Underworld

Live Action Roleplaying

Core Rulebook

Underworld LARP Rulebook
V.5.6.4

General inquiries can be sent to: comments@uwlarp.com.

This rulebook and further information can be found at: www.uwlarp.com.

In case of strange loopholes, go with the spirit of the rules.

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Chapter 1: ROLEPLAYING

Welcome to the world of Live Action Role-Playing! In this section, we will attempt to explain some of the basic concepts of what Live Action Role-Playing is. This will hopefully give new players an understanding of how it works, allowing them to envision our world and how they can fit into it. Although some describe Live Action Role Playing (or LARPing) as "improvisational theatre", it requires no special training. Everyone can do it. In fact, we all do it on a daily basis whenever we daydream ourselves into different situations. The difference with LARPing is simply the ability to let go and act on how you believe you (or your character) would respond to a certain event. Role-playing at its best should come naturally and fluently, requiring very little in the way of pretending. This concept is sometimes hard to imagine to those who are new to the idea, but when everyone else around you is role-playing you might find it hard to act "normal".

When you play Underworld for the first time, you create a character for yourself. This character is your persona in the game and it can be as close to, or as different from, your real personality as you would like. You design the personality and quirks of your character as you see fit, limited in scope and detail only by your own imagination. Once your character is designed and registered with game officials (known as Logistics), you insert them into our world and act them out as you desire. No one tells you how you should play your character, because you created them and you know best. At first, your character concept might be a little hazy, but as you become immersed in different situations, you will find that your character will naturally grow and you will discover more of what makes them tick. Do your best to be realistic in your character. This is normally achieved by diving headlong into your character. Don't be shy (unless your character is shy). At first, think to yourself, "What would/should my character do in this situation? How would they react to what is going on here?" By following this simple questioning, your character will develop naturally in your mind and it will become easier over time to slip into their skin.

Many people value LARPing as an outlet for personal expression, or as a valuable escape from the mundane world. Others do it simply because it's fun; exercise for both the body and mind. Once you experience LARPing a few times, we think you will realize what a healthy concept it is. Everyone is an expert in Live Action Role-playing, the better ones are simply those who can get into their characters to a higher degree and who don't concern themselves with thoughts on "acting". Remember, this is improvisational. It is far more important to know your character than it is to practice acting techniques and worry about how you will look. Once you feel comfortable with LARPing, you will quickly realize how easy and fun it really is.

Your First Event - Arriving at Game

At the beginning of every event, you will check in at Logistics. As it is your first event, they would give you a small amount of starting money your character has when starting out. Each new character is allowed to bring in two Normal (not Silver or Magical) weapons. These weapons must be of a type the character can use in-game. In addition to this, you may also bring a shield.

Starting Gear
On your first event ever you will not receive any in-game tags from logistics. You will however receive one gold and one silver. You will also receive this starting gold and silver on your first game as subsequent characters. Your weapons and armour will not require tags for this one event and, as an added bonus, you cannot have your weapons or armour taken, stolen, lost, or broken. You will also not need a spellbook to memorize from if you cast spells.

On your second event, and every event thereafter, you will need in game tags for all weapons and armour your character wishes to use. Weapon, shields and items that have physical representations must have their tags attached to them if this can realistically be done. On your second ever event, or the first event with any future new

characters, you will receive the following to start your character off as long as you have the proficiency and reps for them:

- Up to 30 points of armour
- Up to 2 weapons
- Up to 1 shield
- A spellbook containing every spell your character can cast

If your character is above level 1 on their first event, you will receive the appropriate tags for their current skill set, not their level 1 skill set. Most importantly, you will be provided your character card. A character card contains all vital information relating to your character, such as: what their occupation is, how many Body points they have, what their level is, what skills they are able to use, etc. This should be kept with you at all times. It helps you, other players and Shapers keep track of your abilities and to settle any disputes which may arise. Your character card will also include 'skill tags', which represent any per-day abilities your character has.

'Tags' are small pieces of paper which represent items. Some tags will be attached to real physical items, or 'phys-reps', such as weapons. If a tag ever falls off the phys-rep it is attached to, it is the tag that will count as the item, not the phys-rep, so make sure to attach things carefully.

If a character has not attended a game in at least one year, the player can take any item tag that expires, such as a weapon or magic item, that that character possesses to Logistics and have the item's duration extended by one year (or however many years it has been dormant). This is at the Guild's discretion and may not always be approved depending on the circumstances.

After you have collected your character card and tags, it is on to the Armour Marshal Station. Our Armour Marshal team diligently checks all armour and weapons for safety and quality.

You will be given an Armour Card that represents the Armour Points that your character is wearing. Armour Points (AP) are awarded depending on what type of Armour you have in each designated location. You will need tags for your armour in order to use it in combat. It is important during a battle to keep track of the amount of AP you have left, and whether or not your armour has breached. (For more information on AP and breached armour, refer to the Armour section.)

Sample Armour Card

AP Total:	SP O	GP O	Marshal:			Date:			
	A B C D						A B C D		
1 Upper Skull	__/__/__/__		15 L. Forearm			__/__/__/__			
2 Eyes	__/__/__/__		16 R. Hand			__/__/__/__			
3 Lower Face/Jaw	__/__/__/__		17 L. Hand			__/__/__/__			
4 Neck	__/__/__/__		18 R. Thigh			__/__/__/__			
5 R. Pectoral	__/__/__/__		19 L. Thigh			__/__/__/__			
6 L. Pectoral	__/__/__/__		20 R. Calf			__/__/__/__			
7 R. Ribs	__/__/__/__		21 L. Calf			__/__/__/__			
8 L. Ribs	__/__/__/__		22 R. Foot			__/__/__/__			
9 R. Abdomen	__/__/__/__		23 L. Foot			__/__/__/__			
10 L. Abdomen	__/__/__/__		24 Back of Neck			__/__/__/__			
11 Groin	__/__/__/__		25 Upper Back			__/__/__/__			
12 R. Shoulder	__/__/__/__		26 Mid Back			__/__/__/__			
13 L. Shoulder	__/__/__/__		27 Lower Back			__/__/__/__			
14 R. Forearm	__/__/__/__		28 Gluteus			__/__/__/__			

OOG Armour Card

After Logistics and the Marshal, you find your campsite. Your friends have already arrived and set up. You notice that your friend Duncan has laid a very large trap in the grass just to the north of the tent. Unfortunately, the game has not started so you only know this out of character. Your character cannot know this information unless Duncan actually tells your character.

The game begins. Fortunately, Duncan tells everyone in your camp not to walk into the trap in the grass and shows everyone where it is. This is good. It means that if you avoid the trap now you will not be accused of meta-gaming. Meta-gaming means using information you have learned out-of-game for in-game means. It is considered to be cheating.

Your friend Duncan (who is a Nightblade), informs Ariel (an Assassin) and you, that there is a man in town named Jeremiah, and that Jeremiah has a bounty on his head which was put there by a nearby Thieves' Guild. Unfortunately, Jeremiah is also the mayor of the town, so collecting on this bounty might be considered illegal. All of you decide that money is very important right now. Your group is going to try to capture Jeremiah alive and take him to the Thieves' Guild encampment outside of town. You wait until night falls and then make your way to the mayoral residence.

When you get there, you find that there is a guard posted at the front door. He looks tough and is wearing a great deal of plate mail armour, but no helmet. The three of you do some whispering and decide to take him out quietly. Ariel begins walking past the mayoral residence and fakes twisting her leg. The two of you wait in the shadows watching as she curses under her breath and falls in the roadway near the guard, pretending to be in great pain. The guard watches suspiciously for a moment and then comes over to help her. Now Duncan leaves his hiding spot and walks over to where Ariel and the guard are.

"What's wrong?" asks Duncan.

"This woman has sprained her ankle it would seem," says the guard. The guard is now bent over Ariel's twisted foot.

"Just a minute," says Duncan. "I may have a Healing potion in my pack." Duncan stands over the two of them and begins to root around in his pack. But instead of taking out a Healing potion, he produces a dagger and nods to Ariel. Ariel produces a dagger as well, from behind her hip, and strikes at the guard.

"1 Normal," says Ariel, to signify that her character is striking at the guard for 1 point of Normal damage. The guard is surprised, but answers with, "Magic Armour." Magic Armour is a spell-protection which blocks the first attack from a weapon strike. Duncan and Ariel suspected that the man might be wearing one and that is why Ariel struck first. Now Duncan uses his Out of Game Sap rep, which represents the butt end of his dagger, and strikes the man between his shoulder blades, saying "Surprise 1 Normal Sap". Sap is an attack that surprises the target and is an attempt to knock the person out from behind.

In this case Duncan is successful because he struck squarely between the shoulder blades (this represents smashing the victim on the head) and the guard slumps over into unconsciousness. Ariel then jumps up and motions for you to come over to them. Before going into the mayor's house, however, the three of you decide to search the guard. This always takes 1 minute of time to do unless they have unlocked an advanced skill.

In this case, Ariel loots the guard for 60 seconds. When she is has finished, the player who is playing the unconscious guard opens his purse, pulls out some gold coins and gives them to Ariel. "Come on," says Ariel. "We should hurry before anyone comes along." The three of you hurry up the front walk of the mayor's house and enter the door. Immediately a middle-aged man looks up at you.

"Who the hell are you?" he asks. "What do you want?"

"We're here to collect on a bounty," says Duncan. The man suddenly bolts for the back door and rushes through it. The three of you follow running and find that the man has ascended a small staircase. Duncan rushes up the stair first. Ariel follows him and you follow third. Halfway up the stairs you hear an electronic buzzer go off from the top of the stairs. "HOLD!" says a voice from upstairs, and everyone stops and gets down on one knee.

The Hold command is an out-of-game expression and should not be used any other time. It means to stop what you are doing and get down on one knee. Usually it means that someone has hurt themselves for real, or that there

is possible danger of injury. Sometimes it is used when fighting becomes confused and rulings must be made. In this case, Duncan has set off a trap that the mayor has laid at the top of the stairs for just such emergencies. You realize that there is an out-of-game Shaper upstairs. Good thing, otherwise you might have had to go find one. You hear the Shaper say, "Sleep Gas trap, Duncan. Five foot radius." The Shaper determines that Ariel was not caught in the trap and then calls a Lay-on. "3, 2, 1, Lay-on" says the Shaper, and the action resumes.

Ariel and you rush to the top of the stairs to find Duncan in a heap on the floor, apparently unconscious. The mayor is climbing out a window on the other side of the room to go down a ladder. In a second, he is out of sight. You rush to the window to see that he is already on the ground and turning to run. Quickly, you raise your bow, an arrow already notched. You fire at the mayor and the arrow hits him in the back. You shout loud enough for him to hear "3 Body". The mayor collapses in a heap on the ground. The term "Body" in this case, is used when the weapon being used is armour piercing meaning Armour Points do not stop it. The amount inflicted, in this case 3, is subtracted directly from the victim's Body points. If the mayor were wearing Magic Armour as his guard was, the Magic Armour would have nullified your attack.

As quickly as you can, the three of you gather Duncan, the mayor (who is unconscious but not dead), and make off for the Thieves' Guild to claim your reward.

This is a representation of how basic combat works. Some things you do must be called out, like damage and spell defenses, but everything is acted out as realistically as possible. Everything you do is real-time, and up to you. Be a good guy or a bad guy. You decide. All the choices are yours.

Role-playing

Role-playing is a little different from acting. It is not rehearsed, so it can be a little intimidating at times. It can be like being an actor on stage with everyone looking at you, but having no lines. You have to know what to say. Eventually it will come naturally. People who have role-played for a while will often tend to distinguish between "good" and "bad" role-playing. This has nothing to do with whether your character is good or evil. A "good role-player" refers to someone who never drops out of character to laugh or make out-of-game comments. In most people's eyes, a good role-player does not call holds and stop the game unless it is necessary. They are good-spirited people who role-play well in every situation, even their own deaths, without out-of-game complaining. Going out-of-game is frowned upon once the game has started. Good role-players are not playing the game to win or lose, but rather for the act of role-playing itself, even if things are not always to their character's advantage. Speaking out-of-game unnecessarily is against the rules.

In order to help give a better understanding of what makes for a good role-player, we have compiled a short list of things that many players and staff appreciate and admire in other players:

- Always be courteous and respectful of other people's property. Sometimes your character will have the opportunity to steal things in-game. Please realize that the physical representation for the character's object you have stolen often belongs to the player. If you steal something, you will get to keep the tag, though you will have to get your own physical representation for it. Turn the other player's item over to a Shaper so that they can give it back to them out-of-game.

- Stay in character. This helps to set the mood. If you drop out of character a lot, other people may get irritable. They all want their environment to be as realistic as possible. Speaking out of game unnecessarily is not only bad role-playing, it is also against the rules because it makes the game worse for everyone around you.

- Costuming really helps. It won't upset people if you don't have a good costume, but many people love to see a great costume and find it admirable when people have good costumes. It also helps you to get to know your character. Often, clothing says a lot about a character and will even help you discover new things about them. Try to avoid anachronisms. These are things like watches (out in the open), pop cans,

coolers, running shoes, etc., which destroy the atmosphere of the game. Glasses are fine. They have been around since the 13th century anyhow, so they are not anachronisms. Please avoid the use of any real world military insignias or real world religious items or symbols. For some faiths it is required that people keep their out-of-game religious items with them. Please be respectful, and please be aware that Underworld is respectful of this. Please also be aware that any fictional religions which are created in-game by players and/or staff must be fictional and must be created respectfully so as to not have any out-of-game relationship to real world religions.

- Role-playing damage is often important. If you are struck with magic or a weapon, react accordingly.

PLEASE DO NOT RISK INJURY TO YOURSELF OR OTHERS.

The Shaper Team

The Shaper Team consists of the Lead Shaper, Shapers and Non-Player Characters (NPC's). Combined, they are storytellers, organizers, Out of Game mediators and much more. Simply put, Shapers write the introduction to the story and you, the Player Character (PC) write the middle and end based on your actions.

Shapers are managed by the Lead Shaper who writes longer running plot spanning multiple seasons, as well as managing the Shaper Team to ensure rules are followed and plots progressed. A Shapers job, outside of writing stories, is to marshal scenes, fights and adventures to ensure that both the PC's and NPC's are following the rules and our safety standards.

Shapers are sometimes referred to as Marshals or Plot.

Combat

Underworld LARP is a moderate touch combat LARP with lightest touch rules reserved for spears and weapons of exceptionally small size. Moderate touch combat means you may hit or be hit by safe padded weapons hard enough to feel it solidly but not hard enough to leave marks. Moderate touch also means that players can physically touch you, albeit it lightly, to get your attention, brush past you if you are blocking their path or to cast a spell on you. These interactions should never be done with force and pushing and shoving is not acceptable.

Opt Out Policy

Underworld LARP is an 18+ game with heavy horror overtones. If you find yourself in a mod that is triggering or uncomfortable, we respect your right to Opt Out and leave the current storyline at any time. If the rest of the PCs in the mod die, your character will as well. Other than the consequences of dying, such as losing your items and needing to resurrect, there will be no in-game consequences for Opting Out.

Counted Movements & Declared Actions

In Live-Action Role-Playing, it is sometimes necessary to declare an action that takes a few moments to perform, and requires real-world effort, or is not safe to physically perform. Physically picking someone up, cutting clothing, drinking a potion, shackling someone with manacles, and branding someone are all examples of declared actions. These declared actions are usually performed with a 5-count, but some actions may require a longer count at the discretion of the Shaper present or due to another rule. In order to perform a declared action, you speak out loud: "I pick you up 1, I pick you up 2, I pick you up 3, I pick you up 4, I pick you up 5." If there is a longer count, you

repeat the phrase until your count is up. Each repetition counts as taking 1 second, even if it does not take you 1 second to say it. You must be close enough to touch the intended target of the action and, where possible and safe, mime the action. When carrying another player, you may only walk. If two people are carrying someone, all three can run.

Declared actions may be interrupted by anyone nearby, by touching the person performing the action and stating: "Interrupt". You can also interrupt a declared action against you by stating: "Interrupt" if you are conscious (you can still interrupt while bound or paralyzed). After an action is interrupted, you must begin your count again. All counted actions with a count longer than 3 can be interrupted unless otherwise stated in their description. Counted actions with a count of 3 or shorter cannot be interrupted. Suffering any damage to your Body points while performing a counted action longer than 3 seconds will immediately interrupt your count and you must start the count again to complete your action. Interrupting a count for a limited-use skill or ability will use up that skill or ability up for the day.

The Honour System

In Underworld, we use the Honour System as much as possible. You are expected to keep track of your Body and armour points, as well as your skills and spells. To help with tracking things, we use the tag system, which is meant more to help you than it is to check up on you.

Sometimes you will become confused as to how much damage you have taken. The Honour System allows you to be the judge of that, and to determine as honestly as possible how many Body points you have remaining. Sometimes, people will ask out-of-game to see your character card. Don't assume that they think you are cheating. As you play longer, you will come to see that some things are confusing for people, or that you are using a new unique ability that they have never heard of.

Checking tags and skills is necessary, even if people trust each other and know that they never cheat. You too, may wish to check someone's tags or card, and you are perfectly entitled to do so. If you ask someone and they would prefer not to show you, they may instead show a Shaper or Marshal. Please give people the benefit of the doubt. Mistakes can be cleared up with a Shaper. Please be aware that even Shapers make mistakes. Accept their ruling, even if you know it is wrong, and then the incident can be cleared up later, even if you die because of it. Shapers are very reasonable and will often elect to not "record" a death on your character card if the death was unfair or due to a misruling. Please help to maintain a fun, fair, safe and good-spirited game for all players and staff.

How to Create a Character

In this section, we will go over how to create a character and some of the things to consider when doing so. Before actually addressing defined concepts such as race and occupation, we suggest a more abstract approach. A good idea is to decide what kind of character you would like to play in terms of personality, background and moral sensibility. Here are some things you might want to ask yourself:

Personality
• What is the basic personality-type of my character? (What one word might describe them best?)
• How does my character get along with other people? (Or other types of people?)
• Does my character have any quirks or flaws in their personality?
• What does my character like/dislike? (In regards to things such as work, hobbies, moralities, beliefs…)
• How would my character react to different emotional situations? (Violence, compassion, awe, etc.)
• What are my character's thoughts on religion?
• What does my character do in their spare time? What do they enjoy doing?
• How do they react to society? What do they think of laws? What are their reactions to differing social classes? Where do they fit into society? Do they value wealth/power?

Background
- Where is my character from? What type of society? (E.g.: City, village, outcast/bandit/travelling caravan, etc.)
- What were my character's parents like? Siblings? Is my character no longer with them? Why?
- Why is my character in this location? Did they leave their place of birth, or were they born here?
- What did my character do for a living, up to this point? Education? Training? Work?
- Would my character have any stories to tell people about their past? Exciting tales or deeds they have done?
- What would my character value about their past (both good and bad)? What experiences have they gone through that made them what they are today?

Future
- What plans does my character have? What are their goals in life?
- Is my character trying to escape their notorious past, or are they simply adding to it?

Defined Choices Regarding Character Creation

Having outlined a general concept, it is necessary to make some definite choices for your character. Consulting the rest of the rulebook will help you make those choices. Don't worry about changing your mind after the first event. After the first event as that character, you are able to change or 'remort' your character if you were not satisfied with the choices you made. After the second event, your choices are final.

Your must choose the following:

- **Race:** Choose one of the base Races listed in this book. Regardless of your race, your character is the size that you physically are. If you are a 6'5" dwarf, then you are simply an unusually tall dwarf.
- **Occupation:** Choose one of the base Occupations that best fits your character concept. It is not possible to later change occupations, with the exception of the Renowned Occupations and Vocations that you MUST discover in-game (see the Soul Frag book), so choose wisely.
- **Skills:** Choose the skills your character will start with. Skill costs are based on the Occupation you chose. All characters begin with a base 150 character points (CP), in addition to any racial bonuses.

True Names

In Underworld, much like in mythology, names have power. In folklore, knowledge of a True Name allows one to magically affect a person or being. Such names could give power to the person who knew them (even over Gods in some beliefs). This is an effect used in many tales. Underworld holds a similar belief with True Names. Fae Magic and some advanced Ritual Spheres rely heavily on a target's (or caster's) True Name. Sometimes a True Name is beneficial, sometimes detrimental. Every player in Underworld should choose a True Name for their PC. Having no True Name leaves you defenseless against attacks that would require one. Imagine your True Name as a lock that protects a doorway that leads to your Spirit. Without a True Name, that door is always unlocked.

So let us assume your character does have a True Name. Where does it come from? Who chooses it? Well, that question has plagued scholars and mystics alike. Perhaps the fates themselves name you at birth; perhaps it is something even greater. Whatever the reason, what is known is that some force secretly influences those people who name you at birth. The only real decision you, as a player, need to make is whether your character knows their own True Name. Many positive and negative abilities and spell effects rely on your True Name. Choosing not to know will not always protect you. There are also ways that will allow someone to find out your True Name. These effects are rare and generally possessed by the most powerful Fae and Mages.

