attacks you will encounter during the event, however they can be clarified as 'Thrown Weapon' or 'Archery' or 'Flintlock' as appropriate. Poison applied to Thrown Weapons or Bows only affect the next throw or volley. Only skills that state they can be used with Thrown Weapons or Bows can be used in tandem with them. All damage delivered by Spell Packet or nerf dart or Thrown Weapon is applied directly to the torso.

Spell Casting

Spell Packets are used to represent many different forms of ranged projectiles including magical spells. Magical projectiles usually have an elemental damage type called

with them or an effect, but will always have an incant preceding them.

Spells will affect a target if they hit any legal area on the target's body including their weapon or shield. All magical damage is applied directly to the torso.

In order to cast spells you must say the incant loud enough and clear enough that those hit with your spells can hear you and understand what they do.

A spell's incant is affected by the Tier of the spell.

Tier One (1), Two (2), and Three (3) spells require an incant of three (3) syllables.

Tier Four (4) spells require an incant of five (5) syllables.

Tier Five (5) spells require an incant of seven (7) syllables.

All incants must be related to the spell you are casting in some way, like "By The Winds, Two (2) Magic!" or "Raging Inferno Fifteen (15) Fire!". When casting your casting arm must be entirely free and can not have anything tucked under your casting arm or holding anything in your casting arm aside from the packet you are using.

You are allowed to take one (1) step per seconds while casting as long as one foot remains planted on the ground. You must deliver your spell within three (3) seconds of speaking your incant otherwise it would be considered a miscast.

A Spell that is delivered by touch is described as touch casting, this means you must touch or simulate touching the target's body, or in some cases their weapons, shield, armor, or other specified location. When casting touch spells you must hold a spell packet in your hand and touch it against your target unless given permission by the target to touch them.

The target can easily move away from the casting to disrupt it, but otherwise cannot refuse the spell if they do not disrupt it or are unable to because their movement is restricted. Touch casting bypasses defenses such as 'Guard' or 'Resist'. Some creatures you encounter will have different resistances to touch casting, or can deliver spells by touch that are normally delivered other ways.

A Miscast occurs if the caster misspoke their incant, took too long to cast their spell after speaking their incant, or mispeaking the spell's effect. If a spell is Miscast then the caster, the target, or a bystander should make the call 'Miscast' for the sake of clarity. A spell that is Miscast is not considered expended and would be considered unused.

A Disrupted occurs if a caster were to be interrupted during their casting by taking damage or being affected by a buff or debuff, regardless of whether or not the attack was intended to hit the caster. The spell would

still be considered Disrupted if the caster used any defenses to negate the damage, buff, or debuff.

If the spell is a touch spell it would be considered ZDisrupted if the target takes any damage or is affected by a buff or debuff, and would still be Disrupted if the target used any defenses to negate the damage, buff, or debuff. If a spell is Disrupted then the caster, the target, or a bystander should make the call 'Disrupted' for the sake of clarity. If a spell is Disrupted it is considered expended, and would be considered used.

Expended Skills

When using a skill, spell, or ability it would be expended and considered used if it were to make contact with a target, regardless if the skill, spell, or ability affected the target in any meaningful way. That means if the skill, spell, or ability makes contact and is blocked, or defended against in some way it would still be expended and considered used. The only exception to this is if the skill, spell, or ability was used and made contact with the target, and the target does not acknowledge it in any way, whether through a roleplayed expression of pain, saying 'Got It' or 'Nope', or stating a defense was used, then it would be assumed the skill, spell, or ability was not heard and is not expended and considered unused.

Stealth Skills

Stealth skills must be delivered while standing at least fifty percent (50%) behind the target, having their shoulder be at least perpendicular to the sternum of the deliverer. The stealth skill must strike the back of the target's torso to be considered effective.

The deliverer's feet must both be planted on the ground and not in motion when delivering the stealth skill to the target to be effective. Stealth skills can be delivered with any type of weapon as long as they fit within the skill's description. Stealth skills can not be defended against in any way except for 'Evade'.



Channel Skills

Channel skills are used to represent extreme focus on performing a task and are represented by counting out loud as you perform the skill. Channel skills have a maximum of fifteen (15) unless stated otherwise in the skill description. It should take one (1) second per number count to perform a Channel skill.

Channel skills must either be counted to their maximum in order to deliver an effect, or an effect is delivered with each count of the Channel skill. Channel skills can be Disrupted in the same way a spell can be Disrupted, and can be Disrupted if the channeler or target moves, causing the Channel skill to have to be restarted from the beginning.

Skill, Spell, and Ability Effects

Skill, spell, and ability effects consist of three (3) parts. A Modifier, a Number, and a Damage Type.

A Modifier will change how the effect interacts with the target and should be stated at the beginning of the skill call.

A Number denotes how many points of damage are being delivered to the target by the effect, any number above one (1) should be called after stating any effect Modifier.

A Damage Type denotes what kind of damage is being used in an effect and if it is magical or physical

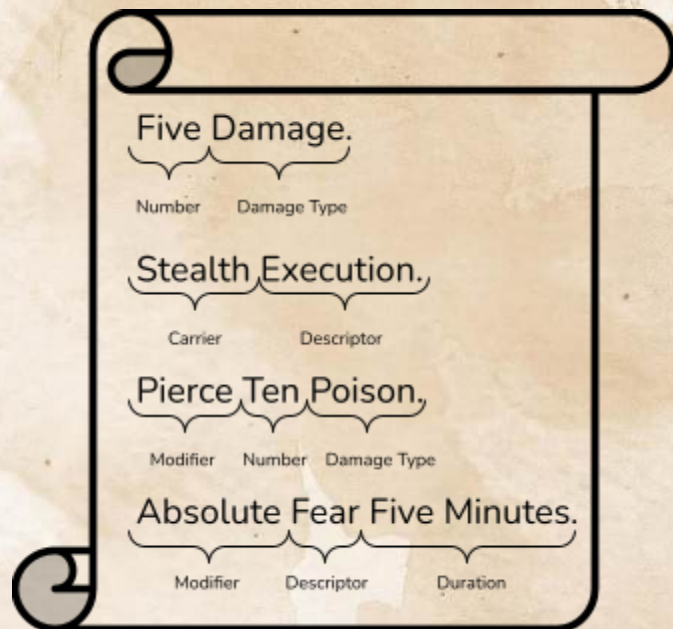
Carry Through, Crush, Damage, Poison, Silver, and Stealth are all physical damage types.

Bless, Celestial, Earth, Fire, Lightning, Magic, Metal, Shadow, and Water are all magical damage types.

Entropy and Psychic are special damage types that are neither physical or magical.

Skill, spell, and ability effects can also be called with just a descriptor that does not do damage but instead applies a buff, debuff, or conditional effect. If a descriptor is delivered by a strike and is not blocked but defended against with the use of a defensive ability the strike would instead do one (1) point of Damage.

Descriptors can have a Modifier but will not have a Number or a Damage Type. Some skills, spells, or abilities may deviate from these rules slightly and will clearly state that in their descriptions. It is imperative that you are always aware of what your skills, spells, and abilities do so that when using them you can quickly and clearly answer any participants' clarify. Remember, if the deliverer of a skill, spell, or ability cannot answer your clarify, then the skill is considered unused.



Skills are IG abilities that characters learn that are not magical.

Spells are IG abilities that characters learn that are magical. Abilities are various tricks, maneuvers, powers, or machinations that are granted through training, equipment, divine blessings, magical rituals, or more, and can be magical or not magical.

Bufs are beneficial effects that are normally granted to targets and do not stack if they come from the same skill, spell, or ability source. This means you can only receive the benefit of a skill, spell, or ability once, attempting to receive the benefit of the same skill, spell, or ability again will result in the skill, spell, or ability being used with no benefit being gained. You can gain the same buff from a different source and have them stack this way.

Debuffs are negative effects that can be applied to targets to weaken them in some way and do not stack if they come from the same skill, spell, or ability source. Unlike buffs if you receive an additional instance of a debuff it would reset the duration of the debuff.

Curses & Diseases

Curses and Diseases are special debuffs that are administered with special plot cards that describe their effects. Curses are normally magical while Diseases are physical, neither can be resisted unless a skill, spell, or ability explicitly states otherwise. Curses and Diseases are not removed by a Rest and instead must be removed by specific skills, spells, or abilities that often have their own plot cards tailored to removing Curses and Diseases. A target cannot receive the same Curse or Disease multiple times, but the effects of different Curses and Diseases do stack as long as their names are different.

Combat Safety

FotD has several OOG calls that are meant to ensure safe combat. These calls are either for combat safety, or spatial safety. Combat safety calls include Charging, Check Your Swings, Baseball Swinging, Machine Gunning, Shield Bashing, and Turtling. Spatial safety calls include Call Out, Caution, Hold, and I'm Going Through.

Combat Safety Calls

If any participant were to cause you to make these calls frequently, or cause you to feel unsafe in combat regularly, please ensure that you do not engage with them in combat and discuss the issue with Staff. If there is a brief pause in the game due to these calls being used, please politely wait for all participants involved to be ready to resume the game and call the resume with "Three (3), Two (2), One (1), Game On".

Charging, this is called when a participant gets dangerously close to another participant, especially during combat. This is not to indicate someone is rushing towards you. Every participant should always maintain at least an arms length of distance from other participants during combat. If you can touch a participant's torso with your hand during combat, you are too close to one another. Outside of combat it is helpful to keep social distancing in mind.

Check Your Swings, this is called when a participant is striking with too much force resulting in strikes that can injure or bruise other participants. This call can also be used when a participant is swinging their boffer carelessly and is not controlling where their shots are being placed. Be courteous when using this call and gracious when being told this call, in the excitement of combat it can be easy to get carried away but it is important that safety is focused on at all times. FotD is a lightest touch game, when you are told to Check Your Swings take a moment to take a breath, adjust the force you use for combat, and resume the battle.

Baseball Swinging, this is called when a participant is swinging their boffer with an excessive amount of build up or force, usually greater than one hundred eighty degrees (180°). While combat does require bringing boffers back to a forty five degree (45°) angle, it is unsafe to dramatically swing your boffer in a drastic arc.

Machine Gunning, this is called when a participant is swinging or flailing their boffers faster than allowed by FotD's rules. The standard is one (1) strike per boffer weapon wielded per second, with each striking arm returning to at least a forty five degree (45°) angle between strikes.

Shield Bashing, this is called when a participant is making strikes with their shield, or aggressively swatting away attacks with their shield. Shields should never be used to make offensive attacks and participants using a shield should be mindful that they do not strike others while blocking accidentally.

Turtling, this is called when a participant is hiding behind their shield in such a way that they are completely obscured. This usually means the participant is crouching or balling up behind their shield and unless a participant is deliberately trying to do this, it won't happen by accident.

Spatial Safety Calls

If there is a brief pause in the game due to these calls being used, please politely wait for all participants involved to be ready to resume the game and call the resume with "Three (3), Two (2), One (1), Game On".

Call Out, This call is to get participants to move out of Call Out Areas. Call Out Areas are defined as participants' personal tents and active fires including cooking fires in grills or stoves. Combat should not happen within thirty (30) feet of a Call Out Area. Members of Staff may use this call in certain situations where they feel combat would be unsafe for participants, and this should be treated the same as other Call Out Areas. Once a Call Out is used all participants should move to the nearest IG area to engage in safe combat and resume game, only participants tending an active fire or active cooking grills or stoves may stay behind for a Call Out for safety reasons. If there is only one participant to be affected by a Call Out due to an active fire or cooking grill or stove then that participant does not have to leave the area for the Call Out, but will have to report to Death once it is safe to do so.

Caution, this call is used to alert the surrounding participants that something around them requires their attention, such as a tripping hazard, a safety concern with their equipment, a minor injury has taken place, or that there is something to be keenly aware of like a pair of glasses on the ground. This is meant to be used as a brief and localized interruption of the game so that it can be addressed quickly by all participants involved by solving the issue or relocating the combat. At times there may be a longer issue that takes place and a Staff member will stay by the Caution site to redirect participants away from it while the game continues around it.

Hold, this call is used to immediately stop the game due to a serious injury. When a Hold is called all participants, PCs and NPCs alike should take a knee immediately and echo the Hold call so that all participants are aware. Staff

members will then move to become aware of the situation and assess what needs to happen next, whether calling emergency services, getting a trained medical professional involved, or relocating the participants of an event that are not directly involved in the Hold. All participants must remain on one knee and as quiet as possible to allow for the situation to be handled as efficiently as possible. Once the situation is sufficiently handled by Staff, all participants should follow their instructions on how to properly resume the event. You should not call Hold for another person unless they are unable to do so for themselves. Once Hold is called and echoed the Hold will remain until a Staff member resumes the game. Inappropriately calling Hold can cause serious disruptions to the game and should only be done so for serious injuries such as dislocations, broken bones, or severe bleeding. While the call should not be taken lightly, it is integral for the safety of our community.

I'm Going Through, this call is used to alert participants that the caller is going to be walking past them. This is used primarily to help prevent charging and unsafe combat practices in choke points and other tight areas like doorways. When this call is used all participants should allow the caller to move past them safely, however this does make the caller immune to damage as they are moving past participants. Special care should be taken during the moments considering the close proximity of all participants involved. This call should only be used by Staff and no participants should dogpile onto the Staff member to push through whatever opening they made in the choke point or other tight area.

Physical Actions

Physically restraining another participant at FotD can be simulated by loosely tying rope around their hands or using easily removed prop chains or manacles. Actually restraining another participant is very unsafe and is not allowed at FotD, never do this at game. When simulating this roleplay always make sure the restrained participant can free themselves rapidly in case of emergency. Physically restraining objects is also explicitly prohibited, it is never safe to block doors, physically lock doors, barricade entrances, or to flip tables, benches, or chairs. IG locks can

simulate a door being locked and certain plot cards and props can be used to simulate barricades, but they should be easily removed at all times to ensure the safety of all participants involved.

Other prohibited activities are swimming, climbing buildings, climbing trees, climbing walls, crawling through windows, and jumping from great heights. Always consider the safety of yourself and others before attempting to perform any stunts or acrobatics that are out of the ordinary.

Physical Roleplay is a term denoting that the scene you are acting out will contain physical contact such as grabbing, shaking, slapping, hugging, or other such contact. This can never be done without consent from both parties involved. While many gestures can be implied to have physical roleplay consent, like offering your hand out for a handshake, most cases will require you asking your target ***“Do You Consent To Physical Roleplay?”*** This should only have a “Yes.” or a “No.” response to cause as little of a disruption to the flow of the game. At no time is anyone required to consent to physical roleplay, and even if someone does it does not allow you to physically harm another participant in any way.

Carrying another participant at FotD can be simulated by touching your target's torso and stating “I Pick You Up.” This allows you to simulate lifting your target and move them where you choose. While carrying your target you cannot run and must walk slowly, if you or your target are affected by an effect or struck by a weapon the target would fall back down on the ground. You cannot use any skills, spells, or abilities while carrying a target as it is simulated that you are carrying them with both hands and with great focus.

A target that isn't helpless can still choose to be carried, but can stop being carried any time they choose. Carrying a target can be a polite way to move the dead and dying out of the way of combat, out of the rain, off of the ground, or an urgent way to get them to someone who can help them. It is not advised to physically lift anyone up at any time, and physically carrying someone for any distance is prohibited regardless of permission given as it is a safety hazard.



NonCombatants

NonCombatants (Noncoms) is a term used to denote that a participant cannot engage in lightest touch boffer combat and is shown visually by having the participant wear bright orange armbands on both upper arms. In dark environments, orange glow sticks can be attached to make the armbands more visible. Noncoms should never be hit with boffers, spell packets, thrown weapons, or nerf darts. Noncoms should actively avoid getting into combat and can call caution to get out of suddenly active combat situations.

Noncoms can still be killed as any participant with a weapon can point their weapon at the Noncom and with a call of "I Drop You One (1), I Drop You Two (2), I Drop

You Three (3)". Once this call is completed the targeted Noncom is brought to bleed out and can be executed as normal. The participant targeting the Noncom must stay within five (5) feet of the Noncom for the duration of these counts and cannot touch them with their weapon, but may follow them to complete the counts.

Noncoms may not use any skills, spells, or abilities that deal damage or cause debuffs. Noncoms may use skills, spells, or abilities that cause buffs. Participants must notify us before an event if they intend to be a Noncom and the orange armbands must be worn during the entire event. Participants are encouraged to supply their own orange armbands if they intend to be Noncom, Staff will only have a limited availability of orange armbands saved for emergency use during the event.



Health, Rests, Death & Madness

Health Points

Health Points (HP) are the numerical amount of damage a character can take before they enter the Bleed Out phase. The final HP can only be taken by a strike to the torso, a space defined by the area a tank top covers. At no point is a participant allowed to use their limbs to intentionally block strikes to their torso. If a character is at one (1) HP and is repeatedly struck in the limbs but not the torso, then the character would not take any negative effect, since the last HP must be taken by a strike to the torso. Some damage applies directly to the torso like damage delivered by packet, thrown weapon, or nerf dart, and damage types apply directly to the torso as well like Poison, Carry Through. HP can be restored by various skills, spells, abilities, and items. HP can not be restored over your maximum HP.

Armor Points

Armor Points (AP) are the numerical amount of damage a character's armor can take before it stops providing benefit to you. AP can resist poisons delivered by strike, but cannot resist poison delivered by packet, thrown weapon, or dart. Armor that grants abilities such as Enhanced Armor, Imbued Armor, or Magical Items will no longer grant those abilities once brought to 0 AP and would need to be repaired before granting those abilities again. The last AP does not have to be taken from the torso. AP gained from Natural Armor is affected once all other AP is removed. AP is affected before HP.

Temporary Health Points

Temporary Health Points (THP) and Temporary Armor Points (TAP) are common buffs that characters can receive. These buffs can act as a temporary buffer to your normal HP and AP values but will dissipate at the beginning of a Rest. a character can have a maximum of ten (10) THP, and ten(10) TAP active on them at any given moment, unless explicitly stated otherwise. THP and TAP cannot be healed and cannot be repaired. THP and TAP are affected before HP and AP. Once all TAP is removed, AP would be affected, then THP, then HP. The last TAP and THP does not have to be taken from the torso.

Bleed Out

The Bleed Out phase begins when your HP is brought to zero (0) and lasts for **Three (3) Minutes**. During Bleed Out you are unable to move, cannot use skills, spells, or abilities of any kind unless explicitly stated otherwise, but you are able to speak weakly and you are aware of their surroundings. This can be roleplayed as painfully calling out for someone to help you, defiantly spitting back at your enemies, lamenting about the choices that brought you here, or however you think would be most appropriate for your character.

Dead Phase

The Dead phase begins once the three minute Bleed Out phase ends. During Dead you are unable to move, cannot use skills, spells, or abilities of any kind unless explicitly stated otherwise, and are unaware of your surroundings and cannot witness any actions. Dead lasts for **One (1) Minute** to allow time to be revived, looted, or worse. At the end of your death count you 'fade' and continue OOG to Logistics to the Designated Death Area where you will resume IG action and follow the plot card instructions from there.

When the time comes that your character deems fit to end a life, or face the end of their own life, an execute channel may be used. Execute is an effect that either forces a Bleed Out timer to end immediately and the target enters the Dead phase, or brings a helpless target directly to the Dead phase. Any character can perform an execute channel by touching their weapon to the torso of their target and using the call "Execute One (1), Execute Two (2), Execute Three (3)." This channel can be Disrupted the same way all other channel skills can be Disrupted. This channel should take at least **Six (6) Seconds** to complete and only needs to be loud enough for your target to hear. Execution is a non channeled version of Execute and can cause a target to instantly enter their Death phase.

Mental Effects

Mental Effects are a constant threat at FotD as the various mental manipulations that your character will suffer on the Island are frequent and unrelenting. The Mental Effects are Charm, Taunt, Fear, Confusion, and Sleep. These debuff effects exist within a Mental Effect Hierarchy of the same order, with Charm being the lowest and Sleep being the highest. These debuffs affect the minds of targets and can be resisted with willpower, magic, potions, guile, or stupidity. While under the effect of these various debuffs your character will not be sure why they were overwhelmed with such compulsions, will not be sure of the actions they took while under the effect of the debuff, and will only have clear memory of before and after the debuff. On top of the normal resistances character have access to, the Mental Effect Hierarchy can provide some protection as well. While under the effect of one debuff on the Mental Effect Hierarchy, you are unaffected by all lesser debuffs that are also on the Mental Effect Hierarchy.

The Hierarchy is:

Charm < Taunt < Fear < Confusion < Sleep.

This would mean that while under a Fear debuff, you would be unaffected by all Charm and Taunt debuffs, and while under a Sleep debuff, you would be unaffected by all Charm, Taunt, Fear, and Confusion debuffs. The appropriate call to make when this happens is 'No Effect'.

Rest

Every character at FotD is affected by a Rest every four (4) hours during the event. This occurs on a set schedule of every four (4) hours starting at midnight and moving

forward without stop. A Rest will restore a character's HP and 'Pool' to full, remove all of their non-permanent buffs and debuffs, and restore any of their per Rest skills, spells, or abilities. This occurs regardless of what else is occurring during the event, or where anyone is during the event. Effects with a 'Permanent' duration are not removed by a Rest. Certain situations and debuffs can block the beneficial effects of a Rest.

Madness

Madness is a condition that will permanently affect and alter your character. This condition can be applied to your character in a various number of ways. Certain plot cards will require a certain amount of Madness to view, certain objects and creatures require Madness to interact with, and you will be vulnerable to all game calls with a Madness Modifier.

Any game call that has a Madness Modifier will affect you as many times as you have Madness. If your character were to have three (3) Madness, and was affected by 'Fear, Madness' this would create three (3) separate instances of 'Fear' your character would have to resist. Any call with a Madness Modifier would still follow all normal rules unless explicitly stated otherwise.

If your character has zero (0) Madness and is affected by a game call with a Madness Modifier, they would be oblivious that anything had occurred at all, as they would not perceive it and would not be affected by it. The Madness Modifier can be applied to any game call and can add an unexpected level of danger to your adventures. There is no way to remove Madness from your character, there will only be ways to endure it.

An additional 'advantage' to your character having any amount of Madness is the ability to view and interact with special objects and creatures denoted by **Purple** glow sticks. These can sometimes be placed on a trail that you can choose to follow, a creature that you can see and choose to interact with, or an object that you can see and choose to interact with. If your character does not have any Madness and you encounter anything with a **Purple** glow stick, it should be roleplayed that you are completely unaware of its existence and oblivious to its actions.



Skill Calls & Key Words

This section contains a list of all game calls, both IG and OOG. Knowing what each call means and how to interact with them helps maintain immersion and keeps the flow of combat smooth. Having this knowledge will help with your roleplay during FotD events as well.

The calls in this section are considered OOG statements and are stated simply for clarity. When referring to any of these calls IG make sure to describe them in an IG sense to help maintain immersion. Some of the calls in this list will help to further clarify skill, spell, and ability descriptors in all of the classes and professions within FotD. If you notice any game calls are missing, let us know so we can include them in our next rulebook update.

OPR - Once Per Rest.
OPE - Once Per Event.
OPD - Once Per Day.

OTP - One Time Purchase.
PP - Per Purchase.
O can be replaced with X where X is the number of times used in the time frame.

- ALL GAME EFFECTS HAVE A DURATION OF **15 SECONDS** UNLESS OTHERWISE STATED.
- BLEED OUT LASTS **THREE (3) MINUTES.**
- DEATH COUNT LASTS **ONE (1) MINUTE.**
- MENTAL EFFECT HIERARCHY IS **CHARM < TAUNT < FEAR < CONFUSION < SLEEP.**
- EVERYONE IS AFFECTED BY A **REST EVERY 4 HOURS**, THIS WILL RESTORE HP AND "POOL" BUT REMOVE ANY TAP, THP, BUFFS, AND DEBUFFS.

Absorb	Resist an effect that hits you and convert it into another effect. Commonly used to convert effects into 'Pool'. This can trigger even if the effect would not affect you. Specific skills will clarify what effects can be Absorbed and what they are converted into.
Absolute	A modifier that denotes the effect is being used with such force or accuracy that it cannot be defended against except by defenses that prevent the effect from making contact with you like 'Dodge' or 'Phase'. Absolute will not go through immunities.
Agony	Debuff effect that simulated inflicting overwhelming pain. The affected target must drop to one knee and roleplay being in intense pain. The affected target cannot walk or crawl while affected. No offensive skills, spells, abilities, or actions can be made while affected. Defensive skills, spells, abilities, and actions can be used while affected.
Ambient	Denotes that an effect has originated from the area around you such as an environmental hazard or an overwhelming force of power. These effects cannot be defended against by the skill 'Dodge' but can be defended against in other ways.
Armor	Denotes that AP has defended against a Poison effect delivered by Strike. Poison effects delivered by Packet could not be defended against with this call.
Baseball Bat Swing	Safety call to warn someone they are swinging with excessive weapon arcs. If this is called, take a moment to consciously adjust your fighting style.
Bleed	Debuff effect that simulated inflicting grievous wounds that leave the target vulnerable. The affected target takes double damage from the next attack. If this debuff were to have a time duration, the affected target would take double damage from all sources until the time ends.
Buff	Denotes a beneficial effect that amplifies your abilities, HP, or defenses. When affected by ranged buffs that would only affect one limb or one weapon on a target, the defender chooses. Buffs are usually applied with the call 'Grant'.
Bypass	Denotes an effect that circumvents the defenses of the target. Bypass is called after a target calls out their defense. This call will go through every defensive skill and cannot be defended against in any way.

By Burst	A carrier that denotes the skill, spell, or ability will be delivered by a cluster of five (5) spell packets. Each of the spell packets thrown will carry the full effect of the skill, spell, or ability. Targets hit with multiple packets from the same 'By Burst' skill, spell, or ability must react to each packet that hit them.
By My Voice	A carrier that denotes the skill, spell, or ability will be delivered by saying the effect out loud at a volume decided by the speaker, and all those who hear the effect would be affected. Effects that are delivered by voice cannot be defended against by the skill 'Dodge'.
By Packet	Carrier that denotes that the effect will be delivered by spell packet or nerf blaster dart in some cases. The spell packet or dart will only deliver the effect to the first thing it hits.
By Reaction	A carrier that denotes the skill, spell, or ability is used as a reaction to an effect hitting the reactor and does not need to be prepared beforehand.
By Stealth	A carrier that denotes the effect will be delivered by Strike while following all of the Stealth rules.
By Strike	Carrier that denotes the effect by a melee weapon.
By Touch	A carrier that denotes the effect will be delivered by touching your target. This can be simulated by holding a spell packet to your target if they do not consent to physical touch.
Channel	A carrier that denotes the effect being delivered is a continuous effect, takes great effort, or requires sustained concentration. The name of the effect will be spoken during the channel followed by the count. The channel count only needs to be loud enough for the target to hear.
Charging	Safety call to warn someone when they are at an unsafe combat distance in regards to yourself. If this is called, take a moment to consciously adjust your fighting style.
Charm	Mental Effect that causes the victim to treat the source of the effect as the person they care for the most. Better than a best friend, closer than a loved one, more dear than any battle companion. The victim should roleplay appropriately, but would still act with reasonable thought. A victim may not turn their blade on their friends because of a Charm effect, but may cause a loud and disruptive argument about why all of their friends are fighting so viciously. If this were to come from an ambient source, the victim should treat everything as the thing they care for the most. This debuff follows all of the rules of a Mental Effect.
Check For Pulse	Call used to denote you are checking to see if something is alive or if it is dead. This must be delivered by touch and is something any intelligent being can perform. The response to this can only be 'Yes' or 'No'. A target that is dead or inanimate would answer 'No', all other targets would answer 'Yes'.
Check Your Swings	Safety call to warn someone when they are swinging their boffers with too much force or erratically in an unsafe manner. If this is called, take a moment to consciously adjust your fighting style.
Clarify	Call used to ask for an OOG clarification on an element of the IG world. Commonly used to clarify effects during combat, occasionally used to gain further descriptions of IG environments or NPCs. This is meant to be a brief explanation and is not meant to interrupt the flow of the game. If you need more in depth explanations or have further questions during an event please ask them with Staff at Logistics.
Claw	Call used to denote the weapons being used are considered some sort of natural weapon like a claw, a horn, a tail, or a tentacle. Commonly used to clarify why effects that affect weapons do not work.
Cleave	Effect that reduces target to OAP, oHP, and brings the target to Bleed Out instantly regardless of where it strikes on their body. If a weapon or a shield were to block the effect, the weapon or shield would take a 'Shatter' effect that could not be defended against. Cleave cannot be defended against except by defenses that prevent the effect from making contact with you like 'Dodge' or 'Phase'.
Cloak	Buff effect that simulates a powerful aura around you. Commonly denotes reactionary defenses to attackers. You may not move your feet while under this buff effect, if your feet move the buff effect ends immediately.

Compel	Call used to denote that your character must obey the instructions given to them. Your character would roleplay as an overwhelming interest, desire, or urge to comply with the instructions given to them despite not understanding why. This call will only be used by a member of Staff.
Conduit	A buff effect that simulates a powerful stance is being taken. Commonly denotes the use of additional abilities while in this stance. You may not move your feet while under this buff effect, if your feet move the buff effect ends immediately.
Confusion	Mental Effect that causes the victim to attack all perceived targets as though they were hostile threats to the best of their ability. The victim may use any skills, spells, or abilities to kill hostile threats they perceive. If no targets are perceived the victim would then target themselves. This debuff follows all of the rules of a Mental Effect.
Debuff	Denotes a negative effect that hampers your abilities. When affected by ranged debuffs that would only affect one limb or one weapon on a target, the defender chooses. Debuffs are normally removed with the call 'Relieve'.
Diagnose	Call used to denote you are checking the target's health and well being in some way. When this call is used it would be in the form of a question, 'Diagnose, X?' and would only be answered with 'Yes' or 'No'. Certain skills will allow for different uses of 'X'.
Disable	Debuff effect that simulated target's limb being damaged in such a way that renders the limb unable to be moved. Disable effects must be applied to any available unaffected limbs before they can be stacked on an affected limb. Affected limb must stay limp and must not be used, arms may not attack or defend, legs cannot stand or bend. If one or both legs would be affected, the victim will be unable to walk, crawl, or otherwise relocate without being carried.
Disengage	Effect that simulates a powerful force or a blinding light that causes all participants to stay at least fifteen (15) feet away from the source of the effect. No attacks or debuffing effects can be used on the source of the Disengage effect while it is active. This effect lasts for fifteen (15) seconds unless stated otherwise.
Dispel	Effect that simulates forcefully stripping all magical effects from a target. All objects the target is holding, wearing, using, or are in their Loadout are immediately removed of all magical effects. Dispel cannot be defended against except by defenses that prevent the effect from making contact with you like 'Dodge' or 'Phase'.
Disrupted	Call used to denote a skill, spell, ability, or channel was interrupted in such a way that caused it to fail.
Dodge	Defense that simulates you expertly moving out of the way to avoid an effect that would otherwise affect you. You would treat the effect as though it never made contact with you.
Dragon Strike	Effect that simulates striking with such force and with such skill that it recalls the ancient myth and legends of dragon slayers. Twenty five (25) damage by Strike that cannot be defended against in any way except for the defense 'Phase'.
Drain	Debuff effect that simulates an attack that lessens the target's vigor and vitality leaving them a lesser version of themselves. This debuff effect causes your maximum HP to be decreased by one (1) Permanently. This debuff effect stacks with itself infinitely, but cannot decrease your maximum HP below one (1).
Empower	Buff effect that denotes a powerful reserve of energy has been accessed. Commonly denotes the use of additional offensive abilities when active. The target of this Buff can move freely while the effect is active.
Entropy	Special effect that simulates an overwhelming burst of unknown energy. Will always be used in tandem with a Plot Card explanation to elaborate on its effects.
Evade	Defense that simulates a sixth sense, dumb luck, or a thick hide that allows you to defend against Stealth effects.

Execute	Channeled effect that simulates killing a helpless target. This must be delivered by a melee weapon touching the target's torso for the duration of the channel. This channel requires a three (3) count to be successful and should take at least 6 seconds to complete.
Execution	Effect that simulates instantly killing a target. This effect does not do damage and would bring the target immediately to their 'Dead' phase.
Fast Search	Effect that denotes the searcher is able to rummage through pouches, pockets, shirts, and shoes much faster than usual. Called at the end of a search count.
Fear	Mental Effect that causes the victim to flee in fear, in the safest way possible, from the source of the effect. The victim should remain at least ten (10) feet away from the source of the effect. If the effect comes from an ambient source, then everything would be considered the source. This debuff follows all of the rules of a Mental Effect.
Flashback	Effect that simulates something affecting you after you interact with a target, either through attacking or using an effect on them. This does not prevent any effects from affecting the caller. Flashback deals 1 Damage directly to the torso. If Flashback were to have a different effect it would be called as 'Flashback X' where X is the effect.
Flat	Call that denotes the strike is dealing no damage to the target by striking with the flat of the blade, or with an underwhelming force. Often used for training and practicing. This call cannot be combined with any other calls.
First Aid	Channeled effect that simulated physically treating wounds. Requires roleplaying bandaging, stitching, applying pressure, or otherwise physically treating the target's wounds. At the end of a successful channel you would call 'First Aid X' where X is the delivered effect.
Got It	Call used to denote that whatever you were just affected by did indeed work. Can also be conveyed as a quick head nod or a roleplayed expression of pain.
Grant	Descriptor that denotes a buff effect.
Guard	Defensive descriptor that denotes the defense will trigger on the first instance of the effect it defends against. By Touch bypasses Guard defenses.
Hold	Safety call that stops the game. When called, everyone present should immediately stop all activity, echo the call and kneel, crouch, or sit quietly until the situation is resolved by Staff. This is the most important safety call at FotD.
Innate	A modifier that denotes the skill, spell, or ability is being used with expert technique or as part of a natural ability. Effects with this modifier cannot be Disrupted or Silenced.
Insight	Effect that simulates sleuthing out the truth of a question. When using this effect it would be called as 'Insight, X' where X is the question. Insight must be answered with 'Yes' or 'No'.
Intangible	Call that denotes the object or target being interacted with is insubstantial and ghostlike, all attempts to physically interact with it fail.
Item Activated	Denotes that an Enhanced Item, Imbued Item, or true Magic Item was activated, empowering the wielder in some way. This should be stated before using any abilities the Item would grant you and should be spoken with normal volume at least.
Lay On	Call that denotes the game is resuming play after a temporary game stop, usually due to a Caution, Clarify, or Hold. Often led by a three (3) count.
Leech	Call that denotes the caller has gained a restorative benefit after performing a successful Execute channel or Execution effect.