There is one key rule that must be remembered when dealing with True Names. A player can never be forced, magically or chemically to reveal their True Name. Certain Ritual Magic can reveal another's True Name, as can certain events or effects, at the discretion of a Shaper. This also does not mean you cannot be tricked or blackmailed into revealing your True Name, it just means that it cannot be obtained by force. If you reveal your True Name, it is always because you chose to do so.

Rules and restrictions regarding True Names:

- Your True Name is only one word and may not exceed 14 characters in length.
- Your True Name must be marked down on your character sheet.
- You can never be forced, magically or by alchemical means, to reveal your True Name.
- Once you pick your True Name at character creation, it cannot be changed.
- A True Name must be spelled out in the common alphabet and cannot contain any symbols or punctuation
- It must be period appropriate (ie. nothing modern or from pop culture/history)

Character History

Once you have designed a basic character concept and determined your defined character choices, you'll want to write a character history. In general, a character history should be approximately one page long. A character history is a written account of your character's life up until the point at which they start the game. Some tips and suggestions for a good history follow:

1) Keep it simple, short, and to the point! 1-2 pages is more than enough. Summarize. If you would like to write a longer version of your history, you may submit one later.

2) Characters often change by their second or third event. Don't paint yourself into a corner when you are still learning about the game. Long, complicated backgrounds may be more difficult to role-play than you originally thought, and you may find yourself abandoning your history once you have a better understanding of the game world.

3) Keep in mind that your character is level 1. Fighting off 20 bandits by yourself in an epic battle will sound questionable when you can't defeat a single kobold at your first event. You are unskilled and inexperienced. You will become a hero in game at events; you do not arrive as one.

4) If you are a member of an organization, you are the lowest possible rank. You're a recruit in the military, a novice in a religious order or an apprentice in the mage's guild.

5) You may begin with sentimental items or heirlooms and even rep them in game.

6) Try to be original. Avoid being an amnesiac, an orphan, or the moody rebel. Your character is an adult.

7) Find a reason for coming to town, even if you abandon this reason shortly after arrival.

8) Joining with friends? If you are, write histories that all share the same stories. Or even better, write a single history for all characters. The Shaper team prefers to give time, effort, and personal plotlines towards groups of players rather than a single player.

What will not be approved in a character history:

- Any advantage that new character cannot have.
- Special powers or abilities which were not purchased with CP.
- Special contacts (vampires, clerics, military generals, etc.).
- Magic items, dormant or not.
- Being part of a noble or important family or special NPC organization.
- Names of historical, pop culture or real world religious figures.

Experience & Character Points

Your character gains levels in Underworld by amassing what we refer to as Character Points (CP). Every time your character comes to an event, they gain a Blanket of Character Points at the end of said event. A Blanket's

value is determined by your character's level. The higher the level, the less the Blankets will be worth in CP. After your first event, a blanket of Experience Points (XP) would be worth 65 Character Points.

Blankets of experience that you earn can be applied to any character you own, even if you earn the points with another character. They are banked on your character sheet and can be spent in the future. You are allowed to spend a maximum limit of two Blankets per month, per character, no matter how many Blankets you have banked. Blankets can be applied to a character and the CP left unspent.

Blankets are spent/applied 1 at a time, meaning that if you wish to apply 2 Blankets to your character but the 1st blanket raises your level, the 2nd will be worth less XP. Blankets can only be spent at Logistics or Prelog.

Chart 1-1 shows the number of Character Points gained at each level. It takes 100 Character Points to gain a level. As you go up in level, you gain fewer Character Points per Blanket of Character Points. No matter what level you are, you will always gain at least 10 character points per Blanket.

The CP Column shows how many Character Points you acquire per Blanket. Once you acquire 100 Character Points, your character level increases by one and the remainder of your character points are equated at the new character level row. Also, note your base number of Body points changes to the new Base Value, if applicable.

All characters receive 150 free Character Points to start with. Thereafter, they must earn their Character Points by attending events.

Character Points are the building blocks of your character. All abilities and skills take Character Points for your character to be able to learn various skills. Skill costs are calculated in Character Points and vary widely, from only 10 CP to buy some skills, to 200 for others. All skills and costs are outlined in the "Skills" section.

Life & Death

As a player in Underworld, the rules regarding life and death are important ones to understand. Body points represent your life force and as they decrease you come closer to death. The maximum Body points a character has varies by occupation, race, and level (See chart 1-1).

Character Level	CP Total	CP per Blanket	Base Body points		
			Warrior	Rogue	Scholar
1	150	65	6	4	3
2	250	43	8	5	4
3	350	34	10	6	4
4	450	28	12	7	5
5	550	24	14	8	6
6	650	22	16	9	6
7	750	19	18	10	7
8	850	17	20	11	8
9	950	16	22	12	8
10	1050	15	24	13	9
11	1150	14	26	14	10
12	1250	13	28	15	10
13	1350	12	30	16	11
14	1450	12	32	17	12
15	1550	11	34	18	12
16	1650	11	36	19	13
17	1750	10	38	20	14
18	1850	10	40	21	14
19	1950	10	42	22	15
20	2050	10	44	23	16

* After the 20th level, follow the same progression.

Chart 1-1

Body points

During the game, your character will lose Body points from damage that you suffer from weapons, spells, and other effects. Should your body drop to less than 2, you are in grave danger of becoming semi-conscious, unconscious, or worse – dead. While your Body points are at 2 or higher, you are able to function normally. Temporary Body is removed by damage before any other Body points. Temporary Body points do not stack so you only take the temporary Body from whichever source provides a greater number.

Semi-consciousness
At 1 Body point, you become semi-conscious and have difficulty performing actions. While semi-conscious, you may not move faster than a walk, and using any skill or ability will drop you to 0 Body, which renders you unconscious. You may, however, use potions, magic items, and Alchemy on yourself to heal Body points.

Defenses that automatically go off will not trigger the unconsciousness. Unless you are healed or injured further, you will remain semi-conscious for 5 minutes, after which time you will gain 1 Body point. You will not automatically regenerate past 2 Body.

Unconsciousness

When you reach 0 Body points, you become unconscious. Unless you are healed or injured further, you will remain unconscious for 5 minutes, after which time you awaken with 1 Body point.

Racial & Spell Protections While Unconscious

Spell and Racial protections can be divided into two categories: those that activate automatically and those that require conscious activation.

Current Body points	Physical State	Duration
Healthy 2 +	Alive and conscious	N/A
1	Alive and semi-conscious	5 minutes
0	Unconscious	5 minutes
-1	Dying (Bleed Count)	1 minute
After 1 minute at -1	Dead (Death Count)	5 minutes
After 5 minutes at Dead	Dead: Resurrection Required	N/A

Chart 1-2

When unconscious:
- Spell protections that require conscious activation cannot be used.
- Spell protections that activate automatically will function as normal.
- Racial protections must always be activated by the target, and can be done so regardless of whether the target is unconscious or not.

Bleeding Out and Death

At -1 Body Points, your character is dying. You must immediately begin a 1-minute Bleed count. While in your Bleed count, any amount of healing from any source will bring you to 1 Body point. If the healing received is in the form of temporary Body, you will still go to 1 Body point but if the temporary Body is dispelled, you will enter your Bleed count again, starting from the beginning of the count. Once this 1-minute Bleed count expires, you must begin your Death count. A Killing Blow delivered to you while in your Bleed count, or otherwise, will forfeit the Bleed count and take you into your Death count immediately.

Upon entering your Death count, you must begin a 5-minute count. While in your Death Count, your Spirit has left your body and is hovering nearby. Once the Death count begins, all Battle Magic spell effects, including protections, are removed from your Spirit. Standard healing no longer works, and the only thing that can revive you is a Life spell or other Life effect. Once your 5-minute Death count ends, you are dead. Your spirit will then travel to the nearest Resurrection Circle to be resurrected (see Resurrection).

When in spirit form, it is necessary that you wear your white headband, or put one hand on your head to indicate that you are out-of-game. Your body dissipates, leaving your in-game belongings behind. Leave your weapons and tags where you died. You may also leave other bits of your costume to help those who find them identify who died there.

Natural and Magical Healing

There are many forms of healing found throughout the land, from the gentle touch of a friendly physician, to the mortal wound restoring magic of a battle healer. As you overcome obstacles and adversities, you are bound to get a couple of bumps and scrapes along the way. When you take Body damage, you will require some degree of healing to be restored to full health. This can range from a physician's bandage to a magic healing spell. Each healing method will have an associated number of Body points it will heal. Add that number to your current Body points and enjoy the effects of a restored Body.

Healing can never restore you past your maximum Body points, as determined by your level and racial abilities; any excess Body points that were healed past your maximum are lost.

Debilitating Effects

Occasionally you may find yourself stricken with a debilitating effect like Sap or Silent Strike, which only ceases once a specific amount of the Body has been healed, as indicated in the effect description. When you heal this damage, the negative effect will cease immediately. If you have temporary Body points when stricken by this type of effect, a single Body point of healing will remove the effect.

If all else fails, you will naturally heal on your own if you regularly take care of your wounds. Once every 24 hours, occurring immediately after your ten-minute Reset, you may choose to spend an additional ten minutes cleaning your wounds; doing so will naturally heal 1 Body point. Characters begin every event at full Body.

Drinking, the Effects of Alcohol, and Stamina Points

Underworld LARP has a very strict zero tolerance policy on OOG drinking during combat events. This does not mean that you cannot pretend to drink in character.

Whether it be the rancid, sour milk of a Dwarven Gutbuster or the distilled fermented displacer blood of Dark Elf Shade Wine, alcohol plays an important part in the in-character, game world. Characters that drink to excess will get drunk. More robust and constitutionally sound characters will obviously have a higher tolerance to alcohol than their weaker and frailer companions will. This is measured in Stamina Points.

Your total Stamina Points are always equal to your unaltered total Body points. All normal alcoholic beverages will be assigned a damage value and a number of servings. The exact numbers are determined at creation by the logistics marshal or a Shaper, and are written on the tag. The Stamina damage value on a bottle of alcohol is the value of each drink, cup or shot. Once consumed you will look at the damage value and mentally subtract that from your total Stamina Points. The lowest a character's Stamina can go is 0. The closer you get to zero, the drunker you become. This effect should be role-played appropriately. A character cannot tell how much Stamina damage a drink has, only that it is alcoholic.

When you reach zero Stamina Points you have achieved a level of extreme intoxication and are no longer able to properly function for 10 minutes. During this time, you are unable to use any skills or abilities, speech is slurred to an unrecognized level, and walking straight is impossible. If you drink alcohol while you are at 0 Stamina, you will immediately pass out drunk for the next hour, after which you will wake up at 2 Stamina. Once the 10 minutes of extreme intoxication passes, you will return to 1 Stamina Point and from that point on Stamina Points regenerate at a rate of 2 points per hour. If you drink hot coffee or have your head dunked in cold water, for the next hour you will double the rate of Stamina Point regeneration. Outside of extreme intoxication, the loss and gain of Stamina Points has no effect on your Body points or the use of skills and abilities – just roleplay your level of drunkenness appropriately. Some rare brews, as well as magical and alchemical intoxicants can have a damage value much higher than normal alcohol.

Please drink responsibly in-game and remember that drinking real alcohol is still strictly forbidden.

Example – Schmendrick the Bard has had his heart broken again and has decided to drown his sorrows, in character, at ye local tavern. Schmendrick is Level 5 with 6 Body points, and therefore has 6 Stamina Points. He orders himself up a tall glass of High Elven wine and hastily throws it down the hatch. After drinking, Schmendrick looks at the tag and sees the damage value for that glass of wine is 2. He subtracts 2 from his total Stamina Points, which brings him to 4. Schmendrick is 1/3 on his way to extreme drunkenness. The player role-plays the effects by slurring Schmendrick's speech and bumping into other bar patrons. A short while later Schmendrick orders another drink, this time with a damage value of 3. This brings his total Stamina Points to 1. Schmendrick is now very drunk. He tries to pick a fight with the bouncer, unsuccessfully flirts with the waitress, and eventually gets lost on his way to the outhouse. Schmendrick knows when enough is enough and is aware that another drink will put him over the edge so he calls it a night. He leaves and drunkenly staggers back to his camp while singing loudly (and poorly). In an hour's time Schmendrick has sobered up somewhat and his total Stamina

Points have regenerated to 3. He is still feeling the effects of the drinks and likely some hangover but it isn't as bad as it once was.

Strength

This represents a character's raw physical power. Each character's Strength starts at 0. For every +2 Strength, your weapon will hit with +1 damage. This does not apply to missile weapons like bows. Strength may also be used to "push" an opponent. To do so, both hands must be empty and placed on the target's torso or shoulders. The attacker must then declare "+X Strength push". The target will be "pushed" +2 feet for every +1 Strength. Equal or greater strength can be used to resist a push by calling "No Effect". Any other uses of Strength are limited to those given in skill descriptions or by Shapers. Depending on your character's race, they may be able to purchase additional Strength as a racial skill.

Multiple individuals may work together to beat a Strength requirement. To do this, all the individuals must place their hands on the target in the appropriate location. One of the individuals involved must then state, "+X Strength push", or whatever the appropriate call would be in the circumstance. When combining Strength, each person adds their numerical Strength to the total Strength pool. Since a character begins with +0 Strength, 6 individuals with 0 Strength still sum up to 0 Strength.

Blood

Blood is powerful and it has many uses, from Wytchcraft to Ritual Magic. In the wrong hands a character's blood becomes a powerful weapon that will likely be used against them. Blood is obtained from bleeding the host, who is often unwilling. Harvesting enough blood to use with any skill, ability, or spell requires a full 30-second count, which produces enough blood to fill a 1-liter vessel. Each liter of blood that is harvested inflicts 1 Body point of damage on the host.

Blood cannot be taken from an unwilling target without their knowledge without a Shaper present, nor can any blood be withdrawn without target's knowledge unless they are somehow incapacitated. Blood cannot be harvested from a host with a threshold, unless that threshold can be breached with the tools available, nor can blood be harvested from a host who is in their 5-minute Death count.

Harvested blood must be tagged and signed for out of game by the host player or a Shaper. All blood, no matter the quantity, expires after 1 month unless it is extended through ritual magic or alchemy. The harvested blood does not dissipate if the host dies and resurrects.

Killing Blow Delivery

A Killing Blow is a death strike. It is a final assurance that the victim of an attack is dead. A proper Killing Blow takes a 10-count with bare hands or a 5-count with a weapon. A successful Killing Blow (one that has not been interrupted) forces the victim to skip their Bleed Count and proceed directly into their Death Count. The attacker may optionally choose to put the victim into their Bleed Count instead of their Death Count. The call for a Killing Blow is "Killing Blow 1, Killing Blow 2, …" and ends with "Bleed" if the attacker does not wish the victim to skip their Bleed Count. A Killing Blow without this suffix will place the victim in their Death Count. Unless a victim is unconscious or bleeding out, the victim can interrupt the Killing Blow at any time. If a victim is helpless, such as by being bound, asleep, or having all 4 limbs bound, the attacker may choose to have their attacks go straight to the victim's Body, bypassing their armour. A Killing Blow cannot be used to decapitate the victim.

When a PC reaches 5th level they are considered to be "Killing Blow active". This means that NPC random encounters may use Killing Blows on them. NPCs should ask what level you are before delivering a Killing Blow. If they do not, simply inform them in a discrete manner. Before a PC reaches level 5, they cannot be attacked with a Killing Blow by an NPC except in special circumstances. Players are always Killing Blow active with respect to other players.

Death in Underworld

While in your Death Count, your Spirit has left your body and is hovering nearby. All that can save you is a Life Spell or similar effect. You may choose to forfeit your Death Count. If so, proceed directly to be resurrected. Immediately after your Death Count ends, your spirit will travel directly to the nearest non-hostile Resurrection Circle (see Hostile Circles). Your character does not need to know where the circle is; your Spirit automatically knows where to find it.

When dead, you must put on your white headband and you are not permitted to communicate with other players, whether they are alive or dead. You must leave your in-game possessions (like weapons and all tags) behind to represent your body. It is a good idea to leave a well-known piece of your costume that others can identify as you, should they come upon it.
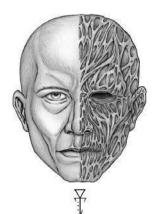
Resurrecting

Before resurrecting, you must go to NPC camp to let the Shaper team know you have died. They will record your death, and marshal whether your Spirit remembers its death (see below) and whether your character suffers Final Death (see Final Death).

Once your Spirit (represented by you out-of-game) has found a non-hostile Resurrection Circle, it will enter the Circle and the process of Resurrection will begin. A barrier circle will not prevent a Spirit from entering a Resurrection Circle.

When a Spirit enters a Resurrection Circle, all of those who are invested in the Circle will be made aware of its presence, no matter how distant the Circle is to them. Two things can happen at this point: either someone who is invested in the Circle will arrive and perform the Resurrection process or the Circle itself will resurrect the Spirit. The Spirit will arrive inside the Circle as a red cloud of loose strands and wispy filaments. The person being resurrected is unidentifiable to all who see them, save those invested in the Circle.

If an individual who is invested in the Circle is present or arrives to perform the Resurrection, the process takes a total of 10 minutes. During this time, the investor begins re-forming the Spirit by plucking and knitting the Spirit strands into the form of a body. It is in this manner that the body will re-form as time progresses. At the end of the 10 minutes, the body has been fully rebuilt and will regain consciousness with full Body points.

If an individual who is invested in the Circle is not present, the Circle itself will resurrect the Spirit. This is a long and painful process for the Spirit, taking an hour to complete. The body will begin to re-form but without the assistance of an investor, the strands and filaments must re-knit on their own. Although very taxing, there is no permanent damage to the body and it will be fully conscious and healed at the end of the hour.

The final step of Resurrection is to determine if your Spirit remembers its death. There is a 1 in 10 chance that your Spirit will remember the hour immediately prior to your death. Whether your Spirit remembers or not can be determined by the rolling of dice, writing a number on a piece of paper and having the dead PC guess it or any other means convenient at the time. This is administered by a Shaper. If the odds are against you, the memory of the hour preceding your death will be forever lost. This also means that you cannot remember where you died. If your Spirit cannot remember the death, the Shaper may tell you a fantastical Resurrection Dream of what you remember happened to replace the lost memory. Your Spirit knows this dream is false. If there is no Resurrection Dream, the memory is simply blanked out.

If you were turned into an Undead after death, this does not change the timing of the hour; the hour duration is set by the end of the 5-minute Death count. Any time spent Undead before the five minutes are up will be remembered. Any time spent Undead after the five minutes are up cannot be remembered.

A body that has successfully undergone Resurrection will:
- Be naked (in-game, not out-of-game)
- Be at full health
- Have no spell protections or spells attached to their Spirit (minus most Ritual Magic)

Hostile Circles

When approaching a Resurrection Circle, you can use your out-of-game knowledge to determine that the circle is hostile to you. The circle can be considered hostile for many reasons, such as an investor who might wish you harm, the type of circle, and even its location or what is going on around it. Meta-gaming is allowed in this one situation, as it is unfair to resurrect at a circle only to be immediately killed. If the nearest circle is considered hostile, your Spirit will ignore it and move on to the next closest, non-hostile circle. If you do not know where another circle lies, it is a good idea to find a Shaper who can inform you about other circles within close range that you might not know about.

Final Death

Each character receives two "free" deaths. These free deaths guarantee that you will not suffer the Final Death the first two times you die. Starting with your third death, you have a 50% chance of taking the Final Death and dying permanently. A coin flip is usually used to determine whether you took your Final Death. A Shaper must be present and they must perform the coin flip. If a Shaper is not present, you MUST immediately find one to perform the coin flip. If you take your Final Death, your body will reappear where it died to remain there as a permanent corpse.

Scarring

You can choose to be scarred after taking Body damage, with Shaper approval. Even though your Body points might be restored through healing, you can remain scarred, should you decide to do so and receive Shaper approval. Once you are scarred, the scarring cannot be removed until your next successful Resurrection. The scar remains permanently after receiving healing because the Spirit chose to remember the scar and it is now part of the Spirit. Losing an eye or a limb is considered scarring. Scarring cannot remove any racial requirements, such as having an elf ear 'torn off'. When you resurrect, you can choose to keep the scar or to have it heal. There are instances where the scarring ran so deep it affected the Spirit permanently, and the scars never heal. This is a roleplaying choice for additional character development.

An example would be a pirate who has a hook for a hand. The character would gladly resurrect with a new hand rather than the hook but the player of the pirate would like to keep it, so he resurrects without the hand to further the character's development.

Retirement

At any point, including at their time of death but prior to flipping for final death, a player may elect to retire their character. If a player retires their character they will receive half the experience blankets they have already applied to that character (rounded down, up to a maximum of 28) which may be used to create a new character. If a new character is not created with these blankets, they disappear.

It is important to note that a retired character does not mean a dead character. When you choose to retire you are giving the rest of that character's story to the Shaper team and the decisions they may make with it may not always make you happy. If your character is important to you, in such a manner that it would bother you to see its

ending written by another, then we strongly encourage you to take your resurrection flip and see it through to the true end. Anything that happens to your character after you retire it is in the hands of the Shaper team and you will not be allowed to play that character again unless asked to. All item tags owned by the retiring character must be turned over to the Shaper team upon retirement.

Resurrection and Age

Children and teenagers do not resurrect, as their spirit attempts to resurrect but is too weak to do so. Neither do animals. All characters must begin at an age where they are old enough to resurrect.

When a character's age reaches or surpasses their maximum Life Span, they will suffer a Final Death. Some Ritual Magic ritual flaws, backlashes, spells, and monster attacks may result in premature aging of a character. In some cases, the ritual itself will age the caster. Aging will persist past resurrection. There are ways to reverse premature aging, but they must be discovered in game.

In Game and OOG Colours

Some colours are reserved for both out-of-game and in-game use:

White: A white ribbon on an object or player means that that person or object is Out of Game.

Green Glow Stick: In glow stick form, green is reserved for Alchemical Lights.

Orange Glow Stick: An orange glow stick represents a Ghost or Spirit visible only to those with Mysticism. Not to be confused with a typical Undead, Ghosts and Spirits are lost souls that appear as semitransparent versions of their living selves. Approach at your own peril!

Lighting

Each Guild has its own policies regarding light sources such as lanterns.

Lanterns must be:
- Free of any open flame.
- Diffused so that they don't ruin night vision.
- Look period

There are many available battery powered light sources that meet these criteria. As long as the light source is not anachronistic and fits the period-look, and it is not an open flame, it will be allowed. While the above restrictions pertain primarily to OOG concerns, there are also some IG restrictions to keep in mind. The following restrictions apply to lights:

Safety Lights: Must be diffused red, these are primarily hand-held flashlights. These lights are considered to be OOG when used.

Stationary Lights: Lights in this category include things like Candles, Fixed Lanterns as well as any light source that isn't removed from a camp it is placed in, do not require tags or Alchemical Lights.

Carried Lanterns: If you want to carry a lantern or light with you to multiple places as an IG light-source, you must have an Alchemical Light tag attached to it.

Looting & Searching

In order for a player to begin searching or looting a target, the player's hand must be within reach of the target. A search may be conducted for as long as the player wants, though in most cases 60 seconds is sufficient. At the end of the search count, your target will give you all the coin, in-game objects, tags and tagged objects on their body that you found. If the looter needs to leave before the target can physically produce all their coin, in-game objects, tags and tagged items, it is assumed that the looter has those items and the target must give the tags to the looter as soon as possible. If a tagged item or spell focus is plainly visible on the target and can be easily taken off of

their person, it can be removed without going through a search count. Reminder: phys-reps are the OOG property of the player, so you must not break or damage them.

To initiate searching, begin the search count: "Searching 1, 2, 3…60" or "Looting 1, 2, 3…60"

A player can search or loot a target for as long as they want. While 60 seconds is normally sufficient, some individuals may have skills which make finding their items more difficult. In these cases a longer search or loot time will be required.

Thieving and You: A Bandit's Guide to Skullduggery

Underworld LARP is an 18 + game with heavy horror overtones. This means that in your character's life you are likely to encounter or engage in love, hate, murder, death, bribery, corruption, ritual sacrifice, the eating of babies, and of course thievery.

Because we are an 18+ game we expect our player base to act as adults when confronted with any of the above. Thievery is the most important out of all the evil that you can do because it requires you to engage in certain out-of-game activities (the actual taking of in-game property). Below are the rules for in-game thieving at Underworld LARP. **These are not suggestions; they are heavily enforced rules.**

Step 1 - Where are you looting?

If you are taking an item that is NOT in an unoccupied tent then you can carry on to Step 2. If you are looting a personal tent or cabin and its owner is not there (dead or otherwise) you MUST have a Shaper present. You CANNOT enter a player's personal property alone without a Shaper. If you are caught doing this, you will be removed from the game and possibly charged.

Step 2 - Taking the tag

Any item you are taking MUST have a tag. If it does not have a tag you cannot take it. If you believe an item is being used and it does not have a tag, you need to inform a Shaper. The Shaper team deals with the problem and if necessary, compensates you. You cannot take an item without a tag after informing a Shaper.

The only exception to this rule is that if you cannot see if the item has a tag. If it's dark and you're thieving, and you see a sword on the ground so you grab it and run. Very shortly afterwards, you look and find out there is no tag. In this case, you MUST give the rep to a Shaper so they can give it back to the player. It is likely this is a new player's rep with no tag yet. Those items do not qualify as targets to thieves.

If the item has a tag then you must immediately take that item rep and tag to a Shaper. This must happen quickly so that we can return the rep OOG back to that player. It is possible that the player will wish for you to keep that rep so they can identify it later. If this is the case, we will return the rep to you and you will be forced to re-attach the tag.

Step 3 - Profit

You now have a tag and possibly the rep (if the victim of your thievery requests it). Now you may go about your business and try to pawn or use the item as you see fit. If, at any point, the item gets destroyed or sold to an NPC that is likely never to return, you must return the rep to a Shaper so we can give it back to the original player.

OOG Bags

It is possible for a player to have an OOG bag. This bag MUST be marked with white cloth and/or be clearly labeled as OOG. Absolutely no UW tags or treasure may be placed in your OOG bag. There are no exceptions to this rule. It does not matter if the item in question is offsite or any other reason. **The golden rule is if the tag is on site, it is IG**. If it is found that a player is keeping tags in their OOG bag, we will consider it cheating and act appropriately. If you, as a thief, find a bag that is clearly OOG, you cannot pilfer it. It does not exist for you to find in character. It likely contains a player's personal effects such as medicine, keys, etc. If you are caught going through an OOG bag you will be dealt with severely.

Happy Burglarizing!

Chapter 2: RACES

Many fantasy races exist in the world that your character inhabits. Some of them are highly magical in nature, while others are more mundane. Each race includes automatic and purchased advantages, as well as any disadvantages that members of the race share. These packages are commonly referred to as "Racials".

In order to play certain races it is necessary to wear the appropriate make-up. This includes prosthetic racial features such as Elf ears, or a Dwarf's beard. The removal of racial features IG will not disguise your race. Your race is always recognizable. You may ask anyone "What race do I see?", and they must answer truthfully.

Before you choose a race that requires makeup and/or prosthetics such as beards, ears, and horns, ensure that you are not allergic to makeup and are willing to wear it for a whole weekend at a time.

If you do not wear the appropriate racials for your race, you will be unable to use any of your racial advantages, but the disadvantage will still apply. If this becomes a habit, you may be race changed into a human at the Shaper team's discretion and/or receive a warning, suspension or whatever the Shaper team deems appropriate.

Underworld LARP is committed to a racism free LARPing experience. As such, full makeup races may not remove racial accessories such as horns or ears when leaving the game site, due to the misunderstandings this may cause and how it reflects on the LARP community as a whole. If you need to leave, you must either wear all prosthetics and makeup, or none at all.

Racial advantages are either automatic or purchased. Automatic advantages are possessed by every member of the race and your character begins with those advantages at no cost. Purchased advantages must be bought like a skill. These skills can be purchased every odd level. Each race also has a unique, shared disadvantage.

Using Resist Racials: Any racial that lets you resist some type of effect always has an in-game effect that is obvious to everyone around you when you call "Resist". It is not possible to hide the fact that you resisted something. The same rule applies to immunities that are used when "No Effect" is called as a defense. You cannot hide the fact that you are immune to something.

Racial Disadvantages: It is impossible to overcome your racial disadvantage. Single use defenses like Magic Armour may be used to negate one strike, spell, or effect, but anything that would negate your disadvantage more than once or reduce it numerically will not work. Example: If a Wood Fae uses a spell that allows them to reduce all incoming damage by ½, any iron damage will be unaffected. Likewise, if they get a threshold that stops non-magical damage entirely, iron damage will be unaffected.

Race	Summary
Bestial	
Savar'Aving	Matriarchal race of cat people
Construct	
Gargylen	Sentient race of magically created constructs
Dwarves	
Mountain	Stocky humanoids, famed for mining, smithing, and beards
Elves	
Dark	Subterranean elves. Natural chemists and alchemists
High	Graceful, artistic scholars. Known for mastery of magic
Wild	Tribal nomads. Try to live in harmony with nature at all times
Fae	
Wood	Distant cousins to True Fae. Rumoured to be borne of raw magic
Goblinoid	
Orc	Fierce and competitive tribal warriors appreciating strength over all
Humanoid	
Ajaunti	Also known as Aja. They are a colourful, extravagant race of nomads

Einher	A superstitious, warrior race. Known for strong honour codes and traditions
Hobling	Peaceful, furry footed people
Human	Numerous and varied. The most diverse of the races

<div align="center">**Chart 2-1**</div>

Many RPGs and LARPS allow for half-breed races (Half-Elf, Half-Orcs, etc.) as playable character options. Underworld does not. Although many races may choose to mate with one another, there are limitations when it comes to breeding. Only races of a similar type can produce offspring. Races that mate with others within their category (humanoid, goblinoid, elves) may produce offspring. The result of mixed sub-race pairings within a category will always result in the birth of a purebred child of the mother's race. For example: a Savar'Aving and a Human cannot produce a child. An Einher and Ajaunti will, and the child's race will be the same as the mother's.

Bestial Races

Savar'Aving

The Savar'Aving are a matriarchal race of cat-people who resemble humanoid hunting cats. Their society is ruled by women and views male Savar'Aving as second-class citizens. It is rare to find a dominant male Savar'Aving who is free and even more rare for him to survive for long. The Savar'Aving are a strong, proud race with deep ties to nature. They have recently suffered a catastrophic plague of necromantic origin that killed many of their people and then turned them into Undead. The few Savar'Aving that survive today struggle to put to rest their Undead sisters and attempt to rebuild their once great society. The Savar'Aving were originally known simply as the Savar, but those who survived the plague began to call themselves Savar'Aving to remind themselves that, no matter what fate throws at them, they will triumph.

Life Span: 40-60 years.   Language: Hindi.

Racial Characteristics: Their distinguishing characteristics are make-up appropriate for the type of cat being played, and possibly the use of a prosthetic feline nose if make-up is sub-par or your subspecies is similar looking to another race. Completely black cats may not be played.

Advantages

Cat-Like Reflexes (Purchased): A Savar'Aving with this ability can use their claws to swat away a single spell. By striking a spell packet with one of their claws, the Savar'Aving can call "Innate Cat-Like Reflexes!" and deflect the spell. This call can be made after the packet is blocked, as long as it is called within 3 seconds. If the packet then hits the Savar'Aving or anyone else, the spell will affect that person. This ability is usable once per day per purchase. As always, claw swings must be done safely according to the rules of weapon combat.

Natural Claws (Automatic): Savar'Aving are all born with retractable claws. These claws can be retracted or extended on a 3 count. While the claws are extended, the Savar'Aving may not use any other weapons or shields. Savar'Aving receive a free proficiency in <Medium Weapons Group Proficiency: Claws> and may use one claw weapon in their good hand and nothing in their off hand. They may buy specializations with them as Medium Weapon Specialization: Claws. Should a Savar'Aving purchase the skill "Ambidexterity", they may use a second claw weapon in their off-hand. Savar'Aving claws act like normal medium weapons, with the exception that they cannot be destroyed or disarmed. Claws otherwise act like regular weapons for the purposes of augmentation; they may be made Master Crafted, Legendary, have alchemy applied to them, and so on. Augmentations must be

done per claw. If the augmentation would normally be destroyed, destroying it simply returns the claws to their natural state. If the Savar'Aving resurrects, their claws will lose any augmentations applied to them.

Disadvantages

Plagued (Automatic): While the worst of the plague seems to have passed, its effects on the Savar'Aving people still linger. As a result, all living Savar'Aving take x4 damage from Infliction. As with all racial vulnerabilities, Infliction damage will bypass any thresholds a Savar'Aving might have. Furthermore, should a Savar'Aving enter their Death Count via Infliction, they will immediately rise as a mindless lesser Undead. Once a Savar'Aving enters this form, their Death Count is immediately over and they cannot be brought back through any means, magical or otherwise. The Savar'Aving's Body points will be restored. This Undeath does not grant the Savar'Aving any of the special abilities of Undead, but they will have a Magic threshold and immunity to effects that target the mind or living body, such as charms, poisons and saps. However, they will still suffer all the negative effects such as Control Undead and x4 damage from the Healing Sphere. While in this form, the Savar'Aving may not use their spells or abilities and may only swing base weapon damage. They are berserked and will attack anyone or anything around them for up to 10 minutes or until destroyed, at which point they will become a pile of ash.

Construct Races

Gargylen

The Gargylen are a sentient race of half-construct, half-living gargoyles. Originally slaves, they have since broken free from the oppressive yoke of their mage creators. This construct race has proven that they have free will and are sentient. They have also developed a method of reproduction. Very little is known about them, and they have no recognized territory or homeland. A Gargylen's skin is stone grey and often hardened, making them less susceptible to conventional weapons. All Gargylen are horned and although some have wings, they are all flightless. They are an enigma, and questions surround their purpose or moral standings. Most seem to possess an instinctual need to protect the innocent, although this is certainly not the case with all Gargylen. Gargylen characters will be no older than 30 when they come into game. Gargylen babies mature into adults in six months.

Lifespan: Immortal.   Language: Common (English).

Racial Characteristics: Grey skin with large horns protruding from the forehead. Note: wings are optional, but will not allow flight.

Advantages

Stone Skin (Purchased): A Gargylen who has purchased this skill has learned a finer degree of control over their crafted body. When the skill is used, the Gargylen's skin becomes as hard as stone, making them less susceptible to all weapons. The Gargylen must declare "Innate Stone Skin" and proceed to complete a 30 second count. Once this count is completed, for the duration of 1 hour a Gargylen gains temporary Body points based on the Gargylen's level. At 1st level the Body bonus is 20 Body points, at 5th level it is 30 and at 10th level it is 40. These Body points act as normal Body points with the exception that they are damaged and removed first from

the Gargylen's Body point Total and cannot be healed or refit. While Stone Skin is active, the Gargylen suffers x2 damage from all spells that damage into Body, such as Ego Rend, etc. This x2 damage will extend past the bonus Body points allotted by Stone Skin and will carry over onto the Gargylen's permanent Body points. Stone Skin may be ended by the Gargylen with an uninterruptible 30 second count. A Gargylen's Stone Skin will not affect, in any way, their Armour Points or any other magical or non-magical protections. This skill is usable once per day, per purchase.

Alternative Healing (Automatic): A Gargylen may be healed as if their body was made of armour. Every 1 minute of Blacksmithing will heal the Gargylen 10 Body. See the Blacksmithing skill for more detail. Should the Gargylen enter their "Bleed" count, any use of the Blacksmith skill to heal/Refit will pause the "Bleed" count much like the First Aid skill does. If the Blacksmith is interrupted, or stops Refitting the Gargylen, the attempt will fail and the Gargylen will continue their "Bleed" count from where they last left off. Any successful Refit while in the "Bleed" count will heal the Gargylen to 1 Body.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Gargylen has gone through, beyond what is standard for their race and grants +5 Body. This skill can only be purchased twice throughout the character's entire existence.

Disadvantages

Healing Limitation (Automatic): Although a Gargylen possesses the same living organs as most other races, they are still part construct. As a result, the normal methods of healing and first aid will not function. A Gargylen may only heal damaged Body points with the Blacksmithing skill. Gargylen cannot have Body points restored by magic, Alchemy, or the First Aid/Physician skills, although First Aid may still be used to halt a Gargylen's Bleed Count and raise them to 0 Body. Mending used on Gargylen will take the same amount of time as standard blacksmithing would to heal them for the same amount (up to 10 Body per minute). A Life Spell will still function as normal.

Dwarven Races

Mountain Dwarves

Mountain Dwarves are famed miners and smiths, though they may specialize in any number of trades. All dwarves sport a full beard and, although they are generally shorter than humans, they are on average stockier and hairier.

Life Span: 250-300 years.   Language: German.

Racial Characteristics: All Mountain Dwarves have a full beard at least 6 inches in length, adorned with gems and/or jewellery, regardless of whether they are male or female. If a Dwarf's beard is ever cut, it will grow back within a few minutes.

Advantages

Resist Toxin (Automatic): Allows the user to "Racial Resist Toxin" any toxin, alchemy, or disease, be it Magical or non-Magical in nature, once per day. The user may choose which toxin to resist and when. When a Resist Toxin goes off it gives off a white flash of light. As a racial benefit, it may be used to "Resist" Chemistry.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Mountain Dwarf has gone though, beyond what is standard for their race and grants +5 Body. This skill can only be purchased three times.

Restriction: Gas Globes & Magic Items (Automatic): Dwarves have a hard time using magic items and alchemical gas globes, partially due to their clumsy and thick fingers and also because of their distaste for both. In dwarven culture, magic items with activation words are considered "cheating" and frowned upon. Gas globes are rarely used among dwarves due to their resistance to toxin. All dwarves must activate magical items twice in order to get a single use out of them. This does not use up two charges; instead they must state the incant twice in succession instead of once. This disadvantage does not apply to magic items which are "always on" or otherwise do not have activation requirements. Also, gas globes must be prepared for double the count it normally takes before they can be thrown.

Elven Races

Dark Elves (Drael'Thalan)

Dark Elves are an underground dwelling race that is sensitive to sunlight. Because of this, Dark Elves shun the surface world during daylight hours and often live underground. The Dark Elves are mistrusted by the other races, mainly because of their dark reputation for deception and murder, as well as their natural aptitude with Alchemy.

Life Span: 700-1000 years.   Language: Latin.

Racial Characteristics: Short pointed ears with black tips. Grey makeup covering the eyes that extends to the temples. Black veins around the outer edges of the eyes and extending from around the mouth, outwards along the cheeks and downwards towards the neck. Optional: Veins down the neck, black lipstick.

Advantages

Natural Chemists (Automatic): Dark Elves have a natural affinity for alchemy and are trained from an early age to use it offensively against rivals. All Dark Elves are capable of throwing alchemical gas globes and do not need to purchase any skills to do so.

Spite Blood (Purchased): Generations of living underground and eating the local flora has caused Dark Elven blood to gain a slight toxicity. Drawing a small amount of blood and enhancing it with their talents as natural alchemists allows Dark Elves to produce a single dose of lethal toxin in the form of an alchemical gas globe. It takes 1 minute to draw enough blood to create a globe and does 1 Body point of damage to the Dark Elf. The globe can only be used by the Dark Elf who created it. When thrown, the Spite Blood globe will do 10 Normal Alchemical damage. A Dark Elf who has purchased Spite Blood multiple times may stack together up to three doses to create a single gas globe of increasing damage. These doses must be stacked at the time of creation and cannot be combined once manufactured. A single dose will do 10 damage, two doses mixed together will do 25 damage and finally 3 doses combined will do 50 damage. Spite Blood gas globes are considered blood for the purposes of Wytchcraft, vampires, etc. When thrown, the call is "Innate X Normal Alchemical" and can be resisted with standard anti-toxin defenses / resistances. Each purchase of this ability allows the creation of 1 dose per day. This alchemy will last for 5 days.

Disadvantages

Diurnal Vulnerability (Automatic): Between the hours of 6 AM and 6 PM and while outside of darkness, Dark Elves may not be healed by any means other than by First Aid, Physician, and Life effects. If a Dark Elf enters an enclosed structure that includes a minimum of three walls plus ceiling for more than 10 minutes, they will regain their susceptibility to all forms of healing. Between the hours of 6 PM and 6 AM, Diurnal Vulnerability does not apply no matter the amount of light present.

High Elves (Deminis'Thalan)

High Elves are a long-lived race that make their home primarily in cities. All High Elves are graceful, artistic and magically inclined. Although wise, they are perceived by other races as arrogant and rude.

Life Span: 700-1000 years.   Language: French.

Racial Characteristics: Short pointed ears.
Advantages

Magical Aptitude (Automatic): This skill gives the High Elf one free Battle Magic spell-slot on character creation. This free spell-slot can be used to store any spell they can cast, up to their highest-level spell-slot. This free spell-slot in no way contributes to their pyramid or the prerequisites needed to raise it. Aside from that limitation, this free spell slot functions in every other way like a normal purchased slot. Example: A High Elf Mage with 1 purchased 4th level spell-slot may use Magical Aptitude to gain an additional 4th level or lower spell, determined at their reset.