Machine Gunning	Safety call to inform someone that they are swinging their weapons too quickly. If this is called, take a moment to consciously adjust your fighting style.
Madness	A call that denotes the effect is subject to your character's Madness Modifier, causing you to take an instance of the effect for every point of Madness you have.
Maim	Debuff effect that functions the same as Disable with the exception that it is Permanent.
Mangle	Debuff effect that causes the target to be affected with four (4) instances of Disable.
Miscast	Call used to denote that a skill, spell, or ability has been called or used improperly. Primarily used for spell incants and stealth skills.
No Damage	Call that denotes the damaging effect has not affected the target in any appreciable way.
No Effect	Call that denotes the effect has not affected the target in any appreciable way.
Nope	Call used to denote that an attack or effect missed, was blocked, or did not hit the correct body part to prove effective. Can also be conveyed with a quick 'No', or a head shake.
Numb	Debuff effect that simulates a shield or weapon being affected in such a way that renders it useless for a moment. The victim must hold the weapon or shield limp at their side for the duration of the effect. Must strike the weapon or shield to be effective.
Ogre Strength	Buff effect that allows the target to have a burst of power like that of the simple yet mighty Ogre. This allows for feats of strength such as breaking out of restraints, carrying a target at full speed, or throwing a target five (5) feet. Grants unlimited use of 'Ogre Strength 3' to remove physical bindings, Pin effects, or Paralyze effects. 'Weakness' negates this effect.
Pacify	Effect that renders the target unable to attack or use debuff effects against others. Victims can still defend and cast spells. This effect does not remove the desire to be hostile.
Paralysis	Debuff effect that simulates the target being frozen, covered in webs, turned to stone, or poisoned in such a way that keeps them catatonic. Victims cannot move, or speak. Innate abilities that do not require movement can still be used.
Parry	Defense that simulates you expertly turning away or blocking a melee weapon attack. A weapon or shield must be in hand to use this defense. This would be effective against 'Shatter'.
Permanent	A call that denotes the effect's duration has no end and would need to be relieved in some IG manner. Rests do not Relieve Permanent effects. Permanent effects do not transfer through events.
Phase	Defense that simulates you becoming intangible for a brief moment, negating anything that would effect you.
Pierce	A modifier that denotes the effect is striking with high accuracy, allowing it to slip past the target's armor. Modified effect does not interact with the target's AP, damaging HP directly. Effects that would be stopped by AP would no longer be stopped when modified by Pierce.
Pin	Debuff effect that simulates the target's feet being restrained, such as a tangling vine, a glue trap, a bear trap, or a well placed arrow. The victim cannot move their foot in any way and must keep the foot firmly planted on the ground. Pin effects must be applied to any available unaffected feet before they can be stacked on an affected foot.
Pool	Term that refers to a Class' resource, Divinity, Gumption, Mana, or Stamina.
Prop	Call that denotes the object in question is a participant's personal prop, or a prop that cannot be moved or interacted with as normal.

Reduce X	Defense that simulates you shrugging off or powering through an attack. Change an effect you are affected with into 1 Damage. Most commonly used to change X damage of any type to 1 Damage. X damage being changed must be equal or lesser to the X specified in 'Reduce X'. The 1 Damage from 'Reduce X' would be applied to the torso.
Reflect	Defense that simulates redirecting an attack or magical spell back upon the assailant. This defense would send the attempted effect directly back to the source leaving you safe. You cannot Reflect an effect that has already been Reflected.
Relieve	Descriptor that denotes the removal of a debuff effect.
Resist	Dual use word at FotD. As a descriptor it denotes that the defense will trigger on an instance of the character's choosing against the effect it defends against. As a call it denotes that an effect was defended against in some way despite it connecting with the target.
Restore	Descriptor that denotes a refilling of a resource the target already has, but not an additional effect. Commonly used when Restoring HP or Pool.
Shatter	Debuff effect that simulates a magical force or destructive blow that cracks blades and splinters shields. Weapons or shields affected by this debuff are broken instantly and must be repaired to be used again.
Shield Bashing	Safety call used to inform someone they are hitting or pushing with their shield. If this is called, take a moment to consciously adjust your fighting style.
Silence	Debuff effect that simulates restricting the target's ability to speak. While under the effects of this debuff victims will be unable to speak in any way or cast spells.
Sleep	Mental Effect that causes the victim to fall into an unshakable state of slumber. The victim is fully unconscious and will be unable to move or speak, and will be unaware of their surroundings. No skills, spells, or abilities may be used while unconscious. This debuff follows all of the rules of a Mental Effect.
Stasis	Effect that freezes the target in time, rendering them unable to move, speak, or use innate abilities. The target is also immune to all damage and effect while under the Stasis effect. 'Dispel' would remove Stasis.
Stun	Debuff effect that simulates knocking someone off balance, or tossing sand in their eyes to leave them vulnerable. The victim cannot attack, defend, use skills, or cast spells. The victim can use 'Innate' abilities, activate items, and move freely.
Taunt	Mental Effect that causes the victim to enter a hateful rage against the source. The victim will do their best to fight and kill the source of the effect and cannot attack anything else. The victim can defend freely. This debuff follows all of the rules of a Mental Effect.
Turtling	Safety call used to inform someone they are hiding behind their shield in an unsafe or unfair manner. If this is called, take a moment to consciously adjust your fighting style.
Waylay	Stealth effect that simulates knocking a target unconscious. The victim is fully unconscious and will be unable to move or speak, and will be unaware of their surroundings. No skills, spells, or abilities may be used while unconscious. This effect follows all of the rules of Stealth skills.
Weakness	Debuff effect that simulates sapping the strength from the target. The victim must roleplay extreme fatigue and cannot run, cannot attack with weapons, and cannot carry others. The victim can still cast spells and defend as normal. 'Ogre Strength' negates this effect.
X Bless	Denotes the damage type for this attack as "Bless". Bless is magical.
X Carry Through	Denotes the damage type for this attack as "Carry Through". Carry Through damage goes directly to the target's torso regardless of where it hits and does go through weapons and shields. Carry Through is not magical.

X Celestial	Denotes the damage type for this attack as “Celestial”. Celestial is magical.
X Crush	Denotes the damage type for this attack as “Crush”. Crush damage only affects AP and TAP. Crush is not magical.
X Damage	Denotes the damage type for this attack as “Damage”. Mundane damage is the most basic type of physical damage, and is not magical.
X Earth	Denotes the damage type for this attack as “Earth”. Earth is magical.
X Fire	Denotes the damage type for this attack as “Fire”. Fire is magical.
X Lightning	Denotes the damage type for this attack as “Lightning”. Lightning is magical.
X Magic	Denotes the damage type for this attack as “Magic”. Magic is, obviously, magical.
X Metal	Denotes the damage type for this attack as “Metal”. Metal is magical.
X Poison	Denotes the damage type for this attack as “Poison”. Poison damage goes directly to the target’s torso regardless of where it hits but cannot go through weapons or shields. AP can often protect against Poison damage by Strike. Poison can also be used to deliver effects, that instead of doing damage they can apply a debuff. Poisons delivered by Packet will be considered gaseous and AP will not protect against them.
X Psychic	Denotes the damage type for this attack as “Psychic”. Suffering too much Psychic damage can sometimes result in Madness. Psychic damage can not be resisted in any way. This is not a Mental Effect.
X Shadow	Denotes the damage type for this attack as “Shadow”. Shadow is magical.
X Silver	Denotes the damage type for this attack as “Silver”. Silver is often very effective against monsters. Silver is not magical.
X Stealth	Denotes the damage type for this attack as “Stealth”. Stealth effects cannot be defended against by anything other than ‘Evade’. This effect follows all of the rules of Stealth skills. Stealth is not magical.
X Water	Denotes the damage type for this attack as “Water”. Water is magical.



Donation Points

Donation Points (DP) are rewarded by FotD whenever a member of the community gives their time to a sponsored community project, gives a financial donation to FotD, or donates a prop, their talent, or their creativity to FotD. DP has a value of 1DP = \$1, some specific props or materials may yield greater value based on FotD's needs and will be announced on our Website and social media. There is no limit to how much DP a participant at FotD can accumulate, but only 200DP can be used per participant per year. DP can be transferred freely between participants and can be done so through Character Update emails. DP limits are per participant, not per character. The following list is what you can currently spend your DP on, this list changes every year.

2 DP	Character Points	1 CP, Limit of 50 per year
15 DP	Arcanist Debates	Studies of the Arcane have been a primary focus within Quinalia. Take a moment to learn from their expertise in hopes to aid your own endeavors. Ask a question about a ritual you've submitted and receive a brief answer to help you perform it.
20 DP	Resonant Whispers	In quiet prayers or solitary moments, sorrowful screams to the skies or rageful tears upon the ruins of war, the fated mind begs to understand why. In the vastness of the Island, one may find an answer to what they seek. Ask a question and receive an answer of: Yes, No, Unknown, or Unclear.
20 DP	Caravans to Union	The Kindred Grove prepares their caravans to move north with the aid of Ocean Crest. With enough support they would be able to build a wagon specifically designed to carry the Communal Labs from Ocean Crest to their new settlement. With twenty (20) benefactors to help them this will allow the use of the Communal Labs while the heroes of Ocean Crest reside within the Kindred Grove's new settlement.
25 DP	Diligent Foraging	The interior of the Island is flourishing with all manner of strange flora and fauna. The keen eyes of the Kindred Grove's foragers guarantee bountiful trades. Obtain ten (10) random Components.
25 DP	Neuprin Port Storerooms	Quinalia has recovered the crates of supplies packed away in Neuprin Port. Despite the toll of war, plenty of equipment is up for claim. Obtain six (6) mundane Items of your choice.
40 DP	L.E.C. Merchant Trades	The L.E.C. has survived the war and now can focus on refining their trade routes. You can request some of their special stock when their caravans stop by town. Obtain five (5) random Enhanced or Imbued Items.
50 DP	Tier Point	1 TP, Limit of 1 per year
50 DP	Visions of the Future	Receive an esoteric vision of what is to come during the next event at Check In.
100 DP	Message from God	Receive Guidance from your deity, often relating to current affairs on the island. You may be contacted more than once.

Playable Races

The different Races and Cultures listed here are not the only ones to exist in Vehldathin, many other Cultures can be found throughout the Vehl. Those listed below would be found on the expeditions that have gone to the Island so far, with more information to be found in the Big Book of Lore. PCs are not forced to exist within the stereotypes and generalizations of their Race or Culture, but should understand the stories recorded about them and how others in the world will perceive them. Your Character's Race is biological, while their Culture is primarily determined by their experiences before coming to the Island. If your Character was born in Quinelle but spent most of their life traveling with Nomads, then Nomad would be the more appropriate Culture. Other than your Character's story and the roleplay required, the only other thing to consider when choosing your Race and Culture are the costuming requirements. Make sure you're comfortable and able to maintain each of the costuming requirements at all times as your character to maintain immersion. Feel free to reach out to Staff with any questions or concerns.

Race	Benefit & Detriment	
Human	<p>Benefit: Five (5) additional starting CP. Detriment: None.</p>	
Culture	Benefit & Detriment	Costuming Requirements
Nomad	Evade by Reaction. OPE.	Familial symbol on both sides of the face. Must be at least three inches by three inches (3"x3").
Prinlander	Start with the General Skill 'Identify' with no CP cost.	None.
Xianren	Guard against a Mental Effect by Reaction. OPR.	Large gems embedded into skin. Gems must be displayed on the forehead, the chest, or the backs of hands.
Raider	Two (2) Damage by Strike. 3PR.	A five inch by five inch (5"x5") animal totem. This object or symbol can be worn as a necklace, displayed on a belt flag, added onto armor, or represented as a tattoo. Braided hair, other than facial hair.
Mejieri	Grant Target Guard against a magical effect by Reaction, by Touch as a Spell. OPR. "[Incant], I Grant [you/myself] a magic Guard."	Blue tattoos covering twenty five percent (25%) of exposed skin.
Quinellite	Restore Target two (2) HP by Touch as a Spell. 3PR. "[Incant], I Restore [you/myself] two (2) Health."	A five inch by five inch (5"x5") heraldry symbol. This heraldry can be displayed on a shield, clothing, armor, or belt flag.



Race	Benefit & Detriment	
Dwarf	<p>Benefit: This Benefit allows you to roleplay repairing one Weapon or Armor Item for one (1) minute uninterrupted and return it to full functionality. This can be used on Enhanced Weapon or Enhanced Armor Items as well. 3PR.</p> <p>Detriment: None.</p>	
Culture	Benefit & Detriment	Costuming Requirements
Hill Dwarf	Gain one (1) additional HP.	Blonde or brown beard, at least five (5) inches in length.
Mountain Dwarf	Guard against Fire damage by Reaction. OPR. Cannot cast Divine Spells.	Red or black beard, at least five (5) inches in length. Dark circles around eyes.
Ice Dwarf	Guard against Mental Effect by Reaction. OPR. Cannot show emotions.	Pure white skin. Blue beard at least five (5) inches in length.
Gnome	Receive two (2) Iron Trade Bars at Check In, may receive a greater value Trade Bar if applicable.	Must wear goggles around the neck or on the head. Vertical green stripes on cheeks. No beard, or beard below three (3) inches.



Race	Benefit & Detriment	
Elf	<p>Benefit: Two (2) Magic by Packet as a Spell. 3PR. “[Incant], two (2) Magic.”</p> <p>Detriment: None.</p>	
Culture	Benefit & Detriment	Costuming Requirements
Wood Elf	Relieve Self of a Pin effect by Touch. OPR. “I Relieve Myself of Pin.”	Elf Ears with green, brown, or orange tips. Facial tattoos or eyeshadow that match the color of your ears.
Sea Elf	Numb five (5) seconds by Packet as a Spell. OPR. “[Incant], Numb five (5) seconds.”	Elf Ears with blue, white, or teal tips. Fangs, tusks, or sharpened teeth.
Stone Elf	Guard against Water damage by Reaction. OPR.	Elf Ears with black freckles. Horizontal black bar over covering eyes from temple to temple.
Sun Elf	Guard against a Mental Effect. OPR.	Elf Ears with red, yellow, or gold tips. Red or gold highlights on the face.
Moon Elf	Two (2) Poison by Packet. OPR.	Elf Ears with black, purple, or silver tips. Pale Green Skin.

Race	Benefit & Detriment	
Orc	<p>Benefit: Gain one (1) additional HP. Detriment: Cannot cast Arcane Spells.</p>	
Culture	Benefit & Detriment	Costuming Requirements
Savage Orc	Ten (10) Crush by Strike. OPR.	Grey Skin. Tusks, at least 2 inches long. A five inch by five inch (5"x5") tribal symbol. This symbol can be displayed on clothing, worn on armor, or painted on the face.
Civilized Orc	Taunt by Strike. OPR.	Grey Skin. No Tusks.
Wyrd One	Can cast Arcane spells. Grant Target Guard against a magical effect by Reaction, by Touch as a Spell. OPR. "[Incant], I Grant [you/myself] a Magic Guard."	Grey Skin. Eccentric Clothing. Vibrant colors painted on twenty five percent (25%) of exposed skin.
Goblin	Gain two (2) Natural AP. Natural AP cannot be repaired, but restores itself after a Rest.	Grey Skin. Metal plates bolted to skin.



Race	Benefit & Detriment	
Lizard Folk	<p>Benefit: Resist against a Mental Effect. OPR. Detriment: None.</p>	
Culture	Benefit & Detriment	Costuming Requirements
Dragonborn	Reduce five (5) by Reaction. OPR. Cannot cast Divine Spells.	Scaled skin of any color. Large horns over four inches (4").
Kobold	Two (2) Magic by Packet. 3PR. Cannot cast Divine spells.	Scaled skin of any color. Tail. Small horns under three inches (3").
The Bask	Gain one (1) additional use of Information Gathering.	Orange skin. Thick black vertical bars over eyes. White circles around eyes.
Adrongo	Disable by Strike. OPR.	Green scaled skin.
Nightcrawler	Two (2) Stealth by Strike. 3PR.	Scaled skin. Fangs. Dark eyes and lips.

Race

The Unformed

The Unformed are a unique race of humanoid mammals. These unique creatures started appearing around Vehldathin about fifty years ago. Sometimes they are born to normal parents of any race or culture, sometimes they appear without memory of where they originated. The humanoid mammal you choose to play determines the racial benefit & detriment, and the costuming requirements. Please reach out to Staff as you make your character so we can discuss the details with you.



Character Creation

New Character

Every new Character at FotD begins with the same starting equipment. Starting equipment is a one (1) time pack of IG items that you receive at your Character's first check in.

It will consist of:

- five (5) Iron Trade Bars
- two (2) Mend Wounds Potion
- one (1) Humble Blade Poison
- one (1) Potion of Energy
- two (2) One Handed Weapon Tags
- one (1) Two Handed Weapon Tag
- one (1) Bow Item Tag
- two (2) Shield Tags
- two (2) Light Armor Tags
- two (2) Medium Armor Tags
- two (2) Heavy Armor Tags.

All new Characters start with sixty (60) Character Points (CP) to spend on skills, spells, and abilities. Attending events will grant fifteen (15) CP and one (1) Tier Point (TP) to the Player.

Helping to do cleanup duty after the event will grant an additional five (5) CP and completing the Post Event Survey (PES) will grant an additional five (5) CP.

CP and TP will be earned by a player and will be available for use on up to two (2) Characters at a time.

All Characters start with five (5) HP, one (1) Class of their choice out of the five (5) available, and one (1) Profession of their choice out of the ten (10) available. Characters will have the ability to purchase a second Profession and one (1) Prestige Class as they progress throughout the story of FotD.

Only one Character can be played at an event at a time, with the exception of a Character's permanent death, a Player can have two (2) Characters made and available to be played. A Player with two (2) Characters made will have to choose how their CP is spent between them, as once it is spent on a Character it cannot be transferred again until that Character dies or is retired. The only exception to this would be the sixty (60) starting CP that every new Character starts with, which will be negated from any CP exchanged or returns.

Character Rewrites

Every PC will be able to rewrite their Character as many times as they would like. Rewriting will set your Character back to a blank slate, removing all Quests and purchased skills, spells, and abilities. There will not be a CP or TP penalty for rewriting.

Character Endings

In the setting of Fury of the Deeps, death is a finality that is only reversed by rare miracles. Strange happenings upon the Island may make death less final for your Character or other NPCs you interact with. In the instance of a Character's permanent death there will be a thirty percent (30%) CP penalty to the CP returned to the Player.

Certain events may happen during your Character's adventures that permanently alter their existence, fates equal or worse than death. These changes can include RP requirements, changing of your Characters Race, Culture, Class, Profession, or Prestige, alterations to how your character faces death, and more. In the event that a Character is affected by an event like this you may choose to have the Character continue with the changes made to them or have them experience a permanent death. There may not always be a warning when these events can happen to your Character.

Quests

Certain Tiers of Classes and Professions can only be accessed after a Quest has been completed IG, and Prestige Classes require a Quest to unlock as well. Quests often involve roleplay challenges, crafting challenges, and puzzle challenges, and often take several events to earn and acquire. Some Quests can be given by players with skills IG. For more information in regards to Prestige Classes please see The Great Tome of Prestigious Ability.



Tier 1 General Skills

OPR - Once Per Rest.
OPE - Once Per Event.
OPD - Once Per Day.

OTP - One Time Purchase.
PP - Per Purchase.
Q can be replaced with X where X is the number of times used in the time frame.

Skill Name	CP Cost	OTP or PP	Pool Cost	Skill Descriptions
Diagnose	5 CP	OTP	N/A	This skill allows you to check the physical status of a creature. Examples include if the target is Bleeding, Dead, Sleeping, Paralyzed, Poisoned, etc. This skill can be used an unlimited number of times. "Diagnose X?"
First Aid	5 CP	OTP	N/A	This skill allows you to First Aid as Channel for one (1) minute by Touch on a Target that is in Bleed Out. On a successful First Aid Channel you would state "First Aid, I Restore you one (1) Health." This skill can be used an unlimited number of times.
Self Remedy	5 CP	OTP	OPE	This skill allows you to Restore one (1) HP to yourself at the end of your Bleed Out Phase.
One Handed Weapon Expertise	5 CP	OTP	OPR	Add the modifier Pierce to a melee strike. Must wield only a One Handed Weapon to use.
Two Handed Weapon Expertise	5 CP	OTP	OPR	Five (5) Crush by Strike, must wield only a Two Handed Weapon to use.
Sword and Shield Expertise	5 CP	OTP	OPR	Reduce five (5) by Reaction, must wield only a One Handed Weapon and a Shield to use.
Dual Wield Expertise	5 CP	OTP	OPR	Guard against a Numb effect by Reaction, must wield only two (2) One Handed Weapons to use.
Archery Expertise	5 CP	OTP	OPR	Pin by Packet, must wield only a bow to use.
Trade Economy	5 CP	OTP	N/A	Earn one (1) additional Iron Trade Bar between events, received at Check In. If applicable a greater value trade bar may be provided.
Tradier Economy	5 CP	OTP	N/A	Requires 'Trade Economy' to Purchase. Earn two (2) additional Iron Trade Bars between events, received at Check In. If applicable a greater value trade bar may be provided.
Tradiest Economy	10 CP	OTP	N/A	Requires 'Tradier Economy' to Purchase. Earn three (3) additional Iron Trade Bars between events, received at Check In. If applicable a greater value trade bar may be provided.
Identify	5 CP	OTP	N/A	This skill allows you to identify component phys reps & Magic Items within your Class and Profession Tier at Logistics. There may be times this skill is not able to be used, based on Staff Availability.
Information Gathering	5 CP	OTP	N/A	This skill allows you to gather information between events based upon your Class and Profession. While adding material of some kind to your information gathering will certainly help in the amount of information you receive back, it is not required.
Thorough Fieldwork	5 CP	2TP	N/A	This skill allows you to use 'Information Gathering' an additional time during the long Winter and Summer breaks between events.

Tier 3 General Skills

Must be at least Tier 3 in your Class or Profession, or Tier 1 in your Prestige Class to Purchase.

Island Living	10 CP	OTP	N/A	This skill demonstrates that you have survived away from Canatha and Yarim for quite some time, adapting well to your new home. Gain one (1) additional HP.
Like a Good Neighbor	10 CP	OTP	N/A	This skill will allow you to work with another Character to give them their Tier 3 Quest. You will have to guide them, tutor them, and teach them how to properly hone their skills in their Class or Profession. This will have a roleplay requirement that spans over the course of one (1) event. You must have the same Class or Profession in order to give your Target their Quest. Training must be reported in the PES following the event by both players involved.
Weapon Mastery	10 CP	OTP	OPR	Select one (1) of the following weapon masteries. One Handed Mastery. Reflect against a melee strike by Reaction, must wield only a One Handed Weapon to use. Two Handed Mastery. Five (5) Carry Through by Strike, must wield only a Two Handed Weapon to use. Sword and Shield Mastery. Guard against a magical effect by Reaction, must wield only a one handed weapon and a shield to use. Dual Wielding Mastery. Five (5) Damage by Strike, must wield only two (2) One Handed Weapons to use. Archery Mastery. Ten (10) Damage by Burst, must wield only a bow to use.



Tier 5 General Skills

Must be at least Tier 5 in your Class or Tier 3 in your Prestige Class to Purchase.

Learned a Thing or Two	15 CP	OTP	N/A	This skill will allow you to work with another Character to give them their Tier 5 Quest. You will have to guide them, tutor them, and teach them how to properly hone their skills in their Class. This will have a roleplay requirement that spans over the course of one (1) event. You must have the same Class as your Target in order to give your Target their Quest. Training must be reported in the PES following the event by both PCs involved.
Prestigious Tutelage	15 CP	OTP	N/A	This skill will allow you to work with another Character to teach them of your Prestige Class and give them the Quest to unlock it. You must be Tier 3 in your Prestige Class in order to teach them. This will have a roleplay requirement that spans over the course of one (1) event. The Target must have all of the prerequisites to learn your Prestige Class. Training must be reported in the PES following the event by both PCs involved.
Squire Sancho	15 CP	OTP	OPR	This skill allows you to take on a less experienced adventurer as your apprentice. You must spend at least five (5) minutes uninterrupted with the Target guiding them and explaining how to use their abilities to the fullest. The Target must be Tier 1 or Tier 2 in their Class. At the end of the five (5) minutes you may give the Target any skill, spell, or ability from your Character Sheet for them to use. Any skill, spell, or ability given to a Target in this way is unable to be used by you while the Target is able to use it. If the skill, spell, or ability would have limited uses per day or per event, those uses would be considered used. This would be considered a Buff.



The Arcanist

Arcanists dedicate themselves to studying the Winds of Magic, perfecting their Schools for a variety of uses. From War to Architecture, Arcanists are known by several names, Wizards, Mages, Sorcerers, or Warlocks. They all evoke the same Winds of Magic. The most powerful amongst them are known as Archarcenists.

Start with twenty (20) Mana. Gain ten (10) Mana & one (1) HP with each Tier Upgrade. Must choose a School of Magic.

deTier 1 Arcanist Skills

Conduit of the Winds	10 CP	OTP	OPR	This ability allows you to Conduit and cast one (1) Magic by Packet as a spell with no Mana cost. Activate this ability with the call "Conduit" and cast with "[<i>Incant</i>], One (1) Magic".
Magic Bolt	10 CP	OTP	Two (2) Mana	Two (2) Magic by Packet as a Spell, can switch to be your school's element. "[<i>Incant</i>], two (2) [<i>Magic, School's Element</i>]."
Enchant Weapon	10 CP	OTP	Five (5) Mana	Grant Target five (5) uses of two (2) Magic by Strike, by Touch as a Spell. Can switch to be your school's element. "[<i>Incant</i>], I Grant [<i>you/myself</i>] five (5) uses of two (2) [<i>Magic, School's Element</i>] by Strike."
Magic Shield	10 CP	OTP	Two (2) Mana	Grant Target Guard against a magical effect by Reaction, by Touch as a Spell. "[<i>Incant</i>], I Grant [<i>you/myself</i>] a Magic Guard."
Specialized Spell	10 CP	--	--	See Schools.
Specialized Spell	10 CP	--	--	See Schools.



Tier 2 Arcanist Skills

Must have three (3) skills from previous Tier & three (3) TP to Purchase.

Magic Burst	15 CP	OTP	Four (4) Mana	Five (5) Magic by Packet as a Spell, can switch to be your school's element. "[Incant], five (5) [Magic, School's Element]."
Mage Armor	15 CP	OTP	Three (3) Mana	Grant Target two (2) TAP by Touch as a Spell. "[Incant], I Grant [you/myself] two (2) Temporary Armor."
Reactive Cloak	15 CP	PP	OPR	This ability allows you to Cloak granting you unlimited uses of Flashback by Reaction. Activate this ability with the call "Cloak".
Enchant Arrow	15 CP	OTP	Three (3) Mana	Grant Target Bow one use of five (5) Magic by Packet, by Touch as a Spell, can switch to be your school's element. "[Incant], I Grant this Bow one (1) use of five (5) [Magic, School's Element]."
Specialized Spell	15 CP	--	--	See Schools.
Specialized Spell	15 CP	--	--	See Schools.



Tier 3 Arcanist Skills

Must have three (3) skills from previous Tier & four (4) TP & Quest to Purchase.

Magic Blast	20 CP	OTP	Seven (7) Mana	Ten (10) Magic by Packet as a Spell, can switch to your school's element. "[Incant], ten (10) [Magic, School's Element]."
Daze	20 CP	PP	OPR	Sleep 1 Minute by Packet as a Spell. "[Incant], Sleep one (1) Minute."
Mage Key	20 CP	OTP	OPR	Unlock Target Lock, regardless of level, by Touch as a Spell. "[Incant], I magically open this Lock."
Arcane Defenses	20 CP	OTP	Eight (8) Mana	Grant Target Resist to a magical effect by Touch as a Spell. "[Incant], I Grant [you/myself] a Magic Resist."
Specialized Spell	20 CP	--	--	See Schools.
Specialized Spell	20 CP	--	--	See Schools.

Tier 4 Arcanist Skills

Must have three (3) skills from previous Tier & six (6) TP to Purchase.

Magic Lance	25 CP	OTP	Ten (10) Mana	Fifteen (15) Magic by Packet as a Spell, can switch to your school's element. “ <i>[Incant]</i> , fifteen (15) <i>[Magic, School's Element]</i> .”
Dispel	25 CP	PP	OPR	Dispel by Packet as a Spell. “ <i>[Incant]</i> , Dispel.”
Reflect	25 CP	PP	OPR	Reflect by Reaction against a magical effect.
Innate	25 CP	PP	OPR	Add the modifier Innate to a Spell.
Specialized Spell	25 CP	--	--	See Schools.
Specialized Spell	25 CP	--	--	See Schools.



Tier 5 Arcanist Skills

Must have three (3) skills from previous Tier & seven (7) TP & Quest to Purchase.

Magical Nova	30 CP	PP	OPR	Twenty (20) Magic by Packet as a Spell, can switch to your school's element. “ <i>[Incant]</i> , twenty (20) <i>[Magic, School's Element]</i> .”
Absorb	30 CP	PP	OPR	This ability allows you to resist a magical effect that hits you and convert its damage to Mana. Non damaging magical effects convert to two (2) Mana. Absorb by Reaction against Magical effects.
Arcane Pierce	30 CP	PP	OPD	Add the modifier Absolute to a Spell.
Winds of Mastery	30 CP	OTP	N/A	This skill allows you to specialize into a second School of Magic. You will be able to purchase the new School of Magic's specialized spells. You may choose one (1) T1, T2, and T3 specialized spell from the new School of Magic's specialized spells to be added to your character sheet without spending the CP cost for those Spells.
Specialized Spell	30 CP	--	--	See Schools.
Specialized Spell	30 CP	--	--	See Schools.

Schools of Magic

Arcanists can specialize into a School of Magic, allowing them to bend the Winds of Magic into more specific forms. There may be additional Schools of Magic accessible in The Prestigious Tome. Some skilled Arcanists can learn more than one School of Magic.

Skill Name	Spell Tier	OTP or PP	Pool Cost	Skill Description
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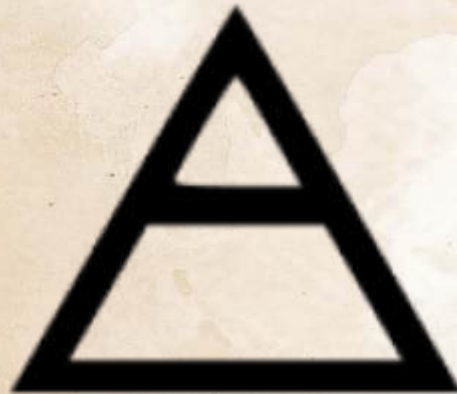
FIRE



WATER



EARTH



AIR

The School of Air.

Elemental Damage Lightning.

Deflect	Tier 1	OTP	Two (2) Mana	This spell allows you to create a vortex around you, warding off any projectiles that may fly your way. Grant Self unlimited resists to all non-magical projectiles by Touch as a Spell. “ <i>[Incant]</i> , I Grant myself unlimited resists to damaging projectiles.”
Chill Wind	Tier 1	OTP	Six (6) Mana	This spell allows you to conjure the chilling north wind to sap the heat away from your target, leaving them weakened. Weakness by Packet as a Spell. “ <i>[Incant]</i> , Weakness.”
Saving Shock	Tier 2	PP	OPR	This spell allows you to leave an electric charge by your Target’s heart, that jolts them back to life should they fall in battle. Grant Target one (1) additional use of Self Remedy by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> an additional Self Remedy.”
Shocking Pain	Tier 2	OTP	Five (5) Mana	This spell allows you to cause a shocking amount of pain within your Target. Agony by Packet as a Spell. “ <i>[Incant]</i> , Agony.”
Chain Lightning	Tier 3	OTP	Five (5) Mana	This spell allows you to conjure storm clouds above, making you the conduit for great bolts of lightning to launch upon your enemies. Ten (10) Lightning, two (2) Lightning, two (2) Lightning, by Packet, in rapid succession as a Spell. “ <i>[Incant]</i> , ten (10) Lightning, two (2) Lightning, two (2) Lightning.”
Haste	Tier 3	OTP	Ten (10) Mana	This spell allows you to lessen the air resistance around you, and keep the breeze at your back, allowing you to make rapid movements around spells or sword strikes. Grant Self one (1) use of Dodge by Touch as a Spell. “ <i>[Incant]</i> , I Grant myself a Dodge.”
Choking Air	Tier 4	OTP	Ten (10) Mana	This spell allows you to suck the air directly out of your Target’s lungs, leaving them gasping for breath. Silence by Packet as a Spell. “ <i>[Incant]</i> , Silence.”
Zzzap	Tier 4	PP	OPR	This spell allows you to summon forth an unstable yet powerful electric storm, causing your Target’s muscles to seize. Stun, ten (10) Lightning, ten (10) Lightning, by Packet in rapid succession as a Spell. “ <i>[Incant]</i> , Stun, ten (10) Lightning, ten (10) Lightning.”
Swift Blades	Tier 5	PP	OPR	This spell allows you to call forth a mighty gale that can guide the weapon of even the most unseasoned fighter to victory. Grant Target unlimited uses of five (5) Damage by Strike for thirty (30) seconds, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> unlimited uses of five (5) Damage for 30 seconds.”
Banish Air Elemental	Tier 5	PP	OPR	This spell allows you to harness your mastery of the School of Air to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Air Elemental by Packet as a Spell. “ <i>[Incant]</i> , I Banish This Air Elemental.”



The School of Chaos

This school does not get an Elemental Damage.

Mutate	Tier 1	OTP	Two (2) Mana	This ability allows you to forcefully change your body to withstand great blows at a moment's notice. Reduce five (5) by Reaction.
Chaotic Mind	Tier 1	OTP	Two (2) Mana	This ability allows you to force your mind into a manic state, protecting any attempt to manipulate it. Grant Self Resist to a Mental Effect. "I Grant myself a Mental Resist."
Mutagen	Tier 2	PP	OPR	This ability allows you to tap into the lifeforce of a Target, removing it from them and taking it for yourself. The Target of this ability must inform you when you have taken all that you can from them. If all HP is taken from a Target they would enter their Bleed Out phase. If any HP is taken from a Target in Bleed Out they would enter their Death phase once the Channel is complete. Mutagen used on a Target in Bleed Out has a maximum of five (5) HP that can be taken. Mutagen as Channel by Touch, gain one (1) HP per Mutagen count.
Siphon	Tier 2	PP	OPR	This ability allows you to tap into the dormant energy of a Target, removing it from them and taking it for yourself. The Target of this ability must inform you when you have taken all that you can from them. If all 'Pool' is taken from a Target they would enter their Bleed Out phase. If any 'Pool' is taken from a Target in Bleed Out they would enter their Death phase once the Channel is complete. Siphon used on a Target in Bleed Out has a maximum of five (5) 'Pool' that can be taken. Siphon as Channel by Touch, gain one (1) Mana per Siphon count.
Anti-Magic Shell	Tier 3	OTP	Ten (10) Mana	This spell allows you to manifest the chaotic energies of the Vehl itself to shield you from the flow of the Winds of Magic. Grant Self unlimited resists to magical effects by Touch as a Spell. You cannot receive any magical buffs while Anti-Magic Shell is active. "[Incant], I Grant myself unlimited resists to magical effects."
Chaotic Mimicry	Tier 3	OTP	Ten (10) Mana	This spell allows you to magically imitate the patterns of your opponent, connecting to their energies and using it against them. Copy the last effect used against you. This effect may be defended against and still be copied. The copied effect must be delivered in the same manner as it was used against you. You cannot be the source of the effect copied. This effect does not need to be magical, but will still be used as a Spell. "[Incant], [Copied effect]."
Primordial Creation	Tier 4	OTP	OPE	This ability allows you to tap into the flowing energies of the Vehl to restore what is lifeless back into exuberant life. Spend fifteen (15) seconds over your target focusing your arcane might, this will fail if you or your Target are affected by a damaging effect or move. If successful, Revivify by Touch. Must give Target your Revivify plot card.
Chaotic Surge	Tier 4	OTP	[X] Mana	This spell allows you to manifest your mana into a viscous stream of swirling color, sending it with destructive force against your foes. X is the amount of Mana spent to cast this spell and the amount of Magic damage thrown. X Magic by Packet as a Spell. "[Incant], [X] Magic."
Madness in Knowledge	Tier 5	PP	OPR	This spell allows you to force the knowledge of all life on the Vehl into the mind of the target, forcing them to struggle to comprehend the memory of so many beings and driving them into a frenzy. Confusion Permanent by Packet as a Spell. "[Incant], Confusion Permanent."
Disrupt Elemental	Tier 5	PP	OPR	This spell allows you to magically bind an elemental, leaving them vulnerable to be untangled. Paralyze Elemental one (1) minute by Packet as a Spell. "[Incant], I Paralyze this Elemental one (1) Minute."



The School of Earth.

Elemental Damage Earth.

Fortified Arm	Tier 1	OTP	Three (3) Mana	This spell conjures the energies of stone in your body to strengthen your resolve. Grant Target Guard to a Numb effect by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Numb Guard.”
Quicksand	Tier 1	OTP	Three (3) Mana	This spell allows you to rapidly move the earth beneath your opponent, turning it into nothing more than a loose slurry. Pin by Packet as a Spell. “ <i>[Incant]</i> , Pin.”
Power of Stone	Tier 2	OTP	Three (3) Mana	This spell manifests a sheath of stone on your weapon, using it to destroy whatever armor your foes may have. Grant Target weapon one (1) use of ten (10) Crush by Touch as a Spell. “ <i>[Incant]</i> , I Grant this weapon a ten (10) Crush.”
Armor of Stone	Tier 2	OTP	Five (5) Mana	This spell manifests the finer rockets and pebbles around you to guard the vital points of your body. Grant Target one (1) use of Reduce five (5) by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Reduce five (5)”
Mud Bubble	Tier 3	PP	OPR	This spell allows you to swirl damp earth into an impenetrable shell around you. Grant Self unlimited resists to Damage by Touch as a Spell. “ <i>[Incant]</i> , I Grant myself unlimited Resists to Damage.”
Rockslide	Tier 3	OTP	Five (5) Mana	This spell allows you to command a flow of increasingly powerful boulders to pummel your foe. Two (2) Earth, two (2) Earth, ten (10) Earth by packet in rapid succession as a Spell. “ <i>[Incant]</i> , two (2) Earth, two (2) Earth, ten (10) Earth.”
Shattering Pebble	Tier 4	OTP	Ten (10) Mana	This spell allows you to enchant a miniscule pebble with the strength of a mighty boulder, flinging it with such accuracy that your target's equipment falls to pieces from the impact. Shatter by Packet as a Spell. “ <i>[Incant]</i> , Shatter.”
Dust Cloud	Tier 4	OTP	Ten (10) Mana	This spell allows you to take the dust from the air and send it thrusting into your opponents eyes. Stun by Packet as a Spell. “ <i>[Incant]</i> , Stun.”
Armor of Crags	Tier 5	PP	OPD	This spell allows you to command the deep roots of the mountains, bursting forth to hover around your form. Grant Target twenty (20) TAP by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> twenty (20) Temporary Armor.”
Banish Earth Elemental	Tier 5	PP	OPR	This spell allows you to harness your mastery of the School of Earth to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Earth Elemental by Packet as a Spell. “ <i>[Incant]</i> , I Banish this Earth Elemental.”



The School of Fire.

Elemental Damage Fire.

Searing Feedback	Tier 1	OTP	Two (2) Mana	This spell sends fiery pain from your foes weapons shooting back into their arm. Numb five (5) seconds by Packet as a Spell. “ <i>[Incant]</i> , Numb five (5) Seconds.”
Burning Flesh	Tier 1	OTP	Three (3) Mana	This spell is particularly gruesome, said to be crafted by the ancient Mountain Dwarves, boiling the flesh of the Target causing it to lose cohesion. Bleed by Packet as a Spell. “ <i>[Incant]</i> , Bleed.”
Wildfire	Tier 2	OTP	Six (6) Mana	This spell is the Fire Arcanist’s best friend, allowing the caster to shoot forth bursts of flaming bolts from their hands rapidly, covering a wide area. Five (5) Fire, five (5) Fire, five (5) Fire by Packet in rapid succession as a Spell. “ <i>[Incant]</i> , five (5) Fire, five (5) Fire, five (5) Fire.”
Screaming Skull	Tier 2	OTP	Five (5) Mana	This spell summons forth a horrific image of a burning skull, cackling and shrieking as it flies towards its Target. Fear by Packet as a Spell. “ <i>[Incant]</i> , Fear.”
Fiery Agony	Tier 3	OTP	Ten (10) Mana	This spell sprays hot embers from your hands, burning persistently into your foes causing immeasurable pain. Two (2) rapid uses of Agony by Packet as a Spell. “ <i>[Incant]</i> , Agony, Agony.”
Cauterize	Tier 3	OTP	Five (5) Mana	This spell allows you to burn the bleeding wounds of your dying Target, leaving terrible scars but saving their life. Restore one (1) HP to Target in Bleed Out by Touch as a Spell. “ <i>[Incant]</i> , I Restore you one (1) Health.”
Blinding Aura	Tier 4	OTP	Fifteen (15) Mana	This spell allows you to emit an immense flame from your mouth causing all those around you to be staggered briefly. Stun by Voice as a Spell. “ <i>[Incant]</i> , By My Voice Stun.”
Phoenix Fire	Tier 4	PP	OPR	This ability internalizes a great aspect of fire, its ability to rebirth itself from just a meager ember. This ability works as a 2nd Self Remedy, when used all HP would be restored.
Flaming Skull	Tier 5	PP	OPR	This spell summons forth the older, crueller brother of the screaming skull. Larger, stronger, and screaming with malice, burning a scorching path to its unfortunate victim. Twenty five (25) Fire by Packet as a Spell. “ <i>[Incant]</i> , twenty five (25) Fire.”
Banish Fire Elemental	Tier 5	PP	OPR	This spell allows you to harness your mastery of the School of Fire to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Fire Elemental by Packet as a Spell. “ <i>[Incant]</i> , I Banish this Fire Elemental.”



The School of Water.

Elemental damage Water. Healing by Packet can be blocked by Guards, and can heal other targets accidentally. Water your garden carefully!

Restoring Waters	Tier 1	OTP	Two (2) Mana	This spell allows you to charge purified water with restorative properties, cleansing wounds and mending them. Restore two (2) HP by Packet as a Spell. “ <i>[Incant]</i> , I Restore two (2) Health.”
Ice Grip	Tier 1	OTP	Two (2) Mana	This spell allows you to freeze your hands to your weapon in unfaltering ice. Grant Target Guard to a Numb effect by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Numb Guard.”
Splash Water	Tier 2	OTP	Three (3) Mana	This spell allows you to conjure a cool rush of water to bring your Target’s mania to an end. Relieve Target of a Mental Effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of <i>[Charm, Taunt, Fear, Confusion, Sleep]</i> ”
Restoring Cast	Tier 2	PP	OPR	This spell allows you to concentrate a layer of restoring water over your Target’s limb, causing it to heal rapidly. Relieve Disable or Maim by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of <i>[Disable, Maim]</i> ”
Strengthening Waters	Tier 3	PP	OPR	This spell allows you to manipulate the waters inside of your Target to purge impurities and balance their humors, returning their vigor. Relieve Weakness by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of Weakness.”
Rejuvenating Waters	Tier 3	OTP	Five (5) Mana	This spell allows you to manipulate the life blood of your Target to forcefully advance the healing process, no matter how unpleasant. Restore five (5) HP by Packet as a Spell. “ <i>[Incant]</i> , I Restore five (5) Health.”
Brittle	Tier 4	OTP	Ten (10) Mana	This spell allows you to rapidly freeze the water in your Target’s skin causing it to rip apart in a gruesome display. Bleed Permanent by Packet as a Spell. “ <i>[Incant]</i> , Bleed Permanent.”
Freeze Solid	Tier 4	PP	OPR	This spell allows you to form a dense mist around your Target and freeze it instantly, stopping them cold. Paralyze one (1) minute by Packet as a Spell. “ <i>[Incant]</i> , Paralyze one (1) minute.”
Liquid Form	Tier 5	PP	OPR	This ability allows you to become as lucid as flowing water, giving the focus to become as liquid as a stream, allowing vicious blows to flow right through you. Resist one (1) damaging effect by Reaction.
Banish Water Elemental	Tier 5	PP	OPR	This spell allows you to harness your mastery of the School of Water to untangle vulnerable or weak elementals and return them to the winds of magic. Banish Water Elemental by Packet as a Spell. “ <i>[Incant]</i> , I Banish This Water Elemental.”



The Ascendant

Ascendants are known by many other common names, Shaman, Priest, Zealot, & Venerators to name a few. Some have been referred to as Hierophants, Exemplars, or Templarii on rare occasions. Across the commonalities of faith it is paramount for an Ascendant to stay true to their God. In time, the greatest amongst Ascendants will be chosen by their God to take their place, and the mantle of godhood. An unparalleled honor that has changed Vehldathin several times. Start with twenty (20) Divinity. Gain ten (10) Divinity & one (1) HP with each Tier Upgrade. Must choose a primary God to worship. Holy Symbols must be worn in order to cast divine spells. Holy Symbols must be at least three inches by three inches (3"x3") and visibly worn on the chest, either as a pin, necklace, or large piece of fabric, your Holy Symbol can be customizable to your PC. Feel free to reach out to Staff for approval. Worshipping your God correctly, or incorrectly, can lead to IG benefits or consequences.

Tier 1 Ascendant Skills

Mend Wounds	10 CP	OTP	One (1) Divinity.	Restore Target two (2) HP by Touch as a Spell. “ <i>[Incant]</i> , I Restore <i>[you/myself]</i> two (2) Health.”
Divine Fortitude	10 CP	OTP	Two (2) Divinity.	Relieve Target of an Agony or a Bleed effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of <i>[Agony, Bleed]</i> .”
Armor of Faith	10 CP	OTP	Three (3) Divinity.	Grant Target two (2) TAP by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> two (2) Temporary Armor.”
Holy Bolt	10 CP	OTP	Two (2) Divinity.	Two (2) Bless by Packet as a Spell. “ <i>[Incant]</i> , two (2) Bless.”
Resistance of the Faithful	10 CP	PP	OPR	Grant Target Resist to a Mental Effect by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Mental Resist.”
God Specific Spell	10 CP	--	--	See God Spells.



Tier 2 Ascendant Skills

Must have three (3) skills from previous Tier & three (3) TP to Purchase.

Healing Touch	15 CP	OTP	Three (3) Divinity	Restore Target five (5) HP by Touch as a Spell. “ <i>[Incant]</i> , I Restore five <i>[you/myself]</i> (5) Health.”
Purify Mind	15 CP	OTP	Three (3) Divinity	Relieve Target of a Mental Effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of <i>[Charm, Taunt, Fear, Confusion, Sleep]</i> .”
Purify Body	15 CP	OTP	Three (3) Divinity.	Relieve Target of a Poison Effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of Poison.”
Freedom	15 CP	OTP	Three (3) Divinity	Relieve Target of a Pin or Paralysis effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of <i>[Pin, Paralysis]</i> .”
Lead Prayer	15 CP	OTP	OPR	Lead a group of three (3) Targets, not including yourself, in prayer to your God. Must stand in a circle holding hands, or simulating as such, and audibly say a prayer that is at least fifteen (15) seconds long. The prayer will fail if any of the participants are affected by a damaging effect or move. It will be considered expended if the prayer fails. If successful, Grant each participant five (5) THP by Touch. “I Grant each of you five (5) Temporary Health.”
God Specific Spell	15 CP	--	--	See God Spells.



Tier 3 Ascendant Skills

Must have three (3) skills from previous Tier & four (4) TP & Quest to purchase

Divine Restoration	20 CP	OTP	Five (5) Divinity	Restore Target ten (10) HP by Touch as a Spell. “ <i>[Incant]</i> , I Restore <i>[you/myself]</i> ten (10) Health.”
Holy Fire	20 CP	OTP	Five (5) Divinity	Five (5) Bless by Packet as a Spell. “ <i>[Incant]</i> , five (5) Bless.”
Cure Disease	20 CP	OTP	OPE	Spend fifteen (15) seconds over your Target audibly praying to your God, this will fail if you or your Target are affected by a damaging effect or move. If successful, Relieve Target of a Disease. Must give Target your Cure Disease plot card.
Bless Weapon	20 CP	OTP	Ten (10) Divinity	Grant Target five (5) uses of two (2) Bless by Strike, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> five (5) uses of two (2) Bless by Strike.”
Stalwart Defender	20 CP	OTP	OPD	Grant Target one (1) use of Reduce ten (10) by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Reduce ten (10).”
God Specific Spell	20 CP	--	--	See God Spells.

Tier 4 Ascendant Skills

Must have three (3) skills from previous Tier & six (6) TP to Purchase.

Grace	25 CP	OTP	N/A	This ability allows you to have unlimited Resists to all Bleed and Agony effects.
Mend Limbs	25 CP	OTP	Ten (10) Divinity	Relieve Target of a Disable or Maim effect by Touch as a Spell. “[Incant], I Relieve [you/myself] of [Disable, Maim].”
Divine Punishment	25 CP	OTP	Ten (10) Divinity	Weakness by Packet as a Spell. “[Incant], Weakness.”
If Bleed, Then Don’t	25 CP	OTP	N/A	This ability works as a second Self Remedy, Restore one (1) HP to Self at the end of your Bleed Out phase.
Revivify	25 CP	OTP	OPE	Spend fifteen (15) seconds over your Target audibly praying to your God, this will fail if you or your Target are affected by a damaging effect or move. If successful, Revivify by Touch. Must give Target your Revivify plot card.
God Specific Spell	25 CP	--	--	See God Spells.



Tier 5 Ascendant Skills

Must have three (3) skills from previous Tier & seven (7) TP & Quest to Purchase.

Innate Healing	30 CP	OTP	N/A	This ability allows you to add the modifier Innate to the Spell ‘Mend Wounds’ when cast upon Self. This cannot be used when casting upon other Targets.
Retribution	30 CP	PP	OPR	Reflect by Reaction against a damaging effect.
Smite	30 CP	OTP	Ten (10) Divinity	Ten (10) Bless by Packet as a Spell. “[Incant], ten (10) Bless.”
Consecrate	30 CP	OTP	OPE	May spend thirty (30) seconds uninterrupted praying to your god to consecrate a suitable area. Place a five foot (5’) rope circle on location when finished. This circle cannot be moved, or dispelled by any means. The circle will remain active for four (4) days. See God spells for Consecration effect.
True Resurrection	30 CP	OTP	OPE	Spend thirty (30) seconds over your target audibly praying to your God, this will fail if you or your Target are affected by a damaging effect or move. If successful, True Resurrection by Touch. Must give Target your True Resurrect plot card.
God Specific Spell	30 CP	--	--	See God Spells.

God Specific Spells

Every Ascendant must choose a God to devote themselves to. While some choose to worship multiple Gods, an Ascendant can only receive power from a single God. Ascendants must wear a Holy Symbol in order to cast Divine Spells.

Skill Name	OTP or PP	Pool Cost	Skill Description
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Ahriman, The Many Faced God

The God of Murder, Deception, Cruelty, and the Moral Evil. It is taboo to speak their name aloud.

Doom & Despair	OTP	Two (2) Divinity	T1, Fear by Packet as a Spell. “[Incant], Fear.”
Hopelessness	OTP	Two (4) Divinity	T2, Paralyze by Packet as a Spell. “[Incant], Paralyze.”
Many Faces	PP	OPR	T3, Charm by Packet as a Spell. “[Incant], Charm.”
No Escape	PP	OPR	T4, Grant Self one (1) use of Maim by Strike as a Spell. “[Incant], I Grant myself a Maim.”
End Their Story	PP	OPD	T5, Grant Self one (1) use of Execution by Stealth as a Spell. “[Incant], I Grant myself a Stealth Execution”
Consecration of Sin	--	--	After a successful consecration, the circle is empowered with the ability to fully Restore your Divinity after a successful execute effect on a Target within the circle. Target must be completely in the circle for the entire duration of the execute effect. If successful you would announce “Leech”.



Aiko

The God of Hearth, Home, Love, and Society. No home is complete without a shrine to Aiko.

More Than a Feeling	OTP	Three (3) Divinity	T1, Relieve Target of a Numb effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of Numb.”
Restore Limb	OTP	Five (5) Divinity	T2, Relieve Target of a Disable or Maim effect by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of <i>[Disable, Maim]</i> .”
Calm	OTP	Two (2) Divinity	T3, Resist a Mental Effect by Reaction.
Make Friends	PP	OPR	T4, Charm one (1) Minute by Packet as a Spell. “ <i>[Incant]</i> , Charm one (1) Minute.”
Houses Into Homes	OTP	OPE	T5, This Spell casts a protective ward on your cabin that prevents anyone that doesn't live there from entering. All those who would be protected by this ward would have to be present during the casting. A Ward plot card will be affixed to the entrance of your cabin. The ward will last for four (4) days. “ <i>[Incant]</i> , I place a protective ward upon this home.”
Consecration of the Hearth	--	--	After a successful consecration the circle is empowered with the ability to channel the comforting warmth of the hearth, allowing you to cast the Spell 'Mend Wounds' without using Divinity while you are within the circle.



Alara

The God of Fate, Luck, and Commerce. All travelers carry a symbol of Alara to keep them safe.

Eye for Quality	OTP	N/A	T1, This skill allows you to appraise component & item tags at Logistics. There may be times this skill is unable to be used, based on Staff availability.
Hidden Pockets	OTP	Three (3) Divinity	T2, Grant Target unlimited resists to being searched by Touch as a Spell. “[Incant], I Grant [you/myself] unlimited resists to unwanted searches.”
Quicksilver	OTP	Ten (10) Divinity	T3, Grant Target five (5) uses of two (2) Silver by Strike, by Touch as a Spell. “[Incant], I Grant [you/myself] five (5) uses of two (2) Silver by Strike.”
Trader’s Guile	PP	OPR	T4, This skill allows you to reveal mistruths after asking a question to your target. One (1) use of “Insight, Are You Lying?”
Catch Me if You Can	PP	OPR	T5, Grant Self one (1) use of Dodge by Reaction as a Spell. “[Incant], I Grant myself a Dodge.”
Consecration of Fortune	--	--	After a successful consecration the circle is empowered with the ability to bend the whims of fate, allowing you to Grant Target one (1) use of Self Remedy by Touch with no Divinity cost while you are within the circle.



Callen

The God of Conflict, Agriculture, and Tools. The hammer is sacred to Callenites for its ability to both create and destroy .

Salt of the Earth	OTP	N/A	T1, Gain one (1) additional HP.
Hammer of the People	OTP	Five (5) Divinity	T2, Grant Target one (1) use of five (5) Damage by Strike, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> one (1) use of five (5) Damage by Strike.”
Protector of the Meek	PP	OPR	T3, Parry by Reaction.
Harvest Prayer	OTP	OPR	T4, Lead a group of three (3) targets, not including yourself, in prayer to Callen. Must stand in a circle holding hands, or simulating as such, and audibly say a prayer that is at least fifteen (15) seconds long. The prayer will fail if any of the participants are affected by a damaging effect or move. It will be considered expended if the prayer fails. If successful, grant each participant ten (10) THP by Touch. “I Grant each of you ten (10) Temporary Health.”
Inspire Greatness	PP	OPE	T5, Grant Targets a Resist to a Mental Effect by Voice as a Spell. “ <i>[Incant]</i> , By My Voice Grant Mental Resist.”
Consecration of the Wall	--	--	After a successful consecration the circle is empowered with the ability to channel the first walls Callen built, allowing yourself to resist all Non-Magical Damage while inside of the circle.



Hastur

The God of Truth, Honor, Justice, and the Moral Good. Hasturians believe in the four arms of Hastur that represent their beliefs.

Virtue of Honor	OTP	Three (3) Divinity	T1, This ability allows you to Cloak granting you ten (10) TAP. Activate this ability with the call "Cloak".
Virtue of Empathy	OTP	N/A	T2, This ability allows you to transfer HP from yourself to Target by Touch. The HP restored to Target is taken directly from your HP. Use this ability with the call "I Restore you [X] Health".
Virtue of Fortitude	OTP	Five (5) Divinity	T3, Grant Self one (1) use of Reduce ten (10) as a Spell. "[Incant], I Grant myself a Reduce ten (10)."
Virtue of Justice	PP	OPR	T4, Grant Self one (1) use of Reflect against an effect that would affect you, as a Spell. "[Incant], I Grant myself a Reflect."
Wrath of Hastur	PP	OPR	T5, Twenty (20) Bless by Packet as a Spell. "[Incant], twenty (20) Bless."
Consecration of Superiority	--	--	After a successful consecration the circle is empowered with the ability to channel the divine authority of the tower, allowing you to use ten (10) Bless by Strike with no Divinity cost while inside of the circle.



Myar

The God of Knowledge, Peace, Songs, and Nature. Much of Vehldathin's history has been recorded by monks devoted to Myar.

Relax	OTP	Three (3) Divinity	T1, Pacify by Packet as a Spell. “[Incant], Pacify.”
Rubber and Glue	PP	OPR	T2, Grant Self Flashback one (1) Minute as a Spell. “[Incant], I Grant myself Flashback one (1) Minute.”
Hug it Out	PP	OPR	T3, Sing a prayer to Myar over your Target for five (5) Seconds, Restore fifteen (15) HP by Touch. This is interrupted if you or your Target are affected by a damaging effect or move. “I Restore [you/myself] fifteen (15) Health.”
Choir of Myar	PP	OPR	T4, Restore two (2) HP by Voice as a Spell. “[Incant], By My Voice Restore two (2) Health.”
Peace Talks	PP	OPD	T5, Pacify by Voice as a Spell. “[Incant], By My Voice Pacify.”
Consecration of Song	--	--	After a successful consecration the circle is empowered with the ability to amplify your divine magics, allowing you to cast all of your spells by Voice instead of their standard carrier while inside of the circle.



Ozymahd

The God of the Sun, the Moon, the Cycle, and Time. Mahdites believe Ozymahd to be the ruler of all the Gods.

Day is from 6am - 6pm, Night is from 6pm - 6am.

Ray of the Cycle	OTP	Two (2) Divinity	T1, Two (2) Fire by Packet during Day as a Spell, two (2) Silver by Packet during Night as a Spell. “ <i>Incant</i>], two (2) [<i>Fire, Silver</i>].”
Resistance of the Cycle	OTP	Four (4) Divinity	T2, Resist a Pin or Paralyze effect by Reaction during the Day, Resist a Mental Effect by Reaction during Night.
Stasis Footing	OTP	Five (5) Divinity	T3, Pin by Packet as a Spell. “ <i>Incant</i>], Pin.”
Time Warp	PP	OPR	T4, Grant Self five (5) Carry Though by Strike during Day as a Spell, Dodge during Night as a Spell. “ <i>Incant</i>], I Grant myself a [<i>five (5) Carry Through, Dodge</i>].”
Stop Time	PP	OPD	T5, Stasis by Packet as a Spell. “ <i>Incant</i>], Stasis.”
Consecration of Time	--	--	After a successful consecration the circle is empowered with the sands of time, allowing you to call Flashback Stasis while inside of the circle.



Qiron

The God of Medicine, Poison, and Healers. Many townships are wary of the worshippers of Qiron, they welcome the healer but fear the sickness.

Poisonous Purity	OTP	One (1) Divinity	T1, Grant Target Guard against a Poison effect by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Poison Guard.”
Numbing Blade	OTP	Five (5) Divinity	T2, Weakness Poison by Strike as a Spell. “ <i>[Incant]</i> , Poison Weakness.”
Adjust Dosage	PP	OPR	T3, This ability allows you to Resist a Poison effect that would affect you and convert its damage to Divinity. Non damaging Poisons convert to two (2) Divinity. Absorb by Reaction against Poison effects.
Qiron’s Gift	OTP	Ten (10) Divinity	T4, Grant Target one (1) use of fifteen (15) Poison by Strike, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> one use of fifteen (15) Poison by Strike.”
Plague Doctor	PP	OPE	T5, Grant Self unlimited resists to all Poisons & Debuffs for five (5) Minutes as a Spell. “ <i>[Incant]</i> , I Grant myself unlimited resists to all Poisons and Debuffs five (5) Minutes.”
Consecration of Duality	--	--	After a successful consecration the circle is empowered with the careful adjustment of a doctor, allowing you to call Reflect on any Debuff effect while inside of the circle.



Roya

The God of Magic, Dreams, and The Subconscious Mind. Those dedicated to Roya are called Sleepers, and often study dreams.

Magical Knowledge	OTP	N/A	T1, This ability allows you to convert the damage type from all of your spells from Bless, to Magic.
Strength in Subconscious	OTP	Four (4) Divinity	T2, Grant Target Guard against a magical effect by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Magic Guard.”
Magical Denial	OTP	Five (5) Divinity	T3, Silence by Packet as a Spell. “ <i>[Incant]</i> , Silence.”
No Tears, Only Dreams	PP	OPR	T4, Sleep 1 Minute by Packet as a Spell. “ <i>[Incant]</i> , Sleep one (1) Minute.”
I’ve Seen This in My Dreams	PP	OPR	T5, Resist an effect that would affect you by Reaction.
Consecration of Magic	--	--	After a successful consecration the circle is empowered with the winds of magic, allowing you to Resist all Magical damage while inside of the circle.



Vykost

The God of Seas, Tempest, Exploration, and the Unknown. The devotees of Vykost are often referred to as Followers of the Tide.

Vicious Wind	OTP	Four (4) Divinity	T1, Numb five (5) Seconds by Packet as a Spell. “ <i>[Incant]</i> , Numb five (5) Seconds.”
Challenge of the Tide	OTP	Three (3) Divinity	T2, Taunt by Packet as a Spell. “ <i>[Incant]</i> , Taunt.”
Spear of Vykost	OTP	Five (5) Divinity	T3, Five (5) Lightning by Packet as a Spell. “ <i>[Incant]</i> , 5 Lightning.”
Sea Foam Cloak	PP	OPR	T4, Reflect by Reaction against magical effects.
Blessed Raid	OTP	Fifteen (15) Divinity	T5, Bless Target in the name of Vykost, granting them five (5) uses of five (5) Lightning by Strike, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> five (5) uses of five (5) Lightning by Strike.”
Consecration of the Tides	--	--	After a successful consecration the circle is empowered with the powers of the relentless tide, Granting you two (2) uses of five (5) Damage every time you enter the circle. This effect does not stack.



The Battlemaster

Battlemasters are paramount in many armies, often referred to as Warriors, Fighters, Gladiators, Soldiers, and Marauders. Some Battlemasters of great skill and renown are sometimes called Knights, Champions, Samurai, or Centurions. True Battlemasters are more than just martially skilled, they're able to survey a battle and strategize at a moments notice, often being the linchpin to victory.

Start with ten (10) Stamina. Gain five (5) Stamina & two (2) HP with each Tier Upgrade.

Tier 1 Battlemaster Skills

Critical	10 CP	OTP	One (1) Stamina	Two (2) Damage by Strike. "Two (2) Damage."
Taunt	10 CP	OTP	Two (2) Stamina	Taunt by Strike. "Taunt."
Strong Arm	10 CP	PP	2PD	Guard against a Numb effect by Reaction.
Staggering Blow	10 CP	OTP	Four (4) Stamina	Numb five (5) Seconds by Strike. "Numb five (5) Seconds."
Lacerate	10 CP	OTP	Three (3) Stamina	Bleed by Strike. "Bleed"
Death Leech	10 CP	OTP	N/A	This skill allows you to gain one (1) HP after every successful execute effect you perform. Any HP over your maximum is converted to THP for this skill. Must state "Leech" after a successful execute effect.



Tier 2 Battlemaster Skills

Must have three (3) skills from previous Tier & three (3) TP to Purchase.

Greater Critical	15 CP	OTP	Three (3) Stamina	Five (5) Damage by Strike. "Five (5) Damage."
Silver Strike	15 CP	OTP	Two (2) Stamina	Two (2) Silver by Strike. "Two (2) Silver."
Brutal Strike	15 CP	OTP	Four (4) Stamina	Disable by Strike. "Disable one (1) Minute."
Nails for Breakfast	15 CP	OTP	N/A	Gain two (2) additional HP.
Thick Skin	15 CP	OTP	Five (5) Stamina	Reduce five (5) by Reaction.
Cool Head	15 CP	PP	OPR	Guard against a Mental Effect by Reaction.

Tier 3 Battlemaster Skills

Must have three (3) skills from previous Tier & four (4) TP & Quest to Purchase.

Experienced Critical	20 CP	OTP	Five (5) Stamina	Ten (10) Damage by Strike. "Ten (10) Damage."
Shattering Strike	20 CP	OTP	Six (6) Stamina	Shatter by Strike. "Shatter."
Crushing Blow	20 CP	OTP	Three (3) Stamina	Ten (10) Crush by Strike. "Ten (10) Crush."
Overwhelming Force	20 CP	PP	OPR	Two (2) Carry Through by Strike. "Two (2) Carry Through."
Hard to Kill	20 CP	OTP	N/A	Gain three (3) additional HP.
Parry	20 CP	PP	OPR	Parry by Reaction.



Tier 4 Battlemaster Skills

Must have three (3) skills from previous Tier & six (6) TP to Purchase.

Brace Yourself	25 CP	PP	OPR	Reduce fifteen (15) by Reaction.
Ogre Strike	25 CP	PP	OPR	Fifteen (15) Damage by Strike. "Fifteen (15) Damage."
Crippling Blow	25 CP	OTP	Ten (10) Stamina	Maim by Strike. . "Maim."
Slay the Mutant	25 CP	OTP	Ten (10) Stamina	Five (5) Silver by Strike. . "Five (5) Silver."
Party Starter	25 CP	PP	OPR	Five (5) Rapid uses of Taunt one (1) Minute by Packet. "Taunt one (1) Minute, Taunt one (1) Minute, Taunt one (1) Minute, Taunt one (1) Minute, Taunt one (1) Minute."
Final Stand	25 CP	OTP	OPE	This skill allows you to muster all of your resilience when the end draws close. The first instance that you would be brought to your Bleed Out phase, instead you would be brought to one (1) HP.

Tier 5 Battlemaster Skills

Must have three (3) skills from previous Tier & seven (7) TP & Quest to Purchase.

Paralyzer	30 CP	PP	OPR	Paralyze by Strike. "Paralyze."
Fearful Presence	30 CP	OTP	OPD	Disengage by Voice. "By My Voice Disengage."
Dragon Strike	30 CP	PP	OPR	Dragon Strike by Strike. "Dragon Strike."
True Leech	30 CP	OTP	N/A	Requires 'Death Leech' to Purchase. 'Death Leech' now grants one (1) TAP along with its previous benefits.
Warrior's Blessing	30 CP	OTP	Five (5) Stamina	Grant Target one (1) use of five (5) Damage by Strike, by Touch. "I Grant [you/myself] a five (5) Damage by Strike."
Riposte	30 CP	PP	OPR	Reflect by Reaction against a melee attack.



Jack of All Trades

As a JOAT you will have access to all ten (10) Professions and start at Tier 1. To advance in JOAT Tiers you will have to increase the Tiers of your separate Professions, once you have the appropriate Tiers in your Professions the next Tier of JOAT would unlock automatically. Additionally, you will not have the normal benefits of increasing your separate Profession Tiers. HP and Gumption will increase with your JOAT Tier increases. You will gain two (2) Perks for each Tier past one (1) in the JOAT Class.

Start with ten (10) Gumption. Gain one (1) HP & two (2) Gumption with each Tier Upgrade. Gain two (2) Special JOAT Perks with each Tier Upgrade.

Tier 2	You must have at least two Professions to Tier 2.
Needed Materials	All T2 JOATs will gain this skill for no CP cost. This skill allows you to perform searches faster than other, more robust adventurers. Search Targets in fifteen (15) seconds. You must call 'Fast Search' at the end of your search count. Two (2) Gumption.
Tier 3	You must have at least four Professions to Tier 2.
Spoiled by Choices	All T3 JOATs will gain this skill for no CP cost. This skill allows you to change your Loadout with ease. Switching your Loadout now takes three (3) minutes. This skill also increases your Loadout size from four (4) Enhanced or Imbued Items, to five (5) Enhanced or Imbued Items.
Tier 4	You must have at least four Professions to Tier 2 and at least one (1) Profession to Tier 3.
My Precious	All T4 JOATs will gain this skill for no CP cost. This skill allows you to protect one (1) Item from your Loadout from the effects of Dispel by Reaction. This defense does not need to be called. Ten (10) Gumption.
Tier 5	You must have at least four Professions to Tier 2 and at least two (2) Professions to Tier 3.
Materialistic	All T5 JOATs will gain this skill for no CP cost. This skill allows you to submit a Component between events to learn all of its available Traits. This skill can only be used once between events and would be submitted through the Crafting Card for Between Events form.



Jack of All Trades Perks

Throw the Pot Apothecary Perk	This skill will allow you to craft certain potions as throwable globes, much like Poison globes.
In Tune Artificer Perk	This skill allows you to channel all of your knowledge and talent into one masterful feat. Roleplay repairing an Imbued Item for one (1) minute uninterrupted to return it to full functionality. This repair will not Restore any uses of Imbued abilities. OPD.
Taphouse Blitz Bartender Perk	This skill allows you to Grant two (2) THP by Voice. Five (5) Gumption. “By My Voice Grant two (2) Temporary Health.”
Hammer Time Blacksmith Perk	This skill allows you to repair two (2) items with one use of the Repair skill.
Catering Service Cook Perk	This skill allows you to turn one (1) crafted food into five (5) identical foods. OPE.
Hunter’s Guile Hunter Perk	This skill allows you to Resist a Debuff that would affect you by Reaction. Five (5) Gumption.
Off the Back of the Wagon Merchant Perk	This skill allows you to access a special shop at Logistics, where they offer a greater selection of items, and can take requests. There may be times this skill is not able to be used, based on Staff Availability.
The Voice of the Spirits Mystic Perk	This ability allows you to commune with a spirit on the island and ask it three (3) questions. These questions will be answered yes, no, or unknown. The answers will have more accuracy if the questions are related to a vision you have received. There may be times this skill is not able to be used, based on Staff Availability. OPE.
Well Read Scholar Perk	This skill allows you to cast the same scroll twice, with both castings following the restrictions in the scrolls. Both casting must be used in rapid succession. OPD.
Like Clockwork Tinkerer Perk	This skill allows you to craft as though you have a lab, even without one. If you have a lab as well as this skill, then everything you craft will be treated as though it had the trait “Lucky”.



The Vagabond

Opinions on Vagabonds are divisive to say the least. Scoundrels, Spies, Rogues, & Saboteurs as they are often called, their skills are often underhanded and duplicitous. Yet wars can be won with the efforts of a few skilled Vagabonds. The most skills amongst them are sometimes referred to as Assassins, Red Hands, Blackguards, or Rapsallions.

Start with ten (10) Stamina. Gain five (5) Stamina and two (2) HP for each Tier Upgrade.