Resist Psionics (Purchased): Allows the user to "Racial Resist Psionics" any effect from the Psionics Sphere of Magic as well as all mind altering attacks. Mind altering attacks are considered effects which change your emotional state or control your mind in any way. Examples of mind altering effects are a Hobling's Taunt ability, a Bard's Songs of Aversion and Love, Confusion, Sleep, Enrage, Feeblemind, Forget, and Hallucinate, plus Ritual mind altering spells and monster effects which are mind altering. This may be used once per, day per purchase.

Disadvantages

Death's Doors (Automatic): High Elves have always held a deep spiritual attunement to the forests and the land. Recent events have weakened this attunement, and in doing so have weakened the High Elves connection to the Spirit world. Should a High Elf enter their Death Count they will have 2 minutes less to receive a Life Spell than the time allotted to other races.

Wild Elves (Olagot'Thalan)

Wild Elves do their best to co-exist with nature, believing that the beasts and land are here for far more than simple exploitation. They consider few things worse than taking more than you need from the world. Examples of this would be mining expeditions, industrial forestry or commercial fishing. While they are intelligent enough to understand the ways of civilization and industrial progress, they choose to live a life outside of it. Wild Elves have no formal cities or homeland and tend to live in nomadic tribes.

Life Span: 700-1000 years.   Language: Italian.

Racial Characteristics: Short pointed ears. Tribal tattoos on the face.

Advantages

Chosen Enemy (Automatic): Upon character creation, the Wild Elf must choose one Chosen Enemy racial group against which they are additionally effective. The reasons for this vary from Wild Elf to Wild Elf. Some Wild Elves despise a race that at some point has done great harm to them, their family or the natural balance of the forest. Others have learned to hunt their Chosen Enemy to support their tribe, with no particular emotional investment. A player can choose as their Chosen Enemy racial group one of the following: Angels/Demons,

Animals, Bestial, Brood, Constructs, Draconic, Dwarves, Elementals, Elves, Fae, Goblinoids, Humanoids, Plants, Spirit, Undead (excluding vampires). The Chosen Enemy ability will grant the Wild Elf a +1 damage bonus on any melee or ranged weapon while fighting against their Chosen Enemy. This bonus will increase +1 for every 3 levels the Wild Elf gains. +1 at first level, +2 at fourth level, +3 at 7th level and so on. This damage bonus will not carry over to any other racial group, but does apply to any race within the racial group. For example, a Wild Elf with Chosen Enemy: Elves does bonus damage against Dark Elves, High Elves, Wild Elves, etc. If the Wild Elf isn't certain whether a creature fits into their Chosen Enemy category, they may state, "Chosen Enemy <Type>?" and the creature will respond with yes or no. Some creatures are able to hide what kind of creature they are. In those cases, Chosen Enemy does not work. Chosen Enemy cannot be changed after character creation.

Nature's Cache (Purchased): Once a day per purchase, a Wild Elf is able to construct a small temporary shelter for themselves and up to 4 allies chosen at the time of creation. This 10 foot by 10 foot area provides multiple benefits and lasts 1 hour or less. It can only be constructed outdoors, but functions on any terrain. To use it the Wild Elf should affix their Nature's Cache tag to a location, which then becomes the center of the cache and state "Innate Nature's Cache".

- Hidden Scent: Those inside the cache are undetectable by hostile animals and insects.
- Forage: The Wild Elf can spend 10 minutes searching for healing herbs, which will provide 10 Healing points total, divided up as desired, to all within the shelter. These herbs will expire with the shelter if unused.
- The Pack: For the hour after the cache ends, all members of the camp will gain +1 damage with weapons against any opponent with which they all have simultaneous line of sight. This damage bonus does not stack with other uses of The Pack.
- Natural Intuition: While in the cache, the Wild Elf may query the surrounding lands, detecting its current state of being and any areas of impurity or corruption. This is a difficult task and is not always successful. The Wild Elf should attempt to find a Shaper prior or during the use of Nature's Cache. If no Shaper is available, the lands are unclear with their answer.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Wild Elf has gone though, beyond what is standard for their race and grants +5 Body. This skill can only be purchased once throughout the character's entire existence.

Disadvantages

Armour Restriction (Automatic): Viewed as abhorrence to nature, a Wild Elf will never equip Armour made primarily of steel, iron, or any other metal. This disadvantage does not apply to metal buckles, fasteners or studs used to hold or reinforce the Armour. This penalty does not apply to metal weapons, items and objects not used as Armour, but proper role-play should still be observed.

Fae Races

Wood Fae

Distant cousins to the Faerie Folk, Wood Fae are rumoured to have been born of magic within the forests of the world. This may account for many of the Wood Fae having an affinity to natural creatures. Quite contrary to their faerie folk cousins, the Wood Fae have an extreme dislike for all forms of charms and will go to nearly any length to oppose mind-altering spells or effects. They are not only averse to practicing Charming Magics themselves but are even able to remove Charming effects from others. They are for the most part very carefree and friendly. They generally live a polyamorous lifestyle, though they rarely keep one mate for more than 10 years.

Life Span: 1000-1200 years.   Language: Gaelic.

Racial Characteristics: Long pointed ears, and small horns that grow out of their foreheads.

Advantages

Lust for Life (Automatic): A Wood Fae's natural attunement to the forest and all things living has given them a lust for life that other races lack. Should a Wood Fae drop into their Bleed Count they are given a full two minutes before entering their Death Count rather than the standard one minute.

Charm Break (Purchased): This ability has two functions. Firstly, it can allow the user to "Racial Resist Charm" all charm-based attacks. Charm-based attacks are considered effects which instill friendship or loyalty. Specific examples of charms are a Bard's Songs of Love, Charm, and Dominate plus Ritual charm spells and monster effects which are charm-based. Resisting in this manner uses up the ability. The second function is the ability to break an active charm effect on another person. This can only be accomplished through 10 seconds of talking to the Charmed character then declaring "Innate Charm Break" while touching them. Doing this uses up the skill for the day and creates a visible effect like any racial resistance does when it is used. Charm Break is usable once per day per purchase.

Disadvantages

Iron Aversion (Automatic): Wood Fae will take x2 damage from any source using the suffix "Iron" in its damage call. Carrying iron items is permitted, but doing so will cause great discomfort and should be roleplayed accordingly. This disadvantage applies to damage taken to both Armour and Body. As with all racial vulnerabilities, iron damage will bypass any thresholds a Wood Fae might have.

Goblinoid Races

Orc

Orcs, or "Green-Skins" as they are commonly called, are a fierce and combative goblinoid race. Orcs normally organize themselves into tribes and clans that consist of ogres, kobolds and other goblinoid races. Orcs appreciate strength and skill in combat above all things. They are less intelligent than a human is, but generally stronger and more disciplined.

Life Span: 30-40 years.   Language: Russian.

Physical Characteristics: Green skin (varying tones).

Advantages

Immune to Fear (Automatic): Whether brave or stupid, Orcs cannot suffer the effects of fear. The immunity is always active. Orcs should call 'No Effect' when fear effects are used on them.

Orcish Constitution (Purchased): Purchasing this racial grants an orc the combination of Strength Point Bonus and Body Point Bonus. Furthermore, when an Orc has 50% or less of their total natural Body points (rounded down) they gain +1 damage to all melee weapon swings. This skill may only be purchased once.

Disadvantages

Charmable (Automatic): The same mental toughness that grants Orcs immunity to fear also causes them to be susceptible to Charm effects. The Charm spell and Charm alchemy, as well as any Charm monster abilities will completely control the Orc. This means that instead of only being susceptible to friendly suggestions, the Orc will blindly follow any commands, including suicidal orders. These commands may include anything from killing a loved one to suicide. The commands can include forcing the victim to tell the truth as they know it (which may or may not be the OOG truth known by the player). A note to victims of this effect: You are never expected to do anything that makes you uncomfortable OOG. This includes but is not limited to being forced to do unsafe acts, actions of an inappropriate sexual nature or anything else that makes you uncomfortable for any reason, OOG. Although the potency of the effect is increased, its duration is not and the Orc will have full memory of all events when the charm wears off or is remove by standard means.

Note that this only applies to effects that copy the Charm spell specifically, not all charm-like effects such as Taunt, Song of Love, Dominate, etc.

Humanoid Races

Ajaunti (Aja)

An extravagant, passionate and amicable people, the Ajaunti ("Aja" for short) are a nomadic and colourful race. Where and when the Aja culture came to be is a mystery. Full of life, love and celebration, the Aja place high value in songs, dancing, and storytelling. Life never stops moving, so the Aja never stop moving either. Wanderers by choice and welcoming of strangers, Aja "clans" slowly criss-cross the continent in large caravans, following the weather and the winds of fate. The Ajaunti are always willing to share their wine, campfires and wisdom with any willing to join them.

Life Span: 60-80 years.   Language: Romanian.

Racial Characteristics: As an Ajaunti, it is required for the PC to talk with a thick middle European accent and dress with a flamboyant & extravagant fashion sense.

Advantages

Eyes of the Mother (Automatic): When the Blood Curse which prevented all Ajaunti from casting magic was removed, it was replaced with a boon by an unknown benefactor. Perhaps it was a benevolent God who felt pity on the Ajaunti for what was done to them, or perhaps it was the Ancestors of the Aja themselves. Whatever the source, Ajaunti cannot be surprised with violence, as if a greater power is always watching over them. All Aja are immune to the Surprise prefix. The defensive call for this ability is "Racial Foresight!". It may be used at will.

Ancestor's Wisdom (Purchased): When heroism is required, the Ajaunti gift for inspiration can rake the coals of greatness in others. To initiate Ancestor's Wisdom, the Ajaunti must tell a story of how one of their ancestors overcame adversity or performed an act of heroism to inspire those who listen. The story must last at least one minute but may go longer if desired. After the minute has passed, the Ajaunti may then choose one or more targets from the audience to receive a boon from the ancestors. This is done by touching the forehead of the listener and declaring "Innate Ancestor's Wisdom (Type)". The nature of the story told will determine what wisdom the Ajaunti is trying to pass along to their audience and all recipients must be granted the same type of boon. If a second Ajaunti is present during the story, they may add to the story to increase the potency of the boon. The Ajaunti assisting in the story must either speak for one additional minute or must play music during the tale. The assistant does not need to expend their own use of Ancestor's Wisdom to participate. If over 10 Aja members of the same clan (including the Aja using Ancestor's Wisdom plus their assistant) are present for the ceremony, it will become even more powerful. These additional clan members may participate or may simply observe. Ancestor's Wisdom may be used once a day per purchase, but each type of ceremony may only be performed once a month. There are four types of ceremonies that the Ajaunti may choose to perform:

Ceremony of Courage: Performing this ceremony will extend the Bleed and/or Death Counts of up to 3 targets for the next hour. If a single Aja performs the ceremony it will add a minute to the target(s) Bleed Counts. If assisted, it adds a minute to both Bleed and Death Counts. If 10 or more clan members are involved, it will double the duration of both counts (2 minutes/10 minutes for most species).

Ceremony of Celebration: This ceremony will create a permanent item for each target of the ceremony. Examples would be wedding gifts for a couple getting married, medals for acts of bravery, a knife in a coming of age ceremony, etc. These items will gain no effect beyond being permanent and they cannot have been magically enchanted to begin with. They are vulnerable to damage like normal but a bride's crown of flowers will never wilt, a medal will never tarnish, writing on paper will never fade, etc. If they are kept by the recipient for 1 year they will turn into catalysts of a type and emotion desired by the owner. Players who have items made for them in this way must visit NPC camp for the tags at some point prior to the event ending. A single Aja can create 1 item. If they have an assistant, they can create 2. If 10 or more clan members participate, the items will become catalysts instantly.

Ceremony of Hex Breaking: This ceremony will allow an Ajaunti to remove any one curse that is afflicting a target. It will permanently remove any Lesser Curse. If an assistant is used, the Ceremony of Hex Breaking may temporarily remove Greater Curses for 1 hour. If 10 or more clan members are present, then the ceremony may effect up to 3 targets simultaneously and has a chance to permanently remove Greater Curses with shaper approval. The target does not have to be conscious for this effect to take place, though they cannot be in their Death Count.

Ceremony of Mourning: This ceremony grants the ability to communicate with the ghost of a departed (final death) spirit for 10 minutes, so long as the final death occurred within the past year. The spirit must be willing to participate and a Shaper or marshal is required to perform this ceremony. Sprits spoken to in this manner cannot recall anything about their death and they cannot speak, but they can hear and respond with body language. If an assistant is used, the ghost can speak. If more than 10 members of the clan are present, the spirit remains for an hour. This is considered a great favour to ask of an Aja and it is not without risk – sometimes the act draws the attention of other restless spirits, who will be attracted to the Aja who performed, hours after the ceremony is completed.

Disadvantages

Lost in Memories (Automatic): When an Ajaunti dies, they have the normal 1 in 10 chance of remembering their death. If they fail to remember, Aja lose 24 hours of memories, not the standard 1 hour. In addition, if an Aja forgets their death there is a 50% chance that they will bring something back with them. When this occurs, the

Aja will know it has happened upon resurrecting but will not know any further details. This can take 3 forms, chosen by a Shaper:

1) A cursed item returns on their body. These items are always negative and can only be removed by effects which remove Greater Curses. The item's history and specifics of the curse will be decided by the Shaper.
2) A restless spirit materialises within 1 day's travel of where the Aja resurrected. This ghost will attempt to find the Aja and will seek their aid in putting their spirit to rest.
3) A hostile spirit from the Deadlands arrives. It instinctively knows where the Aja can be found and will locate the Aja within 24 hours, seeking to destroy them.

Einher (Northmen)

A semi-nomadic Northern people, the Einher are very superstitious by nature. Though the Einher enjoy being shockingly vulgar, they are very serious about any conduct that may disrespect them or their kin. As such, they tend to avoid disrespecting others, unless they are looking for a fight. For an Einher it is important to know the difference between a friendly jab at someone and the sort of thing that blood will be shed for.

The Einher have an irrational fear of fog, whether magical or natural. They will suffer from the effects of paranoia and/or hallucination if confronted by fog. The thicker it is, the worse the effects. This fear is strictly roleplayed. The Einher detest Ice Elves. Throughout their history, the Ice Elves have attempted to force the worship of Pandora upon them, causing much bad blood between the two civilizations.

Life Span: 60-80 years.   Language: Swedish.

Racial Characteristics: Einher must wear two or more of the following: furs, kilts, and braided hair.

Advantages

Resist Cold (Automatic): Resist Cold allows the user to "Racial Resist Cold" one cold-based effect. As a Racial Ability, it may be used to "Resist" Ritual Magic. This skill is automatically given on character creation, cannot be purchased for multiple uses, and is only usable once per day.

Berserker Rage (Purchased): A Northman can incite in himself a powerful Berserker Rage. The character must cry out "Innate BERSERK!" for a ten-count, i.e., "Berserk 1, berserk 2, berserk 3..." while working themselves into a frothing frenzy. For the duration of one combat, the character gains +1 Strength, +5 Body, and is immune to Fear effects. From the point at which the fight ends, it takes 5 minutes for the effects of Berserk to wear off. The character cannot end the rage sooner and must continue to fight so long as opponents are visible. Multiple uses of this skill may be expended to stack its effects, although this will not increase the duration. This skill is usable once per day, per purchase.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Einher has gone though, beyond what is standard for their race and grants +5 Body. This skill can only be purchased once throughout the character's entire existence.

Strength Point Bonus (Purchased): This skills represents raw physical power, increasing the character's Strength rating by +1. This skill can only purchased once throughout the character's entire existence.

Disadvantages

Hell's Embrace (Automatic): The Einher live for battle. It is their belief that if they die their final death in combat, their souls travel to a great hall where they will fight and drink for eternity. It is every Northman's fear that they will die alone outside of combat. Einher who die outside of combat have a 50% chance of taking two deaths on their character card for the one they take in game. An Einher who has died outside of combat will first flip a coin to determine if the death taken is counted as one or two, then the deaths are applied to their character card, and finally, if required, an additional flip(s) to see if they succumb to final death.

Hobling

A typically small, peaceful people with furry feet and hands, bushy eyebrows, and fuzzy sideburns, Hoblings, in general, are a peace and comfort-loving race. Most are horrified by violence and are easily scared off by the slightest danger. However, there are still a great many that find themselves in awe of the world and travel it attempting to learn about (and experience) everything. They are fun-loving and mischievous, enjoying anything that is exciting despite whatever possible danger there may be. These are the Hoblings most often encountered by the other races, since they travel the world over. These Hoblings are often considered an annoyance by other races, but the Hoblings still greatly enjoy the company of any people and love to tell and listen to stories of adventures. All these Hoblings really wish to do is have fun and enjoy life to its fullest.

Life Span: 170-200 years.   Language: Japanese.

Racial Characteristics: Large fuzzy sideburns and eyebrows. Furry hands and feet are optional but encouraged.

Advantages

Racial Dodge (Purchased): Allows the subject to dodge any attack, calling "Racial Dodge", so long as it is not a trap of any kind, or some other unreasonable damage-causing incident, such as falling off a tower. This skill is usable once per day per purchase. It is not possible to dodge a Surprise Attack, Power Word, Area of Effect or Massive damage.

Taunt (Automatic): This skill allows the Hobling to Taunt a target, inciting them into combat. The target will immediately attack the taunting Hobling, ignoring all other targets until the Hobling is on the ground unmoving, out of line-of-sight, or physically unobtainable. The target is still free-willed and able to fight with strategy and cunning but they must attack immediately, and must target the taunting Hobling. After the Hobling is down or has left line-of-sight, the target may then choose to stop combat if they wish. In order for this racial to be effective, the Hobling must actually taunt the target with 2 insults, declare "Innate Taunt" then hit with a successful packet strike. This skill is automatically given on character creation, cannot be purchased for multiple uses and is only usable once per day. Hobling Taunt is considered a Psionic attack but is a racial and cannot be resisted by anything short of another racial ability. Some example taunts are: "Go soak your head in a bucket. Then some fool might mistake it for a helm and therefore mistake you for a knight" and "You have something on your face. Oh wait! That is your face!"

Disadvantages

Small Size (Automatic): Hoblings can only purchase proficiency and specializations from the Simple weapon and Exotic weapon groups. No exotic weapon may be used that is greater than 16 inches but other weapons (such as staves in the Simple Group) are not affected.

Human

Humans are the most populous of the sentient, civilized races. They range widely in appearance, culture and diversity.

Life Span: 60-80 years.   Language: Common (English).

Advantages

Character Point Bonus (Automatic): Humans begin with 50 extra CP upon character creation. This bonus CP does not count towards a character's level.

Body Point Bonus (Purchased): This skill represents extra constitutional training the Human has gone though, beyond what is standard for their race and grants +5 Body. This skill can only be purchased once throughout the character's entire existence.

Disadvantages

None.

Chapter 3: OCCUPATIONS & ABILITIES

There are a total of nine starting occupations, or classes, available initially to choose from. These occupations fall under the schools of: Warriors, Rogues and Scholars.

Warriors

Warriors take naturally to the more physical skills offered in the system and rely mainly on strength and stamina. Anyone wishing to play a Warrior must choose from one of the following three beginning subclasses.

Mercenary

Mercenaries are pure warriors. These fighters devote their lives to the perfection of the warrior's arts such as tactics, weapon skills, wine and questionable pleasures. They have little patience for higher learning or courtly manners, preferring instead to focus on weaponry and armour and their uses. Mercenaries rarely die of old age or broken hearts.

Hamstring

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Mercenaries, this skill allows the Mercenary to injure the target's leg and hamper their movement. To activate this skill the Mercenary must successfully strike the target's leg with a weapon and call out "Innate 3 Body Hamstring." If the hit is successful, the target will take 3 Body damage and temporarily loses mobility in the injured leg, slowing their movement to 1 step every 3 seconds. This skill may be stacked if purchased more than once, allowing the damage to increase for each time it is used. For example, if Hamstring is purchased 3 times all three may be used simultaneously to create a "Innate 9 Body Hamstring" attack. Lastly, specific damage types may be called such as "silver" or "magic" based on the weapon used to hamstring. This makes walking slow and running impossible. This effect will last until the target receives at least 3 Body points worth of healing. This skill is usable once per day, per purchase.

Head-Butt

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Mercenary Ability

An Occupational Ability for Mercenaries, a Head-Butt attack will stun the target for 5 seconds. While stunned, a victim is unable to take any action, including blocking, moving and the use of skills, minus the ability to call "interrupt" against Killing Blows and any counts against them. Automatic defenses such as Shield Magic will still operate, but ones requiring conscious thought such as Advanced Shield Magic will not. It may be used at will but only once per target, per day. To use the attack, place your palms on victim's shoulders, facing the victim from the front, and state "Innate Physical Head-Butt". If the attacker naturally swings for a type of damage other than Normal, this damage type is placed in front of the normal call. There is no numerical value for this attack, so when determining if the attack is stopped by a defender's threshold, only the damage threshold type is taken into account. For example, an "Innate Silver Physical Head-Butt" will breach a defender's +2 Silver threshold, but not a Magic one. A helmet on the defender will negate the attack, regardless of the damage type. A secondary effect of this ability allows the mercenary to escape a Garrotte. A Mercenary can use a Head-Butt attack while being Garrotted but the attack will be negated if the Garrotter is wearing a helmet. To escape a Garrotte the Mercenary does not need to be facing their attacker, but must place their hands on their attacker's hands and state "Physical Head-Butt". Performing a Head-Butt will do 1 Body damage to the attacker, which cannot be avoided in any way. Self Mutilate is not needed to use this ability.