Tier 1 Vagabond Skills

Backstab	10 CP	OTP	One (1) Stamina	Two (2) Stealth by Stealth. "Two (2) Stealth"
Arm Traps	10 CP	OTP	N/A	This skill allows you to set traps out freely, this skill can be used an unlimited number of times. Every trap takes a minimum of one (1) second to set.
Dirty Deeds	10 CP	OTP	N/A	This skill allows you to gain one (1) Stamina after every successful execute effect you perform. Cannot gain Stamina over your maximum. Must state "Leech" after a successful execute effect.
Wrist Weaken	10 CP	OTP	Three (3) Stamina	Numb five (5) Seconds by Strike. "Numb five (5) Seconds."
Lick the Blade	10 CP	PP	OPD	Guard against a Poison effect by Reaction.
Armor Don't Matter	10 CP	PP	2PR	Add the modifier Pierce to a weapon attack.



Tier 2 Vagabond Skills

Must have three (3) skills from previous Tier & three (3) TP to Purchase.

Waylay	15 CP	PP	OPR	Waylay by Stealth. "Waylay one (1) Minute."
Greater Backstab	15 CP	OTP	Three (3) Stamina	Five (5) Stealth by Stealth. "Five (5) Stealth."
Hamstring	15 CP	OTP	Three (3) Stamina	Disable by Strike. "Disable one (1) Minute."
Trap Avoid	15 CP	OTP	OPR	Dodge by Reaction against effects delivered by traps.
Slippery	15 CP	OTP	Four (4) Stamina	Resist a Pin effect by Reaction.
Agony	15 CP	PP	2PR	Agony by Strike. "Agony."

Tier 3 Vagabond Skills

Must have three (3) skills from previous Tier & four (4) TP & Quest to Purchase.

Even Greater Backstab	20 CP	OTP	Five (5) Stamina	Ten (10) Stealth by Stealth. "Ten (10) Stealth"
Ya Learn a Thing or Two	20 CP	OTP	OPD	This skill allows you to open a lock equal to your Class Tier. "I skillfully open this lock."
What We Do In Shadows	20 CP	PP	OPD	Resist a Mental effect by Reaction.
Dodge	20 CP	OTP	Ten (10) Stamina	Dodge by Reaction.
Throwing Knives	20 CP	PP	OPD	Ten (10) Damage by Packet. "Ten (10) Damage."
Student Meet Master	20 CP	PP	OPR	Evade by Reaction.



Tier 4 Vagabond Skills

Must have three (3) skills from previous Tier & six (6) TP to Purchase.

Greatest Backstab	25 CP	PP	OPR	Fifteen (15) Stealth by Stealth. "Fifteen (15) Stealth."
Reputation	25 CP	OTP	Five (5) Stamina	Fear by Packet. "Fear."
Tools of the Trade	25 CP	OTP	OPD	This skill allows you to read a Plot Card while ignoring the Class or Profession requirements it has. You must still follow all Tier requirements on the Plot Card.
Throat Punch	25 CP	OTP	Five (5) Stamina	Silence by Stealth. "Silence."
Hope This Works	25 CP	OTP	Five (5) Stamina	Restore two (2) HP by Touch. "I Restore [you/myself] two (2) Health."
Pocket Sand	25 CP	PP	OPD	Stun by Packet. "Stun."

Tier 5 Vagabond Skills

Must have three (3) skills from previous Tier & seven (7) TP & Quest to Purchase.

Assassination	30 CP	PP	OPD	Execution by Stealth. “Stealth Execution.”
Silver Tongue	30 CP	PP	OPD	Pacify by Packet. “Pacify.”
Done Dirt Cheap	30 CP	OTP	N/A	Requires ‘Dirty Deeds’ to Purchase. ‘Dirty Deeds’ now grants one (1) additional Stamina along with its previous benefits.
Spike Trap	30 CP	OTP	Five (5) Stamina	Pin by Strike. “Pin.”
Connections	30 CP	OTP	N/A	This Skill allows you to receive one (1) Poison made by an Expert Apothecary at Check In.
Not Worth It	30 CP	OTP	OPD	Disengage by Voice. “By My Voice, Disengage.”



The Acolyte

Acolytes offer chained devotion to their masters in exchange for strange and foreign power. Though secretive and esoteric, an Acolyte will pursue their master's wishes with unquestioning fervor. Wishes that many outsiders would call madness. Often shunned and reviled by most of the Vehl, Acolytes are seen as aberrations. The Acolyte cares not for such hatred for they serve a higher power. A truth.

The Acolyte must be earned through a Quest and cannot be chosen until that Quest is completed. Upon choosing this Class you are able to rewrite without affecting any of your Quests. This Class does not utilize 'Pool' and will not gain any 'Pool' related benefits or detriments. For 'Pool' based abilities in Professions and Prestiges, the equivalent Devotion counters would be used. Start with five (5) Devotion counters. Gain five (5) Devotion counters and one (1) HP with each Tier upgrade. Devotion counters Restore after ten (10) minutes outside of combat. Must have a Patron to serve. Must have purple haze around eyes. Serving your Patron correctly, or incorrectly, can lead to IG benefits or consequences.

The Acolyte does not go to the Designated Death Area if they were to reach the end of their Dead phase. At the end of their Dead phase the Acolyte would be permanently dead. Instead start with three (3) uses of Innate Phase by Reaction Per Event. This ability cannot be restored by any means. Using this ability would have you go immediately to your Patron's Shrine where you would immediately be Restored all HP but your Devotion would be set to zero (0). This ability may be used while in the Bleed Out phase.

Your Patron's Shrine must be a five (5) foot by five (5) foot area decorated in a manner befitting your Patron. You may share your Patron's Shrine with other Acolytes that serve your Patron. You will receive a Plot Card to place upon your Patron's Shrine at Check In.

Tier 1 Acolyte Skills

Strength of the Flesh	10 CP	OTP	One (1) Devotion counters	Gain one (1) Madness. Restore Self three (3) HP by Touch as a Spell. You may also Target other Acolytes that have the same Patron as you with this Spell. “ <i>[Incant]</i> , I Restore <i>[myself/you]</i> three (3) Health.”
Power of Will	10 CP	OTP	Two (2) Devotion counters	Gain one (1) Madness. Grant Self a Resist to a Mental Effect by Touch as a Spell. You may also Target other Acolytes that have the same Patron as you with this Spell. “ <i>[Incant]</i> , I Grant <i>[myself/you]</i> a Mental Resist.”
Protective Ward	10 CP	OTP	Two (2) Devotion counters	Gain one (1) Madness. Grant Self a Guard against a Magical Effect by Touch as a Spell. You may also Target other Acolytes that have the same Patron as you with this Spell. “ <i>[Incant]</i> , I Grant <i>[myself/you]</i> a Magic Guard.”
Mind Spike	10 CP	OTP	Two (2) Devotion counters	Gain one (1) Madness. Two (2) Psychic by Packet as a Spell. “ <i>[Incant]</i> , two (2) Psychic.”
Invocation	10 CP	OTP	N/A	Gain one (1) Madness. Pick one (1) Invocations from the Invocation list. Invocations may be changed in between events.
Patron Specific Boon	10 CP	--	--	See Patron Boons.



Tier 2 Acolyte Skills

Must have three (3) skills from previous Tier & three (3) TP to Purchase.

Intervention	15 CP	OTP	N/A	Gain one (1) Madness. Gain one (1) additional use of Innate Phase by Reaction to your Patron's Shrine.
Servant's Armaments	15 CP	OTP	Three (3) Devotion counters	Grant Yourself three (3) TAP by Touch as a Spell. You may also Target other Acolytes that have the same Patron as you with this Spell. "[Incant], I Grant [myself/you] three (3) Temporary Armor."
Strange Flesh	15 CP	OTP	N/A	Whenever you would Phase to your Patron's Shrine, Gain five (5) THP.
Audience With The Master	15 CP	OTP	N/A	Diligent service and ample devotion has allowed for brief and exhausting moments of recognition. When submitting an Information Gathering, you may apply "Audience With The Master" to receive more favorable results.
Aberrant Cloak	15 CP	OTP	OPD	This ability allows you to Cloak granting you the ability to stack Buffs Granted by yourself an unlimited number of times. Buffs stacked in this way disappear once the Cloak ends. Activate this ability with the call "Cloak".
Patron Specific Boon	15 CP	--	--	See Patron Boons.

Tier 3 Acolyte Skills

Must have three (3) skills from previous Tier & four (4) TP to Purchase.

Deny False Powers	20 CP	OTP	N/A	Gain one (1) Madness. This ability doubles all HP that would be Restored by Acolyte Spells and lowers the Devotion counter cost of any Buff Granted by an Acolyte Spell by one (1) to a minimum of one (1). This ability also prevents you from having any HP Restored or Buffs Granted from any magical source, including Arcanist and Ascendant Spells with the call "No Effect".
Thought Ripper	20 CP	OTP	Ten (10) Devotion counters	Gain one (1) Madness. Ten (10) Psychic by Packet as a Spell "[Incant], ten (10) Psychic."
A Small Offering	20 CP	OTP	N/A	Gain one (1) Madness. This ability allows you to gain one (1) Devotion counter after every successful Execute effect you perform. Cannot gain Devotion counters over your maximum. Must state "Leech" after a successful Execute effect.
A Watchful Eye	20 CP	PP	OPR	Gain one (1) Madness. Evade by Reaction.
Invocation	20 CP	OTP	N/A	Gain one (1) Madness. Pick one (1) Invocations from the Invocation list. Invocations may be changed in between events.
Patron Specific Boon	20 CP	--	--	See Patron Boons

Tier 4 Acolyte Skills

Must have three (3) skills from previous Tier & six (6) TP to Purchase.

Favored Servant	25 CP	OTP	N/A	Gain one (1) Madness. Gain one (1) additional use of Innate Phase by Reaction to your Patron's Shrine.
Like Clay	25 CP	OTP	N/A	Requires 'Strange Flesh' to purchase. Whenever you would Phase to your Patron's Shrine, have all HP and Devotion counters Restored.
Eldritch Turn	25 CP	OTP	Six (6) Devotion counters	Reflect any effect that would affect you by Reaction.
Omnipresent	25 CP	OTP	OPE	This ability allows you to change the destination of your Patron Shrine Phase from your Patron's Shrine to a location of your choosing.
Nothing Sweeter	25 CP	OTP	N/A	This ability allows you to have unlimited Resists to all Charm effects.
Patron Specific Boon	25 CP	--	--	See Patron Boons

Tier 5 Acolyte Skills

Must have three (3) skills from previous Tier & seven (7) TP & Quest to Purchase.

Reality Tear	30 CP	PP	OPR	Gain one (1) Madness. Twenty (20) Psychic by Packet as a Spell. "[Incant], twenty (20) Psychic."
Soul Lash	30 CP	OTP	OPR	Flashback Cleave by Reaction.
Unquestioning Servant	30 CP	OTP	OPE	Resist a Compel effect by Reaction.
Invocation	30 CP	OTP	N/A	Gain one (1) Madness. Pick one (1) Invocations from the Invocation list. Invocations may be changed in between events.
Reality Denial	30 CP	PP	OPD	Gain one (1) Madness. This ability allows you to Empower for five (5) minutes at a moment of your choosing. Empower will allow you to deny the existence of one Target. During the Empower you no longer perceive the Target and are no longer affected by any effect the Target would use that is not Psychic Damage, or has a Madness Modifier. Activate this ability with the call 'Empower'.
Patron Specific Boon	30 CP	--	--	See Patron Boons



Invocations

Prime Meditation	Requires one (1) Madness	OPE	Spend one (1) minute uninterrupted meditating by your Patron's Shrine. If successful, you may go to logistics to ask a yes or no question to receive an answer of : Yes, No, Unknown, Unclear.
Psychic Blast	Requires one (1) Madness	OPR	This ability allows you to Conduit and cast one (1) Psychic by Packet as a spell with no Devotion counter cost. Activate this ability with the call "Conduit" and cast with "[Incant], One (1) Psychic".
Unseen Armor	Requires two (2) Madness	N/A	Gain X Natural AP. Natural AP cannot be repaired, but restores itself after a Rest. X equals twice your Tier in Acolyte.
Aberrant Conversion	Requires three (3) Madness	OPD	This ability allows you to resist a damaging effect that hits you and convert its damage to Devotion counters. Absorb by Reaction to damaging effects.
Dilution	Requires five (5) Madness	OPR	This ability allows you to convert any Psychic damage you would use to any unlocked damage type.
Otherworldly Teachings	Requires five (5) Madness	OPD	This ability allows you to increase the chances of a beneficial result in any ritual you would participate in casting by ten percent (10%).
True Magic	Requires ten (10) Madness	N/A	This ability allows you to choose a Tier 1, 2, or 3 Spell from an unlocked School of Magic. This Spell may be cast OPR without spending any Devotion counters. Any casts after the first cost an amount of Devotion counters equal to the spell's Mana cost.
Patron's Succor	Requires fifteen (15) Madness	OPR	This ability changes the time needed to replenish your Devotion counters from ten (10) minutes to five (5) minutes.
Eldritch Eye	Requires twenty (20) Madness	OPE	This ability allows you to reveal a creature's true form. One (1) use of "Insight, Is this your true form?".
Sacrificial Lamb	Requires fifty (50) Madness	OPE	This ability allows you to sacrifice your life in order to show a glimpse of your Patron. Perform an Execute channel on yourself, if successful the Execute effect cannot be resisted by any means. If successful, use the call "Ambient Absolute Execution." at a volume of your choosing.



Professions

Professions use the Pool Resource of your Class. Every Tier in a profession grants five (5) additional 'Pool'. Your first Profession is free, your second Profession is two (2) TP.

Apothecary Tier 1

Potion Brewing	10 CP	OTP	N/A	This skill allows you to Craft Tier 1 Potions.
Poison Brewing	10 CP	OTP	N/A	This skill allows you to Craft Tier 1 Poisons.
Taste Testing	10 CP	OTP	N/A	This skill allows you to consume a Plant or Animal Component to learn its Tier 1 Trait.
Flower Pot	10 CP	OTP	N/A	This skill allows you to grow one (1) Plant Component between events. Receive at Check In.

Apothecary Tier 2

Three (3) TP to Purchase.

Advanced Potion Brewing	15 CP	OTP	N/A	Requires 'Potion Brewing' to Purchase. This skill allows you to Craft Tier 2 Potions.
Advanced Poison Brewing	15 CP	OTP	N/A	Requires 'Poison Brewing' to Purchase. This skill allows you to Craft Tier 2 Poisons.
Distilling	15 CP	OTP	N/A	This skill allows you to combine multiple similar potions into one that has a combined effect.
Flower Garden	15 CP	OTP	N/A	Requires 'Flower Pot' to Purchase. Grow Three (3) Plant Components between events. Receive at Check In.

Apothecary Tier 3

Four (4) TP & Quest to Purchase.

Expert Potion Brewing	20 CP	OTP	N/A	Requires 'Advanced Potion Brewing' to Purchase. This skill allows you to Craft Tier 3 Potions.
Expert Poison Brewing	20 CP	OTP	N/A	Requires 'Advanced Poison Brewing' to Purchase. This skill allows you to Craft Tier 3 Poisons.
Globaldier	20 CP	OTP	N/A	This skill allows you to convert a single effect blade poison into a ranged poison. Ranged poisons can only be delivered by Packet.
Green Thumb	20 CP	OTP	N/A	Requires 'Flower Garden' to Purchase. Grow five (5) Plant Components between events. Receive at Check In.



Artificer Tier 1

Greater Identify	10 CP	OTP	N/A	Requires 'Identify' to Purchase. This skill allows you to ignore Class & Profession restrictions when using the skill Identify. Tier restrictions still apply. There may be times this skill is not able to be used, based on staff availability.
Magicate Weapon	10 CP	PP	OPR	Grant Target five (5) uses of two (2) Magic by Strike, by Touch. "I Grant [you/myself] five (5) uses of two (2) Magic by Strike."
Rudimentary Imbuement	10 CP	OTP	N/A	This skill allows you to Craft Tier 1 Imbued Items.
Smelt Magic	10 CP	OTP	N/A	This skill allows you to break down an Imbued Item into some of the Components used to create it.

Artificer Tier 2

Three (3) TP to Purchase.

Basic Imbuement	15 CP	OTP	N/A	Requires 'Rudimentary Imbuement' to Purchase. This skill allows you to Craft Tier 2 Imbued Items.
Magical Sludge	15 CP	PP	OPD	Dispel by Packet. "Dispel."
Dissipation	15 CP	PP	OPD	Guard against a magical effect by Reaction.
Keen Eye	15 CP	OTP	N/A	This skill allows you to Appraise IG Items at Logistics, you must provide the item at the time of Appraisal. There may be times this skill is not able to be used, based on staff availability.

Artificer Tier 3

Four (4) TP & Quest to Purchase.

Essential Studies	20 CP	OTP	N/A	This skill allows you to destroy a Mineral or Arcane component to learn its Tier 1 trait.
Complex Imbuement	20 CP	OTP	N/A	Requires 'Basic Imbuement' to Purchase. This skill allows you to Craft Tier 3 Imbued Items.
Greater Smelt Magic	20 CP	OTP	N/A	Requires 'Smelt Magic' to Purchase. This skill allows you to break down an Imbued Item into most of the Components used to create it.
Creator's Control	20 CP	PP	OPR	Charm by Packet to Constructs. OPR. "I Charm this Construct."



Bartender Tier 1

Rumors	10 CP	OTP	N/A	Receive one (1) Rumor at Check In, may or may not be accurate.
Drinking Buddy	10 CP	OTP	N/A	This skill allows you to roleplay consuming one (1) Food Item with one (1) Target, allowing both of you to gain the effects of the Food Item.
Bar Tips	10 CP	OTP	N/A	Receive two (2) Iron Trade Bars at Check In, may receive a greater value Trade Bar if applicable.
Eyes in the Back of My Head	10 CP	PP	OPE	Evade by Reaction.

Bartender Tier 2

Three (3) TP to Purchase.

Whispers	15 CP	OTP	N/A	Requires 'Rumors' to Purchase. Receive three (3) Rumors at Check In, may or may not be accurate.
Bar Regulars	15 CP	OTP	N/A	Requires 'Drinking Buddy' to Purchase. This skill allows you to roleplay consuming one (1) Food Item with two (2) Targets, allowing each of you to gain the effects of the Food Item.
Brawl Experience	15 CP	PP	OPR	This skill allows you to First Aid as Channel for thirty (30) seconds by Touch on a Target. On a successful First Aid Channel you would state "First Aid, I Relieve [<i>you/myself</i>] of [<i>Disable, Maim</i>]."
Iron Liver	15 CP	OTP	Three (3) 'Pool'	Resist a Poison effect by Reaction.

Bartender Tier 3

Four (4) TP & Quest to Purchase.

Murmurs	20 CP	OTP	N/A	Requires 'Whispers' to Purchase. Receive five (5) Rumors at Check In, may or may not be accurate.
Festival Feast	20 CP	OTP	N/A	Requires 'Bar Regulars' to Purchase. This skill allows you to roleplay consuming one (1) Food Item with five (5) Targets, allowing each of you to gain the effects of the Food Item.
Cheers	20 CP	PP	OPD	Disengage by Voice. "By My Voice Disengage."
Cayenne Surprise	20 CP	OTP	Six (6) 'Pool'	Stun by Packet. "Stun."



Blacksmith Tier 1

Basic Weaponsmithing	10 CP	OTP	N/A	This skill allows you to Craft mundane weapons and Tier 1 Enhanced Weapons.
Basic Armorsmithing	10 CP	OTP	N/A	This skill allows you to Craft mundane armors and Tier 1 Enhanced Armor.
Smelt	10 CP	OTP	N/A	This skill allows you to break down an Enhanced Item into some of the Components used to create it.
Repair	10 CP	PP	3PR	This skill allows you to roleplay repairing one (1) mundane weapon or mundane armor Item for one (1) minute uninterrupted and return it to full functionality. This can be used on Enhanced Weapon or Enhanced Armor Items as well.

Blacksmith Tier 2

Three (3) TP to Purchase.

Improved Weaponsmithing	15 CP	OTP	N/A	Requires 'Basic Weaponsmithing' to Purchase. This skill allows you to Craft mundane weapons and Tier 2 Enhanced Weapons.
Improved Armorsmithing	15 CP	OTP	N/A	Requires 'Basic Armorsmithing' to Purchase. This skill allows you to Craft mundane armors and Tier 2 Enhanced Armor.
Find Fault	15 CP	PP	OPE	Shatter by Strike. OPE. "Shatter."
Shoddy Workmanship	15 CP	PP	OPR	Five (5) Crush by Strike. OPR. "Five (5) Crush."

Blacksmith Tier 3

Four (4) TP & Quest to Purchase.

Masterwork Weaponsmithing	20 CP	OTP	N/A	Requires 'Improved Weaponsmithing' to Purchase. This skill allows you to Craft mundane weapons and Tier 3 Enhanced Weapons.
Masterwork Armorsmithing	20 CP	OTP	N/A	Requires 'Improved Armorsmithing' to Purchase. This skill allows you to Craft mundane armors and Tier 3 Enhanced Armor.
No Idle Hands	20 CP	OTP	N/A	This skill allows you to work more efficiently. 'Repair' now takes thirty (30) seconds.
Practice Made Perfect	20 CP	OTP	N/A	Requires 'Smelt' to Purchase. This skill allows you to break down an Enhanced Item into most of the Components used to create it.



Cook Tier 1

Certain components that seem the most edible will have basic food properties that will create rudimentary foods. You may also craft with Food Item Tags to create more complex food.

Apprentice Cooking	10 CP	OTP	N/A	This skill allows you to Craft Tier 1 Food.
Kiss the Cook	10 CP	OTP	OPR	Restore Target one (1) use of Self Remedy by Touch. OPR. "I Restore [you/myself] a Self Remedy."
Sensory Analysis	10 CP	OTP	N/A	This skill allows you to consume a Plant or Animal Component to learn its Tier 1 Trait.
Knife Skills	10 CP	OTP	Five (5) 'Pool'	Two (2) Damage by Packet. "Two (2) Damage."

Cook Tier 2

Three (3) TP to Purchase.

Journeyman Cooking	15 CP	OTP	N/A	Requires 'Apprentice Cooking' to Purchase. This skill allows you to Craft Tier 2 Food.
Secret Ingredient	15 CP	OTP	N/A	This skill allows you to use Arcane Components in Cooking.
Stone Soup	15 CP	OTP	N/A	This skill allows you to use Mineral Components in Cooking.
Iron Liver	15 CP	OTP	Three (3) 'Pool'	Resist a Poison effect by Reaction.

Cook Tier 3

Four (4) TP & Quest to Purchase.

Master Cooking	20 CP	OTP	N/A	Requires 'Journeyman Cooking' to Purchase. This skill allows you to Craft Tier 3 Food.
Perfected Knife Skills	20 CP	OTP	Seven (7) 'Pool'	Requires 'Knife Skills' to Purchase. Five (5) Damage by Packet. "Five (5) Damage."
Cuisinomancy	20 CP	OTP	N/A	This skill allows you to utilize certain Imbue traits in your cooking.
Good Eatin'	20 CP	OTP	N/A	This skill allows you to utilize certain Enhance traits in your cooking.



Hunter Tier 1

Trapper	10 CP	OTP	N/A	This skill allows you to set traps out freely, this skill can be used an unlimited number of times. Every trap takes a minimum of one (1) second to set.
Wound	10 CP	PP	2PR	Bleed by Strike. "Bleed."
Forage	10 CP	OTP	N/A	This skill allows you to gather one (1) Plant Component between events. Receive at Check In.
Hunt	10 CP	OTP	N/A	This skill allows you to gather one (1) Animal Component between events. Receive at Check In.

Hunter Tier 2

Three (3) TP to Purchase.

Concentrated Strike	15 CP	OTP	Four (4) 'Pool'	Add the modifier Pierce to a weapon attack.
Slip Away	15 CP	PP	OPD	Resist a Disable or Maim effect by Reaction.
Skilled Foraging	15 CP	OTP	N/A	Requires 'Forage' to Purchase. This skill allows you to gather three (3) Plant Components between events. Receive at Check In.
Skilled Hunting	15 CP	OTP	N/A	Requires 'Hunt' to Purchase. This skill allows you to gather three (3) Animal Components between events. Receive at Check In.

Hunter Tier 3

Four (4) TP & Quest to Purchase.

Duck	20 CP	PP	OPD	Dodge by Reaction.
Bear Trap	20 CP	PP	OPR	Pin by Strike. "Pin."
Master Foraging	20 CP	OTP	N/A	Requires 'Skilled Foraging' to Purchase. This skill allows you to gather five (5) Plant Components between events. Receive at Check In.
Master Hunting	20 CP	OTP	N/A	Requires 'Skilled Hunting' to Purchase. This skill allows you to gather five (5) Animal Components between events, Receive at Check In.



Merchant Tier 1

Trade Contacts	10 CP	OTP	N/A	Receive two (2) Iron Trade Bars at Check In, may receive a greater value Trade Bar if applicable.
Discriminating Taste	10 CP	OTP	N/A	This skill allows you to Appraise IG Items at Logistics, you must provide the item at the time of Appraisal. There may be times this skill is not able to be used, based on Staff availability.
Found This	10 CP	OTP	N/A	This skill allows you to gather one (1) Random Component between events. Receive at Check In.
I Know a Guy	10 CP	OTP	N/A	This skill allows you to access a basic shop at Logistics, where they offer a rudimentary selection of items. There may be times this skill is not able to be used, based on Staff Availability.

Merchant Tier 2

Three (3) TP to Purchase.

Tradier Contacts	15 CP	OTP	N/A	Requires 'Trade Contacts' to Purchase. Receive three (3) additional Iron Trade Bars at Check In, may receive a greater value Trade Bar if applicable.
Found This Too	15 CP	OTP	N/A	Requires 'Found This' to Purchase. This skill allows you to gather three (3) Random Components between events. Receive at Check In.
Pouch Protect	15 CP	PP	N/A	This skill allows you to Grant Target unlimited resists to being searched by Touch. OPD. "I Grant [you/myself] unlimited resists to unwanted searches."
You Talkin' to Me	15 CP	PP	OPD	Resist a Mental Effect by Reaction.

Merchant Tier 3

Four (4) TP & Quest to Purchase.

Tradiest Contacts	20 CP	OTP	N/A	Requires 'Tradier Contacts' to Purchase. Receive an additional five (5) Iron Trade Bars at Check In, may receive a greater value Trade Bar if applicable.
Keep Finding This	20 CP	OTP	N/A	Requires 'Found This Too' to Purchase. This skill allows you to gather five (5) Random Components between events. Receive at Check In.
Don't Lie to Me	20 CP	PP	OPE	This skill allows you to reveal mistruths after asking a question to your target. One (1) use of "Insight, Are You Lying?"
Farewell	20 CP	OTP	OPD	Disengage by Voice. "By My Voice Disengage."



Mystic Tier 1

Gems are special types of Mineral Component that can be broken down into Chip, Chunk, and Whole sizes. Each size is a third, two thirds, and the entire value respectively.

Rock Collecting	10 CP	OTP	N/A	This skill allows you to gather one (1) Mineral Component. Receive at Check In.
Visions of Town	10 CP	OTP	N/A	Receive a Vision of what may or may not come to pass in the town at Check In.
Gem Cracking	10 CP	OTP	N/A	This skill allows you to break down Gem Components to a smaller size.
Eyes Wide Open	10 CP	PP	OPD	Resist a Sleep effect by Reaction.

Mystic Tier 2

Three (3) TP to Purchase.

Rock Garden	15 CP	OTP	N/A	Requires 'Rock Collecting' to Purchase. This skill allows you to gather three (3) Mineral Components. Receive at Check In.
Visions of The Forest	15 CP	OTP	N/A	Requires 'Visions of Town' to Purchase. Receive a Vision of what may or may not come to pass in the forests surrounding the town at Check In.
Sacrifice	15 CP	OTP	N/A	This ability allows you to transfer HP from yourself to Target by Touch. The HP restored to Target is taken directly from your HP. Use this ability with the call "I Restore you [X] Health".
Martyr	15 CP	OTP	N/A	This ability allows you to transfer a Debuff effect from a Target to Self by Touch. You must specify which Debuff effect you are taking from your Target. The Debuff effect would immediately affect you and could be resisted as normal. Use this ability with the call "I take on your [Debuff]".

Mystic Tier 3

Four (4) TP & Quest to Purchase.

Love of Crystals	20 CP	OTP	N/A	Requires 'Rock Garden' to Purchase. This skill allows you to gather five (5) Mineral Components. Receive at Check In.
Visions of The Island	20 CP	OTP	N/A	Requires 'Visions of Forest' to Purchase. Receive a Vision of what may or may not come to pass on the island at Check In.
Gem Refining	20 CP	OTP	N/A	This skill allows you to combine three (3) Gem Components of the same size, into their larger size.
A Touch of Insanity	20 CP	PP	OPD	Reflect a Mental Effect by Reaction.



Scholar Tier 1

Read Divine Scrolls	10 CP	OTP	N/A	This skill allows you to use Divine Casting Scrolls.
Read Arcane Scrolls	10 CP	OTP	N/A	This skill allows you to use Arcane Casting Scrolls.
Fine Editing	10 CP	PP	OPD	Resist a magical effect by Reaction.
Greater Identification	10 CP	OTP	N/A	Requires 'Identify' to Purchase. This skill allows you to ignore Class & Profession restrictions when using the skill Identify. Tier restrictions still apply. There may be times this skill is not able to be used, based on Staff availability.

Scholar Tier 2

Three (3) TP to Purchase.

Create Divine Scrolls	15 CP	OTP	N/A	This skill allows you to Craft Divine Casting Scrolls.
Create Arcane Scrolls	15 CP	OTP	N/A	This skill allows you to Craft Arcane Casting Scrolls.
Investigative Research	15 CP	OTP	N/A	This skill allows you to double the resources put towards one (1) use of the skill 'Information Gathering'.
Know Your Sources	15 CP	OTP	N/A	This skill grants you one (1) additional usage of the skill 'Information Gathering'.

Scholar Tier 3

Four (4) TP & Quest to Purchase.

Grimoire	20 CP	OTP	N/A	This skill allows you to use a Casting Scroll without destroying it by paying five (5) 'Pool' per Tier of the Spell used on the Scroll.
Quiet Library	20 CP	PP	OPD	Silence by Packet. "Silence."
Magical Scripts	20 CP	OTP	N/A	This skill allows you to read Arcanist Plot Cards within your Tier range.
Divine Scripts	20 CP	OTP	N/A	This skill allows you to read Ascendant Plot Cards within your Tier range.



Tinkerer Tier 1

Tinkerer is one of the most complex crafting systems in Fury of the Deeps, Jewelry can be used to greatly increase the Iron Trade Bar Value of an item along with allowing stronger magic to be Imbued upon them. Trinkets can be used to craft lab parts, and any other abstract items that would not be covered by the other crafting systems, the possibilities are almost endless and hopefully almost all useful!

Craft Trinket	10 CP	OTP	N/A	This skill allows you to Craft Tier 1 Trinkets.
Craft Jewelry	10 CP	OTP	N/A	This skill allows you to Craft Tier 1 Jewelry.
Locksmithing	10 CP	OTP	N/A	This skill allows you to Craft Level 0-3 Locks. This skill allows you to also Pick Level 0-3 Locks.
Hot Slag	10 CP	PP	OPR	Agony by Packet. "Agony."

Tinkerer Tier 2

Three (3) TP to Purchase.

Craft Fine Trinkets	15 CP	OTP	N/A	Requires 'Craft Trinket' to Purchase. This skill allows you to Craft Tier 2 Trinkets.
Craft Fine Jewelry	15 CP	OTP	N/A	Requires 'Craft Jewelry' to Purchase. This skill allows you to Craft Tier 2 Jewelry.
Fine Locksmithing	15 CP	OTP	N/A	Requires 'Locksmithing' to Purchase. This skill allows you to Craft Level 4-6 Locks. This skill allows you to also Pick Level 4-6 Locks.
Watchmaker's Loupe	15 CP	OTP	N/A	This skill allows you to Appraise IG Items at Logistics, you must provide the item at the time of Appraisal. There may be times this skill is not able to be used, based on Staff availability.

Tinkerer Tier 3

Four (4) TP & Quest to Purchase.

Craft Exquisite Trinkets	20 CP	OTP	N/A	Requires 'Craft Fine Trinkets' to Purchase. This skill allows you to Craft Tier 3 Trinkets.
Craft Exquisite Jewelry	20 CP	OTP	N/A	Requires 'Craft Fine Jewelry' to Purchase. This skill allows you to Craft Tier 3 Jewelry.
Exquisite Locksmithing	20 CP	OTP	N/A	Requires 'Fine Locksmithing' to Purchase. This skill allows you to Craft Level 7-9 Locks. This skill allows you to also Pick Level 7-9 Locks.
Junk Toss	20 CP	PP	OPD	10 Damage by Packet. "10 Damage."



Quests

Quests are commonly gained from NPCs found across the Island, in which they give you a task to accomplish to prove that you are confident in your abilities within your Class, Profession, or Prestige. Accomplishing these Quests will unlock higher Tiers in your Class and Professions, or unlock access to a special Prestige Class for your PC. While not necessary, these Quests can unlock greater power for your PC. Every NPC you meet will have a Class, and at least one (1) Profession that they can give Quests for, if the correct effort is put into the task. This process will normally involve heavy roleplay and cannot just be hammered through. Obtaining and completing Quests for your Class and Profession will be significantly easier than completing Quests for a Prestige. Information Gathering can be wildly effective in getting yourself further on your goal to complete a Quest, along with maintaining a friendly relationship with NPCs and working together with your fellow settlers and allies. This system is in place to allow for a variety of different ways to increase your power and have more fun at FotD, along with preventing a 'Pay to Win' environment. As long as you are determined to accomplish the task given to you, and use your problem solving skills in a way that shows your PC utilizes their Class or Profession, achieving your Quest will be well within your reach. It should also be noted that while we do allow an unlimited number of rewrites with a PC, these rewrites will remove your progress on Quests, meaning that once you reach Tier 3, it is a significant commitment. With this in mind, don't be afraid to approach NPCs and even other PCs, and see what you can learn from them!



Equipment Rules & Usage

Participants' creativity with their costuming is usually hard to predict. We want to encourage that creativity while also maintaining the safety of everyone participating in an event. In this section we establish the safety guidelines for various costuming pieces and boffer weapons, props, and shields. When designing your costume and your boffers keep in mind that they can be whatever color you so choose, whatever style or shape you so choose, and whatever design you so choose, as long as they maintain immersion and follow our safety guidelines. Some Items will have different specifications for their physreps to follow in order to be used. When considering immersion for your physrep, note that they can be stylized as much as the wielder desires, but should be kept as in period as possible to maintain immersion and must be designed as actual weapons. A shovel, an axe, a halberd, or a large stick are all good examples while a broom, a loaf of bread, a large fish, or pieces of a dead body are all examples of what you should not do. Boffers such as those can be used as props to bring the world of FotD to life, but should not be used for combat.

In Game Tags

All physreps that are not solely props should be accompanied by an Item Tag representing what they are whenever they are brought to an event. Bringing a large two handed sword wouldn't make much sense unless you had a Two Handed Weapon Tag to go along with it. There are primarily four (4) types of these mundane weapon Tags. One Handed Weapon, Two Handed Weapon, Bow, and Shield. Shields should not be used to strike another participant at FotD, but are considered 'weapons'.

There are primarily three (3) types of mundane armor Tags. Light Armor, Medium Armor, and Heavy Armor. Other mundane Item Tags may be found, but they are not used for combat.