Dismember

Pre-requisite: Occupation at 9th Level and at least one 6th Level Mercenary Ability

An Occupational Ability for Mercenaries, this skill will sever the arms or legs of a target. By calling out "Innate 5 Body Dismember!" before striking an arm or leg, the Mercenary is able to deliver 5 points of Body damage and sever the limb from their victim. This skill may be stacked if purchased more than once, allowing the damage to increase for each time it is used. For example, if Dismember is purchased 3 times all three may be used

simultaneously to create a "Innate 15 Body Dismember" attack. Also, specific damage types may be called such as "silver" or "magic" based on the weapon used to Dismember. The skill is consumed regardless of whether the attack is successful or not. It will work on arms and legs only. The skill may be used once per day per purchase.

Razor's Edge
Pre-requisite: Occupation at 12th Level and at least one 9th Level Mercenary Ability
An Occupational Ability for Mercenaries, this skill allows the Mercenary to sharpen, hone, or reinforce any weapon to add a +1 to its base damage for 1 year. The ability may be used once per day per purchase and takes 10 minutes of in-game time to complete. If the process is interrupted during that time, that day's use of Razor's Edge is used up and considered to be wasted. Once complete, the skill tag must be attached to the weapon, beside the weapon tag. Otherwise, a new tag, with the new base damage, must be signed off / authorized by a Shaper. If a Razor's Edged weapon is enchanted, the Razor's Edge will expire when the enchantment does. This skill may only be used on non-Magical weapons and each weapon may only have one Razor's Edge on it at a time.

Ranger

Rangers are warriors who prefer the wild to cities. Many Rangers are trained as guardians and scouts for their Lord's domain. Since most of their time is spent in the wilderness, Rangers are naturals at learning woodland type skills such as archery and Alchemy. A Ranger may spend their entire career chasing poachers and rogue animals or they may be their Lord's Master of the Hunt. They have been used in the past as long-range spies.

Detoxify
Pre-requisite: Occupation at 3rd Level
An Occupational Ability for Rangers, this skill allows the Ranger to remove toxins and Alchemical substances from the target's bloodstream. It takes 1 uninterrupted minute for the Ranger to remove the toxin from the target. If, at any time, the Ranger stops, or takes damage to Body, the Detoxify fails and the skill is considered used. It will work on any toxin or Alchemical substance which can be cured by a standard Antidote, regardless of how long the toxin has been in the target's system. The call for this ability is "Innate Detoxify". This skill is usable once per day, per purchase.

Trailblazing
Pre-requisite: Occupation at 6th level and at least one 3rd Level Ranger Ability
An Occupational Ability for Rangers, this skill allows the Ranger to call "Innate Trailblazing" to release themselves from any magical or alchemical binding effect that requires a strength bonus to escape from without taking any Body damage. This skill does not function against any man-made devices like bear traps or manacles. This skill is usable once per day, per purchase.

Nature's Grasp
Pre-requisite: Occupation at 9th level and at least one 6th Level Ranger Ability
An Occupational Ability for Rangers, this skill allows the Ranger to infuse any weapon with the binding power of Nature. It takes 10 seconds to infuse one weapon and during that time, the Ranger must concentrate by rubbing the weapon with leaves, dirt or other symbols of nature. If the Ranger is interrupted, or takes damage to Body, the ability fails and is used up for the day. If successfully created, the weapon's damage suffix is changed to "Magic" and, when used, will entangle the target in a Web effect. When a target is successfully hit, roots will rise up from the ground, immobilising them from the neck down. It takes a 6 minute count to cut free from the entanglement, or the target may rip it out if they have at least +6 Strength and the skill Self Mutilate, suffering 6 Body damage in the process. If the target is not cut or ripped free, the web will remain until Line of Sight to the Ranger is broken. The call for this attack would be "Innate <damage> Magic Web". This infusion will last 5 days or until first used. This skill is usable once per day, per purchase.

Call of the Hunt
Pre-requisite: Occupation at 12th level and at least one 9th Level Ranger Ability
An Occupational Ability for Rangers, this skill will summon into being a powerful Hunt-Master to hunt a target that has offended nature. Not to be used lightly, this skill will summon forth the Hunt-Master and their hounds. This skill can only be used by the Ranger between the hours of 6am and 6pm. The ability requires a 10-minute ritual and requires the Ranger's full attention. Should the Ranger use any other skill or ability, take damage to Body, or become distracted for more than 60 seconds, the ability will fail and be consumed for the event. During these 10 minutes, the Ranger must commune with nature, stating their reasons for calling the Hunt, and end by sacrificing a living creature (animal will suffice) to the Hunt-Master. The sacrifice should be performed in a way appropriate to the culture of a Ranger and which respects the gift given by the sacrifice. The more elaborate this ritual is, the stronger the Huntsman will be. This ceremony should take place in front of a marshal. At the end of the ritual, the marshal will ask the Ranger whether they would like an NPC Hunt-Master and hounds, or if they, and up to 3 of their friends, would like to act as the Hunt-Master and their hounds. If the Ranger requests an NPC Hunt-Master, and NPC camp has the NPCs to spare, the Hunt-Master and their hounds will appear between the hours of 6pm and 6am that night.

If the Ranger requests to act as the Hunt-Master themself, or NPC camp does not have NPCs to spare, the Ranger will become imbued with the power of a Hunt-Master and up to three other PCs will be imbued with the power of the Hunt-Master's hounds. Anyone who wishes to be part of this must have been involved in the ceremony. The Ranger and their friends will be given claws, horns, and anything else they require for the role. The Ranger will keep their own skills, abilities, etc., but will also be given additional Hunt-Master. The PC hounds will have only the hound abilities. While in this form, the Ranger and their hounds must hunt down their target. If they stop hunting or do something else, the effect ends. A marshal may end the hunt early if they feel the Ranger is not actually hunting their target. While in this form, the Ranger can sense the general direction of their target (ie: north, west, etc.) until they get within 1 mile of the target. Within 1 mile of the target, the Ranger can "Sense" their target at will by stating, "Sense [Target]". If a PC dies as the Hunt-Master, they take a death and resurrect like normal. If a PC dies as a hound, they resurrect but their death is not recorded.

The Hunt-Master is not a mindless creature chained to the will of the Ranger. It is an aspect of nature and can act with intelligence, cunning and fury. Should the Ranger use this ability frivolously or without warrant, they may find themselves the hunted. The movement of the Hunt-Master and their hounds is limited to the natural and rural environment. They cannot cross constructed bridges, city streets made of anything but dirt, or enter buildings or other dwellings which are not naturally occurring. The Hunt-Master will not hunt mindless creatures or those without a Spirit. This ability can only be used by the Ranger once per event.

Templar

Templars are the embodiment of the scholarly warrior. These warriors have chosen to spend their time studying the scholarly arts as well as the warrior's arts. While a Templar will never be as refined as a warrior or scholar in their respective specialties, the Templar is far more versatile and potent in their own way.

Burn Slot
Pre-requisite: Occupation at 3rd Level
An Occupational Ability for Templars, this skill allows the Templar to "burn" any unused Battle Magic or Ritual Magic level spell-slots to add damage, at the value of +2 Magic/slot, to their next weapon strike. The Templar may choose how many of their unused slots to burn at the time of the swing. Any spells stored in those slots are lost. E.g. A Templar who normally swings for "2 Normal" with their sword chooses to burn 3 slots, the call would be "Innate 8 Magic" for that one swing. The level of the slot does not matter for this purpose. If the swing misses or is blocked, the skill is used up, as are the slots burned. This skill is usable once per day, per purchase.

Scroll Harvest

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Templar Ability

An Occupational Ability for Templars, this skill will allow the Templar to activate a Battle Magic scroll without it being consumed. To activate this skill, the Templar must hold the target scroll, verbally state "Innate Scroll Harvest <scroll name>" then verbally incant the spell on the scroll. The scroll will activate normally but will not be consumed by the casting. This class ability will work on scrolls level 1 to 7. For scroll levels 8 to 9, two uses of Scroll Harvest must be used. Normal rules for activating a Battle Magic scroll apply. This ability does not grant the Templar the Read Magic Ability, which must be purchased separately. This skill is usable once per day, per purchase.

Weapon Break

Pre-requisite: Occupation at 9th Level and at least one 6th Level Templar Ability

An Occupational Ability for the Templar, this skill will allow the Templar to shatter an opponent's weapon, spraying the target with the shattered pieces. The Templar may break an opponent's weapon using their own weapon, like a physical effect, so long as the weapon is hit. This ability will also work on shields. If the shatter is successful, the target will also be dealt 15 damage of whatever type their weapon was dealing when it was struck. This damage type includes Normal, Magic, silver, etc., but does not include Body damage or Alchemical effects. Shields deal Normal damage. The call is "Innate Weapon Break!" This skill is usable once per day per purchase.

Weapon Conduit

Pre-requisite: Occupation at 12th Level and at least one 9th Level Templar Ability

An Occupational Ability for Templars, this skill will allow the Templar to absorb, store and redirect Battle Magic spells and magical effects which exactly copy a Battle Magic spell which they have successfully been hit with, through their melee weapon. The Templar may use any source for this Battle Magic including: spells they cast on themselves, offensive spells cast at them, scrolls, or even Battle Magic producing Magic items.

To effectively use Weapon Conduit the Templar must first absorb a Battle Magic spell they are the target of. By stating "Innate Weapon Conduit!" at the time of absorption, the Templar's own body will absorb the spell and then act as a conduit, sending it though their own weapon, on to another target. Once a spell is stored in the weapon, the Templar may unleash it at their will in the form of a Spellstrike. To activate the spell inside the weapon the Templar must call out "Spellstrike <spell>" The Templar has 1 minute to unleash their absorbed spell before the stored power of the spell explodes from their body. If the Templar fails to unleash their stored spell within that time, they suffer 15 points of magic damage. Stored spells do not stack on the Templar. Spellstrikes may be only used in conjunction with melee weapons. This ability can be used once per day per purchase.

Rogues

Rogues tend to be from a lower to middle-class background. Their skills tend to be more ambiguous in nature, taking knowledge and talents from numerous sources. Without as much specialization as the other two groups, Rogues tend to be the "catch-all classes" for people who live by their wits, rather than by knowledge or strength.

Assassin

Assassins, the exception to the rogue generality, are specialists. They specialize in stealth, and the ability to kill silently with brutal precision. Assassins are used in many ways and can be found in all walks of life. They are not always cold-blooded killers and are used by many nobles as spies and scouts.

Shiv

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Assassins, this skill allows the Assassin to turn any single simple- or medium-sized weapon or stiletto swing into Body damage equal to the weapon's base damage. If a stiletto is used, the damage is

x2. Preparing the Shiv attack requires a 3-count - "Innate Shiv 1, Innate Shiv 2, Innate Shiv 3". This skill can be combined with any other skill or ability as if it were a normal weapon swing. This effect is used up regardless of whether the attack hits or misses. The Assassin has 1 minute to use the Shiv before it expires. This skill is usable only by the Assassin who prepares it and is usable once per day per purchase.

Silent Strike
Pre-requisite: Occupation at 6th Level and at least one 3rd Level Assassin Ability
An Occupational Ability for Assassins, this skill allows the Assassin to add a silencing effect to one of their Normal attacks. For this effect to activate successfully, the attack must damage the target into Body. If the attack does not damage the target into Body, this skill will fail. This silencing effect lasts until the target receives at least 1 Body point of healing. To activate this skill the Assassin must declare "Innate Silent Strike". Once activated the Assassin has one hour to engage their prey, adding the suffix "Silence" once to their next weapon swing. This skill may be used in conjunction with an Execute to create a Silent Kill. To use the ability in this manner the assassin must declare "Silent Kill". A silent kill functions exactly the same as an execute save that the target is silenced and cannot scream. The Silent Strike skill may be used once per day, per purchase.

Spirit Sever
Pre-requisite: Occupation at 9th Level and at least one 6th Level Assassin Ability
An Occupational Ability for Assassins, this skill allows the Assassin to cut the astral strands that bind a Spirit to its body. This skill must be used on a target in their Death Count and takes one minute to complete. During this time, the Assassin must stay with the target, actively cutting the invisible strands that tie the target's Spirit to their body. If successful, the target Spirit must forgo the remaining time in their Death Count and immediately attempt to Resurrect. While the Assassin is using this skill, it is suggested that the target continue their normal Death Count, outlined by their race, in the event the Assassin fails. The one-minute Spirit Sever count must be said by the Assassin, loud enough for the target to hear. If at any point the Assassin stops counting, is interrupted, uses any other skill or if the target was so far along in their Death Count they Resurrect before the Assassin finishes, this skill will fail. This skill will also fail if used on a conscious target or a target in their Bleed Count. This skill can be used once per day per purchase.

Penetration
Pre-Requisite: Occupation at 12th Level and at least one 9th Level Assassin Ability
An Occupational Ability for Assassins, this skill allows the Assassin to bypass armour and Magical protections for a single physical attack. When used, the Assassin may add the "Innate Surprise Penetrating" prefix to their damage call for one melee or ranged attack that strikes their opponent from behind. A penetrating attack ignores all non-ritual level protections, non-racial abilities, and any armour the target may be wearing. Protections which are ignored are not used up by this attack. If the Assassin misses their target with their swing or the attack is physically blocked by another weapon or shield, this ability is used up for the day. It is usable once per day per purchase. Penetration may be used in conjunction with any Rogue skill, even if said skill explicitly states that it may be not used in conjunction with other skills.

Nightblade

Nightblades are a hybrid of all the rogue classes, a Jack-of-all-trades. They tend to be very diverse in their studies and can always be relied upon to surprise you when you least expect it. Nightblades tend towards occupations such as forgers, smugglers, and thieves. Usually bred in the cesspool of the urban world, Nightblades live by their cunning, taking what they wish, dodging the long, but slow arm of the law.

Feint
Pre-requisite: Occupation at 3rd Level
An Occupational Ability for Nightblades, this skill allows the Nightblade to quickly evade any packet-delivered alchemical attack they are successfully struck with. To use this ability, the Nightblade must state "Innate Feint," in order to avoid the attack. This skill also has the additional benefit of acting as the pre-requisite for the rogue

skill Dodge, without requiring the Nightblade to purchase the skill Critical. Each purchase of Feint fulfills the pre-requisite for a single purchase of Dodge.

Duplicate Key
Pre-requisite: Occupation at 6th Level and at least one 3rd Level Nightblade Ability
An Occupational Ability for Nightblades, this ability will create a duplicate of any key, Magical or otherwise. This ability will work on any mundane key, wizard lock key, ward keys etc. This ability requires the original key or a pre-existing duplicate to be touched by the Nightblade and a declaration of "Innate Duplicate Key" must be said aloud. This duplicate will last 24 hours or until used once. It may be used once per day, per purchase.

Dim
Pre-Requisite: Occupation at 9th Level and at least one 6th Level Nightblade Ability
An Occupational Ability for Nightblades, this skill allows the Nightblade to become invisible and non-corporeal so long as they do not move, attack, or make any sound. To use the skill the Nightblade must be in darkness. A character is in darkness when words on a page held at arm's length cannot be read. Dimming requires a three-count, "Innate Dim 1, Dim 2…", both entering and exiting the Dim. Should a light source destroy the shadow the Nightblade will automatically be forced out of Dim (still requiring an exiting 3 count). While dimmed, a Nightblade must put on a white, out-of-game headband, or place their hand/weapon on their head. This ability does not hide the Nightblade from Sense abilities. This skill may be used once per day, per purchase.

Passwall
Pre-requisite: Occupation at 12th Level and at least one 9th Level Nightblade Ability
An Occupational Ability for Nightblades, this ability allows the Nightblade to ethereally attune a small section of a normally solid surface, allowing them to pass back and forth through it, stating "Innate Passwall". It will allow the Nightblade to enter and exit through the surface, but only once per direction. This attunement will work on any object that is less than 3 feet in thickness, such as stone walls and doors (including magical and ritual barriers). Only the Nightblade, mundane untagged clothing, Spirit linked items, and items made from the Duplicate Key skill, may enter. All other items must be left behind. If or when the Nightblade exits through the attuned surface, they may bring any items with them. The attuned surface will last 5 minutes. The ability requires 1 minute of uninterrupted concentration before using. If Body damage is taken during the 1 minute of preparation, the skill is used up and wasted. It may be used once per day per purchase.

Wytch Hunter

Wytch Hunters are a hybrid class who are specially trained to fight against one or more specific spheres of magic. The reasons for this vary from Wytch Hunter to Wytch Hunter; sometimes it's motivated by personal hatred, other times they've simply decided on this path of training. Whatever the reason the effect is the same. In order to accomplish this task they've combined the arts of stealth and magic in their training. Wytch Hunters have at least one "opposed sphere" which they train to counter with their own powerful abilities. This training results in the Wytch Hunter *never being able to learn or cast any sphere of magic they oppose* with the exception of magical items. Their class abilities can only be used against the spheres of magic they oppose, against either Battle Magic, ritual magic or magic items, and will not work against creatures which naturally cast those spheres, like angels who cast Light or Fae who can innately Charm. A Wytch Hunter can take any sphere of magic in the rulebooks as an opposed sphere. Each Advanced sphere of magic counts as a single sphere of magic for the purpose of skill purchases.

Wytch Mark / Opposed Sphere
Pre-requisite: Occupation at 3rd Level
An Occupational Ability for Wytch Hunters, this skill serves two purposes:

First, it allows for the creation of a glowing magical symbol that will store any Battle Magic spell cast into it by the Wytch Hunter within 60 seconds of its creation. This spell must be cast by the Wytch Hunter or through a magic item used by them. The symbol must be represented by a green light and must remain stationary and

unhidden. The tag for the Wytch Mark must be attached on or next to the green light, as well as the spell tag if one is used. The Wytch Hunter must choose one of their opposed spheres and write that on the Wytch Mark tag, stating "Innate Wytch Mark <Sphere>". Once prepared, the Wytch Mark will activate the next time a person with active magic from the chosen sphere comes within 10 feet of it. If this occurs, the target will be automatically struck by the stored spell as if they had been successfully hit by a spell packet. For the purposes of defenses, the attack is presumed to have a call of "Magic <spell>". If no spell is cast into the Wytch Mark, it will do 1 Magic damage instead. Once the Wytch Mark is activated, it will vanish. A Wytch Mark can be destroyed and is considered to have 1 Body Point.

Secondly, purchasing this ability allows the Wytch Hunter to choose one hated sphere. *Until this class ability is purchased for the first time, a Wytch Hunter has no opposing sphere of magic.* This class ability may be purchased multiple times, each time allowing the Wytch Hunter to choose a new sphere of magic if they desire, otherwise multiple purchases will simply unlock more uses of the Wytch Mark per day.

Twist of the Tongue
Pre-requisite: Occupation at 6th Level and at least one 3rd Level Wytch Hunter Ability
An Occupational Ability for Wytch Hunter, this skill will allow the Wytch Hunter to inflict a terrible attack on any target, twisting and spiraling their tongue, should they cast from any of the Wytch Hunter's opposed spheres. This packet delivered attack, if successfully landed, will sit, impervious to all methods of removal, on a target's spirit for the next hour like a magical trap. If at any time during that duration the target casts a spell from the Wytch Hunters hated spheres, from memory, scroll, or magic item, their tongue will twist and spiral once the spell is cast. A target with a twisted tongue may grunt and squeal but cannot cast, engage in coherent speech or use any skills, items or abilities that require speech for duration of one hour. This infliction may not be healed or cured, even if the target dies and is given a life spell. Only successful resurrection or duration expiry will restore the targets tongue. The call for this ability is "Innate Arcane Twist of the Tongue <Spheres>", e.g. "Innate Arcane Twist of the Tongue Necromancy Psionics". This ability is usable once per day per purchase.

Karmic Ricochet
Pre-Requisite: Occupation at 9th Level and at least one 6th Level Wytch Hunter Ability
An Occupational Ability for Wytch Hunters, this ability will allow the Wytch Hunter to absorb any Battle Magic spell and return it back to the caster. This ability can absorb a spell from the Wytch Hunter's Opposed Spheres of Magic that successfully strikes them, or any other target within 10 feet of the Wytch Hunter, by verbally declaring "Innate Arcane Ricochet". If the spell is one which allows the caster to throw more than one packet, the Wytch Hunter must absorb the first packet for the Ricochet to be effective. The Wytch Hunter then has 3 seconds to ricochet that spell back to the original caster or into the ground via spell packet or touch-cast. If they fail to do this or do not ricochet it within the 3 seconds, the Wytch Hunter will take the full effect of the spell themselves. When returning the spell, the Wytch Hunter must declare "Innate Ricochet Magic <spell name>!" before throwing the packet. This returning spell will have no effect on any other target other than the original caster or the Wytch Hunter. The spell being returned is an exact duplicate of the one that was captured by the Wytch Hunter. This ability is usable once per day, per purchase.

Counter Magic
Pre-requisite: Occupation at 12th Level and at least one 9th Level Wytch Hunter Ability
An Occupational Ability for Wytch Hunters, this Arcane packet-delivered or touch attack will negate or destroy any Battle Magic and most Ritual spells of the Wytch Hunters Hated spheres. This ability may also counter any spell that hits the Wytch Hunter, so long as it is within their Hated spheres. Counter Magic will act the same as an Advanced Shield Magic spell in this regard and the defensive call is "Innate Arcane Counter Magic".

When used offensively, Counter Magic will destroy any one spell within the Hated Spheres of Magic that is active on the target and has a duration other than instant. The call for this attack is "Innate Arcane Counter Magic: <specific spell OR sphere>". If a sphere is part of the call, the target chooses one active spell within that sphere to be removed. If a spell named in the call is active on the target, it is destroyed. If the specific spell called is not

active on the target, the Counter Magic fails without activating defenses. This ability is usable once per day, per purchase.

Counter Magic may be used against a target without a spirit, such as a cabin. Once again, either a specific spell may be targeted or a sphere. If an OOG note has been left describing an active spell effect (such as a Ward) and it is destroyed by the Wytch Hunter, they may leave their Counter Magic tag attached to the note to indicate that it no longer exists.

Scholars

Scholars are those who have decided to make magic their career. Although it's not unheard of for scholars to pursue some physical related skills, to them swinging a sword is like a warrior casting a spell. They come in a wide variety of subtypes, from the Elementalist calling down lightning bolts, to the Bard summoning musical aid, or the Druid communicating with animals. The Scholar class in Underworld is highly customizable, being able to purchase spells that heal, protect, charm and much more. The young scholar will concentrate on Battle Magic, spells that are cast with immediate results requiring a simple incant. The ultimate goal for almost all scholars is Ritual Magic, the most powerful form of Magic available to mortals.

Druid

Druids are scholars who tend to be most comfortable using the Nature sphere and feel a kinship to plants and animals. There are many different types of Druids, from the guardians of the forest to those who consider themselves friends of the Fae. Able to shape-shift into animals and create powerful sentient Henges, Druids also dabble in Alchemy and some physical skills. Often seen as the counter-part to Rangers, Druids sit on the magic side of the fence, whereas Rangers sit on the physical side. Less common in large urban areas, Druids are a natural fit in the dangerous outdoors that Underworld events typically use as backgrounds.

Create Grove
Pre-Requisite: Occupation at 3rd Level
An Occupational Ability for Druids, this skill awakens a 10-foot diameter circle of natural wilderness with druidic energy. A Grove grants the following powers: it allows the creator to see and identify any True Fae creature that steps within its boundary and the Grove creates an empathetic bond with its creator. This allows the Druid to sense the emotions of the Grove and vice versa. A Grove's emotion can change based on perceived threats to the grove or unnatural corruption of the lands surrounding it. These indicators will always be vague and cannot tell a druid specifics about the reasons for the emotional state, only that they exist. A Grove does not provide a barrier or any other protection to those inside, and cannot be augmented in any way, other than upgrading it to a Henge for which it is a prerequisite. It takes a 1-hour role-play ritual to create the Grove. Groves must have their boundary visibly defined by a rope or other marker but these markers can be natural, such as vegetation. Groves can only be made outdoors. They may contain structures such as tents, but only if the structure is small enough to fit completely inside the Grove. A Druid may have 1 Grove active at a time, per guild. The grove can be moved by releasing the druidic energy back to nature and performing the 1-hour role-play ritual again elsewhere. If a druid who has created a Grove dies a final death, the Grove fades away.

Forest Meld
Pre-requisite: Occupation at 6th Level and at least one 3rd Level Druid Ability
An Occupational Ability for Druids, this skill allows the Druid to become one with the forest, hiding their presence. To successfully activate this skill the Druid must use a tree with a thickness such that they are unable to completely wrap the fingers of both their hands around its trunk. A 3 count declaration must be said aloud "Innate Forest Meld 1, Forest Meld 2 ..." At this point, the Druid will merge into the tree and must place their hand/weapon on their head, or don a white headband, to show they are out of game. The Druid may stay hidden inside the tree until they will the skill to end, breaks concentration, or the tree takes 1 Body point of damage. At that point, the Druid will be ejected from the tree, again with a 3 count. While melded, a Druid is able to hear

sounds as normal. A Druid who has created a Henge may choose to merge with it, if it is large enough, and forgo the expulsion due to Body damage. In this case the Druid will not be ejected unless the Henge dies, at which point so will the Druid. This skill may be used once per day, per purchase.

Totem
Pre-requisite: Occupation at 9th Level and at least one 6th Level Druid Ability
An Occupational Ability for Druids, this skill allows the Druid to shape-shift into their Totem Animal. The Totem Animal must be chosen upon purchase and cannot be changed after purchase. Subsequent purchases allow the Druid to select an additional Totem Animal. Totem may be used once per day per purchase.

When used, this skill will transform a Druid into their chosen animal form. The animal cannot be smaller than a fox or larger than a brown bear. The animal may not be one that is capable of flight and must be natural/normal (not supernatural). It takes one minute to activate, and requires the Druid's full concentration. If they become distracted, use any other skill, or take damage to Body during the transformation, the ability fails and is considered used for that day. All carried items and clothing will magically merge into the Totem form. These items cannot be retrieved until the Totem ends. This ability will fail if the Druid attempts to shape-shift while carrying an item with a Spirit or something that is larger than half their size. The experience of "shifting" for a Druid is a blessed and personal one. During this time, the Spirit of their Animal Totem grants permission to share its consciousness for a brief and majestic moment. This Totem change lasts for 1 hour and may be terminated at will (taking 1 minute to change back). If detected for magic, a Totem will glow and thus can be distinguished from a regular animal. While in Totem form, a Druid will detect as the Totem animal and not their original race.

While in their Totem form, the Druid should think and behave as the animal does. The Druid will possess their own personality, motivations and fears. However, they will now be filtered through the mind of an animal. The character will now have "animal intelligence" but this should be viewed more like "forced role-play" than as a weakness. All information learned while in Totem form will be remembered when the Druid shifts back, unless the Totem animal dies. While in Totem form the Druid may not use any skills or abilities. Magic protections, augmentations and any other Magic targeting the Druid's Spirit (positive or negative) will transfer over to the Totem form during the shape-shift; normal rules for duration still apply. All Totem Animals fight with two melee weapons to represent their "claws". It is possible to construct a suit of armour specifically for the animal form, although the Totem Animal would require assistance putting it on.

While in Totem form (and during the 1-minute transformation count), the Druid will take x2 damage from all silver weapons. Should the Druid fall into their "Death" count, their body will automatically revert to their original form over the next minute. The Druid may touch and carry silver items, but doing so will cause them great discomfort and should be role-played accordingly. Once shifted back, the Druid will be fully healed, unless they were in their Death count, and any Alchemical toxins or non-Magical diseases in their system will be removed. Shifting back cannot be interrupted.

The Totem will have the following stats. Please note that the numbers are calculated from level 1 and not the level at which the Druid purchased the skill.

1 Normal threshold, +1 every 3 levels.
2 damage via Claw, +1 every 3 levels.
20 Body, +5 every 3 levels.
1 "25 Slay" every 5 levels.

These stats/abilities cannot be improved by skills purchased by the Druid. In the same way that one cannot use a Totem slay outside of Totem form, one cannot use a character's slay in Totem form. The same is true for all of these stats.

Henge

Pre-requisite: Occupation at 12th Level and at least one 9th Level Druid Ability

An Occupational Ability for Druids, this ability upgrades any Grove the Druid has created into something much more powerful. Once created a Grove will gain a "Heart" - a living organism at the center of the new Henge, which powers it and acts as its lifeforce. This Heart must be represented by living vegetation at the center of the Henge and must be marked with a tag. A Henge's size and boundaries will mirror that of the Grove it was created from. A Henge has the abilities of a Grove, with the following additions:

- The Henge Heart has 100 Body points and a magic threshold.
- The Henge offers an always active, frictionless, spherical barrier. Those invested in the Henge may pass freely through the barrier and may "Recognize" others through the barrier on a 3-count, allowing them to enter and exit once. Recognition may be done without packets, simply by stating "I recognize 1, I recognize 2, I recognize 3" while pointing at the target. This barrier will prevent the passage of everything, with the exception of air, light, sound and gaze attacks, unless the ability specifically states otherwise. Attacks cannot be made from the inside of the Henge to the outside, even by investees.
- The Henge can have as many people invested in it as the druid desires (this is done through a 1 hour role-play only ritual of the creator's design). Being invested in a Henge persists through death. At any time, the creator of the Henge may "Divest" anyone Invested on a three count from within the Henge. The Divested does not need to be present at the time but should be informed OOG by a marshal.
- The Henge can resurrect spirits as per a Resurrection Circle and will do so automatically, without assistance required, in 10 minutes.
- The Henge allows anyone invested in the Henge to "reject" anything that has a Spirit and is not invested, forcing them outside the boundary by pointing at the target and stating "The Henge rejects you!" This cannot be resisted by anything but the most powerful of creatures. Once rejected, the same creature cannot be rejected from the Henge for 5 days.
- The Henge allows anyone invested in the Henge to see any Spirit that is in the Henge, including Ghosts and those that walk in the Fae Realm.
- The Henge will act as a Nature ritual circle for those invested and will act as a secondary caster for those rituals.
- The Henge allows anyone invested to transport to the Fae realm once per day. Before this power is used, the Fae Marshal must be contacted. Chance of success and ultimate destination is decided by the Fae Marshal and based on the role-played actions and performed ritual done by those invested. This power does not give them the ability to transport themselves back to this plane.
- The Henge does not know whether or not its investees have died unless they do so within the Henge.

When a Henge Heart is killed, if the creator is within 5 miles of it, the creator will be hit with a repeating Arcane Death once per hour until they resurrect. A druid may have 1 active Henge per guild. If a Henge is destroyed a new one may be created via a new Grove, but it will not have any of the augmentations the previous Henge had nor the investees. If the druid who created the Henge dies a final death, all investees become divested and the Henge fades away.

Mage

Practitioners of the arcane arts, these students of the more esoteric fields of study bring power to word and deed. The most difficult and slowest class to follow, they gain their power slowly, but are unmatched when higher levels are achieved. You can identify a beginner in the arcane arts by their well-built running legs and a Master by their paunch, grown by long hours spent in Ritual Circles.

Identify Magic Item

Pre-requisite: Occupation at 3rd Level

An Occupational Ability for Mages, this skill allows the Mage to identify a magic item by consuming a Catalyst of any type. The Mage must touch a Catalyst of any type, as well as the item they are attempting to identify, and

state "Innate Identify". The Catalyst will be consumed in a brilliant flash of blue light. The effect(s), flaw(s), activation word, expiry, and any other traits on the magic item tag will be revealed to the Mage. This skill is usable once per day, per purchase.

Mana Harvest
Pre-requisite: Occupation at 6th Level and at least one 3rd Level Mage Ability
An Occupational Ability for Mages, this skill allows the Mage to harvest spent Battle Magic spells by consuming Catalysts. For this ability to be successful the Mage must touch the appropriate number of Catalysts, choose which used Battle Magic spell they are going to recall, and declare "Innate Mana Harvest <spell>". The Catalyst(s) will be consumed in a brilliant flash of blue light and the Mage's ability to cast that chosen spell will be recalled. To harvest a Circle 1-3 spell, the mage must consume one Catalyst of any type. To harvest a Circle 4-6 spell, the mage must consume two Catalysts of any type. To harvest a Circle 7-9 the mage must consume three Catalysts of any type. A Discord Catalyst will count as if it were two Catalysts. This ability will only recall a Battle Magic spell into memory that has already been used and will not allow the Mage to rememorize a new one in its place. This skill is usable at will but may only be used once per spell slot.

Create <Sphere> Familiar
Pre-requisite: Occupation at 9th Level and at least one 6th Level Mage Ability
An Occupational Ability for Mages, this skill allows the Mage to create, and bring to life, a magical Familiar. This Familiar is a part of the Mage, created from their raw magic. Only one such creature can exist at a time for the Mage, and the creature is considered to have animal intelligence. The Mage may choose the Familiar's form at creation, but it must in some way represent one of the Spheres of Magic that the Mage can cast. Once decided, a Familiar's form cannot be changed. Its size is limited to no greater than a large housecat. The Familiar is spirit linked to its creator, and cannot leave the Mage's person. It has no skills or abilities of its own, possesses no Spirit and cannot die, unless the Mage dies and resurrects. At any point, the Mage can choose to kill the Familiar, just by willing it. Doing so causes the Familiar to dissipate. While in existence, the Familiar will hold one Battle Magic spell that the caster can currently cast. This spell is chosen when the Familiar is first created and can be changed or reset when the Mage chooses to re-memorize their spells for that day. At any point, the Mage can cast that spell as if they had the extra spell-slot in their pyramid. Once done, the Familiar is now "empty" and cannot store another spell until the Mage resets for the day. The Familiar will also help in the casting of Rituals. The Familiar can act as a secondary caster in a Ritual the Mage casts as the primary caster, once per day. To create a Familiar, the Mage must spend one hour performing a rite to create an entity from raw magic. Once the hour has passed, the Mage must declare "Innate Create <Sphere> Familiar" for the ritual to be complete. The Familiar must be visually represented by the Mage. A doll or stuffed toy will suffice, as long as it in some way resembles the Sphere of Magic chosen. This skill may be used once per day, per purchase.

Power Nexus
Pre-requisite: Occupation at 12th Level and at least one 9th Level Mage Ability
An Occupational Ability for Mages, this skill allows the Mage to create a circle of power used in the casting of Ritual Magic for any Sphere that the Mage knows. Casting a ritual using a Power Nexus will add 1 White stone to the ritual bag. A Power Nexus will also allow the Mage to "Sense Catalyst" at will, so long as the mage is inside the circle. Those within range of the detection must announce how many (and what type of) Catalysts they carry on their person, even if they are outside of the circle. This circle is not equipped with a barrier or any other abilities unless the Mage alters it with ritual magic. A final ability of a Power Nexus is to have the Nexus transform into a circle of protection for 10 minutes. This transformation will change the Nexus into a Circle of Protection against one of these specific groups that must be declared at the time of transformation via "Innate Power Nexus: Circle of Protection from <name>!": Any racial group in the rulebook (such as "elves"), lesser angels, lesser demons, lesser Undead, animals, Brood, constructs, elementals, fae, plants or magical beasts. Only one type of protection can be active at a time and it cannot be changed once active. When a circle is modified in this manner, it will last for 10 minutes then the entire circle will vanish permanently. While active the protective circle will prevent its target "type" from crossing the circle or performing hostile actions through it, but it will not act as a barrier to any other creature.

The Mage must visually represent this circle of power with a rope or some other method that clearly outlines its borders. A circle of power created with Power Nexus is 10 feet in diameter; however, multiple uses of this ability by the same Mage at creation will increase the diameter of this circle by 10 feet per use. This circle of power will last for 5 days and cannot be destroyed save via Ritual Magic. The Mage can choose to destroy this circle at any time they wish. For this skill to be successful, the Mage must visually represent their Circle and declare "Innate Magic Power Nexus!" This skill can be used once per day per purchase.

Bard

They are musicians, storytellers, poets, Skalds and mythmakers. Bards are the creative pulse in every tavern, town and festival and their songs and stories breathe life into an otherwise drab and dreary existence. A Bard performs for the masses, uplifts the downtrodden and entertains the rich. Bards must possess at least one audible style of performance at which they are reasonably competent, such as dramatic storytelling, musical instruments requiring skill, poetry or singing. Bardic instruments do not need to be tagged. Bards tend to shy away from combat and battle, focusing more on entertaining than fighting.

Song of Aversion
Pre-requisite: Occupation at 3rd Level
Duration: Concentration
This Occupational Ability allows for a Bard in danger to cloud the minds of their foes, confusing their foes to their exact presence and hiding them for a few precious moments. This skill does not grant the Bard true invisibility but it will obfuscate their person, causing all around them to avoid and ignore the Bard for a short period. To activate this skill, the Bard must state "Innate Song of Aversion!" Once activated the Bard's feet must remain stationary and for the next 15 seconds they must repeatedly state "Active Song of Aversion". While the skill is active all those around the Bard that can hear their voice and know the general location of the Bard within ten feet, but the Bard will appear blurred and displaced. They will unconsciously miss if they try to blindly attack or swing wildly in the area the Bard is hiding. This does not grant the Bard immunity to damage from Area of Effect spells or effects or the effects of Power or Command Words. This skill is intended to give the Bard a few moments to put away their valuable instruments to avoid harm and/or hopefully allow their friends to regroup and save them from the attack. This ability is usable once per day per purchase.

Song of Love
Pre-requisite: Occupation at 6th Level and at least one 3rd Level Bard Ability
Duration: 4 Hours
An Occupational Ability for Bards, this song will allow the bard to magically charm up to two individuals of their choosing, so long as both hear the bard's performance from start to finish and are serenaded by the bard at least once. In order for a serenade to be successful, the song must have a duration of at least 5 seconds, and the targets of the serenade must make eye contact with or be touched by the singer. Once the performance is complete, the bard must either state "Innate Arcane Charm: *Target's Name"* or convey to the target that they have been affected. Each target will then take the effect of an Arcane Command Word Charm Spell. The player may determine, out of game, whether this causes infatuation or a very strong friendship. This Command Word is not detectable when used, nor is spoken or cast by the Bard. Instead, it is a representation of the overall effect the Bard's song has on its targets. Both the Charm and the potential infatuation will not cause the target to do things outside of their nature but they will act as if the bard is their new best friend and possibly lover. They will believe almost anything the Bard says to be true, they will protect the Bard with their lives if asked. A charmed target will not kill themselves or assassinate other loved ones unless somehow tricked or deceived. This effect will last for 4 hours after which the charm effect will wear off. This ability is usable once per day per purchase.

Song of Intermission
Pre-requisite: Occupation at 9th Level and at least one 6th Level Bard Ability
Duration: Concentration up to 30 minutes
An Occupational Ability for Bards, this song will allow the Bard to use their performance to suspend or extend any spell or effect that is currently being counted or in duration. In order for this effect to work the target of the

duration or count must hear the Bard's song and willingly accept its effects to allow the duration or count to be extended. The Song of Intermission is so powerful that it can even delay death, pausing a willing victim's death or Bleed Count, until help can be found. This function will work even if the dead or dying target cannot hear. To activate this song, the Bard must state "Innate Song of Intermission" then begin their performance piece. Song of Intermission will not affect any spell or effect that fails. This skill may only be used on one target at a time, though the target of the spell may be changed on a 3 count. This skill will last at most 1 minute per the Bard's level. This skill is usable once per day per purchase.

Song of Heroism

Pre-requisite: Occupation at 12th Level and at least one 9th Level Bard Ability

Duration: Concentration

This Occupational Ability allows the Bard to perform a masterpiece of heroic inspiration, leading allies to victory and bringing life back to the injured. In order for those listening to become heroic, they must consider the Bard an ally (that is to say, do not wish them harm), and have heard the song for at least 30 seconds. Once the requirements have been made all those that can hear the Bard will become inspired, gaining +2 Strength, an aura on their Spirit allowing them to swing any weapon for magic damage, and finally they become immune to the effects of Fear. To further this, all those who are under the effects of this song and are within 10 feet of the Bard, will regenerate 1 Body every minute so long as they are conscious or semi-conscious. This song has no effect on those in their Bleed or Death Counts. To activate this song, the bard must state "Innate Song of Heroism!" and if possible, shouts it often to inform those around them that the song is still active. If the Bard's concentration is broken, the bard must then shout "Heroism Over!" The Song of Heroism will not stack with other bard songs. This skill is usable once per day per purchase.

Skills

The following list contains skills that your character can purchase at character creation or learn during their life. They are gained and purchased by using CP (Character Points). Some skills have prerequisites which must be purchased first, listed in the Prerequisites column in the following charts. No skill may be purchased more than 10 times, total. Different subsets of the same skill, such as Tradesman: Miner and Tradesman: Florist or Weapon Specialisation: Bow and Weapon Specialisation: Sword are not considered different skills. All skills may be self-taught. When in doubt, specific skill/ability rules trump general skill/ability rules.