At Check In a Staff member will inspect each of your physreps and make sure they adhere to all safety guidelines and don't disrupt immersion. Make sure to bring materials with you to an event to ensure that if, for whatever reason, your physreps do not pass the safety inspection, or break during the event, you can make necessary repairs to them. We will mark every physrep brought to an event with an approval sticker that is placed on an inconspicuous area of your physrep to show they are approved for use during the event.

We do accept a wide variety of physreps from premade boffers made of latex, to homemade shields made in your basement. Foam boffers are generally the safest and easiest to make and maintain, ranging from classic duct tape and pvc pipe boffers, to newer nylon and carbon fiber boffers. Latex boffers are also normally allowed but

with some exceptions as they can be too hard for lightest touch combat. Latex boffers are prohibited from thrusting or stabbing as they are not safely designed to do so.

Shields

Shield physreps can be made in any shape you prefer, and out of any material you prefer as long as the edges are properly padded and no sharp protrusions come out of the face, back, or sides of the shield.

Corrugated plastic, poster board, cardboard, and thin plastic are all commonly used for making shields. Pipe insulation is the most common padding used for shield edges, but other types of closed cell foam are acceptable as well. Shields can not be larger than nine hundred (900) square inches, or a thirty inch by thirty inch (30"x30") square, or a circle with a diameter of thirty inches (30").

Odd shaped shields will be simplified into their closest square or circle equivalent for square inch calculations. Padding around the edge of the shield must be at least five eighths ($\frac{5}{8}$) of an inch thick.

Melee Weapons

Melee Weapons can be made in any shape you prefer, and out of any material you prefer as long as the entire striking surface is properly padded. Melee boffers are commonly made of a core, padding, a pommel, and a stabbing tip. Cores are the center rigid part of a boffer and are commonly made from half ($\frac{1}{2}$) inch or three quarter ($\frac{3}{4}$) inch white pvc pipe, fiberglass rods, graphite tubes, or carbon fiber rods. Padding is what covers the striking surface of a boffer and is often made of grey pipe insulation, blue camp foam, eva foam, or other types of closed cell foam. Pommels are typically made from the same padding as the striking surface but can occasionally be made with harder materials. You won't be striking anyone with your pommel at FotD. Stabbing tips are the soft pointy tip of a boffer meant to cushion the blow of thrusting attacks and is often made of softer open cell foam like the same material couch cushions are made of. When constructing your own boffer we recommend looking up some tutorials online, as they can help more than our brief explanation, but remember to follow these important steps for a weapon to pass safety inspection at FotD.

A weapon's core must be capped, plugged, or sealed at both ends to ensure nothing slips inside of it and that the padding does not slip off. Weapon grips, or the weapon's unpadded handle, cannot be in the middle of a weapon and must be located at one end of a weapon. Weapon grips can not be longer than fifteen (15) inches. Melee

weapons cannot be wider than twelve (12) inches and must have at least five eighths ($\frac{5}{8}$) of padding around the core for all striking surfaces. You should never be able to feel the core of your boffer, only the padding. If your weapon has a crossguard, it can only extend a maximum of five (5) inches from the handle of the weapon. There can be no sharp, pointy, or jagged points on a weapon, as even though the striking surface is padded, mistakes can still happen. A weapon's padding should extend at least two (2) inches past the core and be filled with open cell foam, a thrusting tip must be at least three (3) inches of only open cell foam at the tip of the weapon. Latex weapons cannot be used to thrust as they are unsafe to do so.

One Handed Weapons minimum length is ten (10) inches, their maximum length is forty eight (48) inches.

Two Handed Weapons minimum length is forty nine (49) inches, their maximum length is seventy two (72) inches.

Ranged Weapons

Ranged weapons consist of three types of weapon, a dart blaster like nerf weapons, a slingshot meant to shoot spell packets, or a coreless boffer weapon used for throwing weapons. Ranged Weapons can also be a nonfunctional prop that cannot be used for melee combat, and the ranged projectile is 'hand casted' or thrown by hand with spell packet. Ranged weapons can be made in any shape you prefer, and out of any material you prefer as long as they follow the appropriate safety guidelines.

Nonfunctional props meant for hand casting spell packets must not have any sharp or jagged edges, and cannot be used in melee combat for any reason.

Slingshots meant to shoot spell packets must have a draw weight less than twenty (20) pounds.

Dart Blasters have a maximum fps of one hundred thirty (130).

Thrown Weapons minimum length is six (6) inches, their maximum length is thirty six (36) inches, their maximum width is six (6) inches.

Flintlock Weapons

Flintlock Weapons are the only type of weapon that a PC must learn how to use before being able to use it, and are normally unlocked through a Prestige class. These weapons, normally represented by dart blasters or nonfunctional props, require special upkeep every event in order to remain functional. Each Flintlock Weapon Tag requires the upkeep of one (1) Gun Part Item, one (1) Lead Component, and one (1) of either the Coal, Dung, Flint, Glowing Ore, or Sulfur Components. Some special Flintlock Weapons may have additional requirements to their upkeep. Further detail on these weapons on the cutting edge of technology must be discovered IG.

Spell Packets

Spell Packets are used for a plethora of purposes at FotD, from representing touching someone without physically doing so, to casting magical spells, to ranged projectiles as well. Luckily spell packets can be easily made with readily found materials. Spell packets should be small ping pong ball sized pouches filled with small grain bird seed that doesn't contain any sunflower seed or walnuts.

You will need a seven inch by seven inch (7"x7") square of fabric, any color can be used but we recommend bright and easily visible colors as they work best for acknowledging hits and during cleanup. Place about a tablespoon of your birdseed in the center of the fabric and gather the edges of the cloth around the birdseed, then seal it by tying with twine. Twine is greatly preferred over rubber bands as the former is much safer for the environment and safer to use. We advise all participants to collect spell packets after every



encounter as they can be reused easily during the event, and it will make cleanup at the end of the event much easier. All participants at FotD should carry at least one (1) spell packet on them at all times to deliver 'By Touch' skills, spells, or abilities if the Target is not comfortable being touched.

Armor

Armor can be designed in many fun ways, with material and design playing major roles in how it helps represent your character and how it protects them as well. Armor is divided into four (4) sections based on how they cover your body. Head, which is considered from your neck up, despite this area not being a legal strike zone, wearing appropriate armor will still grant benefits. Torso, which is the same area that a tank top shirt would cover. Arms, which go from your wrist to your shoulder, as your hands are not legal striking areas. Legs, which go from your hip to your ankle, with the exception of your groin as that area, along with your feet, are not legal striking areas. To have sufficient coverage on any of these four (4) sections they must have at least fifty percent (50%) coverage by appropriate armor. For example, a pair of greaves that covers both of your shins or a pair of bracers that covers both of your forearms would be sufficient coverage to be counted as having armor, but just having poleyns or couters on your legs or arms respectively would not be sufficient.

Armor has four categories of protection based on the material used to create it. Simulated materials like plastic or foam will count for what they represent.

Light Armor, which is made from leather, studded leather, thick fabric gambesons, or wood, provides one (1) AP.

Medium Armor, which is made from chainmail, scale mail, brigandine, or bone, provides two (2) AP.

Heavy Armor, which is made from solid plate mail, splint armor, stone, or carapace, provides three (3) AP.

Enhancing or Imbuing armor IG may provide a different array of benefits.

When designing your armor be mindful of the material used to create it as it can influence the category of armor it exists within. We encourage creativity and putting your characters costuming before the benefits granted IG, consider the life they've endured, how easy it is to exist in their armor, and how easy it is to take on and off. Ensure that your armor has no sharp or jagged edges that could injure others or cause damage to others physreps. Armor must also be within acceptable limits to ensure immersion is maintained, wearing a foam breastplate is acceptable and would be sufficient to count as armor, but clothing with chainmail print would not be sufficient to count as armor. These items can still be worn for aesthetic purposes, but would provide no IG benefit.

Armor worn in layers will only count as its highest possible value, and would not stack in value. Armor must be at least fifty percent (50%) visible for it to be considered, no secret armor at FotD. This means that you can wear a gambeson under your chainmail, and a tabard over your chainmail, but would only receive the benefits of wearing the chainmail. If you have any questions about armor, costuming, or the rulings of either, please feel free to reach out to Staff to discuss.



Loadouts

A Loadout is a set of four (4) Enhanced or Imbued Items that you have active on your PC at any given moment. You must designate up to four (4) Enhanced or Imbued Items to be on your Loadout in order to utilize their benefits. To establish a Loadout or to switch the Items used in your Loadout you must spend five (5) minutes roleplaying the act of organizing your equipment, practicing with them, preparing them, equipping them, and putting away the previous Items used in your Loadout. Magic Items do not affect your Loadout and are handled separately with attunements. There will be plenty of Enhanced and Imbued Items to be found or crafted during your time on the Island, so it is important to prepare your Loadouts appropriately.



Switching your equipment that is not in your Loadout can be done as simply as physically unequipping it, and either reequipping it or equipping another physrep. Physically switching your physreps means you must remove them entirely before either putting them back on entirely, or putting another physrep on. Switching your equipment can also be simulated by roleplaying for a certain duration of time. It will take ten (10) seconds 'Shatter' and Enhanced Items. Enhanced Weapons and Shields that are affected by 'Shatter' are considered broken, inoperable, and unusable. They cannot be used

uninterrupted to switch weapons and shields and one (1) minute uninterrupted for each section of armor. Keep in mind these time durations during the heat of battle when your AP is depleted and your shield has been 'Shattered'.

Equipment Being Unusable

Several complications can occur to make your equipment become unusable, both IG and OOG. If the core of your weapon were to break in half or the buckles on your armor broke, these would lead to them being unusable for the event and in need of repair. While these are OOG issues, they can affect your IG experience. We recommend bringing some spare physreps to an event, or bringing adequate supplies to safely make repairs to your physreps during the event. If your equipment were to have OOG issues and need to be repaired, please bring them to Staff after repairs have been made to have them pass safety inspection.

IG causes that will break your equipment and render them unusable are effects like 'Dispel' or 'Shatter' or when their AP is depleted. When an armor's AP is depleted it is considered broken and must be repaired in order to be functional again. A weapon that is 'Shattered' is unusable until repaired and cannot be used to block attacks or make attacks. The physrep can be used, but it will provide no IG benefit until the Item Tag representing it is repaired. A single physrep can be used to represent multiple Item Tags as long as it follows the necessary rules to represent that Item Tag.

'Dispel' and 'Shatter' interact with Enhanced and Imbued Items in different ways, and can change how readily you risk your equipment in perilous situations. If you are affected by 'Dispel', all Items in your Loadout would be affected. Imbued Items are very susceptible to debuffs in this way.

'Dispel' and Imbued Items. Imbued Items, whether they be weapons, armor, jewelry, or trinkets, essentially turns the Item off for a lengthy period of time, and requires a skilled Artificer to be able to repair the Imbuements on the Items. These repairs normally take four (4) days to perform. The Item can still retain its function outside of Imbuements, weapons can still be used, armor still provides AP, jewelry and trinkets retain value.

'Dispel' and Enhanced Items. Enhanced Items are unaffected by 'Dispel', as they are not magical.

'Shatter' and Imbued Items. Imbued Weapons and Shield that are 'Shattered' are considered to be broken, inoperable, and unusable. They cannot be used in any way until a skilled Artificer repairs them. These repairs normally take four (4) days to perform. Imbued Jewelry and Imbued Trinkets cannot be affected by 'Shatter'.

in any way until a skilled Blacksmith repairs them. This can be done with the skill 'Repair'. Repairing an

Enhanced Item does not restore any of its Enhanced abilities.

Imbued Armor reduced to zero (0) AP. Imbued Armor that is reduced to zero (0) AP is considered broken, inoperable, and unusable. They cannot be used in any way until a skilled Artificer repairs them. These repairs normally take four (4) days to perform.

Enhanced Armor reduced to zero (0) AP. Enhanced Armor that is reduced to zero (0) AP is considered broken, inoperable, and unusable. They cannot be used in any way until a skilled Blacksmith repairs them. This can be done with the skill 'Repair'. Repairing an Enhanced Item does not restore any of its Enhanced abilities. Enhanced Armor with Enhanced AP will retain the maximum amount of AP when repaired.



In Game Items and Treasures

Discovery

During your time on the Island you will face many opportunities to discover lost knowledge, uncover buried treasure, and plunder loot from uncharted lands. This is a driving force for most of the adventurers and explorers on the Island, including the expeditions. Precious metals, powerful crafting materials, magic items, ancient texts, these items are all valuable for the comfort, power, and protection they bring. Each IG Item is represented by an Item Tag. These tags come in a variety of forms, the standard tag is a small rectangle about the size of a business card and colored in different ways to denote what they are. White represents Mundane Items, with other colors representing Components. Long Tags are thinner than standard tags, but much wider. These are used for Enhanced and Imbued Items, along with Potions and Poisons. Fat Tags are about the size of a post-it note and are used for Scrolls and Food Items.

Currency

In the Old World of Canatha and Yarim kingdoms and city states use standardized coins as currency, but on the frontier of the Island Trade Bars are the standard currency. Iron Trade Bars (ITBs) are the base value for nearly everything found on the Island, all other resources and valuables on the Island have their value represented in ITBs. Every Component and Item will have a base ITB value that can be discovered IG, but merchants and traders may fluctuate on what they think the ITB value of an item is depending on what they have in their stock.

Some very common ITB values on the Island are Copper Trade Bars, worth five (5) ITBs. Brass Trade Bars, worth ten (10) ITBs. Silver Trade Bars, worth fifteen (15) ITBs. Gold Trade Bars, worth fifty (50) ITBs. Platinum Trade Bars, worth one hundred (100) ITBs. Any Component or Item you find can be used for various purposes, whether with merchants, information gathering, crafting, or trading with friends and allies. It is always wise to keep an accurate record of the ITB value of your belongings, some friendly NPCs may be willing to check for you.

Component Types

Components are the most basic form of material found on the Island. There are four (4) different types of Component, Plant Components which are Green, Animal Components which are Red, Mineral Components which are Blue, and Arcane Components, which are Orange. These are represented by small tags about the size of business cards made of colored paper. You may also find physreps for various components, and can use the skill 'Identify' to reveal what kind of Component you

discovered. Physreps turned in this way will result in receiving a random Component based on the type of physrep. Insects, bones, furs, and critters will more likely give Animal Components, flowers, leaves, fruits, and wood will more likely give Plant Components, rocks, gems, and stones will more likely give Mineral Components, and mystical scrolls, special ribbons, luminous flowers, and strange ichors will more likely give Arcane Components.

All Component physreps will be marked with a small 'F' somewhere on them to show they are IG items and can be utilized appropriately. No Component can be more than one (1) type, meaning there are no Components that are both Mineral and Arcane, or Plant and Animal, etc.

Consumables

There are several IG Items that are considered to be single use consumables, such as Potions, Poisons, Scrolls, and Foods. When you use one of these consumable items you would read them, use them appropriately, and then rip the tag in half. The containers they are kept in should be kept and returned to Logistics when convenient so that they can be reused. Every tag should state how long it takes to use the item, generally Potions are instantaneous, Poisons take five (5) seconds uninterrupted to apply to a weapon, Food takes thirty (30) seconds uninterrupted to consume, and Scrolls take as long as their incant would take you to say.

Scrolls

Scrolls are single use items that will normally allow the user to cast spells without being an Ascendant or an Arcanist, and without paying a 'Pool' cost. They are normally on White fat tags and will state the instructions on the tag, such as the spell's effects and the incant to be used when casting the spell. Scrolls must be ripped in half after they are used to show they are inert.

Food

Foods are consumable items that take longer to use, but carry immense benefits. Foods are normally on White fat tags and will have a full description of what the effects will be. Food Items take thirty (30) seconds uninterrupted to properly consume and should be roleplayed appropriately. If this roleplay is interrupted the Food is considered wasted, and no benefit will be gained. It is encouraged to use real food to simulate your consumption of IG Food. Foods do not expire and will be edible indefinitely.

Potions & Poisons

Potions and Poisons are useful items that you will find and learn to make with your time on the Island. They will normally be stored in plastic vials with cork stoppers. Poisons are shown easily by always being on Pink long tags, Potions are shown easily by always being on Yellow long tags. The Items color should be easily visible through their vials and can be noted by anyone without need of a skill, Potions and Poisons can be removed from their vials and read to be further identified by anyone without need of a skill as well.

Potions are imbibed by the user in order to gain their effects and can even be forced down a helpless Target's throat. This can make Potions very beneficial for aiding injured allies when in a stressful situation. Using or giving someone a Potion is instantaneous. Some Potions can be applied to weapons or armor to Restore AP, or Grant them abilities. This process would take five (5) seconds uninterrupted to complete and should be roleplayed as covering the Item's entire surface. No skill is required to apply a Potion to an Item. If a Potion would Grant an ability to an Item it is applied to, it would overwrite any other effects Granted by previously applied Potions or Poisons.

Poisons are normally applied to weapons, or are thrown as ranged projectiles represented by spell packets. The specific effects of a Poison will be described on the tag and must be able to be clarified by the user of the Poison. Poison damage is applied directly to the torso of the target, and its effects are instantaneous. Applying Poisons to a weapon takes five (5) seconds uninterrupted and should be roleplayed as covering the Item's entire surface. No skill is required to apply a Poison to a weapon. Applying a Poison to a weapon will overwrite any effects granted by previously applied Potions or Poisons. If a weapon has a Poison applied to it and is given to another user it should be clarified of the Poison effects to the new user wielding the weapon. If a weapon that has a Poison applied to it makes an attack but does not call out the Poison effect, it is considered expended. Armor can Guard against Poison effects and is normally the first line of defense against such effects so long as the armor grants AP. Poison delivered by ranged projectiles is considered gaseous and can not be resisted by armor. If a Poison effect is delivered in any way, it is considered expended regardless if it makes contact or not.

Potions and Poisons do not have an expiration date, and can remain potent on a weapon or item for up to four (4) days, after which it would be rendered inert. Potions and Poisons stored within their vials are viable indefinitely until used.

Locks, Labs & Traps

There are several other kinds of IG Items that can be encountered on the Island, such as Locks, Traps, Labs, and Magic Items. These are represented in a variety of different ways, and are found across the Island. Some can even be made through crafting.

Locks are represented by small and simple padlocks, with a small keyring with a four (4) digit code. This four (4) digit code is used to denote the level of the lock with the first number, and the identity of the lock itself with the next three (3) digits. Each digit will be numbered zero (0) through nine (9). Keys for Locks will have their own keyring with a four (4) digit code, and Locks can only be opened with a Key that has the same four (4) digit code. Some skills allow you to pick a Lock, which will open the Lock without need for a Key.

Picking a Lock takes one (1) minute uninterrupted per level of Lock, with level zero (0) Locks taking one (1) minute uninterrupted, and level nine (9) Locks taking ten (10) minutes uninterrupted. Some abilities can open Locks instantly.

To create Locks, a Locksmith must combine three (3) 'Lock Part' Item Tags to create a level zero (0) Lock. Level zero (0) Locks can then be upgraded by combining the Lock and two (2) additional 'Lock Parts'. All Lock physreps must be provided by Staff, no other locks may be used IG.

Labs are special workshops filled with various supplies and tools to improve your crafting. Labs are available to each Profession for their crafting, and even some Prestige Class crafting as well. Labs are made by combining fifteen (15) 'Lab Part' Item Tags and must be maintained with an additional five (5) 'Lab Parts' per year. If you do not provide the maintenance for your Lab it will fall into disrepair and will need to be crafted all over again.

Labs can only be used by the person they are assigned to, except for Public Labs which will be denoted by Plot Cards. Public Labs are able to be utilized by anyone, but will still require the five (5) 'Lab Part' maintenance every year. If a Public Lab were to fall into disrepair they would be unusable until all of the missed maintenance was provided, at which point they would be able to be used again.

Traps are not represented by item tags and are instead represented by three (3) varieties of small fireworks or Plot Cards. The three (3) different types of firework are as follows.

Snap bangs that are placed on the floor and pop loudly when you step on them, these traps deal five (5) points of Damage directly to the Target's torso. Snap bang traps only affect the Target that caused the trap to pop loudly.

Pull string traps that pop loudly when pulled apart, these can be placed as loose trip wires or on hinges of doors and chests. Pull string trips inflict ten (10) points of Damage directly to the Target's torso. Pull string traps only affect the Target that caused the trap to pop loudly.

Confetti party popper traps that pop loudly and shower an area in confetti when they are set off, these do fifteen (15) points of Damage directly to the Target's torso. Confetti party popper traps affect every Target that is touched by the confetti.

Anyone may attempt to disarm or move a trap, no IG skill is required, but you are not allowed to cut or damage the trap in order to disarm it. If multiple traps are set off in rapid succession by one (1) Target, the Target would only take the highest damaging effect. In order to set traps, you must have the skill 'Arm Traps'. Every trap takes a minimum of one (1) second to set.



Magic Items

Magic Items are powerful and unique Items that carry a story with them, along with several beneficial effects. **Magic Items** are on special laminated **Purple** tags only used for **Magic Items**, and require identification to learn more about them. Properly identifying a **Magic Item** will provide you with an OOG information sheet that describes the abilities of the **Magic Item**, the lore surrounding the item, and the item's attunement requirements. While many of these items will have a physical description, the physreps you use for the item do not need to always match, as long as the physrep matches the item type. **Magic Items** must be on your person and represented with a suitable physrep in order to be used, and they must be attuned to you before use.

Attuning **Magic Items** to yourself allows you to harness their abilities and represents learning how they work and how to use their power without error. Every PC at FotD can attune an item to themselves once a day, but must meet the attunement requirements. The **Magic Item** must be present in order to attune to it, and the PC must meet the attunement requirement. Attunement requirements are usually Class, Profession, Tier, Race, or Culture based. **Magic Items** can be stolen regardless of attunement, however the OOG information sheet cannot be stolen as it is not an IG item. If a **Magic Item** is attuned to another, it would immediately become unattuned to you. If you attempt to attune more **Magic Items** than you can have attuned to you, you will have to select which one the new attunement will replace.

Magic Items have three (3) classifications, Minor, Major, and Artifact. Minor **Magic Items** are the most common and have fairly basic abilities and often require the user to be Tier 1 or Tier 2 to attune to them. A PC can have up to three (3) Minor **Magic Items** attuned to them at any given moment. Major **Magic Items** are more rare and can have impressive abilities, often requiring their user to be Tier 3 or Tier 4 to attune to them. A PC can have up to two (2) Major **Magic Items** attuned to them at any given moment. Artifact **Magic Items** are very rare and very powerful, often directly tied to plots or historic events, they require the user to be Tier 5 to attune to them. Only one (1) Artifact **Magic Item** can be attuned to a PC at any given moment.

Pysreps

All IG items are considered unrestricted and can be traded, interacted with, or stolen freely by PCs and NPCs alike. Item Tags of any kind, and Component Physreps are unrestricted IG items. Spell packets are considered unrestricted items as well as we cannot guarantee they will be returned to the person who originally brought them. Props will either be marked with an 'F' to show

they are IG items and are unrestricted, or will be marked with a **Green** sticker to denote that they are a restricted item. Never snatch something from another participant at FotD as this violates the 'touching without consent' safety rule. If you wish to steal from someone, make sure to follow all safety rules.

Restricted props are marked with a **Green** sticker, this denotes that the prop should not be moved from the location they are placed, and anyone interacting with them should be extremely cautious as these props can be expensive, one of a kind, or difficult to replace. If a **Green** stickered item was brought by an NPC, the NPC would be considered their original location. Occasionally, a **Green** stickered item will be permissible to move but must require an NPC guide to watch over the process.

Personal physreps and belongings are also considered restricted items. Food, drink, personal hygiene supplies, sleeping supplies, boffer weapons, armor, are all examples of personal physreps and belongings and should not be touched or moved without clear permission from the owner of the items. Always treat belongings that do not belong to you with the utmost respect. You may choose to play an evil character during your time at FotD, but we must all be courteous and respectful of each other OOG.

Physreps should always have an IG tag accompanying them, even when left off of your person. While you have a physrep equipped you must have an IG tag in your inventory. Physreps cannot be stolen from you, taken without your permission, or moved without your permission save for safety reasons, but your IG tags can be taken by appropriate means. All IG items and tags should remain somewhere IG and should never be placed in an OOG area like under your bed, inside of your tent, or inside of your car.

Searching

Searching another Target at FotD requires you to crouch next to their body and state "I Search You." This will allow you to begin your search count. Search counts normally take thirty (30) seconds uninterrupted to complete, although some abilities may decrease this time. If your search count is interrupted you must start from the beginning to try again. On a successful search count the Target searched must then hand over every IG item they have to whatever searched them. If the Target has nothing to hand over, they would call "You find nothing."



The Crafting System

FotD has a lot of focus on the crafting system, designed to be simple with a low barrier of entry while having a high bar of excellence. There are four (4) types of Components at FotD, discussed earlier these types are Plant Components, Animal Components, Mineral Components, and Arcane Components. There are one hundred twenty five (125) unique Components for each type of Component for a total of five hundred (500) unique Components. Each Component has four (4) tiers of traits, it will be mostly your crafting skills that determine how many tiers of traits you are able to utilize in your crafting, with Labs and certain traits like 'Lucky' being about to increase the tier you are able to access in your crafting as well. For example, a Tier 1 crafting skill, like 'Potion Brewing' will allow you to access Tier 1 Component traits that can be used in Potions, but having the skill 'Advanced Potion Brewing' will allow you to access Tier 2 Component traits, and having an Apothecary Lab as well will allow you to access Tier 3 Component traits. In order to have a successful craft you must use at least two (2) different components that have at least one (1) matching trait across any of the tiers you have access to. You can increase your odds of success by crafting with up to four (4) different Components. If none of the Components you use in your crafting have matching traits, the result will be labeled as 'Trash'. Don't worry adventurers, failure is the first step to discovering lost knowledge, and knowing is half of the battle.

Certain crafting skills will utilize mundane white tags as well, commonly Blacksmith, Artificer, and Tinkerer, for Enhancing weapon tags, Imbuing item tags, or working on Locks and Labs respectively. These white tags won't limit the amount of Components you can use in your

crafting, as the white tag provided is usually the target for the Components. Unless specified otherwise for certain crafting, white tags cannot be combined. Enhanced and Imbued Items cannot be used in crafting. Some Prestige Class crafting skills may deviate from these rules slightly.

Crafting is performed by filling out Crafting Cards, normally found in The Ocean Crest Town Hall, and sent to Logistics with all Components and items you are using in the crafting attempt. Make sure to clearly write on the Crafting Card everything you plan on utilizing to make sure Staff can process the crafting quickly. When you bring your crafting to Logistics, you will either get an immediate result, or be told to check in later to receive your results. Occasionally Staff may send a courier pigeon to deliver your crafting results to you. Ideally all crafting that is turned in during the event will be done and sent out in a matter of hours, but if Staff is unable to do this, all crafting is guaranteed at Check In of the following event. You may also submit your crafting on the Crafting Card For Between Events form if you attended the event and the results will be given to you at Check In of the next event you attend.

The Island is brimming with Components that will be the most common type of loot you will find. This is designed in such a way to provide PCs with plenty of material to trade and experiment with with the hopeful result to create your own treasure! With five hundred (500) Components there will be a near unlimited amount of combinations and experimentations, make sure to record what works and what doesn't and share them with your fellow settlers to avoid unnecessary frustrations.



Immersion

Immersion is an integral part of FotD and all LARP experiences. While immersion was discussed in an earlier section some aspects deserve a deeper dive here. Immersion is the ability to become fully engrossed in the story of FotD and act in such a way that represents your character's experiences, rather than yourself. This can aid with roleplay, enjoyment, theatrics, and keeping IG dramatics separate from OOG lives. Doing your best to maintain a high level of immersion is something that all participants at FotD events should strive for, PCs & NPCs alike.

Keep all conversations IG during the course of the event. This means making sure all conversations are done as though you were your character, not mentioning OOG topics like video games, current events, memes, or other references to everyone's OOG lives.

Avoid all anachronistic clothing and costuming. While we do not expect every player to have movie quality costuming, everyone is expected to keep all clothing and



costuming period appropriate for the fantasy world of Vehldathin. Appropriate costuming can range from historical to fantastical as a participant feels, but should be kept within the time period of the OOG year 300 to the OOG year 1500. You must also maintain your costuming requirements at all times during an event, Raiders must always have their braids in, Savage Orcs must always have grey skin. It is not allowed for one race or culture to disguise themselves to look like they are a different race or culture, like a Human wearing fake ears to look like an Elf. Anachronistic clothing such as t-shirts, jeans, white sneakers, and sunglasses, can greatly detract from the collective immersion we seek to share as a community, and is therefore not allowed. If you need help preparing a costume we highly encourage reaching out to the community of our Discord server.

Cell Phones

Cell phones are not allowed to be openly used during the events. We understand that there are times when you need to keep your phone on you for emergencies, but having your phone or similar electronic device in IG areas can hurt everyone's immersion. If you need to use your phone, please do so in OOG areas only like bathrooms, tents, or the parking lot. Other such electronic devices are similarly prohibited. Do not take your phone out to check notes, take pictures, look at your Component list, or to use it as a flashlight.

Photography

Photographers may be present during the event at times and will be OOG wearing a white headband. They are there to capture the moments that make LARP a truly wonderful experience while allowing all participants to be immersed. Do your best to ignore them while they are out doing their job. If you do not want your photo taken during an event, or shared after an event, please speak with a Staff member about the photo waiver form you are asked to sign at Check In.

Going OOG

Going OOG can be done by placing a closed fist, or a weapon, on the top of your head. This gesture denotes that you are not IG and it should be assumed that you cannot be perceived. Wearing a white headband can also denote this, and is often worn by Staff and NPCs as they can be OOG much longer. If you are a PC, you should not go OOG unless specified by a certain action like dying or phasing. If you are under duress in the moment, like severe anxiety or unexpected bathroom emergencies, it is permissible to go OOG briefly until you are safe and ready to rejoin the game. It is not permissible to go OOG and lounge around IG areas, or to avoid IG

consequences. OOG areas include Logistics, Monster Camp, NPC Sleeping Cabin, Bathrooms, the Parking Lot, and any Smoking Sections. If there is any situation where you need to be OOG for a longer duration of time please speak with Staff directly about this, or if you are unable to do so have someone inform Staff that you are taking some time to be OOG. This will help us make sure that you are safe and taken care of, and will help us avoid sending something out that was designed for your enjoyment. Staff can always be found at Logistics.

Plot Cards

Across your adventures on the Island you may come across large laminated cards on white paper. These cards are about five inches by seven inches (5"x7") and are called Plot Cards. Plot Cards have a wide array of situational explanations and effects varying from a vision seen in an abandoned building, to a bird echoing a familiar noise, to denoting only Ascendants of Myar can open this door. Every Plot Card will have an appropriate title, a requirement to view, story text to help you understand what is happening IG, and an IG effect. Plot Card titles are often a general category of what you're dealing with such as Curses, Diseases, Madness, Death, and more. Some Plot Cards have requirements to view such as Race, Culture, Class, Profession, Tier, Madness, or some combination of the six (6). You must meet every requirement listed in order to view the Plot Card. Some Plot Cards will be kept on you until their effect is resolved, some may have you bring them back to Logistics for further developments, some may be read and left where they are. The Plot Card will always have complete instructions written on it, and when in doubt leave it where you found it. Plot Cards go into effect immediately after reading them. Once you see a Plot Card, you must attempt to read it, even if it is out in the distance. You cannot ignore Plot Cards for any reason. Feel free to check with Staff for clarification on any Plot Card interacted with.

Disguises

Disguises that are not pretending to be another race or culture are allowed, and in some instances encouraged by an IG faith. Masks and different outfits can be utilized freely to aid in disguising yourself, but any PC or NPC can 'Clarify' if they would recognize you and be able to identify you if your mask or disguise was ever removed.



Rituals

Rituals are powerful ways the different Races, Cultures, Classes, and Professions can expand their power, or conjure creative solutions. Every ritual consists of four (4) parts, the Symbol, the Material, the Somatic, and the Verbal. Rituals can be performed by anyone and they can be customized and curated to a near infinite number of possibilities as long as each of the four (4) parts is sufficiently prepared. Rituals, or parts to rituals can be discovered across the Island, but PCs are encouraged to try and create their own rituals as well. Rituals can be submitted to Staff for approval through the Ritual Submission Form found on our website. Only rituals provided by Staff, or rituals submitted through the Ritual Submission Form can be performed at an event, all rituals performed will be supervised by Staff. Approval to perform does not guarantee success, only that the chance of success is greater than zero percent (0%). No ritual has a one hundred percent (100%) success rate. Successfully performing a ritual will often have a beneficial effect even if it isn't an expected result. Failing a ritual can have a result ranging from nothing happening, to a painful death to everyone involved.

The Symbol, this is the baseline part of a ritual, the foundation to which you build your power. It consists of a shape or symbol drawn or carved on the ground around the performing area. This may be as simple as a circle, or an intricate and complex pattern. Different shapes and symbols will represent different powers or energies and will greatly influence what the ritual does. For example a Circle could represent protective energy, while a Triangle could represent offensive energy.

The Material, this part contains much of the power of a ritual and is composed of a variety of components. Many components have traits that are specifically meant to be used in rituals, labeled as 'Ritual Component' or 'Ritual X' where X is a specific theme of ritual. The more components used in a ritual with the appropriate ritual traits, the more potent your ritual will be. While the Material part of your ritual can be included in any way, many ritualists keep their components in a bowl or container placed at the center of the Symbol.

The Somatic, this part dictates how the ritual's power is channeled through your intentions. The movements you make during your ritual, which can range from something simple like standing still during the ritual, or having each participant perform an intricate pattern of movements. Performing rituals is extremely specific, make sure to take that into account when designing the Somatic part of your ritual.

The Verbal, this part is how the ritual's power is commanded and instructed to finalize your intent. This consists of specific words or phrases that must be spoken during the ritual either once, repeatedly, or by multiple participants. Many ritualists use the Verbal part of a ritual to mark the beginning and the end of a ritual.



Knowledge of how each of the four (4) parts of a ritual interact with each other will allow you to master the art of rituals. Practicing simple rituals is an excellent way to start before performing complex rituals with your companions. Certain rituals will be designed to be performed by certain Races, Cultures, Classes, or Professions and will yield better results. Be cautious in your experimentation and record your results, diligent research will bring you great success!

The Setting

Fury of the Deeps takes place on the planet of Vehldathin (pronounced vell-dah-thin), often shortened to 'the Vehl', consisting of the continents Canatha (pronounced kah-nah-thuh) and Yarim (pronounced yah-rim). Many several kingdoms and city states dot the landscape across the two continents, each with varied beliefs, social structures, and customs. All those that are sapient and live within Vehldathin are referred to as 'Fated' as they are guided by the fate of the Gods.

The Gods of the setting play a role in daily life for all that live within Vehldathin. Vehldathin is a relatively low fantasy setting incorporating cultures, fashions, and mythologies from the OOG year 300, to the OOG year 1500. Magic is often referred to as the Winds of Magic, and is utilized by Arcanists that spend years studying the practice. While magic is common, it is often difficult to perform on a large scale. Arcanists that devote their lives to the study of magic are often referred to as Archarcans and can shape the very Schools of Magic they study.