Resetting Skills

During weekend events, between the hours of 6 PM and midnight, a player may "reset" all tag skills, spell slots and Magic items. A skill is considered a tag skill if it can only be performed a certain number of times per day. These abilities are usually accompanied by a tag (thus the name), but there are exceptions. Examples of tag skills would be Sap, a 3rd level spell slot, or a Magic item which casts Life three times a day. When a player decides to reset, all the tag skills they had remaining from the previous day are lost. Resetting takes 10 minutes of continuous concentration, and if the 10 minutes is interrupted by any action, it must be restarted. One cannot choose which tag skills to reset; it is all or nothing for that player, for that day.

In order to reset spell slots and fill them with new spells, a character must spend 10 minutes memorizing new spells from a Spellbook. At the end of this time, all spells still in memory are wiped clean and the spell slots are filled with the new spells.

Production Skills	Warrior			Rogue			Scholar			Prerequisites
	M	R	T	N	A	W	M	D	B	
Alchemy	80	50	70	40	40	50	60	40	50	None
Artifice	75	75	80	90	100	90	120	110	95	Level 10 Blacksmith
Blacksmith	65	65	70	80	90	80	110	100	85	None
Chemistry	90	60	80	50	50	60	70	50	60	Level 10 Alchemy
Create Scroll	75	75	40	50	75	45	35	45	35	Read Magic
Tradesman <Type>	40	40	40	40	40	40	40	40	35	None
Trapper	75	65	75	45	55	65	85	75	75	None

Chart 4-1

| Scholar Skills | Warrior | | | Rogue | | | Scholar | | | Prerequisites |
	M	R	T	N	A	W	M	D	B	
Anatomy	40	40	40	40	40	40	40	40	35	None
Mysticism	50	50	50	50	50	50	50	50	50	None
Demonic/Angelic Arts	75	75	60	75	75	60	55	60	50	None
Elemental Attunement	25	25	25	25	25	25	25	25	25	Elemental Sphere
First Aid	60	60	60	60	60	60	60	60	55	Anatomy
Necromantic Arts	75	75	60	75	75	60	55	60	55	None
Physician	45	45	45	45	45	45	45	45	40	First Aid
Read & Write	70	60	45	55	70	45	40	50	40	None
Read Magic	45	35	20	25	40	25	15	15	25	Read & Write
Read Magic: Advanced	50	45	30	35	50	35	25	25	35	Read Magic
Read Magic: Ritual	90	80	50	60	90	60	40	40	50	Read Magic: Advanced
Spell Slot: 1st Circle	30	30	10	20	40	10	10	10	10	Sphere of Magic: 1st
Spell Slot: 2nd Circle	40	30	10	20	60	10	10	10	10	Spell Slot: 1st Circle
Spell Slot: 3rd Circle	80	60	20	40	80	20	20	20	20	Spell Slot: 2nd Circle
Spell Slot: 4th Circle	100	60	30	40	100	30	20	20	30	Spell Slot: 3rd Circle
Spell Slot: 5th Circle	100	90	40	60	100	30	30	30	30	Spell Slot: 4th Circle & Read Magic Adv.
Spell Slot: 6th Circle	120	90	50	60	120	40	30	30	40	Spell Slot: 5th Circle
Spell Slot: 7th Circle	120	120	60	80	120	50	40	40	60	Spell Slot: 6th Circle
Spell Slot: 8th Circle	150	120	70	80	150	50	40	40	70	Spell Slot: 7th Circle
Spell Slot: 9th Circle	150	150	80	100	150	60	50	50	80	Spell Slot: 8th Circle
Spell Slot: Ritual Base	40*	30*	30*	20*	40*	20*	10*	10*	30*	Spell Slot: 9th Circle & Read Magic: Ritl.
Advanced Ritual Casting	300	300	275	275	300	275	200	225	225	Level 1 Ritual Slot
Sphere of Magic: 1st	100	100	75	75	100	75	25	50	50	Read Magic
Sphere of Magic: 2nd	200	200	175	175	200	175	150	175	175	Sphere of Magic: 1st
Sphere of Magic: 3rd	300	300	275	275	300	275	200	225	225	Sphere of Magic: 2nd

Chart 4-2

* Each ritual slot costs this base cost multiplied by the ritual slot level.

| Warrior Skills | Warrior | | | Rogue | | | Scholar | | | Prerequisites |
	M	R	T	N	A	W	M	D	B	
Ambidexterity	20	30	35	40	30	45	75	75	75	None
Florentine	40	40	45	70	65	70	110	110	110	Ambidexterity
Flurry of Blows	40	50	55	75	65	75	125	100	125	None
Heavy Armour	15	20	20	40	45	45	65	60	65	None
Self Mutilate	15	15	15	15	15	15	15	15	15	None
Shield	50	75	60	110	120	95	140	140	140	None
Slay/Parry	100	120	130	170	150	170	250	200	250	Specialization +1: Group or Specific
Slay/Parry: Master	120	140	150	190	170	190	270	220	270	Specialization +1: Group
Slay/Parry: Subsequent	100	120	130	170	150	170	250	200	250	Additional Specialization +1: Group or Specific
Slay/Parry: Master Subsequent	120	140	150	190	170	190	270	220	270	Additional Specialization +1: Group
Specialization +1: Weapon Group	120	140	150	170	150	170	250	200	250	Weapon Group Proficiency
Specialization +1: Weapon Specific	100	120	130	150	130	150	230	180	230	Weapon Group or Specific Proficiency
Weapon Group Proficiency: Simple	Free	Free	Free	Free	Free	Free	Free	Free	Free	None
Weapon Group Proficiency: Med	40	40	40	50	50	50	80	80	80	None
Weapon Group Proficiency: Large	70	70	70	100	100	100	130	130	130	None
Weapons Specific Proficiency: Exotic	100	100	100	130	130	130	150	150	150	None
Weapon Refocus	40	40	40	40	40	40	40	40	40	None

Chart 4-3

Rogue Skills	Warrior			Rogue			Scholar			Prerequisites
	M	R	T	N	A	W	M	D	B	
Critical +2: Specific	150	125	130	120	100	130	230	180	130	Group Proficiency*
Critical +2: Group	170	145	150	140	120	150	250	200	150	Group Proficiency
Dodge	170	140	150	100	120	130	250	200	80	Critical +2: Group or Specific or Feint
Dodge: Additional	170	140	150	100	120	130	250	200	80	Additional Critical +2: Group or Specific or Feint
Execute	170	130	150	120	100	130	250	200	150	Critical +2: Group or Specific
Execute: Master	190	150	170	150	120	150	270	220	170	Critical +2: Group
Execute: Subsequent	170	130	150	120	100	130	250	200	150	Additional Critical +2: Group or Specific
Execute: Master Subsequent	190	150	170	150	120	150	270	220	170	Additional Critical +2: Group
Garrotte	100	85	120	85	60	65	150	150	95	None
Sap	55	45	50	35	35	35	60	60	40	None
Vital Blow	85	65	75	50	55	65	120	100	75	None

Chart 4-4

Racial Abilities	Warrior			Rogue			Scholar			Limitations
	M	R	T	N	A	W	M	D	B	
All Racial Abilities	50	50	50	50	50	50	50	50	50	1 per odd level

Chart 4-5

Occupational Abilities	Cost	Prerequisite
3rd Level Ability	30	Occupation at 3rd Level
6th Level Ability	60	Occupation at 6th Level and 3rd Level Ability
9th Level Ability	90	Occupation at 9th Level and 6th Level Ability
12th Level Ability	120	Occupation at 12th Level and 9th Level Ability

Chart 4-6

* Purchasing Critical for an Exotic weapon does not require a Group Proficiency, since there is no Group Proficiency for Exotic weapons.

Production Skills

Each Production skill other than Tradesman will grant your character different perks and creations at each level. Characters may create any of the items unlocked at or below their level in that skill. A certain amount of Raw Material is required in order to build these items. This is represented by units of Raw Material (RM). Raw Materials are kept and spent like any other unit of treasure (gold, silver, etc.). It is the player's responsibility to obtain the Raw Materials needed to create their items. These can be found or purchased as normal treasure or obtained from any appropriate "Tradesman" skill. Characters may create as many of these items as they have the RM for at Logistics.

Alchemy

Purchasing this skill opens up the world of Alchemy to your character. Coming in many different types and with far ranging, dramatic effects, the subtle art of Alchemy is possessed by many and taught by few. Each level of Alchemy purchased allows your character to create new Alchemical recipes from the in-game list of known alchemies. See the Production Skills chapter for further details on alchemy creation. Alchemies with an asterisk beside them require special components to create, which must be found in-game. These components will be tags labelled "[Alchemy] Components". Each component tag may be used to create one copy of that alchemy.

Level	Unlocks
1	Recipes up to 4 RM *Identify Alchemy*
2	Recipes up to 8 RM *Apply Ingested Alchemy*
3	Recipes up to 12 RM
4	Recipes up to 16 RM *Apply Contact Alchemy*
5	Recipes up to 24 RM *Reverse Engineer*
6	Recipes up to 32 RM *Throw Gas Globe*
7	Recipes up to 46 RM *Apply Contact on a 30 count*
8	Recipes up to 52 RM
9	Recipes up to 68 RM
10	All Recipes *Prepare Alchemy on a 2 Count*

Chart 4-7

An Alchemist can also create mundane role play related effects with little effort. By spending 10 minutes gathering common and easily found herbs and ingredients, the Alchemist can create elixirs to cure many role-played ailments. These only cure mundane ill effects and cannot be used to mimic any spell effect or ability. Common examples are elixirs for curing common colds, easing headaches and sore muscles, increasing fertility or virility, brewing aphrodisiacs, easing pain, clearing up rashes, etc. These effects are roleplaying effects only and will have no effect on a character if they do not wish it.

It requires no skill to willingly drink an Alchemical concoction or to pour an elixir down an unconscious victim's throat. To use any non-ingested Alchemical creation, it must be shaken vigorously and prepared with a three count. You may only have one non-ingested Alchemical creation prepared at a time and you must prepare your own. Non-ingested Alchemy only remains prepared for 10 minutes, after which it must be prepared again before being used. An Alchemist can determine the Stamina damage value of an alcoholic beverage by examining it.

Identify Alchemy: Each Alchemist has a basic knowledge of plants and herbs that allows them to identify known Alchemical concoctions after having examined the substance for one minute. This will not allow Alchemists to identify ingested Alchemy which has been applied to food or drink, or contact Alchemy which has been applied to a surface.

Apply Ingested Alchemy: For an ingested Alchemy to take effect (if a Shaper is not present to witness the slip) the Alchemist must somehow attach (or place) the Alchemy tag onto or under the item holding the food/drink. Ingested Alchemy will only affect the first person to eat or drink it. Multiple alchemies may be added to the same food or drink. Their effects will still only affect the first person to eat or drink the item. The person consuming the alchemy decides what order the alchemies hit them in, for the purposes of activating defenses, etc.

Apply Contact Alchemy: The Alchemist must spend one minute applying the contact elixir to the item. Contact alchemy may be applied to weapons of any type or to any other object. Once applied, the weapon swings with the suffix of "Contact <alchemy>" for one swing. E.g.: "4 Normal Contact Weakness". This does *not* need to hit to Body to activate. If the target resists the alchemy they still take the weapon's damage. If the attack misses or is blocked, the alchemy is still used up. If the alchemy is placed on a non-weapon object, the alchemical effect is applied to the first person to touch the object with their skin. One dose of this alchemy will cover one square foot of a non-weapon object. The area covered must be continuous and cannot be split across multiple items. A surface must be at least 2" x 1" to have contact alchemy applied to it. The Alchemist will now be able to determine whether contact Alchemy is present on an object after examining it for one minute, but they will be unable to discern what type of Alchemy it is. Contact alchemy applied to a weapon will last 5 days or until the first time the weapon is swung. Contact alchemy applied to a non-weapon object will last 5 days or until the first time it is touched.

Reverse Engineer: The Alchemist may reverse engineer Alchemy into its basic state. Reverse engineering will destroy the Alchemy but return to the Alchemist half its Raw Material value. This can only be done at Logistics.

Throw Gas Globe: The declaration for all thrown Alchemy is "<type> Gas". Orange packets are used to represent Alchemical gas globes.

Apply Contact on a 30 Count: The Alchemist now only needs thirty seconds to apply contact alchemy to items.

Prepare Alchemy on a 2 Count: The Alchemist may now prepare alchemy on a 2 count, depending on their level.

Artifice

The pinnacle of achievement for a Blacksmith is creating Blueprinted items. Blueprints are physical items that contain special instructions to allow a Legendary Blacksmith to craft powerful items. Given the right exotic material, Catalysts, time and the proper Blueprint, the Artificer can make armour and weapons that possess special and unique properties. Each Blueprint, and all the requirements, are different and must be found in-game. An Artificer may craft 1 Blueprinted item per event per level of Artificing. Only Artificers can read Blueprints. Artificers can read Blueprints even if they cannot read and write.

Blacksmith

This production skill allows the character to craft new weapons and armour as well as repairing damaged armour. Crafting new weapons and armour may only be done at logistics, though Blacksmiths may roleplay crafting these items in game. See the Production Skills chapter for further details on Armour and Weapon Creation.

Refitting (repairing) armour takes 60 seconds for every 10 points of armour to be refit and requires the Blacksmith and target to remain stationary. This can be done anywhere, but the Blacksmith must have a set of refitting tools on their person. These tools may be

Level	Unlocks	
1	Simple Weapons Leather Armour	Wooden Shields *Repair Speed: 60 seconds*
2	Medium Weapons Studded Leather Armour	
3	Large Weapons Chainmail Armour	*Repair While Moving*
4	Exotic Weapons Plate Armour	*Repair Speed: 40 Seconds*
5	Iron Weapons Iron Bound Shields	*Reforge*
6	Silver Weapons Metal Shields	*+1 Strength*
7	Master Crafted Simple Weapons Master Crafted Wooden Shields	*Repair Speed: 20 seconds*
8	Master Crafted Medium Weapons Master Crafted Iron Bound Shields	
9	Master Crafted Large/Exotic Weapons Master Crafted Metal Shields	*Repair Speed: 10 seconds*
10	Legendary Items	*+1 Strength*

anything from a small hammer to scrap pieces of metal and do not require a tag. A Blacksmith should role play the refit appropriately, using their tools as they perform the count. An additional character with the Blacksmith skill may help the primary Blacksmith refit armour, which will lower the time required by 10 seconds to a minimum of 10 seconds. Only two Blacksmiths may refit a single target at once.

A Blacksmith can tell how much of a target's armour has been damaged by placing both hands on their torso and stating, "Blacksmithing 1, Blacksmithing 2, Blacksmithing 3, how much armour are you missing?"

Repair Speed: *X seconds*: The Blacksmith now only needs X seconds to repair each 10 points of armour.

Repair While Moving: The Blacksmith may now repair armour while the Blacksmith and target move.

Reforge: The Blacksmith has not only discovered the secrets of creation but also Reforging useless product back into its raw form. The Blacksmith may Reforge any shield, piece of armour or weapon, back into half of its value, rounded down, in Raw Material (RM). Reforging may only be done at Logistics. Weapon or armour tags that have expired cannot be Reforged. Legendary items cannot be Reforged because they are indestructible.

+1 Strength: Hours and hours spent hammering metal have given the Blacksmith the kind of muscles every warrior desires. This Strength stacks with other Strength bonuses, including itself.

Chemistry
When an Alchemist has mastered everything Alchemy has to teach them, they can learn Chemistry. Chemistry Formulas create powerful alchemical concoctions. Given the right exotic material, Catalysts, time and the proper Formula, the Alchemist can make potions and elixirs that possess special and unique properties. Each Formula, and all the requirements, are different and must be found in-game. A Chemist may brew 1 Chemistry item per event per level of Chemistry. Chemistry is considered 'ritual level'. Only Chemists can read Chemistry Formulas. Chemists can read Chemistry Formulas even if they cannot read and write.

Create Scroll
This skill allows a character to create Battle Magic Scrolls. To make a Magical Scroll, the character must be able to cast that specific spell from memory. See the Production Skills chapter for the costs of scroll creation.

Please note: the Create Scroll Production skill is in no way linked to the Ritual Magic Rules, and cannot be used to create Ritual Magic of any kind.

Glowing Ink: This allows the scrollcrafter to create scrolls which can be cast in darkness. The tags for these scrolls are marked 'Glow'.

Scavenge Scroll: The scribe may carefully salvage the scrollcrafting materials of an existing scroll to turn it into something new. Scavenging will destroy the scroll but return to the scrollcrafter half its Raw Material value. This can only be done at Logistics.

Level	Unlocks
1	Level 1 Scrolls
	Level 2 Scrolls
2	*Glowing Ink*
3	Level 3 Scrolls
	Level 4 Scrolls
4	*Scavenge Scroll*
5	Level 5 Scrolls
	Level 6 Scrolls
6	*Create Tome*
7	Level 7 Scrolls
8	Level 8 Scrolls
9	Level 9 Scrolls
10	*Scroll Mastery*

Chart 4-9

Create Tome: The scrollcrafter has learned to create powerful Tomes of magic. This Tome may contain one of each Battle Magic scroll in a single sphere. If one of the scrolls is destroyed or removed, it can be replaced. The Tome, once created, is spirit linked to the first person who memorises from it. The spirit link lasts until the user resurrects or suffers a final death, after which point the Tome becomes a regular Spellbook, with one exception. When a Tome's owner resurrects, the Tome, and any scrolls it contains, will immediately appear in the resurrection circle and act as a spell focus for the appropriate sphere for 10 minutes. Because Tomes are not created using a sphere of magic, effects like Counter Magic and Dispel Magic do not affect them. When Tomes are first created, they contain no scrolls. If all of the scrolls in a Tome are removed, they may be replaced with scrolls from another sphere, as long as there are only ever scrolls from a single sphere in the Tome at any time.

Scroll Mastery: The scrollcrafter has now mastered all they need to create any scroll from the core rulebook, even if they cannot cast the sphere that scroll is from, although they will still need to be able to cast a spell of that level. Scrolls created using this ability do not need to have the spell cast to create the scroll.

Tradesman <type>

The Tradesman skill is a catch-all term for all other jobs or occupations. When purchasing this skill, a player must choose their trade. Some examples of these are "carpenter", "scribe", "historian", "laborer", "hunter", etc. A player may purchase this skill multiple times for the same trade or a new trade. The more Tradesman levels the player has in one trade, the better they understand that field of work. A player with 5 levels in Tradesman Hunter will be a far better hunter then a player with only 1 level. The average NPC Tradesman has 5 levels in their chosen field and is considered a professional.

For each level of Tradesman the player has, they will receive either 3 silver worth of product or 5 units of Raw Material at Logistics. The 3 silver worth of product will be a mundane item related to the Tradesman type. Items and Raw Materials are considered to be 'mundane' if they are not created by any other skill (eg: shields, scrolls, or alcohol). Some items are too special and unique to be created using Tradesman, such as catalysts, mithril or angel feathers. This can be divided up into multiple item tags with low value, or combined into a large single tag with a higher value. A jeweler could receive a necklace worth 3 silver, or 5 units of RM of chain usable by Trappers. An herbalist might produce 5 units of RM usable by Alchemists or 3 silver worth of mint. Players must choose which type of Raw Material (maximum of one) the skill can produce when it is purchased and have this approved by a Logistics Marshal. You may also combine different Production skills to create a single item, such as a dagger (made by blacksmithing) with a gem in the pommel (made using Tradesman: Jeweler). Two or more characters with Tradesman or other Production skills can combine their abilities to make one or more items, such as a bejewelled book being made by a scribe and a jeweller. Tradesman can even be used to augment an extant item, such as adding a jewel to a helmet found on a dead enemy.

An appropriate Tradesman skill may aid in certain role-playing situations. This will be determined by the Shaper running the encounter. For example, a character with Tradesman: Miner might be aware of a clue while exploring an underground monster lair.

Trapper

This skill allows a character to create, set, and disarm traps. To arm or disarm a trap, the Trapper must have a level of Trapper equal to the level of trigger used. So long as they have purchased the prerequisite skill level, the Trapper may use any method they wish to attempt disarming a trap. Traps and triggers can only be created at Logistics. See the Production Skills chapter for further details on trap creation.

An armed trap may be moved any distance, if it remains in contact with the mover and they move no faster than walking speed. Should the trap be thrown, dropped, or move faster than a walk, the trap goes off instantly. A Trapper may use any method they wish to attempt to disarm the trap so long as they have sufficient levels of Trapper to create the trigger mechanism attached to the trap. The trigger itself does not need to be tagged, only phys-repped.

This skill also allows the character to create and pick in-game locks. To use this skill, the player must have a set of thieves' tools with them. Thieves' tools can be various metal picks and pries, clamps, saws, wedges and other tools useful in picking locks. These do not need to be tagged.