Death is a finality in Vehldathin, with only divine miracles being able to bring back the recently deceased. The afterlife is a mystery to many fated and the debate on what happens after a fated dies is discussed by Ascendants, Scholars, philosophers, and Arcansists alike. Ascendants are truly devout worshippers of their Gods, often wielding powers gifted from their Gods to serve their will. Each God will choose one of their Ascendants to ascend to their position, and while this process has occurred throughout history, there does not seem to be a pattern of how often it happens, or an explanation to why it happens. The most powerful Ascendant is referred to as The High Ascendant, and will often be viewed as the religious leader of the faith, although at times a God can choose a different Ascendant.



Canatha and Yarim were shaken by The Great War in which The Many Faced God attempted to lead their followers to conquer all of Vehldathin. The results of this war caused much of history to be forgotten through destruction and loss of life leaving all fated of Vehldathin to pick up the pieces in ignorance. Now with Canatha suffering a great plague and a subsequent famine, expeditions have embarked to a newly discovered Island to the west. You are one of many adventurers on these expeditions, and this is the story of your adventures. The IG Lorebook will have much more information on the setting through snippets of journals and letters told within the setting. The stories you find will ultimately be ergodic in nature, and discovering the mysteries surrounding the Vehl will take practice.

Now the hardest part of your expedition is over, you've successfully made it to the Island. Whatever life you left behind on the mainland surely will not haunt you, a new chapter begins for you. You're guaranteed to go on glorious adventures, gain wondrous powers, and discover untold secrets. You will meet fellow explorers, form bonds of kinship, and overcome great obstacles together. During your adventures you will see interesting occurrences, new and exciting sights, and yet some things still beyond normal comprehension. Do your best to work together with your fellow explorers, no fated is an island. The Vehl itself may seem distorted around you as you continue to survive your new home, what you once accepted as truth may be challenged as well. Whether you stand firm or change with the tide, it will be up to you to wrestle with the madness that encroaches on your mind and overcome the Fury of The Deeps.

VEILDATHIN



CALLLEN'S FENCE

ISONHULL

CEKANE

FRAMGAS

VARINKA

Stokk

Quinelle

SKAGASTRUND

Prinress

Kelmhart

THE MOSS COAST

IMMAREC

Megikhan

DRAKNIL MOUNTAINS

Slygim

NEGAND-GUND

Xian Zhe

Gul-Thrash Fort

WICKHUTTON SEA

Imney

SEPNSEVUT

DESERT OF SOULS

TEMPLE OF ESTRIAL

PYRAMID OF FANGS

MOUTH OF THE EARTH

N



Notes

The Prestigious Tome

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.				
Eye of the Tiger	Tier 1	PP	OPE	This spell allows you to harness the power of the tiger, gaining their eyesight and perception for brief moments. Grant Target Evade by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> an Evade.”
Quiet as a Mouse	Tier 1	OTP	Twelve (12) Mana	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 as a Spell. “ <i>[Incant]</i> , Silence.”
Rat’s Cunning	Tier 2	OTP	Five (5) Mana	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 (1) use of five (5) Stealth by Stealth, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a five (5) Stealth by Stealth.”
Reflexes of a Cat	Tier 2	PP	OPE	This spell allows you to harness the power of the cat, gaining their graceful movements, always landing on your feet. Grant Target one (1) use of Dodge by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Dodge.”
Lion’s Roar	Tier 3	PP	OPE	This spell allows you to harness the power of the lion, gaining their forceful roar that can be heard for miles. Fear by Voice as a Spell. “ <i>[Incant]</i> , By My Voice, Fear.”
Tortoise Shell	Tier 3	OTP	Seven (7) Mana	This spell allows you to harness the power of the tortoise, gaining their durable shell to endure powerful assaults. Grant Target one (1) use of Reduce ten (10) by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Reduce ten (10).”
Bear Arms	Tier 4	OTP	Ten (10) Mana	This spell allows you to harness the power of the bear, gaining their formidable strength and fervor. Grant Target two (2) uses of five (5) Damage by Strike, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> two (2) uses of five (5) Damage by Strike.”
Power of Beetle	Tier 4	OTP	Ten (10) Mana	This ability allows you to harness the power of the humble beetle, gaining their hardened shell to protect yourself from normal strikes. Empower that allows you to gain Threshold two (2) for one (1) minute. Activate this ability with the call “Empower”.



The School of Shadow

Elemental damage Shadow. **[Locked]**

Now You See Me	Tier 1	OTP	Two (2) Mana	This spell allows you to fuse shadow into a blade, allowing it to strike unseen. Grant Target one (1) use of two (2) Stealth by Stealth, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> one (1) use of two (2) Stealth by Stealth.”
Now You Don't	Tier 1	OTP	Three (3) Mana	This spell allows you to sap the light from your victim's eyes, rendering them lost and blind if just for a moment. Stun five (5) seconds by Packet as a Spell. “ <i>[Incant]</i> , Stun five (5) seconds.”
Smoke and Mirrors	Tier 2	OTP	OPD	This ability allows you to manipulate the perception of your victim, warping their attacks back at them. Reflect against a melee strike by Reaction.
Out of the Corner of the Eye	Tier 2	OTP	Five (5) Mana	This spell allows you to send an assault of magic through shadows to cripple your victim. Disable by Packet as a Spell. “ <i>[Incant]</i> , Disable one (1) minute.”
Shadow Work	Tier 3	OTP	OPR	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 by Reaction for one (1) minute by Touch as a Spell. “ <i>[Incant]</i> , I Grant myself unlimited Resists to Mental Effects for one (1) minute.”
In the Dark of the Night	Tier 3	OTP	Eight (8) Mana	This spell allows you to show your victim of all the horrors they imagine from the darkness, weakening their resolve. Fear one (1) minute by Packet as a Spell. “ <i>[Incant]</i> , Fear one (1) minute.”
Where There's Smoke	Tier 4	OTP	Six (6) Mana	This spell allows you to conjure a dense shadowy smoke that moves so quickly the victim combusts. Two (2) Shadow, five (5) Shadow, ten (10) Fire, by Packet in rapid succession as a Spell. “ <i>[Incant]</i> , two (2) Shadow, five (5) Shadow, ten (10) Fire.”
Shade Blade	Tier 4	PP	10PR	This spell allows you to meld a weapon with shadow itself, allowing it to ignore physical barriers. Grant Target one (1) use of the modifier Pierce on a weapon attack by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> one (1) use of Pierce on a weapon attack.”
Heart of Darkness	Tier 5	PP	OPE	This spell allows you to fully engross your opponent in darkness, dooming them within a tomb of shadow. Execution by Packet as a Spell. “ <i>[Incant]</i> , Execution.”
Penumbra	Tier 5	PP	OPE	This ability 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 five (5) steps in any direction, then return immediately IG.



The School of Metal

Elemental damage Metal.

Hounds of Cobalt	Tier 1	OTP	Three (3) Mana	This spell allows you to conjure a mass of metal to lunge onto the leg of your opponent. Pin by Packet as a Spell. “[Incant], Pin.”
Hertwin’s Folly	Tier 1	OTP	Two (2) Mana	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 as a Spell. “[Incant], I Restore this armor to full AP.”
Stronger Than Steel	Tier 2	OTP	Four (4) Mana	This spell allows you to improve a piece of armor with latent metals to allow it to shrug off powerful assaults. Grant Target armor one (1) use of Reduce five (5) by Touch as a Spell. “[Incant], I Grant this armor one (1) use of Reduce five (5).”
Bronze Bulwark	Tier 2	OTP	Four (4) Mana	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 against a Shatter Effect by Touch. “[Incant], I Grant this weapon a Shatter Guard.”
Lead to Gold	Tier 3	OTP	OPE	This ability allows you to use your knowledge of metal to manipulate minerals to form them into resplendent gold. You may turn in one (1) Mineral Component in exchange for a Gold Component.
Bladed Guile	Tier 3	PP	OPR	This spell allows you to unlock the natural magnetism in metal, allowing your weapon to deflect attacks back upon your opponent. Grant Target weapon one (1) use of Reflect against a melee strike by Reaction, by Touch as a Spell. “[Incant], I Grant this weapon a Reflect against a melee strike.”
Molten Metal	Tier 4	OTP	Eight (8) Mana	This spell allows you to conjure globs of searing doom and fling them onto your target. Five (5) Metal, five (5) Metal, five (5) Metal, 5 Metal by Packet in rapid succession as a Spell. “[Incant], five (5) Metal, five (5) Metal, five (5) Metal.”
Curse of Rust	Tier 4	OTP	Ten (10) Mana	This spell allows you to hex the minerals in your opponent’s equipment, reducing them to unusable scrap. Five (5) Crush, five (5) Crush, Shatter by Packet in rapid succession as a Spell. “[Incant], five (5) Crush, five (5) Crush, Shatter.”
Aura of Perseverance	Tier 5	PP	OPE	This ability allows you to envelop yourself in a layered haze of metal rendering yourself nearly immune to damage. This ability allows you to Cloak granting you unlimited resists to physical damage by Reaction. Activate this ability with the call “Cloak”.
Final Transmutation	Tier 5	PP	OPE	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 as a Spell. “[Incant], Paralyze Permanent.”



The School of Celestial

Elemental damage Celestial.

Duel of Fates	Tier 1	OTP	Three (3) Mana	This spell allows you to see the threads of fate between you and your target drawing them to a clashing challenge. Taunt by Packet as a Spell. “ <i>[Incant]</i> , Taunt.”
Clear Mind	Tier 1	OTP	Four (4) Mana	This spell allows you to give the clarity of fate to an afflicted mind. Relieve Target of all Mental Effects by Touch as a Spell. “ <i>[Incant]</i> , I Relieve <i>[you/myself]</i> of all Mental Effects.”
Starfall	Tier 2	OTP	Five (5) Mana	This spell allows you to draw fragments of celestial bodies and cast them down upon your enemies. Two (2) Celestial, two (2) Celestial, two (2) Celestial by Packet in rapid succession as a Spell. “ <i>[Incant]</i> , two (2) Celestial, two (2) Celestial, two (2) Celestial.”
Prestidigitation	Tier 2	PP	OPR	This spell allows you to conjure cheap tricks like shiny sparks of light or spinning ribbons to dazzle your target. Charm by Packet as a Spell. “ <i>[Incant]</i> , Charm.”
Foresight	Tier 3	OTP	OPD	This ability allows you 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. Resist an effect that would affect you by Reaction.
Starseeing	Tier 3	OTP	N/A	This ability 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.
Harmonic Swell	Tier 4	OTP	Eight (8) Mana	This spell allows you to harmonize the energies within your target, mending their wounds. Restore Target ten (10) HP by Touch as a Spell. “ <i>[Incant]</i> , I Restore <i>[you/myself]</i> ten (10) Health.”
Apotheosis	Tier 4	PP	OPE	This ability allows you to transcend your mortal form, if only for a moment, moving freely across the Vehl. Phase by Reaction. During this Phase you would go immediately OOG and take five (5) steps in any direction, then return immediately IG.
Evocation	Tier 5	PP	OPE	This ability allows you to recall abilities from the long lost past, of an ancient jungle, of an endless battle. This ability allows you to Conduit and cast five (5) Celestial as a Spell with no Mana Cost. Activate this ability with the call “Conduit” and cast with “ <i>[Incant]</i> , five (5) Celestial.”
Comet of Mingyun	Tier 5	OTP	OPE	This spell allows you to drag a large celestial body from out of the sky, sending it crashing down upon your enemies. Twenty (20) Celestial by Burst as a Spell. “ <i>[Incant]</i> , twenty (20) Celestial.”



The School of Crystal

This School does not get an Elemental damage type. **[Locked]**

Translucent Armor	Tier 1	PP	OPR	This spell allows you to cover your target in a sheen of crystal dust, diminishing magical assaults. Grant Target Reduce twenty (20) to magical damage by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Reduce twenty (20) to magical damage.”
Crystal Rose	Tier 1	OTP	Six (6) Mana	This spell allows you to enchant your target’s weapon with an ever growing crystal flower, shattering upon impact. Grant Target weapon one (1) use of Stun by Touch as a Spell. “ <i>[Incant]</i> , I Grant this weapon a Stun.”
Prismatic Seed	Tier 2	OTP	OPR	This spell allows you to plant the blessings of the crystal upon your target, giving a small boon to their defenses. Grant Target one (1) use of Reflect against a magical effect by Reaction, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> a Reflect against a magical effect.”
Lesser Refraction	Tier 2	PP	OPE	This ability allows you to Cloak granting you unlimited uses of Flashback two (2) Magic by Reaction. Activate this ability with the call “Cloak”.
Unyielding Shard	Tier 3	OTP	Twelve (12) Mana	This skill allows you to conjure a dart of pure crystal, throwing it with destructive force. Shatter by Packet as a Spell. “ <i>[Incant]</i> , Shatter.”
Crystalline Field	Tier 3	PP	OPD	This spell allows you to thrust up the hidden crystals from the earth, stabbing into your target’s feet. Three (3) uses of Pin by Packet in rapid succession as a Spell. “ <i>[Incant]</i> , Pin, Pin, Pin.”
Mirror’s Edge	Tier 4	PP	OPD	This ability allows you to alter the magic that would be used against you, keeping the latent power ready to refract. Absorb by Reaction against a magical effect. If successful, gain one (1) use of Fifteen (15) X, where X is any magical damage type as a Spell.
Harmonic Vibration	Tier 4	OTP	OPR	Lead a group of three (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 fifteen (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 five (5) TAP by Touch. “I Grant each of you five (5) Temporary Armor.”
Radament’s Blessing	Tier 5	OTP	OPD	This spell allows you to harness the power of Radament, founder of the School of Crystal. Restore ten (10) Mana by Voice as a Spell. “ <i>[Incant]</i> , By My Voice I Restore ten (10) Mana.”
Greater Refraction	Tier 5	OTP	N/A	Requires ‘Lesser Refraction’ to Purchase. This ability improves Lesser Refraction, increasing its damage to ‘Flashback ten (10) Magic’.



The School of Death

This School does not get an Elemental damage type. **[Locked]**

Enchant Corpse	Tier 1	OTP	OPR	This spell allows you to make a mockery of the cycle of life and death, forcing magic into the rotting body of the recently deceased to do your bidding. Enchant Target Corpse by Touch as a Spell. The target must be dead. Must give Target your Enchant Corpse plot card. “[Incant], I raise this body.”
Harvest Essence	Tier 1	OTP	N/A	This skill allows you to gain one (1) Mana after every successful execute effect you perform. Cannot gain Mana over your maximum. Must state “Leech” after a successful execute effect.
Enfeebling Ray	Tier 2	OTP	Five (5) Mana	This spell allows you to send forth a withering beam to sap the vitality away from your victim. Weakness by Packet as a Spell. “[Incant], Weakness.”
Death’s Grip	Tier 2	OTP	Four (4) Mana	This spell allows you to manipulate the long buried remains to burst to the surface, grasping and biting at the legs of your victim. Pin by Packet as a Spell. “[Incant], Pin.”
Invocation of Powell	Tier 3	OTP	N/A	Requires ‘Enchant Corpse’ to Purchase. This ability allows you to invoke the might of the founder of the School of Death. Enchant Corpse is now usable 2PR.
Grim Vision	Tier 3	OTP	Three (3) Mana	This spell allows you to force a glimpse of the Black Beyond into your victim’s mind. Fear by Packet as a Spell. “[Incant], Fear.”
Toll of Loss	Tier 4	OTP	Five (5) Mana	This spell allows you to overwhelm your victim with the cries of the dead, begging to be released from their torment. Paralyze by Packet as a Spell. “[Incant], Paralyze.”
Suffer the Dead	Tier 4	PP	OPD	This spell brings forth the wails of the dead to flow out of your mouth in a wretched cacophony. Agony by Voice as a Spell. “[Incant], By My Voice Agony.”
Raise Dead	Tier 5	OTP	N/A	Requires ‘Invocation of Powell’ to Purchase. This ability allows you to master the art of binding lost souls to corpses, creating puppets that retain much of their former talent. ‘Enchant Corpse’ plot cards are now replaced with ‘Raise Dead’ plot cards.
Curse of Years	Tier 5	PP	OPE	This spell forcefully ages your victim rapidly, leaving them to haplessly watch as they wither to dust and fall into the Black Beyond. Execution by Packet as a Spell. “[Incant], Execution.”



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	OTP	Ten (10) Divinity	Charm by Packet as a Spell. “ <i>[Incant]</i> , Charm.”
What’s Yours is Mine	OTP	Fifteen (15) Divinity	Waylay by Stealth. “Waylay one (1) minute.”
Let’s Play a Game	OTP	Five (5) Divinity	Pin by Packet as a Spell. “ <i>[Incant]</i> , Pin.”
I Deserve This	PP	OPD	Dispel by Packet as a Spell. “ <i>[Incant]</i> , Dispel.”
Cult of Personality	OTP	OPE	Charm one (1) Minute by Voice as a Spell. “ <i>[Incant]</i> , By My Voice Charm one (1) minute.”
Consecration of Envy	OTP	N/A	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	OTP	Ten (10) Divinity	Silence by Packet as a Spell. “[<i>Incant</i>], Silence.”
Dust to Dust	OTP	Five (5) Divinity	Flashback Stasis by Reaction.
Motionless	PP	OPR	Stasis one (1) Minute by Packet as a Spell. “[<i>Incant</i>], Stasis one (1) minute.”
Subjugation	PP	OPR	This ability allows you to dominate the mind of a target, feeding off of the knowledge they have acquired. The Target of this ability must inform you when you have taken all that you can from them. If all HP is taken from a Target they would enter their Bleed Out phase. If any HP is taken from a Target in Bleed Out they would enter their Death phase once the Channel is complete. Subjugation used on a Target in Bleed Out has a maximum of five (5) HP that can be taken. Subjugate as Channel by Touch, gain one (1) HP per Subjugate count.
Empire of Dust	OTP	OPD	Stasis 1 Minute by Voice as a Spell. “[<i>Incant</i>], Sleep one (1) minute.”
Consecration of Dust	OTP	N/A	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	PP	OPR	Sleep by Packet as a Spell. “[<i>Incant</i>], Sleep.”
Observant	OTP	Ten (10) Divinity	Evade by Reaction.
Dream Eater	OTP	N/A	This ability allows you to Restore two (2) Divinity to yourself any time you would Relieve a Target of a Sleep effect. Must state “Leech” after a successful Relief.
Knower of Nightmares	PP	OPD	Fear Permanent by Packet as a Spell. “[<i>Incant</i>], Fear Permanent.”
Never Really Here	PP	OPE	Phase by Reaction. During this Phase you would go immediately OOG and take five (5) steps in any direction, then return immediately IG.
Consecration of Sloth	OTP	N/A	After a successful consecration the circle is empowered with the sickly sweet power of dreams granting you one (1) use of Sleep one (1) Minute by Packet every time you enter the circle. This effect does not stack.



Patrons

Only Acolytes may pledge themselves to these strange and otherworldly Patrons, and to do so requires In Game actions. Each of these Patrons will have their own desires, goals, and expectations of their Acolytes. Failure is often not an option for Patrons and not following their direction can carry grave consequences. Yet the reward of knowledge and power is motivation enough for most Acolytes.

Larimosikrysgia, Lord of the Desolating Flame within the depths of Vehldathin

Shrine

A Shrine to Larimosikrysgia, Lord of the Desolating Flame within the depths of Vehldathin must take up a space of at least five feet by five feet (5' x 5'). Must incorporate the colors Gray and Black in majority and Orange and Yellow in the minority. Must have broken or burned objects, bones, ash or charcoal, and thorns upon an altar. Must contain a symbol of Larimosikrysgia, Lord of the Desolating Flame within the depths of Vehldathin.

Once Per Event an offering must be made to the Shrine of either one Fated life or a collection of valuables worth at least two hundred (200) ITB for each active Acolyte using the Shrine.

Boons

The few who worship The Lord of the Desolating Flame within the depths of Vehldathin devote themselves to ancient prophecies, guarding their shrines with overwhelming power.

Ruinous Determination	PP	2PR	T1, Resist a Mental Effect by Reaction.
Empty Silence	OTP	N/A	T2, This ability provides no benefit.
Calamitous Intent	OTP	One (1) Devotion counter	T3, This ability allows you to change the delivery of any damaging Spell from by Packet, to by Strike.
Sickening Silence	OTP	N/A	T4, This ability provides no benefit.
Desolate Memory	OTP	OPD	T5, Absorb an Execution effect by Reaction, gain one (1) use of five (5) Drain by Voice. This can be performed while in your Bleed Out Phase.



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 have a Shield with a ten inch by ten inch (10"x10") symbol of your God on it on your person at all times. Gain two (2) HP and five (5) Divinity with each Tier increase. Four (4) TP & Quest to Purchase.

Divine Critical	20 CP	OTP	Five (5) Divinity	Five (5) Damage by Strike. "Five (5) Damage."
Faithful Constitution	20 CP	OTP	N/A	Gain two (2) additional HP.
Divine Shield	20 CP	OTP	N/A	This ability allows you to have unlimited Resists to all Shatter effects against Shields you use.
Blessed Might	20 CP	OTP	Two (2) Divinity	Resist a Numb effect by Reaction.



Paladin, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Beatific Critical	25 CP	OTP	Ten (10) Divinity	Ten (10) Damage by Strike. "Ten (10) Damage."
Divine Constitution	25 CP	OTP	N/A	Gain two (2) additional HP.
Know No Fear	25 CP	OTP	N/A	This ability allows you to have unlimited Resists to all Fear effects.
Pious Renewal	25 CP	OTP	OPR	Restore AP of all armor on Self by Touch as a Spell. "[<i>Incant</i>], I Restore myself full AP."

Paladin, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Wrath of God	30 CP	OTP	OPR	Fifteen (15) Damage by Strike. "Fifteen (15) Damage."
Hold the Line	30 CP	OTP	Ten (10) Divinity	Grant Target five (5) uses of five (5) Bless by Strike, by Touch as a Spell. If you have the skill 'Bless Weapon' this skill also Restores two (2) HP to Self when successfully used. "[<i>Incant</i>], I Grant [<i>you/myself</i>] five (5) uses of five (5) Bless by Strike."
If Die, Then Don't	30 CP	OTP	OPE	Absorb an Execution effect by Reaction to Restore five (5) HP to Self.
Oath Sworn Until Oblivion	30 CP	OTP	OPE	This ability allows you to choose to Empower for one (1) minute upon reaching zero (0) HP. Empower will restore you to full HP & Divinity, but you must attack all perceived enemies to the best of your ability. At the end of the one (1) minute or if there are no more perceived enemies you must immediately die and go to the Designated Death Area. No effect will prevent this death. Activate this effect with the call "Empower".



The Many Faced, Tier 1

Must be an Ascendant of Ahriman, The Many Faced God. Gain two (2) HP and five (5) Divinity with each Tier increase. Four (4) TP & Quest to Purchase.

Deceitful Nature	20 CP	OTP	Two (2) Divinity	Resist Insight by Reaction.
Imitation	20 CP	OTP	N/A	This ability allows you to temporarily have access to a skill, spell, or ability from another Class. The skill, spell, or ability must be Tier 1, Tier 2, or Tier 3. This must be chosen between events and can be changed without being considered a rewrite.
Parody	20 CP	OTP	Six (6) Divinity	This ability allows you to use five (5) Damage by Strike, five (5) Stealth by Stealth, or five (5) Magic by Packet. "Five (5) [<i>Damage, Stealth, Magic</i>]"
No Witnesses	20 CP	OTP	N/A	This ability allows you to gain two (2) Divinity after every successful execute effect you perform. Cannot gain Divinity over your maximum. Must state "Leech" after a successful execute effect.

The Many Faced, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

The Lying Lies	25 CP	OTP	N/A	This ability allows you to have unlimited Resists against Insight and Fear effects as long as you are wearing a mask that covers your entire face.
Anything You Can Do	25 CP	OTP	N/A	This ability allows you to temporarily have access to a skill, spell, or ability from another Class. The skill, spell, or ability must be Tier 2, Tier 3, or Tier 4. This must be chosen between events and can be changed without being considered a rewrite.
I Can Do Better	25 CP	PP	OPR	Copy the last effect used against you. This effect may be defended against and still be copied. The copied effect must be delivered in the same manner as it was used against you. You cannot be the source of the effect copied. This effect does not need to be magical, but will still be used as a Spell. "[<i>Incant</i>], [<i>Copied Effect</i>]."
Mocking Disciple	25 CP	OTP	N/A	This ability allows you to ignore the Worship Requirements for Magic Items and Plot Cards. All other requirements must be met for the Magic Item or Plot Card.



The Many Faced, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Merciless	30 CP	OTP	5PR	Absorb a Pacify effect, converting it to five (5) Divinity, by Reaction.
A Perfected Craft	30 CP	OTP	N/A	This ability allows you to temporarily have access to a skill, spell, or ability from another Class. The skill, spell, or ability must be Tier 3, Tier 4, or Tier 5. This must be chosen between events and can be changed without being considered a rewrite.
What's Yours Is Mine	30 CP	OTP	Eight (8) Divinity	This ability allows you to use ten (10) Damage by Strike, ten (10) Stealth by Stealth, or ten (10) Magic by Packet. "Ten (10) [<i>Damage, Stealth, Magic</i>]"
A Fitting End	30 CP	OTP	N/A	When you would permanently die, you would instead report to Logistics to receive further instructions.



Siege Master, Tier 1

Must be a Tinkerer. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Calibration	20 CP	OTP	Ten (10) 'Pool'	Grant Target Ranged Weapon double damage on its next attack by Touch. "I Grant this Ranged Weapon double damage on its next attack."
Focused Mind	20 CP	PP	OPD	Evade by Reaction.
More Than Magic	20 CP	PP	OPD	Grant Target Ranged Weapon one (1) use of ten (10) Magic by Packet, by Touch. "I Grant this Ranged Weapon one (1) use of ten (10) Magic by Packet."
Ballista	20 CP	OTP	Five (5) 'Pool'	Prime three (3), Pierce ten (10) Damage by Packet. "Pierce ten (10) Damage."

Siege Master, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Pack a Punch	25 CP	OTP	Fifteen (15) 'Pool'	Grant Target Ranged Weapon triple damage on its next attack by Touch. "I Grant this Ranged Weapon triple damage on its next attack."
Danger Close	25 CP	PP	OPD	Grant Self one (1) use of Reduce ten (10) by Touch. "I Grant myself a Reduce ten (10)."
Easier to Destroy	25 CP	PP	OPD	Grant Target Ranged Weapon one (1) use of Shatter by Packet, by Touch. "I Grant this Ranged Weapon one (1) use of Shatter by Packet."
Catapult	25 CP	OTP	Ten (10) 'Pool'	Prime three (3), ten (10) Carry Through by Burst. "Ten (10) Carry Through."

Siege Master, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Sacred Trajectory	30 CP	PP	OPE	Grant Target Ranged Weapon 'by Burst' on next attack by Touch. "I Grant this Ranged Weapon the carrier 'by Burst' on its next attack."
Speed Loader	30 CP	OTP	OPD	Restore Target ten (10) Stamina by Touch. "I Restore [you/myself] ten (10) Stamina."
Greaser	30 CP	OTP	Six (6) 'Pool'	Disable one (1) Minute by Packet. "Disable."
Cannon	30 CP	PP	OPD	Prime five (5), twenty (20) Carry Through by Packet. "Twenty (20) Carry Through."



Gunsmith, Tier 1

Must be a Tinkerer. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Flintlock	20 CP	OTP	N/A	This skill allows you to craft, repair, and wield Flintlock Pistols. Flintlock Pistols are capable of accepting one (1) accessory. You may roleplay repairing one (1) Flintlock Pistol for one (1) minute uninterrupted and return it to full functionality. This skill can be used an unlimited number of times.
Firearms Training	20 CP	OTP	OPE	This skill allows you to give rudimentary training with Flintlock weapons. Grant Target the ability to use Flintlock Pistols without accessories Permanent by Touch. "I Grant [you/myself] the ability to use Flintlock Pistols without accessories Permanent."
Accessory Crafting	20 CP	OTP	N/A	This skill allows you to craft and apply accessories to your Flintlock Weapons. You may craft an accessory in the same method as a 'Gun Part'. Accessories may be added to a Flintlock Weapon when the weapon is being crafted initially. You can craft any one of these accessories freely, but others may be found and utilized. -Improved Iron Sights, Prime ten (10), double the damage of your next Flintlock Weapon attack. Two (2) 'Pool'. -Reinforced Barrel, add the modifier Pierce to your next Flintlock Weapon attack. Two (2) 'Pool'. -Speed Loader, Reduce the reload time with this Flintlock Weapon by ten (10) seconds. -Bling, Charm by Packet when wielding this Flintlock Weapon. Five (5) 'Pool'.
Toe Shot	20 CP	OTP	Five (5) 'Pool'	Pin by Packet when wielding a Flintlock Weapon. "Pin."

Gunsmith, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Flintlock Rifle	25 CP	OTP	N/A	Requires 'Flintlock Pistol' to Purchase. This skill allows you to craft, repair, and wield Flintlock Rifles. Flintlock Rifles are capable of accepting two (2) accessories. You may roleplay repairing one (1) Flintlock Rifle for one (1) minute uninterrupted and return it to full functionality. This skill can be used an unlimited number of times.
Ammo Satchel	25 CP	OTP	OPR	This skill allows you to prepare reloads for your Flintlock Weapons. You may spend five (5) minutes uninterrupted roleplaying the preparation of a set of five (5) cartridges for your ammo satchel. Using a prepared cartridge to reload reduces the reload time for your Flintlock Weapons by fifty five (55) seconds.
Knee Capped	25 CP	OTP	Ten (10) 'Pool'	Disable by Packet when wielding a Flintlock Weapon. "Disable one (1) minute."
Brandish	25 CP	OTP	Five (5) 'Pool'	Fear by Packet when wielding a Flintlock Weapon. "Fear."

Gunsmith, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Advanced Firearm	30 CP	OTP	N/A	Requires 'Flintlock Pistol' to Purchase. This skill allows you to craft, repair, and wield Unique Flintlock Weapons, which will have unique effects. Unique Flintlock Weapons or their Schematics must be found IG. You may roleplay repairing one (1) Unique Flintlock Weapon for one (1) minute uninterrupted and return it to full functionality. This skill can be used an unlimited number of times.
Ammo Belt	30 CP	OTP	N/A	Requires 'Ammo Satchel' to Purchase. This skill allows you to prepare an additional five (5) cartridges for your ammo satchel.
Red Mist	30 CP	OTP	OPE	Execution by Packet when wielding a Flintlock Weapon. "Execution."
Take Cover	30 CP	OTP	OPD	Disengage by Voice. "By My Voice Disengage."



Red Mystic, Tier 1

Must be an Ascendant, must be a Mystic. Gain two (2) HP and five (5) Divinity with each Tier increase. Four (4) TP & Quest to Purchase.

Blood Boon	20 CP	OTP	N/A	This ability allows you to gain one (1) Divinity after every successful execute effect you perform. Cannot gain Divinity over your maximum. Must state "Leech" after a successful execute effect.
Sanguine Knowledge	20 CP	OTP	Two (2) Divinity	This ability allows you to identify the Class of a Target. Insight are you a(n) X? Where X would be either Arcanist, Ascendant, Battlemaster, Jack of all Trades, or Vagabond. "Insight are you a(n) [<i>Arcanist, Ascendant, Battlemaster, Vagabond</i>]?"
Equivalent Exchange	20 CP	OTP	N/A	This ability allows you to Receive one (1) 'Blood' Component at Check In. This ability also allows you to exchange one (1) 'Blood' Component for a Component within a category of your choosing.
Blood of the Fallen	20 CP	OTP	N/A	This ability allows you to harness the essence from a Target and bolster your own abilities. After successfully performing 'Sanguine Knowledge' and receiving a 'Yes' response on a Target in their Bleed Out phase, you can perform an Execute channel. If successful you gain one (1) use of the following based on their Class. Arcanist - one (1) use of two (2) Magic by Packet as a Spell Ascendant - one (1) use of Restore Target two (2) HP by Touch as a Spell Battlemaster - one (1) use of two (2) Damage by Strike Jack of all Trades - one (1) use of Restore Target two (2) 'Pool' by Touch Vagabond - one (1) use of two (2) Stealth by Stealth



Red Mystic, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Willing Martyr	25 CP	OTP	N/A	Requires 'Blood of the Fallen' to Purchase. When using 'Sanguine Knowledge' on a Target that is not in their Bleed Out phase and receiving a 'Yes' response, you may choose to deal one (1) Damage by Touch to activate the benefits of 'Blood of the Fallen'.
Transfer Affliction	25 CP	OTP	Five (5) Divinity	This ability allows you to Relieve a Debuff from a Target by Touch, then immediately throw that Debuff by Packet. "I Relieve [you/myself] of [Debuff effect]. [Debuff effect]."
Sacrificial Blessing	25 CP	OTP	Ten (10) Divinity	This ability allows you to transfer a Buff effect from yourself, onto a Target by Touch as a Spell. Buffs transferred in this way cannot stack. "[Incant], I Grant you [Buff effect]."
Intuitive Essence	25 CP	OTP	N/A	Requires 'Blood of the Fallen' to Purchase. Blood of the Fallen now provides the following benefits. Arcanist - one (1) use of Grant Target a Guard against a magical effect by Touch as a Spell Ascendant - one (1) use of Restore Target five (5) HP by Touch as a Spell Battlemaster - one (1) use of Disable one (1) minute by Strike Jack of all Trades - one (1) use of Restore Target five (5) 'Pool' by Touch Vagabond - one (1) use of Waylay one (1) minute by Stealth

Red Mystic, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Purity in Sacrifice	30 CP	OTP	OPD	This ability allows you to Relieve a Target of a Disease by Touch and transfer the Disease to yourself. At the end of the event if no Disease have been Relieved from you, one (1) Disease would then be Relieved. If any Diseases were Relieved from you during the event, this effect would not occur. "I take on your Disease."
Ichor	30 CP	OTP	Five (5) Divinity	Flashback five (5) Damage by Reaction.
Perpetual Bleeding	30 CP	PP	OPR	Bleed Permanent by Packet.
Master of Essence	30 CP	OTP	N/A	Requires 'Blood of the Fallen' to Purchase. Blood of the Fallen now provides the following benefits. Arcanist - one (1) use of Grant Target a Resist against a magical effect by Touch as a Spell Ascendant - one (1) use of Restore Target ten (10) HP by Touch as a Spell Battlemaster - one (1) use of Reduce five (5) by Reaction Jack of all Trades - one (1) use of Restore Target ten (10) 'Pool' by Touch Vagabond - one (1) use of Fear by Packet



Night Blade, Tier 1

Must be a Vagabond, must have dark colored costuming and weapons. Gain two (2) HP and five (5) Stamina with each Tier increase. Four (4) TP & Quest to Purchase.

Strike of Shadows	20 CP	OTP	Five (5) Stamina	5 Damage by Strike. “Five (5) Damage.”
Shadowy Weapon	20 CP	OTP	OPD	Resist a Shatter effect by Reaction.
Lethal Understanding	20 CP	PP	OPR	Evade by Reaction. If you have the skill ‘Student Meet Master’ this skill also Restores your Stamina by half of the damage you Evaded rounded down. This would not Restore any Stamina if the effect is not damaging.
Efficient with Stealth	20 CP	OTP	N/A	All skills, spells, and abilities delivered ‘by Stealth’ now cost one (1) less Stamina to use, to a minimum of one (1) Stamina.

Night Blade, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Moonlight Blade	25 CP	PP	OPR	Fifteen (15) Stealth by Stealth. If you have the skill ‘Greatest Backstab’ this skill also allows you to convert your Stealth damage to Silver damage for an additional ten (10) Stamina. “Fifteen (15) [<i>Stealth, Silver</i>].”
Vanish into the Night	25 CP	PP	OPE	Phase by Reaction. During this Phase you would immediately go OOG and take five (5) steps in any direction, then immediately return IG.
Umbra Potentia	25 CP	OTP	Seven (7) Stamina	Restore two (2) HP by Touch. If you have the skill ‘Hope This Works’ this skill also Restore two (2) ‘Pool’ to Target. “I Restore two (2) Health [<i>and two (2) Pool</i>].”
Inevitable Doom	25 CP	PP	OPR	Add the modifier Absolute to any skill, spell, or ability delivered ‘by Stealth’.



Night Blade, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Night's Blessing	30 CP	OTP	N/A	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.
Master of Stealth	30 CP	PP	OPD	Execution by Stealth. If you have the skill Assassination this skill also Grants Self one (1) use of Dodge of a successful Execution by Stealth. "Stealth Execution."
Dark Purpose	30 CP	OTP	N/A	This skill allows you to gain one (1) HP after every successful execute effect you perform. Any HP over your maximum is converted to THP for this skill. Must state "Leech" after a successful execute effect.
Shadowy Soul	30 CP	OTP	OPE	At the end of your Dead phase, return to life with five (5) HP instead of going to the Designated Death Area.



Fate Weaver, Tier 1

Must be an Ascendant of Alara, must be a Mystic, must have purple makeup around eyes. Gain one (1) HP and ten (10) Divinity with each Tier increase. Four (4) TP & Quest to Purchase.

Lessons Learned	20 CP	OTP	N/A	Gain one (1) Resist against a damaging effect for each Tier you have in Mystic and in Fateweaver. Each Resist can be used OPE.
Divine Foresight	20 CP	PP	OPE	Evade by Reaction.
All's Well That Ends	20 CP	OTP	Ten (10) Divinity	Reflect a Debuff by Reaction.
Visions of Impending Doom	20 CP	OTP	N/A	Receive a Vision of Impending Doom that will most likely come to pass in your presence at Check In.

Fate Weaver, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Web of Fate	25 CP	OTP	Twelve (12) Divinity	Grant Target the ability to Choose between two (2) Separate Death Plot Cards. Target must be Dead to receive this Buff. Must give Target your Web of Fate plot card.
Call of Stars	25 CP	OTP	OPR	When you first enter your Bleed Out phase you may choose to Phase to a Holy Relic of Alara regardless of the distance.
Script Reader	25 CP	OTP	OPD	Gain one (1) use of "Insight, do you have malicious intent against me?".
Change Their Story	25 CP	OTP	OPR	Grant Target an additional five (5) minutes to their Dead phase. Target must be Dead to receive this Buff. "I Grant you an additional five (5) minutes to your Dead phase."



Fate Weaver, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

The Willing Well	30 CP	OTP	OPE	Spend fifteen (15) seconds over your target audibly praying to Alara, this will fail if you or your Target are affected by a damaging effect or move. If successful, Revivify by Touch. Must give Target your Revivify plot card. If you have the skill 'Revivify' this ability would also grant you one (1) use of Execution by Packet as a Spell whenever you successfully use 'Revivify' or 'True Resurrection'. “[Incant], Execution.”
Soothsaying	30 CP	OTP	OPE	This ability allows you to commune with a spirit on the island and ask it three (3) questions. These questions will be answered yes, no, or unknown. The answers will have more accuracy if the questions are related to a vision you have received. There may be times this skill is not able to be used, based on Staff Availability.
Hope for the Future	30 CP	OTP	N/A	Gain five (5) additional HP.
The Weaver	30 CP	OTP	OPE	Grant Target a unique choice at Logistics. This buff can only be granted within one (1) hour of a Target becoming Permanently Dead. Must give Target your Weaver plot card.



The School of Dreams, Tier 1

Must Worship Roya, must have purple circles around eyes. Gain two (2) HP and five (5) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Deep Slumber	20 CP	OTP	OPD	Add the Modifier Absolute to a Sleep Effect you would deliver.
Sweet Dreams	20 CP	PP	OPR	Sleep one (1) minute by Strike. "Sleep one (1) minute."
Nocturnal	20 CP	OTP	N/A	Gain ten (10) TAP at the 4pm, 8pm, and 12pm Rests.
Insomniac	20 CP	OTP	N/A	Gain Unlimited Resists to Sleep Effects.

The School of Dreams, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Dream Shard	25 CP	OTP	N/A	At the start of each Rest you may designate a weapon as your Dream Shard. Your Dream Shard gains Unlimited Resists to Shatter effects. You may spend five (5) 'Pool' to gain the ability to convert any damage type delivered with your Dream Shard to Magic for five (5) minutes. Activate this ability with the call 'Empower'.
Power Nap	25 CP	PP	OPE	Absolute Sleep five (5) minutes to Self by Touch. At the end of the five (5) minutes Sleep effect, if it was not interrupted or relieved, gain the benefit of a Rest. "Absolute Sleep five (5) minutes."
Terrifying Visage	25 CP	OTP	3 'Pool'	Flashback Fear by Reaction.
Somnambulist	25 CP	OTP	OPE	Gain the ability to access the Som Regnum while using 'Information Gathering' skills.



The School of Dreams, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Just a Dream	30 CP	OTP	OPE	Channel fifteen (15) on Target, if successful then Relieve Target of a Death Effect by Touch. "I Relieve [you/myself] of a Death Effect."
Dream Weaver	30 CP	OTP	N/A	While wielding your Dream Shard, Gain unlimited Reflects against Sleep effects by Reaction.
Terror Shard	30 CP	OTP	N/A	While wielding your Dream Shard, if you affect a Target with a Fear Effect, Gain one (1) use of five (5) Damage by Strike against that Target.
Dreams to Reality	30 CP	OTP	Twenty (20) 'Pool'	This ability allows you to Empower for five (5) minutes at a moment of your choosing. Upon using Empower, regain all lost HP & 'Pool' along with all uses of per rest Skills and Abilities. Empower would also remove all Debuffs affecting you. While Empowered you may use 'Dreams to Reality' again but any 'Pool' used to use this ability is not restored and cannot be restored until the Empower effect ends. Activate this ability with the call 'Empower'.



Hexblade, Tier 1

Must be an Arcanist, must have a seven inch by seven inch (7"x7") Cursemark on costuming. Gain two (2) HP and five (5) Mana with each Tier increase. Four (4) TP & Quest to Purchase.

Wicked Enchantment	20 CP	OTP	Seven (7) Mana	Grant Target five (5) uses of two (2) X by Strike, by Touch as a Spell. X can be any unlocked School of Magic's Element. "[Incant], I Grant [you/myself] five (5) uses of two (2) [School's Element] by Strike."
Bitter Words	20 CP	OTP	Three (3) Mana	Fear thirty (30) seconds by Strike or Packet as a Spell. "[Incant], Fear thirty (30) seconds."
Befoulment	20 CP	OTP	XPD	Weakness one (1) minute by Strike or Packet as a Spell. X is the number of Curses you have. "[Incant] Weakness one (1) minute."
Regret	20 CP	PP	OPE	Channel fifteen (15) over Target by Touch to Relieve them of a Curse and transfer it to yourself. Activate this ability with the call "I take on your Curse."

Hexblade, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Strange	25 CP	OTP	Five (5) Mana	Reflect a Mental Effect by Reaction.
Magic Lash	25 CP	PP	OPD	Agony, five (5) Magic, five (5) Magic, by Packet in rapid succession as a Spell. "[Incant], Agony, five (5) Magic, five (5) Magic."
Knowledge as Power	25 CP	OTP	N/A	This ability allows you to remove active Buffs from yourself and convert them to Mana. Gain one (1) Mana per Buff removed this way.
Cursewind	25 CP	OTP	XPD	Twenty (20) Magic by Packet. X is the number of Curses you have. "[Incant], twenty (20) Magic."

Hexblade, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Acknowledge	30 CP	OTP	OPE	Channel fifteen (15) over Target by Touch to Relieve them of a Curse. Must give Target your Cure Curse plot card.
Spiteful Suggestion	30 CP	OTP	Eight (8) Mana	Flashback Charm by Reaction.
Mince	30 CP	OTP	5PR	Add the modifier Pierce to an effect you would deliver.
Forgiveness	30 CP	OTP	OPE	Channel fifteen (15) over Target to Revivify by Touch. Must give Target your Revivify plot card.

Pride Marked, Tier 1

Must be a Dwarf, must wear a helmet. Gain three (3) HP and two (2) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Stalwart	20 CP	OTP	OPD	Restore Target two (2) HP by Touch. "I Restore [you/myself] two (2) HP."
No Backing Down	20 CP	PP	OPR	Absorb a Fear effect, converting it into two (2) 'Pool'.
Rebuke	20 CP	PP	OPD	Reflect to a melee attack by Reaction.
Armor Practice	20 CP	OTP	N/A	Double the AP benefits of all Armor worn on your Legs.

Pride Marked, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Defender	25 CP	OTP	Ten (10) Stamina	Reduce ten (10) by Reaction.
Give No Ground	25 CP	PP	OPR	Relieve Target of a Mental Effect by Touch. "I Relieve [you/myself] of [<i>Charm, Taunt, Fear, Confusion, Sleep</i>]"
Stompy	25 CP	OTP	Three (3) Stamina	Resist a Pin effect by Reaction.
Armor Expertise	25 CP	OTP	N/A	Double the AP benefits of all Armor worn on your Arms.

Pride Marked, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Iron Breaker	30 CP	PP	OPR	Reflect a Shatter effect by Reaction.
Defy and Deny	30 CP	PP	OPD	Absorb a Taunt effect, converting it to three (3) 'Pool'.
Never Tire	30 CP	OTP	OPE	Channel five (5), Restore Self all HP & 'Pool'. "I Restore myself of all Health and [<i>Stamina, Divinity, Mana, Gumption</i>]"
Armor Master	30 CP	OTP	N/A	Double the AP benefits of all Armor worn on your Torso.



Toxophilite, Tier 1

Must have a Bow on your person at all times. Gain one (1) HP and ten (10) 'Pool' with each Tier increase.
Four (4) TP & Quest to Purchase.

Composure	20 CP	PP	OPD	Guard against a Mental Effect by Reaction.
Coordination	20 CP	OTP	N/A	While standing within five (5) feet of another person using a Bow, add the modifier Pierce to all of your Bow attacks.
Blunted Tip	20 CP	OTP	Six (6) 'Pool'	Stun by Packet. "Stun."
Aim	20 CP	OTP	Five (5) 'Pool'	Aim five (5), ten (10) Damage by Packet. "Ten (10) Damage."

Toxophilite, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Careful Preparation	25 CP	OTP	N/A	This skill allows you to apply Poisons delivered 'by Strike' to your Bow and deliver them 'by Packet'. Poisons that have multiple effects will only use their first effect when applied to a Bow.
Diligent Maintenance	25 CP	PP	OPE	Resist Shatter by Reaction.
Keep Your Distance	25 CP	PP	OPE	Dodge by Reaction.
Patient Hunter	25 CP	OTP	Seven (7) 'Pool'	Bleed one (1) minute by Packet. "Bleed one (1) minute."

Toxophilite, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Ranger	30 CP	OTP	N/A	All damage delivered by your Bow increases by one (1).
Trick Shot	30 CP	OTP	Ten (10) 'Pool'	Two (2) Damage by Burst. "Two (2) Damage."
Deadly Aim	30 CP	OTP	OPE	Aim ten (10), Execution by Packet. "Execution."
Get the Prey	30 CP	OTP	Seven (7) 'Pool'	Pin one (1) minute by Packet. "Pin one (1) minute."

Swarm Master, Tier 1

Must be an Arcanist, must have the School of Chaos. Gain one (1) HP and ten (10) Mana with each Tier increase. Four (4) TP & Quest to Purchase.

Bees!	20 CP	OTP	Five (5) Mana	Agony by Burst. "Agony."
Swarm of Flies	20 CP	OTP	Ten (10) Mana	Reduce ten (10) by Reaction.
Desperate Rats	20 CP	OTP	OPR	Gather X as a Channel to deal X Damage. X is the duration of the Channel. "[X] Damage."
Biting Ants	20 CP	OTP	Five (5) Mana	Three (3) rapid uses of Numb by Packet. "Numb, Numb, Numb."

Swarm Master, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Scorpion Coat	25 CP	PP	OPE	This ability allows you to Cloak granting you unlimited uses of Flashback five (5) Poison by Reaction. Activate this ability with the call "Cloak".
Flight of the Monarchs	25 CP	PP	OPD	Resist a magical effect by Reaction.
Locust Plague	25 CP	OTP	Ten (10) Mana	Three (3) rapid uses of Stun by Packet. "Stun, Stun, Stun."
Worm Lord	25 CP	OTP	Three (3) Mana	Pin by Packet. "Pin."

Swarm Master, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Wasps!	30 CP	OTP	Fifteen (15) Mana	Five (5) Damage by Burst. "Five (5) Damage."
Shrieking Bats	30 CP	OTP	Eight (8) Mana	Silence by Packet. "Silence."
Horrible Spiders	30 CP	PP	OPR	Fear Permanent by Packet. "Fear Permanent."
Flock of Doom	30 CP	PP	OPR	Twenty (20) Damage by Packet. "Twenty (20) Damage."

Crusader, Tier 1

Must be a Battlemaster, must wear a Holy Symbol like an Ascendant. Gain two (2) HP and five (5) Stamina with each Tier increase. Four (4) TP & Quest to Purchase.

Inspiring Leader	20 CP	OTP	Fifteen (15) Stamina	Grant five (5) THP by Voice as a Spell. “ <i>[Incant]</i> , By My Voice I Grant five (5) Temporary Health.”
God Grant You Strength	20 CP	OTP	Five (5) Stamina	Grant Target three (3) uses of two (2) Bless by Strike, by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> three (3) uses of two (2) Bless by Strike.”
Faithful	20 CP	--	--	This ability allows you to purchase the Tier 1 God Spell, using Stamina to cast the spell instead of Divinity. See God Spells.
Embrace Divinity	20 CP	OTP	One (1) Stamina	Restore Target two (2) HP by Touch as a Spell. “ <i>[Incant]</i> , I Restore <i>[you/myself]</i> two (2) Health.”

Crusader, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Blade of Faith	25 CP	OTP	N/A	This skill allows you to convert the damage type from all of your skills from ‘Damage’, to ‘Bless’.
Kill the Blasphemous	25 CP	OTP	Eight (8) Stamina	Grant Target two (2) uses of five (5) Bless by Touch as a Spell. “ <i>[Incant]</i> , I Grant <i>[you/myself]</i> two (2) uses of five (5) Bless by Strike.”
True to Scripture	25 CP	--	--	This ability allows you to purchase the Tier 2 God Spell, using Stamina to cast the spell instead of Divinity. See God Spells.
Blessed Knowledge	25 CP	OTP	Three (3) Stamina	Restore Target five (5) HP by Touch as a Spell. “ <i>[Incant]</i> , I Restore <i>[you/myself]</i> five (5) Health.”



Crusader, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Fated Bulwark	30 CP	OTP	OPE	This ability allows you to channel the fervor of your God and Conduit. While Conduiting you cannot be brought below one (1) HP by any type of damaging effect. Other effects would affect you normally. Activate this ability with the call 'Conduit'.
Purge the Heretic	30 CP	OTP	OPD	Grant Target one (1) use of Bleed Permanent by Strike by Touch as a Spell. "[Incant], I Grant [you/myself] one (1) use of Bleed Permanent by Strike."
Man of the Cloth	30 CP	--	--	This ability allows you to purchase the Tier 3 God Spell, using Stamina to cast the spell instead of Divinity. See God Spells.
True Believer	30 CP	OTP	Five (5) Stamina	Restore target 10 HP by touch as a Spell. "[Incant], I Restore you ten (10) Health."



Unleashed Manticore, Tier 1

Must be an Unformed, must add features of a Bat, Scorpion, and Lion to Costuming. Gain two (2) HP and five (5) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Aspect of the Bat	20 CP	OTP	Six (6) 'Pool'	Flashback Stun by Reaction.
Aspect of the Scorpion	20 CP	OTP	N/A	Gain two (2) Natural AP, this cannot be repaired but can be healed as though it were HP.
Aspect of the Lion	20 CP	OTP	Two (2) 'Pool'	Resist a Fear effect by Reaction.
Remembrance of the Fated	20 CP	OTP	N/A	Gain one (1) additional use of your Racial Boon.

Unleashed Manticore, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Instinct of the Bat	25 CP	OTP	N/A	This ability allows you to gain one (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.
Instinct of the Scorpion	25 CP	OTP	Ten (10) 'Pool'	Grant Target one (1) use of Poison Paralyze by Strike, by Touch. "I Grant [you/myself] one (1) use of Poison Paralyze by Strike."
Instinct of the Lion	25 CP	PP	OPE	Fear by Voice. "By My Voice Fear."
Evolution	25 CP	OTP	OPE	Reduce 'X' into one (1) Damage by Reaction. 'X' can be any effect that would affect you.

Unleashed Manticore, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Power of the Bat	30 CP	PP	OPD	Evade by Reaction.
Power of the Scorpion	30 CP	OTP	OPE	Poison Execution by Strike. "Poison Execution."
Power of the Lion	30 CP	PP	OPE	Grant Self unlimited uses of five (5) Damage by Strike for thirty (30) seconds by Touch. "I Grant myself unlimited uses of five (5) Damage for thirty (30) Seconds."
Sacred Beast	30 CP	PP	OPD	Absorb by Reaction against Magical effects.



Berserker, Tier 1

Must be a Battlemaster, must have one (1) three inch by three inch (3"x3") Trophy on your costume for each Tier in Berserker. Gain two (2) HP and five (5) Stamina with each Tier increase. Four (4) TP & Quest to Purchase.

Rage	20 CP	OTP	Twenty (20) Stamina	This ability allows you to Empower for five (5) minutes at a moment of your choosing. Empower will grant you unlimited resists to Mental Effects and you cannot be brought to your Bleed Out phase. While Empower is active you must attack all perceived enemies to the best of your ability, if no perceived enemies are available then you would attack the closest available Target. At the end of the Empower you would immediately enter your Bleed Out phase. Activate this ability with the call 'Empower'.
Gristle Skin	20 CP	OTP	N/A	Gain additional HP for each section of your body not covered by Armor. One (1) section unarmored, gain one (1) additional HP. Two (2) sections unarmored, gain two (2) additional HP. Three (3) sections unarmored, gain three (3) additional HP. No Armor, gain five (5) additional HP.
Brutal Nature	20 CP	OTP	Ten (10) Stamina	Resist a Disable or Maim effect by Reaction.
Crimson Blur	20 CP	OTP	N/A	Requires 'Death Leech' to Purchase. Leech now grants one (1) Stamina along with its previous benefits.

Berserker, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Battle Rage	25 CP	OTP	N/A	Requires 'Rage' to purchase. While under the Empower effect from the skill 'Rage' gain five (5) uses of five (5) Damage by Strike for no Stamina cost.
Scar Veteran	25 CP	OTP	3PD	While wearing no Armor, Reduce ten (10) by Reaction.
Challenger's Folly	25 CP	OTP	Four (4) Stamina	Reflect a Taunt effect by Reaction.
Bonesnapper	25 CP	OTP	Ten (10) Stamina	Five (5) Carry Through by Strike. "Five (5) Carry Through"



Berserker, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Unstoppable Rage	30 CP	OTP	N/A	Requires 'Rage' to Purchase. This ability allows you to use the skill 'Rage' while in your Bleed Out phase.
Crushing Grip	30 CP	OTP	N/A	Gain unlimited Resists to Numb effects by Reaction.
Violence Has Arrived	30 CP	OTP	N/A	Requires 'Rage' to Purchase. Gain an additional fifteen (15) seconds to the duration of Empower the skill 'Rage' grants you for every successful execute effect performed while in Rage.
Fatality	30 CP	OTP	OPE	Execution by Strike. "Execution."



Harbor Master, Tier 1

Must be a Merchant, must carry at least two (2) signal flags clearly on your costume. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Empty the Nets	20 CP	OTP	N/A	This skill allows you to gather one (1) Plant and one (1) Animal Component between events. Receive at Check In.
Sea Dog Tales	20 CP	OTP	N/A	Receive one (1) Rumor at Check In, may or may not be accurate.
Sailor Trades	20 CP	OTP	N/A	This skill allows you to gather one (1) Mineral and one (1) Arcane Component between events. Receive at Check In.
Back to Work	20 CP	OTP	Five (5) 'Pool'	Relieve Target of a Disable or Maim effect by Touch. "I Relieve [you/myself] of a [Disable, Maim]."

Harbor Master, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Repel Boarders	25 CP	OTP	Five (5) 'Pool'	Grant Target one (1) use of five (5) Damage by Strike or Packet. "I Grant [you/myself] one (1) use of five (5) Damage by [Strike, Packet]."
Rum Rations	25 CP	OTP	N/A	Receive one (1) Food Item at Check In.
Sea Legs	25 CP	OTP	One (1) 'Pool'	Grant Target Guard against a Pin effect. "I Grant [you/myself] a Guard against Pin."
Hold Fast	25 CP	OTP	OPD	Relieve Targets of a Fear effect by Voice. "By My Voice I Relieve you of Fear."

Harbor Master, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Trade Tariffs	30 CP	OTP	N/A	Receive five (5) Iron Trade Bars at check in, may receive a greater value Trade Bar if applicable.
Efficient Sailors	30 CP	OTP	N/A	Requires 'Empty the Nets' and 'Sailor Trades' purchased. Receive one (1) additional Plant, Animal, Mineral, & Arcane Component at Check In.
Ahoy	30 CP	OTP	OPD	Restore two (2) HP by Voice. "By My Voice I Restore two (2) Health."
Port Defenses	30 CP	OTP	OPR	Prime three (3), ten (10) Damage, ten (10) Damage, ten (10) Damage, ten (10) Damage, ten (10) Damage by Packet in rapid succession. This skill can only be used while in the "Player Town" area. "Ten (10) Damage, ten (10) Damage, ten (10) Damage, ten (10) Damage, ten (10) Damage."

Battle Medic, Tier 1

**Must be a Battlemaster, Jack of all Trades, or Vagabond. Must carry bandages clearly on your costume.
Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.**

Stem the Bleeding	20 CP	OTP	5PR	Grant Target a Guard against a Bleed effect by Touch. "I Grant [you/myself] a Bleed Guard."
A Job To Do	20 CP	OTP	Three (3) 'Pool'	Resist a Mental Effect by Reaction.
Skilled Hands	20 CP	OTP	N/A	This skill allows you to First Aid as Channel for one (1) minute by Touch on a Target. On a successful First Aid Channel you would state "First Aid, I Restore [you/myself] one (1) health." This skill can be used an unlimited number of times.
Bite Down	20 CP	OTP	Five (5) 'Pool'	Grant Target Resist to an Agony effect by Touch. "I Grant [you/myself] an Agony Resist."

Battle Medic, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Studied Hands	25 CP	OTP	N/A	Requires 'Skilled Hands' to Purchase. 'Skilled Hands' now Restores two (2) HP.
Anatomical Knowledge	25 CP	OTP	N/A	Requires 'Skilled Hands' to Purchase. 'Skilled Hands' now takes forty five (45) seconds to perform.
Clean Hands	25 CP	OTP	Twenty (20) 'Pool'	Spend thirty (30) seconds over your Target treating their infection, this will fail if you or your Target are affected by a damaging effect or move. If successful, Relieve Target of a Disease. Must give Target your Cure Disease plot card.
Field Dressing	25 CP	OTP	N/A	This skill allows you to First Aid as Channel for two (2) minutes by Touch on a Target. On a successful First Aid Channel you would state "First Aid, I Relieve [you/myself] of a [Disable, Maim]." This skill can be used an unlimited number of times.



Battle Medic, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

A Doctor Not A Killer	30 CP	OTP	Thirty (30) 'Pool'	This skill allows you to perform miraculous procedures seldom understood by the common fated, wresting the Target from the jaws of the Black Beyond. Spend five (5) minutes treating your Target's wounds and resuscitating the Target. This will fail if you or your target are affected by a damaging effect or move. The Target's Death phase can not resolve while this skill is being performed. If successful, Revivify by Touch. Must give your Target your Revivify plot card.
Healing Hands	30 CP	OTP	N/A	Requires 'Studied Hands' to Purchase. 'Skilled Hands' now Restores five (5) HP.
Triage Station	30 CP	OTP	OPE	Spend five (5) minutes uninterrupted establishing a working area for your healing arts in a suitable area. This must be a five foot by five foot (5'x5") covered area that has tools dedicated to healing and at least one spot for a patient to rest while receiving treatment. This area cannot be moved once established. If successful, all of your First Aid abilities performed in this area have their duration halved, and any Target you would treat in this area would have their Bleed Out phase paused.
Balance Humors	30 CP	OTP	N/A	This skill allows you to First Aid as Channel for thirty (30) seconds by Touch on a Target. On a successful First Aid Channel you would state "First Aid, I Relieve you of one (1) Drain." This skill can be used an unlimited number of times.



Inquisitor, Tier 1

Must be a Vagabond, must wear a Holy Symbol like an Ascendant. Gain one (1) HP and ten (10) Stamina with each Tier increase. Four (4) TP & Quest to Purchase.

Know Thy Enemy	20 CP	OTP	Six (6) Stamina	Stun by Strike or by Packet. "Stun."
Church Agent	20 CP	--	--	This ability allows you to purchase the Tier 1 God Spell, using Stamina to cast the spell instead of Divinity. See God Spells.
Evidence of Faith	20 CP	OTP	Five (5) Stamina	This ability allows you to identify the worship of a Target. Insight do you worship X? Where X would be a subject of worship. Gain one (1) use of "Insight, do you worship [X]?"
Secrets	20 CP	OTP	Twelve (12) Stamina	Resist an Insight effect by Reaction.

Inquisitor, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Undercover	25 CP	PP	OPR	Paralyze by Strike. "Paralyze."
Truth Seeker	25 CP	PP	OPR	This skill allows you to reveal mistruths after asking a question to your target. One (1) use of "Insight, Are You Lying?"
Renewed Faith	25 CP	--	--	This ability allows you to purchase the Tier 2 God Spell, using Stamina to cast the spell instead of Divinity. See God Spells.
Castigation	25 CP	OTP	OPD	Weakness one (1) minute by Packet. "Weakness one (1) minute."

Inquisitor, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Malleus Maleficarum	30 CP	OTP	OTP	This skill allows you to double the resources put towards one (1) use of the skill 'Information Gathering' if the question asked is related to aberrations.
Revealer	30 CP	OTP	OPR	Add the modifier Absolute to an Insight effect.
The Love of God	30 CP	--	--	This ability allows you to purchase the Tier 3 God Spell, using Stamina to cast the spell instead of Divinity. See God Spells.
Condemnation	30 CP	OTP	OPE	Add the modifier Absolute to an Execute effect.



Musketeer, Tier 1

Must be a Battlemaster or a Vagabond, must wear a large hat with a feather at all times. Gain two (2) HP and five (5) Stamina with each Tier increase. Four (4) TP & Quest to Purchase.

This is My Rifle	20 CP	OTP	N/A	This skill allows you to wield Flintlock Pistols and Flintlock Rifles.
Diligent Care	20 CP	PP	3PR	This skill allows you to maintain and repair your Flintlock Pistols and Flintlock Rifles. You may roleplay repairing one (1) Flintlock Pistol or Flintlock Rifle for one (1) minute uninterrupted and return it to full functionality.
Powder Horn	20 CP	OTP	OPR	This skill allows you to prepare reloads for your Flintlock Pistols and Flintlock Rifles. You may spend five (5) minutes uninterrupted roleplaying the preparation of a set of ten (10) powder horns. Using a powder horn to reload reduces the reload time for your Flintlock Pistols and Flintlock Rifles by fifty five (55) seconds.
Good Eye Sniper	20 CP	OTP	Twelve (12) Stamina	This skill allows you to Prime three (3), then change the next volley of your Flintlock Weapon to by Burst.

Musketeer, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Overload	25 CP	OTP	N/A	Requires 'Powder Horn' to Purchase. You may use a powder horn charge to double the damage of your next volley of your Flintlock Weapon.
Rifle Flourish	25 CP	PP	OPR	Resist an effect delivered by a melee strike by Reaction while wielding a Flintlock Pistol or Flintlock Rifle.
Charming	25 CP	OTP	Five (5) Stamina	Reflect a Charm or Taunt effect by Reaction.
Breathing Exercise	25 CP	PP	OPR	Resist a Stun effect by Reaction.



Musketeer, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Skeet Shot	30 CP	PP	OPD	Stun by Burst while wielding a Flintlock Pistol or Flintlock Rifle. "Stun."
I Shoot, You Run	30 CP	PP	OPE	Maim by Packet while wielding a Flintlock Pistol or Flintlock Rifle. "Maim."
Marching Orders	30 CP	PP	OPR	Resist a Pin, Diable, or Maim effect by Reaction.
Powder Keg	30 CP	OTP	OPE	Fifteen Carry Through by Burst. "Fifteen Carry Through."



Elementalist, Tier 1

**Must be an Arcanist, must have blue, green, orange, and yellow as predominant colors of your costume.
Gain two (2) HP and five (5) Mana with each Tier increase. Four (4) TP & Quest to Purchase.**

Elemental Conduit	20 CP	OTP	N/A	Requires 'Conduit of the Winds' to Purchase. 'Conduit of the Winds' now does one (1) additional damage, and can be either Magic, Air, Earth, Fire, or Water damage.
Elemental Cloak	20 CP	OTP	N/A	Requires 'Reactive Cloak' to Purchase. 'Reactive Cloak' now grants unlimited uses of Flashback two (2) X, where X is either Magic, Air, Earth, Fire, or Water damage.
Gifts of the Tetrad	20 CP	OTP	N/A	Requires 'Enchant Weapon' to Purchase. 'Enchant Weapon' now grants five (5) uses of five (5) X, where X is either Magic, Air, Earth, Fire, or Water damage.
Diversify Power	20 CP	OTP	N/A	This ability allows you to change the damage type of your spells from Magic, to either Air, Earth, Fire, or Water.

Elementalist, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Lord of Air	25 CP	OTP	Three (3) Mana	Flashback Stun by Reaction.
Lord of Earth	25 CP	OTP	Three (3) Mana	Flashback Pin by Reaction.
Lord of Fire	25 CP	OTP	Three (3) Mana	Flashback Agony by Reaction.
Lord of Water	25 CP	OTP	Three (3) Mana	Flashback Bleed by Reaction.



Elementalist, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Tetrad Ascending	30 CP	OTP	N/A	This skill allows you to specialize into either the School of Air, the School of Earth, the School of Fire, or the School of Water. You will be able to purchase the new School of Magic's specialized spells. You may choose one (1) T1, T2, and T3 specialized spell from the new School of Magic's specialized spells to be added to your character sheet without spending the CP cost for those Spells. You cannot specialize into the same School of Magic twice.
Tetrad Descending	30 CP	OTP	N/A	This skill allows you to specialize into either the School of Air, the School of Earth, the School of Fire, or the School of Water. You will be able to purchase the new School of Magic's specialized spells. You may choose one (1) T1, T2, and T3 specialized spell from the new School of Magic's specialized spells to be added to your character sheet without spending the CP cost for those Spells. You cannot specialize into the same School of Magic twice.
Symphony of the Elements	30 CP	OTP	OPE	Empower for one (1) minute at a moment of your choosing. Empower will allow you to cast damaging spells without spending their Mana cost. At the end of Empower you would be brought to zero (0) Mana and one (1) HP. Activate this ability with the call 'Empower'.
Elemental Domination	30 CP	OTP	Thirty (30) Mana	This ability allows you to send a wave of magical power to untangle and dissipate the Winds of Magic. Banish Elementals by Voice. "By my Voice I Banish these Elementals."



Slaughterer, Tier 1

Must worship The Many Faced God, must display holy symbol at all times. Gain two (2) HP, five (5) 'Pool', and one (1) Devotion with each Tier increase. Must execute a target ally for each point of Devotion each event. Four (4) TP & Quest to Purchase.

Fiendish Devotion	20 CP	OTP	N/A	Gain one (1) point of Devotion. Each point of Devotion now grants two (2) additional HP.
Rip and Tear	20 CP	OTP	Five (5) 'Pool'	Five (5) Damage by Strike. You may use this ability without paying its 'Pool' cost once for each point of Devotion you have. "Five (5) Damage."
Feed Off Their Blood	20 CP	OTP	Five (5) 'Pool'	Restore X HP to Self by Touch with the modifier Innate. X is the amount of Devotion you have. May be used while in your Bleed Out phase. "Innate, I Restore myself [X] Health."
Run Like Cattle	20 CP	OTP	Ten (10) 'Pool'	Fear by Voice. "By My Voice Fear."

Slaughterer, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

A Soul for the Many Faced	25 CP	OTP	N/A	Requires 'Rip and Tear' to Purchase. This skill allows you to restore all uses of 'Rip and Tear' granted by Devotion points after every successful execute effect you perform. Must state "Praise Ahriman, Leech" after a successful Execute effect.
Eviscerate	25 CP	OTP	Ten (10) 'Pool'	Ten (10) Damage by Strike. You may use this ability without paying its 'Pool' cost once for each point of Devotion you have. "Ten (10) Damage."
Behold my Power	24 CP	PP	OPR	Grant Self Ogre Strength five (5) minutes by Touch. "I Grant myself Ogre Strength for five (5) minutes."
Tough Skin	24 CP	OTP	Ten (10) 'Pool'	Empower for thirty (30) seconds at a moment of your choosing. Empower will grant you Threshold X where X is the amount of Devotion you have. Activate this ability with the call 'Empower'.



Slaughterer, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Undying Will	30 CP	OTP	N/A	When you would permanently die, you would instead report to Logistics to receive further instructions.
Feed the Slaughterer	30 CP	OTP	N/A	Requires 'A Soul for the Many Faced' to Purchase. Gain one (1) point of Devotion for every fifty (50) successful execute effects to a maximum of three (3) points of Devotion.
Slaughterama	30 CP	PP	OPE	Execution by Strike. "Execution."
Unyielding Body	30 CP	OTP	Twenty (20) 'Pool'	Reduce a non damaging effect that would affect you to twenty (20) Damage by Reaction.



Battle Mage, Tier 1

Must be a Battlemaster, must have a five inch by five inch (5"x5") symbol of magic worn on costume, must choose a School of Magic. Gain one (1) HP and ten (10) Stamina with each Tier increase. Four (4) TP & Quest to Purchase.

Conduit of Battle	20 CP	OTP	10PR	Gain one use of two (2) Magic by Packet as a Spell whenever you successfully use a Battlemaster melee skill against a Target. "[Incant], two (2) Magic."
Reactive Armor	20 CP	OTP	OPR	When your AP reaches zero (0), gain one use of five Magic by Burst as a Spell. "[Incant], Five Magic."
Spell Shield	20 CP	OTP	Two (2) Stamina	Grant Target Guard against a magical effect by Reaction, by Touch as a Spell. "[Incant], I Grant [you/myself] a Magic Guard."
Arcane Study	20 CP	--	--	This ability allows you to purchase a Tier 1 Specialty Spell from your School of Magic, using Stamina to cast the spell instead of Mana. See Schools of Magic.

Battle Mage, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Arcane Critical	25 CP	OTP	Four (4) Stamina	Five (5) Magic by Packet as a Spell, can switch to be your school's element. "[Incant], five (5) [Magic, School's Element]."
Magical Strikes	25 CP	PP	5PR	This ability allows you to convert the damage type from all of your skills and abilities from Damage to Magic.
Spell Parry	25 CP	OTP	Eight (8) Stamina	Grant Target Resist to a magical effect by Touch as a Spell. "[Incant], I Grant [you/myself] a Magic Resist."
Arcane Knowledge	25 CP	--	--	This ability allows you to purchase a Tier 2 Specialty Spell from your School of Magic, using Stamina to cast the spell instead of Mana. See Schools of Magic.

Battle Mage, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Mana Hunger	30 CP	PP	OPR	This ability allows you to resist a magical effect that hits you and convert its damage to Mana. Non damaging magical effects convert to two (2) Mana. Absorb by Reaction against Magical effects.
Witch Guard	30 CP	PP	OPR	Reflect by Reaction against a magical effect.
Sorcerer's Control	30 CP	PP	3PR	Requires 'Spell Parry' to Purchase. Add the modifier Innate to your spell when casting 'Spell Parry'.
Arcane Expertise	30 CP	--	--	This ability allows you to purchase a Tier 3 Specialty Spell from your School of Magic, using Stamina to cast the spell instead of Mana. See Schools of Magic.

Thaumaturgist, Tier 1

Must be an Ascendant, must have five inch by five inch (5"x5") symbol of magic worn on costume. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Fusion of Knowledge	20 CP	OTP	N/A	Requires 'Cure Disease' to Purchase. This ability allows you to reduce the time it takes to perform 'Cure Disease' by ten (10) seconds.
Dominating Power	20 CP	PP	OPD	This ability allows you to resist a magical effect that hits you and use the magic to remove a Debuff effect from yourself. Absorb by Reaction against Magical effects, if successful Relieve Self of one (1) Debuff effect.
Esoteric Knowledge	20 CP	OTP	N/A	This skill allows you to double the resources put towards one (1) use of the skill 'Information Gathering' if the question asked is related to rituals.
Servant's Boon	20 CP	OTP	N/A	This skill allows you to gather one (1) Arcane Component between events. Receive at Check In.

Thaumaturgist, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Idle Hands	25 CP	OTP	N/A	Requires 'Revivify' to Purchase. This ability allows you to reduce the time it takes to perform 'Revivify' by ten (10) seconds.
True Power	25 CP	PP	OPD	This ability allows you to resist a magical effect that hits you and use the magic to alter it and use it to mend your allies' wounds. a Debuff effect from yourself. Absorb by Reaction against Magical effects, to gain one (1) use of Restore two (2) HP by Packet.
Nonbeliever	25 CP	OTP	Ten (10) Divinity	Weakness by Packet as a Spell. If you have the skill 'Divine Punishment' this skill can be delivered by Burst. "[Incant], Weakness."
No Surprises	25 CP	OTP	N/A	This ability improves the chances your rituals will succeed by ten percent (10%).

Thaumaturgist, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Guided by Faith	30 CP	OTP	N/A	Requires 'True Resurrection' to Purchase. This ability allows you to reduce the time it takes to perform 'True Resurrection' by ten (10) seconds.
Arcane Might	30 CP	OTP	N/A	All damage done by Divine Spells used by you increases by one (1).
Divine Inspiration	30 CP	OTP	N/A	All healing done by Divine Spells used by you increases by one (1).
Blessed Camaraderie	30 CP	OTP	OPE	This ability allows you to share the benefits of a successful ritual with one (1) other target. This target does not need to perform in the ritual.

Master of All, Tier 1

Must be a Jack of All Trades. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Teacher of Teachers	20 CP	OTP	OPE	This skill allows you to work with less experienced crafters, guiding them on good practices and helping them avoid novice mistakes. You may designate one (1) Target that can use you as a Lab for their crafting, regardless of what their crafting is. "I Grant you the ability to use me as a Lab for your crafting Permanent."
Well Connected	20 CP	OTP	N/A	This skill allows you to double the resources put towards one (1) use of the skill 'Information Gathering' if the question asked is related to a Component's Traits.
Hands Off	20 CP	PP	OPD	Dodge by Reaction.
Kitted Out	20 CP	OTP	N/A	This skill increases your Loadout size by one (1).

Master of All, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

To the Nines	25 CP	OTP	N/A	This skill increases your Loadout size by one (1).
No Mistakes	25 CP	PP	OPE	This skill allows you to submit one (1) crafting attempt that resulted in 'Trash' and get the Components used in the crafting.
Happy Accidents	25 CP	OTP	N/A	Receive one (1) Plant, Animal, Mineral, & Arcane Component at Check In.
Let Me Do It	25 CP	OTP	OPE	Restore an Enhanced or Imbued Item's abilities to their maximum by Touch. "I Restore this Item's abilities."

Master of All, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Rings of Power	30 CP	OTP	N/A	This skill increases your Loadout size by one (1).
Unparalleled Guile	30 CP	OTP	OPE	Reflect by Reaction to a Search effect.
Get Back to Work	30 CP	OTP	OPR	Restore Target five (5) 'Pool' by Touch. "I Restore [you/myself] five (5) Pool"
Earned Title	30 CP	OTP	Fifteen (15) Gumption	This skill allows you to prove your skill to any that would doubt you. Roleplay repairing an Imbued Item for one (1) minute uninterrupted to return it to full functionality. This repair will not Restore any uses of Imbued abilities.

Rune Smith, Tier 1

Must be a Blacksmith and an Artificer, must carry a rune template on you at all times. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Runes and their effects are permanent and cannot be removed or dispelled. Only one Rune can be applied to a Target at a time.

Rune Carver	20 CP	OTP	Twenty (20) 'Pool'	This skill allows you to apply a Rune to a single item. This Rune must be drawn on the back of the item tag. Must apply Rune at Logistics.
Runic Hammer	20 CP	OTP	N/A	Requires 'Masterwork Weaponsmithing' to Purchase. This skill allows you to Craft mundane weapons and Tier 4 Enhanced Weapons.
Runic Anvil	20 CP	OTP	N/A	Requires 'Masterwork Armsmithing' to Purchase. This skill allows you to Craft mundane armors and Tier 4 Enhanced Armor.
Runic Crucible	20 CP	OTP	N/A	Requires 'Complex Imbuement' to Purchase. This skill allows you to Craft Tier 4 Imbued Items.

Rune Smith, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Scarification	25 CP	OTP	Twenty five (25) 'Pool'	This skill allows you to apply a Rune to a fated. This Rune must be at least three inches by three inches (3"x3") and must be displayed on the skin of the Target. This Rune will become a permanent addition to their costuming. Must apply Rune at Logistics.
Puzzling Mind	25 CP	OTP	N/A	Resist Sleep by Reaction an unlimited number of times, as long as your HP is full.
Timeless Work	25 CP	OTP	N/A	Reduce the time it takes to use the skill 'Repair' by fifteen (15) seconds. If you have the skill 'No Idle Hands' then this skill also allows you to repair an Imbued item once an event in the same way you would repair an Enhanced item.
Whispers of Foundation	25 CP	OTP	N/A	This skill allows you to meditate on the meanings of runes and their implementations. You may ask one (1) question about runes as an Information Gathering.



Rune Smith, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Runic Bastion	30 CP	OTP	Thirty (30) 'Pool'	This skill allows you to apply a Rune to a building. The Rune must be at least five feet by five feet (5'x5') and must be displayed clearly and prominently on the building. Must apply Rune at Logistics.
Foundational Understanding	30 CP	OTP	N/A	This skill reduces the 'Pool' cost for the skills 'Rune Carver', 'Scarification', and 'Runic Bastion' by Ten (10) 'Pool'.
Rune Lord	30 CP	OTP	Twelve (12) 'Pool'	Grant Target double AP by Touch. "I Grant [you/myself] double armor."
Ethereal Pathways	30 CP	OTP	OPE	This skill allows you to tap into the unseen web of power that crosses the Vehl. You may connect two (2) existing Runes to potentially enable greater abilities. These connections are permanent and cannot be altered.



Arcane Trickster, Tier 1

Must be a Vagabond, must have a five inch by five inch (5"x5") symbol of magic worn on costume, must choose a School of Magic. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Devious Studies	20 CP	OTP	N/A	This ability allows you to purchase a Tier 1 Specialty Spell from your School of Magic, using Stamina to cast the spell instead of Mana. See Schools of Magic.
Simple Distractions	20 CP	OTP	10PR	Gain one use of five (5) Stealth by Stealth whenever you successfully cast a damaging or debuffing spell on a Target. The one use of five (5) Stealth by Stealth must be used on the same Target as you cast the damaging or debuffing spell on.
Beguiling Presence	20 CP	PP	OPR	Charm by Voice as a Spell. “ <i>[Incant]</i> , By My Voice Charm.”
Slippery Mind	20 CP	OTP	Twelve (12) Stamina	Resist an Insight effect by Reaction.

Arcane Trickster, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Dark Dedication	25 CP	OTP	N/A	This ability allows you to purchase a Tier 2 Specialty Spell from your School of Magic, using Stamina to cast the spell instead of Mana. See Schools of Magic.
Debilitator	25 CP	OTP	N/A	Gain one (1) use of Silence by Packet as a Spell when you successfully use Waylay on a Target. “ <i>[Incant]</i> , Silence.”
Minor Illusion	25 CP	OTP	OPE	This ability allows you to duplicate a Component. This must be done at Logistics.
Open Sesame	25 CP	OTP	OPD	This skill allows you to open a lock equal to your Class Tier. If you have the skill ‘Ya Learn a Thing or Two’ this skill also Restores ten (10) Pool when used. “I skillfully open this Lock.”



Arcane Trickster, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Magic Unseen	30 CP	OTP	N/A	This ability allows you to purchase a Tier 3 Specialty Spell from your School of Magic, using Stamina to cast the spell instead of Mana. See Schools of Magic.
Blade Waltz	30 CP	OTP	OPE	This ability allows you to Empower for five (5) minutes at a moment of your choosing. Empower will allow you to Phase after successfully performing a Stealth attack against a Target. During this Phase you would go immediately OOG and take five (5) steps in any direction, then return immediately IG. Activate this ability with the call 'Empower'.
Fool Me Once	30 CP	OTP	Two (2) Stamina	If a Target would affect you with a spell, you may then resist the next spell you are affected by from that same Target.
Wraith Walk	30 CP	OTP	OPE	Phase by Reaction. During this Phase you would go immediately OOG and take five (5) steps in any direction, then return immediately IG. You may use ten (10) Stamina to take an additional five (5) steps in any direction before returning immediately IG. This may be done as many times as you have Stamina during this instance of Phase.



Ælfenwald, Tier 1

Must be an Elf, must have green, orange, or brown tattoos over fifty percent (50%) of exposed skin. Gain two (2) HP and five (5) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Grove	20 CP	OTP	OPE	This ability allows you to spend thirty (30) minutes tending to and preparing an area to be your sacred Grove. The designated area must be at least ten feet by ten feet (10'x10') and marked with green rope at its base. This area must be in nature and at least fifty feet (50') away from any buildings or structures. While you are within your Grove each of your skills, spells, and abilities cost half of their normal 'Pool' cost rounded down.
Community	20 CP	OTP	N/A	This ability allows you to designate other elves as members of your sacred Grove. You may give up to three (3) elves a vine from your Grove to designate them as members. You must spend five (5) minutes with each elf attuning them to your Grove and expressing the importance of the community within to designate them as members. Once an elf is designated as a member of your Grove, you would not need to redesignate them unless you take your vine back from them. You gain two (2) 'Pool' for each member of your Grove.
Thorns	20 CP	OTP	Three (3) 'Pool'	X Earth by Packet as a Spell, where X is the amount of elves that are members of your Grove. “ <i>[Incant]</i> , [X] Earth.”
Ensnaring Vines	20 CP	OTP	Ten (10) 'Pool'	Pin by Burst as a Spell. “ <i>[Incant]</i> , Pin.”

Ælfenwald, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

One With Nature	25 CP	OTP	N/A	Standing within your Grove now allows you to regenerate one (1) HP every minute.
Ever Growing	25 CP	OTP	N/A	This ability allows you to increase the number of elves in your Grove to five (5). Additionally, anytime you would give a member of your Grove a buff, you may spend twice the amount of 'Pool' to give it to each of the other members of your Grove. This would not work for buffs that do not have 'Pool' costs.
Regrowth	25 CP	OTP	Three (3) 'Pool'	Restore HP by Packet as a Spell, where X is the amount of elves that are members of your Grove. “ <i>[Incant]</i> , I Restore [X] health.”
Memories of the Past	25 CP	OTP	N/A	This ability allows you to meditate for ten (10) minutes uninterrupted within your Grove. If successful you may ask the spirits of your ancestors one (1) yes or no question. This ability may also be used as part of an Information Gathering for more detailed answers. There may be times this skill is not able to be used, based on Staff Availability.

Ælfenwald, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Aspect of the Prentree	30 CP	OTP	OPE	This ability allows you to manifest a portion of your Grove at your current location. Spend fifteen (15) seconds praising the Prentree, then place a five foot (5') diameter circle of green rope down. The area within the circle is considered to be part of your Grove. This circle will last ten (10) minutes and cannot be dispelled, removed, or altered in any way.
Root Network	30 CP	PP	N/A	This ability allows you to increase the number of elves in your Grove to ten (10). Additionally each member of your Grove now receives the benefit of the skill 'One With Nature'.
Verdant Fury	30 CP	OTP	OPE	This ability allows you to Commune fifteen (15), ten (10) Earth by Voice as a Spell X number of times in rapid succession, where X is the amount of elves that are members of your Grove. If this ability is used within your Grove, all members of your Grove may call Resist to this damage. "[Incant], ten (10) Earth."
Song of Creation	30 CP	OTP	OPE	This ability allows you to commune with nature and join your song in its chorus to harvest a mere fraction of its bounty. Sing for five (5) minutes uninterrupted within your Grove, if successful you may receive X Components, where X is the number of elves that are members of your Grove. The song's duration may be shortened by thirty (30) seconds for each member of your Grove that joins you in singing.



Pyromancer, Tier 1

Must be an Arcanist & Specialized in the School of Fire. Must incorporate large amounts of Orange into your costuming. Gain one (1) HP and ten (10) Mana with each Tier increase. Four (4) TP & Quest to Purchase.

Heat Resistant	20 CP	OTP	N/A	This ability allows you to take half damage rounded down to a minimum of one (1) from any Fire damage. No call is necessary to use this ability. This ability does not prevent damage from affecting you.
Fire in the Veins	20 CP	OTP	N/A	All Spells from the School of Fire cost one (1) less Mana to cast, to a minimum of one (1).
Fuel to the Flame	20 CP	OTP	N/A	Requires 'Conduit of the Winds' to Purchase. 'Conduit of the Winds' now does one (1) additional damage if the damage type is Fire.
Fireball	20 CP	OTP	Three (3) Mana	Two (2) Fire by Burst as a Spell. "[Incant], two (2) Fire."

Pyromancer, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Searing Rebuttal	25 CP	OTP	Five (5) Mana	Flashback Agony by Reaction to any melee strike that would affect you. "Flashback Agony."
Flaming Blade	25 CP	OTP	N/A	Requires 'Fire in the Veins' to Purchase. This ability allows you to convert the damage type of any melee weapon you wield from its default damage to Fire.
Conflagration	25 CP	OTP	N/A	This ability allows you to change the delivery of any Spell within the School of Fire from its default to By Voice. Doing this will triple the Mana cost of the Spell. If the Spell does not have a Mana cost, it would cost thirty (30) Mana.
Self Immolation	25 CP	OTP	N/A	Requires 'Fire in the Veins' to Purchase. This ability allows you to reduce your maximum HP by one (1) for the remainder of the day to regain five (5) Mana. This may be done as long as your maximum HP is above one (1).



Pyromancer, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Shia Kazing	30 CP	OTP	OPE	This ability allows you to Empower for ten (10) minutes at a moment of your choosing. Empower will fully Restore your Mana and Grant you unlimited Guards to Pin effects. All of the damage of Spells you cast from the School of Fire are doubled and gain the modifier Innate. Activate this ability with the call 'Empower'.
To Ashes	30 CP	OTP	OPD	Execution by Packet as a Spell “[<i>Incant</i>], Execution.”
Supernova	30 CP	OTP	OPE	Supernova as Channel for fifteen (15) seconds. If successful you may then use the following skills by Voice in rapid succession. Agony, one (1) Fire, Agony, three (3) Fire, Agony, five (5) Fire, Agony, ten (10) Fire, Agony, fifteen (15) Fire, Agony, twenty five (25) Fire. You may not move while using this ability or it would end immediately. Once this ability ends you would immediately enter your Bleed Out phase. “By My Voice Agony, one (1) Fire, Agony, three (3) Fire, Agony, five (5) Fire, Agony, ten (10) Fire, Agony, fifteen (15) Fire, Agony, twenty five (25) Fire.”
Kindred Flame	30 CP	OTP	OPE	This ability allows you to designate one (1) Tier 3 or lower Spell from the School of Fire to be your Kindred Flame. You may cast your Kindred Flame three (3) times without paying its Mana cost. One (1) use of your Kindred Flame replenishes after spending five (5) minutes outside of combat.



Monk, Tier 1

Must Worship Roya, can only wear **Light Armor**. Gain two (2) HP and five (5) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Monk Weapon	20 CP	OTP	OPD	You may designate any melee weapon as your Monk Weapon. Your Monk Weapon gains unlimited Resists to Numb effects and two (2) Resists to Shatter effects per day while you are wielding it. You may only have one Monk Weapon at a time.
Dexterity Armor	20 CP	OTP	N/A	Gain five (5) TAP. one (1) TAP will replenish after spending three (3) minutes out of combat. Wearing any Armor will prevent this benefit from working.
Patient Defense	20 CP	PP	OPR	Dodge By Reaction. "Dodge."
Unarmed Strikes	20 CP	OTP	One (1) 'Pool'	Two (2) Carry Through by Packet while within fifteen (15) feet of your Target. "Two (2) Carry Through."

Monk, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Fist of Steel	25 CP	OTP	Six (6) 'Pool'	Shatter by Packet while within fifteen (15) feet of your Target. "Shatter."
Ki Strikes	25 CP	OTP	Five (5) 'Pool'	Requires 'Monk Weapon' to Purchase. This ability allows you to Empower for five (5) minutes at a moment of your choosing. Empower will allow you to change the damage type of your Monk Weapon from its default to Magic. Activate this ability with the call 'Empower'.
Iron Limbs	25 CP	OTP	N/A	Gain unlimited Resists to Disable effects.
Flurry of Blows	25 CP	OTP	N/A	After delivering a skill or ability with your Monk Weapon, gain one (1) use of five (5) Carry Through by Packet while within fifteen (15) feet of your Target. "Five (5) Carry Through."

Monk, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Purity of Body	30 CP	OTP	Ten (10) 'Pool'	Relieve Self of a Poison effect by Touch with the modifier Innate. "Innate, I relieve myself of Poison."
Stillness of Mind	30 CP	OTP	N/A	Gain unlimited Resists to Mental Effects.
Perfect Meditation	30 CP	OTP	N/A	This ability allows you to enter a state of quiet meditation while in your Bleed Out phase. While in this meditative state you cannot speak and are unaware of your surroundings, but you gain unlimited resists to Execution effects. If your Bleed Out phase shifts to your Dead phase, you would still die.
Gentle Strike	30 CP	PP	OPD	Execution by Packet while within fifteen (15) feet of your target "Execution."

Banneret, Tier 1

Must have a twelve by twenty four inch (12" x 24") banner held or worn at all times. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Order of Chivalry	20 CP	OTP	N/A	This ability allows you to designate others as part of your Order of Chivalry. You may give up to five (5) other individuals a matching belt flag to designate them as part of your Order. Once a member has been designated, they may not be changed until the start of the next day. While you are conscious and holding your banner, any member of your Order that can see you gains two (2) THP, which may be healed as though it was HP.
Stories of Renowned	20 CP	OTP	N/A	Your name and accolades have spread across the island. When submitting an Information Gathering, you may apply "A Trusted Face" to receive more favorable results.
Comradery	20 CP	OTP	N/A	Whenever you Grant a Buff effect on a member of your Order of Chivalry, you may Grant that same Buff effect a second time if the second Target is also a member of your Order of Chivalry. Any Buff delivered with this ability will not stack with itself.
Steel Your Resolve	20 CP	PP	OPD	Spend one (1) minute giving a motivational speech. After doing so, Grant each member of your Order of Chivalry that listened to your speech a Guard against a Mental Effect by Touch. "[Speech], I Grant you a Guard against a Mental Effect."

Banneret, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Trusted Company	25 CP	OTP	N/A	You may increase the size of your Order of Chivalry to seven (7) members. While you are conscious and holding your banner, any member of your Order that can see you now gains five (5) THP, which may be healed as though it was HP.
None Shall Fall	25 CP	OTP	OPR	Plant your banner and spend thirty (30) seconds giving a motivational speech. After doing so, enter a Cloak that allows you to Restore Target two (2) HP by Packet as a Spell without paying a 'Pool' cost. Activate this ability with the call "Cloak".
Rallying Speech	25 CP	OTP	Five (5) 'Pool'	Plant your banner and spend one (1) minute giving a motivational speech. After doing so, Grant each member of your Order of Chivalry that listened to your speech a reduction in the 'Pool' cost of their next skill, spell, or ability by one (1) by Touch. "[Speech] I Grant you a one (1) 'Pool' reduction in your next skill, spell, or ability."
Strike Down the Foe	25 CP	OTP	Five (5) 'Pool'	Plant your banner and spend thirty (30) seconds giving a rallying speech. After doing so, Grant each member of your Order of Chivalry that listened to your speech one use of five (5) Damage by Strike, by Touch. "[Speech], I Grant you one (1) use of five (5) Damage by Strike."



Banneret, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Devoted Battalion	30 CP	OTP	N/A	You may increase the size of your Order of Chivalry to ten (10) members. While you are conscious and holding your banner, any member of your Order that can see you now gains ten (10) THP, which may be healed as though it was HP.
Intimidating Presence	30 CP	PP	OPR	Disengage by Voice. "By My Voice Disengage."
Not so Long as my Banner Flies	30 CP	OTP	OPD	When you are reduced to zero (0) HP, you may instead Cloak and plant your banner. Gain unlimited resists to Mental Effects, unlimited resists to effects that would cause you to move, and unlimited resists to any effect that would bring you to your Bleed Out phase. One hand must hold your banner upright for the duration of the Cloak. Once the Cloak effect ends for any reason immediately enter your Death phase. Activate this ability with the call "Cloak".
A Song of Victory	30 CP	OTP	OPE	Plant your banner and spend three (3) minutes giving a motivational speech about victory. After doing so, Grant each member of your Order of Chivalry that listened to your speech the benefit of a Rest, by Touch. "[<i>Speech</i>], I Grant you the benefit of a Rest."



Herald of Lakrys, Tier 1

Must be an Acolyte, Patron must be Larimosikrysagia, must have gray haze around eyes instead of purple. Gain one (1) HP and five (5) Devotion counters with each Tier Increase. 4 TP & Quest to Purchase.

Offering of Knowledge	20 CP	OTP	N/A	Gain one (1) Madness. This ability allows you to, whenever you use a Tier 1 Skill, Spell, or Ability that has a Devotion counter cost, cast the same Skill, Spell, or Ability without paying its Devotion counter cost. Only one Skill, Spell, or Ability can be used with this ability at a time. This ability also lowers your maximum HP by three (3).
Unmake	20 CP	OTP	Eight (8) Devotion counters	Gain one (1) Madness. Shatter by Packet as a Spell. You may reduce your maximum HP by one (1) for the remainder of the event to add the modifier Absolute to this Spell. “ <i>[Incant]</i> , Shatter.”
Peel Apart	20 CP	OTP	Five (5) Devotion counters	Gain one (1) Madness. Five (5) Drain by Packet as a Spell, “ <i>[Incant]</i> , five (5) Drain.”
Ceremony of Ash	20 CP	OTP	OPR	Gain one (1) Madness. This ability allows you to gain one (1) use of Stun by Voice after a successful Execution effect you perform. Must state “Leech” after a successful execution effect. “I Invoke Ash, By My Voice Stun.”

Herald of Lakrys, Tier 2

Must have two (2) skills from previous Tier & 6 TP to Purchase.

Offering of Power	25 CP	OTP	N/A	Gain one (1) Madness. This ability changes your base Damage with all melee weapons from one (1) to two (2). This ability also changes any Numb effect that would affect you into a Maim effect. Numb effects can still be resisted as normal.
A Pound of Flesh	25 CP	OTP	Ten (10) Devotion counters	Gain one (1) Madness. Fifteen (15) Drain by Packet as a Spell. This ability also Restores five (5) HP to Self for every successful cast. This ability also allows you to be brought to your Bleed Out phase from strikes to your limbs.
Offering of Devotion	25 CP	OTP	N/A	Gain one (1) Madness. While within one hundred (100) feet of your Patron's Shrine, gain Threshold five (5). This ability also changes every Resist Buff into a Guard.
Ceremony of Desolation	25 CP	PP	OPD	Gain one (1) Madness. This ability allows you to gain one (1) use of Flashback two (2) Drain by Reaction after a successful Execution effect you perform. Must state “Leech” after a successful execution effect.



Herald of Lakrys, Tier 3

Must have two (2) skills from previous Tier & 7 TP to Purchase.

Offering of Strength	30 CP	OTP	One (1) Devotion counter	Gain one (1) Madness. Reduce any Pin or Paralyze effect that would affect you to 1 Damage. Any HP Restored over your Maximum is converted into THP. This ability also doubles the duration of any Weakness effect that would affect you.
Aspect of Lakrys	30 CP	OTP	OPE	Gain one (1) Madness. This ability allows you to Empower for five (5) minutes at a moment of your choosing by spending a Patron Shrine Phase. While Empower is active, all damaging effects you deliver are doubled, you gain the Buff Ogre Strength, you gain one (1) Devotion counter for each of the abilities you have with a detrimental effect, and any Benefits gained by a Leech effect are doubled. This ability also reduces your maximum number of Patron Shrine Phases by one (1).
Offering of Wisdom	30 CP	OTP	OPE	Gain one (1) Madness. Meditate for one (1) minute at your Patron's Shrine, if successful gain the benefits of a Rest. This ability also doubles the duration of any Mental Effect that would affect you.
Ceremony of Fire	30 CP	OTP	N/A	Gain one (1) Madness. This ability allows you to gain X uses of Flashback Agony Y minutes after a successful Execution effect you perform. Must state "Leech" after a successful execution effect. X is the number of Abilities you have with a detrimental effect to a maximum of ten (10) uses and Y is three (3) times your Tier in Acolyte to a maximum of fifteen (15) minutes.



Time Keeper, Tier 1

Must be an Ascendant of Ozymahd. Must carry around an hourglass phys rep at all times. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Balance the Sands	20 CP	OTP	N/A	This ability allows you to transfer a Buff or Debuff effect from yourself to a Target, or from a Target to yourself, by Touch. You must specify which Buff or Debuff effect you are transferring between yourself and the Target. The transferred Buff or Debuff would immediately affect who it was transferred to and could be resisted as normal. Use this ability with the call "I transfer [my, your] [Buff, Debuff] to [you, myself]."
Time Consumer	20 CP	OTP	N/A	This skill allows you to gain two (2) Divinity after every successful execute effect you perform. Any Divinity over your maximum is converted to TAP for this skill. Must state "Leech" after a successful execute effect.
Ever Flowing	20 CP	OTP	Fifteen (15) Divinity	Relieve Target of all Disable effects by Touch as a Spell. "[Incant], I Relieve you of all Disable effects.]
Turn It Back	20 CP	PP	OPD	Resist an Execution effect by Reaction.

Time Keeper, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Leap Forward	25 CP	OTP	OPE	Grant Target the benefit of a Rest by Touch as a Spell. "[Incant], I Grant you the benefit of a Rest."
Chronomancy	25 CP	OTP	N/A	This ability allows you to freely choose the Day or Night effect within Ozymahd's Specialty Spells regardless of the actual time.
Pause	25 CP	OTP	Twelve (12) Divinity	Stasis one (1) minute by Packet as a Spell. "[Incant], Stasis one (1) minute."
In Your Prime	25 CP	PP	OPD	This Spell allows you to Grant a Target one (1) use of a Tier 5 Skill, Spell, or Ability from their Class by Touch. The Target would be able to choose which Tier 5 Skill, Spell, or Ability to utilize with this Buff. If Skill, Spell, or Ability that is chosen is a passive effect, then it would only trigger once before the Buff expires. "[Incant], I Grant you one (1) use of a Tier 5 Skill, Spell, or Ability from your Class."

Time Keeper, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Foreshadow	30 CP	OTP	2PR	Grant Target one use of Bleed Permanent by Packet as a Spell during the Day, Grant Target one (1) Evade by Touch as a Spell during the Night. “ <i>[Incant]</i> , I Grant you <i>[One use of Bleed Permanent by Packet, an Evade]</i> .”
Servant of the Sun	30 CP	OTP	OPE	This ability allows you to Cloak granting you unlimited resistances to damaging effects. While Cloaked, all Divinity costs are halved rounding up to a minimum of one (1). Activate this ability with the call “Cloak”.
Servant of the Moon	30 CP	OTP	OPE	Phase by Reaction. During this Phase you would go immediately OOG and take five (5) steps in any direction, then return immediately IG.
Endless Cycle	30 CP	OTP	OPE	Spend thirty (30) seconds over your target audibly praying to Ozymahd, this will fail if you or your Target are affected by a damaging effect or move. If successful, True Resurrection by Touch. Must give Target your True Resurrect plot card. If you have the skill True Resurrection, this ability also Grants you the benefit of a Rest whenever successfully performed.



Knight of the True Moon, Tier 1

Must be a Moon Elf, must incorporate silver and purple into your costuming. Must swear devotion to a Moon Elf Matron. Gain one (1) HP and ten (10) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Oath of Devotion	20 CP	OTP	N/A	While in line of sight with your Matron, all of your skills, spells, and abilities have their 'Pool' cost reduced by one (1), to a minimum of one (1). At Tier 2 this Ability also increases your Maximum HP by five while in line of sight of your Matron.
Silvered Sword	20 CP	OTP	OPD	This ability allows you to Empower for five (5) minutes at a moment of your choosing. While Empower is active, you may change the damage type of any 'by Strike' skill, spell, or ability you would deliver to 'Silver'.
Know Thy Foe	20 CP	OTP	Five (5) 'Pool'	Reduce ten (10) by Reaction.
Lunar Nectar	20 CP	PP	OPR	This ability allows you to double the amount of Restoration you would receive from any source by Reaction. At Tier 2 this ability would also apply to all instances of Restoration received from your Matron.

Knight of the True Moon, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Oath of Servitude	25 CP	OTP	N/A	Requires Oath of Devotion to Purchase. While in line of sight with your Matron, your base Damage with all melee weapons changes from one (1) to two (2). At Tier 3 this Ability also increases your Maximum HP by five while in line of sight of your Matron.
Ozymahd's Chosen	25 CP	OTP	N/A	Whenever you would be under a Stasis effect for one (1) minute or longer, at the end of the Stasis effect all of your HP & 'Pool' would be Restored.
Not Your Time	25 CP	PP	OPE	Gain one use of Innate Stasis one (1) minute by Touch as a Spell. This Spell may be used while in your Bleed Out Phase.
Lunar Ward	25 CP	PP	OPR	This ability allows you to Cloak granting you unlimited Guards against debuffs that would affect you. If you are in this Cloak for longer than one (1) minute, you would immediately be relieved of all debuffs that have affected you.



Knight of the True Moon, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Oath of Submission	30 CP	OTP	N/A	Requires Oath of Servitude to Purchase. This ability allows for Oath of Devotion and Oath of Servitude to be active while you are following orders directly from your Matron, regardless of how far they are from you.
Aspect of the True Moon	30 CP	OTP	N/A	Gain one (1) Madness. This ability allows you to become a conduit for the True Moon's revealing nature. One (1) use of Absolute Insight X. X can be any of the following. <ul style="list-style-type: none"> • Are you lying? • Is this your true form? • Are you telling the whole truth? • Do you have Madness?
The Perfect Prison	30 CP	OTP	Twenty (20) 'Pool'	Channel ten (10) on Target, if successful then Permanent Stasis by Touch.
Guardian	30 CP	OTP	OPE	This ability allows you to Empower for five (5) minutes at a moment of your choosing. Empower will restore you to full HP & 'Pool', but you must attack all perceived enemies to the best of your ability. At the end of the five (5) minutes or if there are no more perceived enemies you must immediately die and go to the Designated Death Area. No effect will prevent this death. If your Matron is in danger this Empower would continue until there are no more perceived threats around your Matron. Activate this effect with the call "Empower".



Sybarite, Tier 1

Must be a Moon Elf or Night Crawler. Costume must include spikes, thorns, blades, or visible torturer's tools. Gain two (2) HP and five (5) 'Pool' with each Tier increase. Four (4) TP & Quest to Purchase.

Inflict Suffering	20 CP	OTP	Five (5) 'Pool'	Agony by Strike or Packet.
Leeching Strike	20 CP	OTP	N/A	Gain one (1) THP for every instance you successfully effect a Target with an Agony effect.
Torturer's Craft	20 CP	PP	2PR	Gain one (1) use of "Insight, Are You Lying?" against a Target under an Agony effect.
Slow the Prey	20 CP	PP	OPR	Disable one (1) minute by Strike or Packet.

Sybarite, Tier 2

Must have two (2) skills from previous Tier & six (6) TP to Purchase.

Extended Suffering	25 CP	OTP	N/A	This ability increases the duration of all Agony effects you would deliver by fifteen (15) seconds.
Masochism	25 CP	OTP	N/A	Whenever you are affected by a Debuff effect, gain one (1) 'Pool'. Cannot gain 'Pool' over your maximum.
Clarity from Pain	25 CP	OTP	Three (3) 'Pool'	Relieve Target of a Mental Effect by Touch if they are affected by an Agony effect.
Hidden Blades	25 CP	PP	2PR	Flashback Agony by Reaction.

Sybarite, Tier 3

Must have two (2) skills from previous Tier & seven (7) TP to Purchase.

Absolute Suffering	30 CP	OTP	Five (5) 'Pool'	Add the modifier Absolute to an Agony effect you would use.
Take them Alive	30 CP	OTP	OPD	Mangle by Strike.
Parasitic Touch	30 CP	OTP	N/A	Gain one (1) use of Drain by Strike for every instance you successfully effect a Target with an Agony effect. Gain one (1) HP for every instance you successfully effect a Target with a Drain effect.
Revel in Anguish	30 CP	OTP	OPE	This ability allows you to Empower for five (5) minutes at a moment of your choosing. While Empower is active, you gain Threshold five (5), all 'Pool' based skills, spells, and abilities have their 'Pool' cost reduced by one (1) to a minimum of one (1), and you gain unlimited resists to Disable effects. The duration of this Empower effect is increased by fifteen (15) seconds for every Debuff that affects you, or that you affect upon others.