Level	Unlocks
1	Mousetrap Trigger Alarm Trap
2	Weapon Trap
3	Buzzer/Switch Trigger Leg Snare Trap
4	Explosive Trap Dismember Trap
5	Pressure Plate Trigger Net Trap Acid Trap *Salvage*
6	Fire Trap
7	Timer Trigger Gas Trap
8	Needle Trap
9	Massive Mechanical Trap
10	Massive Net Trap Threshold Trigger

Chart 4-10

A Trapper may create a lock and key with a difficulty rating equal to their level of Trapper, ranging from easy (1) to extremely difficult (10). Creating a lock and/or key may only be done at

Logistics. Each lock and key must be represented by a physical lock and key. Trappers may create manacles in the same way.

Phys-rep locks can never physically lock anything. Instead, they must be attached to the door, box, etc., in a way that does not actually lock the object, to allow for the use of duplicate key tags and to allow Trappers to 'pick' the lock with their once per day ability. A lock cannot be placed on one side of a door or object to make the lock inaccessible from the other side. A lock can be picked from inside or outside.

A Trapper can pick a lock with a difficulty rating lower than or equal to their Trapper level. Picking a lock this way requires a 1-minute count. This ability is usable once per day per purchase.

Level	Strength
1	1
2	2
3	4
4	6
5	8
6	10
7	12
8	14
9	Unbreakable
10	Unbreakable

Chart 4-11

A player with Trapper may also open locks by physically picking the phys-rep lock. This takes as much or as little time as is needed to physically pick the lock. This does not consume any of the per day uses of the skill and can be done as many times as the Trapper desires. A player may pick a lock of a higher level than the player's Trapper level this way. Locks can be destroyed by Strength equal to or greater than the amount listed in Chart 4-11. The Strength required to destroy a set of manacles is double the amount required for a lock of that level. Only one person may use their Strength to break a lock this way; multiple people cannot combine their Strength to break a lock or set of manacles.

Salvage: The Trapper may break down their locks and traps to allow them to repurpose the raw materials used to create them. The Trapper may Salvage any trap or any lock under level 9 for half its value, rounded down, in Raw Material. Salvaging may only be done at Logistics. Keys do not have any salvaging value.

Scholar Skills

Advanced Ritual Casting
This skill demonstrates an advanced understanding of ritual magics. The player may now cast rituals from the Advanced Spheres, Covenant and Enchantment, which do not have Battle Magic spells.

Covenant is a specialised ritual-only sphere of magic that involves the establishment of guild-like groups called "Covenants" and creates a Sanctum for them to operate within. This sphere is primarily focused on assisting like-minded individuals, whether they be a mage's guild, church, band of adventurers or any other group or organisation. Spells within the sphere can link all members of the Covenant so they can assist each other in battle and share Battle Magic spells. Its magic can protect the Sanctum and alert members to danger, can teleport members to the Sanctum and can even create a cache of magic items which assist in the casting of ritual magic. If you would like a sphere of magic that assists a structured group of individuals and the place they call home, Covenant is designed for that purpose.

Enchantment is a ritual-only advanced sphere that primarily facilitates the creation of magical items. These rituals can add powerful effects to rings and cloaks, enchant a weapon with damaging capabilities or even create magic wands which store and cast Battle Magic spells. Enchanters can destroy curses, hide their spirit inside a magical bottle and even grant defenses against the most powerful form of magic – arcane. The sphere is also used to extend the duration of rituals cast from other spheres and is a popular choice for mages who want to make the study ritual magic their primary pursuit.

Anatomy
This skill allows a user to check an individual's vital signs. Anatomy can be used on any living creature to glean information about their health and physical state. To use Anatomy, the player must place both hands on the torso of the target, call out "Anatomy 1, Anatomy 2, Anatomy 3", and then ask the player, out of game, one of the

following questions. The *only* questions that can be asked are: "Are you alive?", "Are you in your bleed count?", "Are you in your death count?", "Are you paralysed?", "Are you asleep?", "Are you unconscious?", "Is there alcohol in your system?", "Is there a toxin in your system?", "Is there a non-Magical disease in your system?" and "How much damage have you taken?" This skill is usable at will.

Demonic/Angelic Arts

Demonic/Angelic Arts allow the user to identify and recognize the various holy and unholy creatures that exist on all the planes of the Heavens and Hells. This skill may only be used to answer the following questions:

"Are you a Demonic/Angelic creature?" "What kind of Demon/Angel are you?" "Are you a greater or lesser Demon/Angel?" Angelic only: "Which God do you serve, if any?" Demonic only: "Are you currently under contract?"

These questions are asked out of game, not to the Demon or Angel directly. They represent the player's knowledge of the subject. If a character with this skill overhears a question and answer, they know the answer as well. Many Demonic and Angelic creatures possess great intelligence. They are very crafty and often devious. They may devise ways to hide from identification by Demonic/Angelic Arts.

Characters with Demonic/Angelic Arts take 2 less damage (to a minimum of 1) from attacks by their identified target no matter the type of attack. Only one target may be active at a time. To change targets, the user may ask one of the questions above, or simply state "Demonic/Angelic Arts 1, 2, 3" if the new target has already been identified.

Elemental Attunement

This skill will allow an Elementalist to attune themselves to an additional Element. This additional attunement may be chosen when casting spells that require one. Example: A Fire Elementalist may purchase Elemental attunement and choose Ice. The Elementalist can now choose between Ice or Fire when casting spells that require an Elemental type such as "<type> Strike." This skill can be purchased multiple times to grant access to additional Elements. The four elements are Fire, Ice, Stone and Lightning.

First Aid

Allows the user to bind wounds sufficiently to stop bleeding and heal some minor wounds. The process takes 1 minute to use and as long as it is being used, the target's Bleed Count is halted. All living entities are considered valid targets of this skill. If First Aid is interrupted during the process, or if the wounded target moves or is moved in any way, the skill fails and the wounded target must continue their Bleed Count from where they left off. First Aid may be attempted again if the interruptions have ceased and the target made immobile. After a successful 1 minute of First Aid, the wounded target is healed to zero Body, bringing them to unconsciousness and halting their bleeding.

First Aid also allows the character to bandage a target, healing a minor amount of damage. For this portion of the skill, the player must carry with them real phys-reps to use as bandages (strips of cloth will do). The process of bandaging a target will heal the target by one Body for each minute of bandaging up to the maximum allowed by their physician level. If the user has no levels in physician, then they may only heal one Body. A target in their Bleed Count cannot be bandaged.

The bandaging of the target, after the bandaging is done, is only for aesthetic purposes and the bandages can be removed and returned whenever the target wishes. The player cannot bandage the same target more than once a day, although the target may receive bandages from another player. If the player does not bandage the target for their maximum allowed by their Physician level, the remainder is lost for the day. It will not affect Undead in any way, with the exception that a player with Necromantic Arts may use this skill to heal Risen in Undead form. A player can only activate First Aid on one person at a time. You must be touching the torso of the target to First Aid them.

Mysticism
The art of the Mystic is one that has both amazed and frightened the unaware since the dawn of time. Those with the power of mysticism are people who through either luck (or curse) of birth, careful study or some combination thereof, have found themselves with the ability to tap into the ether of the Deadlands around them. A Mystic excels in the contacting of lost spirits or ghosts to ask for, coerce, steal, or outright force their aid. A powerful Mystic can walk the lands of the Dead.

Mysticism skills must be purchased in order of level and no level may be purchased more than once. A Mystic who finds themselves close to final death finds themselves with easier access to the Deadlands. If a Mystic has no free deaths left on their character card, they will be given two additional uses of any one skill of their choice that they have purchased in the Mysticism skill tree. A Mystic with one free death will receive one additional use. These free uses will be given out as once per event tags at logistics. Death mid event does not grant you additional uses until your next logistics.

Level 1: **Dead Sight**
This power allows the Mystic to peer through the thin veil between the Deadlands and the lands of the living, viewing the lost souls as they wander. The ability is always active and will allow the mystic to view lost spirits and ghosts which are normally invisible to the mundane eye. This does not allow verbal communication, nor does it bind or force the ghost to acknowledge the Mystic's presence. Dead Sight is used by allowing the Mystic to see NPCs wearing orange glow sticks. Lastly, Dead Sight also allows the Mystic to see and identify Spirits that are resurrecting inside a resurrection circle, Henge or similar location. It does not allow Mystics to see the spirits of individuals in their Death Counts unless they are Manifesting.

Unfortunately, opening one's self to the Spirit world does have its disadvantages. Ghosts, spirits and other creatures from beyond the veil that cannot normally affect the world of the living, may have some degree of influence over the Mystic. Staring into the void, as they say, causes the void to stare back into you.

Level 2: **Augury**
This skill allows the Mystic to consult with the Spirits of the dead via a medium of their choosing and to request insight into a specific future or past event. This medium may be anything the Mystic chooses ie: reading the stars, entrails, bones, tea leaves, etc. and must be properly role-played for at least 10 minutes.

Spirits of the dead are not always willing to give away their secrets and, more often than not, the answer a Mystic receives will be cryptic and clouded in mystery. It is said that the more direct the question is, the less likely it will be to receive a clear response. Rather than ask, "Who created the Lich on the Ridge?" a clever Mystic might ask, "Where might I find somebody who knows information on the Lich on the Ridge?" Rarely will any Augury ever reveal information about a crime or wrongdoing committed by another player character, nor will it ever 'give' you the answers to any current plotline. Augury should be used as a tool for roleplaying and at most, story hints, not as a replacement for honest detective work.

This ability is usable once per day and requires a Shaper to marshal the results. If there is no Shaper available at the time, the augury may still be performed and the answer will arrive at a later time, through a dream or vision.

Level 3: **Eyes of the Soul**
This ability allows the Mystic to touch the eyes of a corpse or person who has recently Resurrected and attempt to lure that lost Spirit into retelling how it died. Any corpse that has suffered final death, or any living creature that has died within the last 5 days, may be touched with Eyes of the Soul, as long as it has not already been the target of Eyes of the Soul (for that death). Once used, Eyes of the Soul gives the Mystic a 1 in 10 chance to 'remember' the last minute of the target's death, but sacrifices that Mystic's eyes in the process. This manifests in total blindness for the Mystic for the duration of 1 hour once the answer has been delivered. Nothing short of Ritual magic or Chemistry will restore their sight. Shortly after use of this power the Mystic should, when convenient, find a Shaper to marshal the 1 in 10 chance, the result of which is kept secret from the Mystic. Within 12 hours a

Shaper shall find the Mystic to deliver the blindness effect and, if applicable, the answer. This ability is usable once per day.

Level 4: **Foresight**
Using their fortune-telling medium, a Mystic can encourage the spirits to aid them by providing a subconscious vision of a danger in the near future. After a 10 minute reading of the Mystic's choice (tarot cards, casting of runes, reading of entrails etc.) the Mystic can implant into the subconscious of a target, or themselves, some small foresight about upcoming danger. A target with the power of a Foresight reading can call a defense of the appropriate type (call: "Foresight!") to the first trap they are subjected to or ignore the Surprise attack prefix for the first Surprise attack to strike them, which ever happens first. This reading will last 24 hours and does not disappear at reset. Only one Foresight effect can be on a target at a time. This ability is usable once per day.

Level 5: **Manifest**
A Mystic with Manifest has obtained power from the Deadlands. When the Mystic has died and begun their Death Count, they may rise up as a spirit, visible to all those around them, for the remainder of their Death Count. In this state the Mystic cannot speak, make noise, move more than 10 feet away from their corpse or interact physically with anything in the living world. They can frantically wave their arms and move about in an attempt to grab the attention of those that might see them. During this time, they can also inform those around them, Out-of-Game, that they see a translucent glowing spirit, recognizable as their character. Furthermore, while in this state a Mystic may also speak and hear other ghosts in the area but only in whispers. However, this state also puts the Mystic in great potential danger.

As a ghost, the Mystic is subjected to any detrimental effects that may happen as a result of being a ghost. This may include possession, assault from other malicious ghosts or spirits and other unimaginable horrors. Should the Mystic become the target of a Life spell, their spirit is immediately sucked back into their body and any benefits from Manifest end. This ability is usable once per day.

Level 6: **Grim Counsel**
The Mystic now possesses the ability to speak directly to a spirit or ghost. They may hear spirits in whispers and may whisper back to them if the spirit is roaming the land of the living. In the Deadlands or while Manifested, a Mystic may speak to and hear the spirit in a normal speaking voice. This part of the ability is considered always active.

In addition, the Mystic may use their Augury in conjunction with Grim Counsel to attempt to receive the vision from a specific spirit. The Mystic must inform the Shaper marshalling the Augury that they possess Grim Counsel and the name or approximate description of the Spirit they wish to receive the vision from. This can make a vision clearer or completely skewed, depending on who the Mystic chooses. This part of the ability is usable once per day.

Level 7: **Séance**
The Mystic is now skilled enough to gather other mystically inclined individuals together to make contact with a spirit from the Deadlands. The Mystic must use a crystal ball and several other Mystics to use this ability. The crystal ball must be repped, but does not require a tag. By sitting in a circle around the crystal ball and holding hands, the Mystic using Séance can attempt to summon forth a specific spirit to answer 3 questions. This starts at a base 1 in 10 chance. Every Level 2 or higher Mystic increases the odds by +1 in their favor. Each additional Mystic must have a free use of Augury to participate. After a 5 minute RP rite of the lead Mystic's choosing, the Shaper presiding will marshal the result. The rite must start by naming the spirit they wish to summon and must include all Mystics involved chanting the same phrase three times. Success will summon the spirit, bound within the circle of held hands. If the linked hands should sever, the spirit will immediately return to the Deadlands. While present, the spirit will be compelled to answer the next 3 questions spoken to it by the lead Mystic as truthfully as it is able within the next 10 minutes. Upon completion of the third question, or at the end of the 10 minutes, the spirit will depart. During the 10 minutes, all Mystics involved in the Séance will hear the faint

whispers of the dead who walk the Deadlands, pleading with them for their lives or raging against their own deaths.

Failure in the initial odds could cause the spirit to become malicious, possess one of the Mystics, or not appear at all. This is decided by the presiding Shaper. Regardless of whether the Séance succeeds or fails, all Mystics involved in the Séance will lose one use of Augury as if it had been expended. This ability is usable once per day.

Level 8: **Unfetter**
A Mystic who has delved this deep into Mysticism is no longer is tied as tightly to their mortal coil. They may use Manifest without the 10-foot restriction to their body so long as they remain within line-of-sight of their corpse. In order to do so, they must leave behind a large white cloth with the words: "You see <Character Name>'s body" written upon it noticeably in some fashion. While the Mystic is using Manifest, that cloth represents their body. All tagged items, except those which are spirit-linked, must be placed on top of the cloth to represent them being in the possession of the body. As with Manifest, an orange glow stick should be worn and visible by the spirit as it travels the mortal plane. Anything living that comes within 10 feet of the Mystic will feel an unnatural chill. Be warned however – as time passes, the visage of the spirit will turn from living to Undead. After 1 minute, the spirit's skin will begin to fall off, their hair will fall out and they will slowly become skeletal, though in appearance only. If a Mystic spends more time using Unfetter than the duration of their Death Count, their spirit will succumb, causing the Mystic to be ejected back into the mortal world. If at any time the Mystic receives a Life affect their spirit will rush back into their corpse and return to life as normal. This ability is considered always active.

Level 9: **Haunt**
This ability allows the Mystic to attempt to have a spirit choose their home as their connection to the mortal realm. The home must be an unmoving structure. The Mystic must expend a use of Séance and Augury to begin this rite and a Shaper should be present to witness it. First, a doll must be placed at or above the entrance to the home and must remain there while the Haunt is active, although it may be replaced if taken away. The Mystic then must prepare any number of tagged items in a bowl inside their home (tent, cabin, etc.) while chanting to the Deadlands. They must explain to the spirits why they have chosen each item and its significance. The Mystic may attempt to summon a good-natured spirit they know by providing a name. Otherwise, the spirit summoned will be random. Gifts of significance to a specific spirit are best, whereas gifts of good will, beauty, or quality are best for generic spirits. Within 12 hours the presiding Shaper will determine whether or not the offering is appropriate to the spirit in question. If the offering is accepted, the domicile will be haunted by the spirit. All uses of Séance performed within the haunted home will have their odds increased by an additional +1 in their favor. Other small acts may occur: The Mystic may find their house cleaned seemingly by itself from time to time, or perhaps an intruder will be scared away, or increased success in ritual magic casting will occur. All further effects are purely RP based and are decided by the presiding Shaper.

If the spirit finds the offerings offensive, the opposite will happen. The home will become haunted by a malicious poltergeist that seeks to make the Mystic miserable for disturbing its afterlife. No Mystic abilities may be used within the home and bad luck shall befall those within its walls. Again, these further effects are RP based and decided by the presiding Shaper.

A Haunt will last 1 year before the spirit is pulled back into the Deadlands. At all times during a Haunt, the barely audible laughter of children can be heard inside the home, as their spirits play from within the Deadlands. A Haunt may be ended early by casting an Exorcism spell into the home the spirit is haunting. This act is considered hostile by the spirit and, while it will send them back to the Deadlands, it may have repercussions later. This ability is usable once per day, but only one Haunt may be active per Mystic at any time.

Level 10: **Betwixt and Between**
Mystics of this level of skill are the mediums of legend. Their sight into the Deadlands and mastery of the spiritual arts are unmatched. Their very spiritual presence is caught in an endless cycle between life and death.

The Mystic gains immunity to Forget effects and has a 50% chance of remembering their deaths. Ghosts and other spirits will now treat and view them as if they were a spirit themselves, even if they still walk in the land of the living. They will be more inclined to speak with the Mystic, but are in no way compelled or forced to.

The Mystic has also gained mastery over the borders of the living and the dead. A Mystic of this caliber has learned to slow the rate at which their spirit fades into the afterlife, effectively doubling the time of their Death Count. This extra time will only function while the Mystic is actively using the ability Manifest and only if they hold a lantern, to symbolically ward off the touch of death. If the Mystic ends Manifest, any remaining time on Betwixt and Between will be lost and the Mystic must resurrect.

These abilities are considered always on.

Necromantic Arts

Necromantic Arts allows a user to recognize and identify whether or not standard identifiable signs of Undeath are present in an individual. It will not verify that something is alive, only whether or not it is Undead. This skill may only be used to answer the following questions:

- "Are you Undead?"
- "What kind of Undead are you?"
- "Are you greater or lesser Undead?"
- "How much damage have you taken (only to Undead)?"

Characters with Necromantic Arts take 1 less damage (to a minimum of 1) from attacks by their identified target no matter the type of attack. Only one target may be active at a time. To change targets, the user may ask one of the questions above, or simply state "Necromantic Arts 1, 2, 3" if the new target has already been identified.

Physician

After having mastered the art of Anatomy and First Aid, a character is ready to uncover the secrets of the living body. This skill gives a character a much broader depth understanding of the workings of First Aid and emergency surgery. The Physician skill grants its users a number of abilities based on the level of Physician they possess. In order to utilize the higher levels of medicine, the Physician must carry with them a doctor's bag and medical tools of the trade. These do not require a tag. Every level of Physician will increase the amount of Body healed through First Aid bandaging by one, to a maximum of 11. If they have Demonic/Angelic Arts, they can use their skills on Demons and Angels. If they have Necromantic Arts, they can use their skills on Risen in their Undead form. If they have Tradesman (Veterinarian), they can use their skills on Animals.

Level 1: **Barber**
The Physician may perform First Aid on a moving target and as soon as First Aid has started, extends the Bleed Count of that target by an extra 1 minute.

Level 2: **Pharmacist**
The Physician may identify the type of non-Magical disease afflicting a target and cure it. Curing a non-Magical disease requires 1 minute of roleplaying to accomplish and cannot be used on a specific patient more than once every 5 days.

Level 3: **Physicker**
The Physician may identify the type of toxin poisoning a target and purge the toxin from the target's system. The process takes 1 minute to complete and the target must be lying down, unmoving for the skill to succeed. If the physician is interrupted, either they or the target takes damage, or the target moves, the skill fails and cannot be attempted again for 5 days. If the target resurrects, the skill can be attempted again. If successful, this skill will purge any alcohol or Alchemical toxin from the target's system. This skill is usable once per patient every 5 days.

Level 4: **Doctor**
This Physician has mastered the art of medieval medicine. At this level the Physician can perform minor surgeries such as setting broken limbs, bloodletting, and removal of foreign objects. The Physician can now use Anatomy to check for foreign objects within a patient. A surgery can only be performed on a willing or unconscious target who is lying down. A willing target may be conscious during surgery if they have Self Mutilate. The Physician may render a willing target unconscious for the surgery. Minor surgeries take 10 uninterrupted minutes to perform and will leave the patient unconscious for 30 minutes after the surgery. Surgeries can only be performed once per patient every 5 days. Further attempts at surgery will act as a Killing Blow towards the target. If the target resurrects, another surgery can be attempted normally. If a surgery is interrupted, it must be restarted, but the original attempt will not count as a surgery having been completed.

The Physician has also learned a thing or two about death. Given enough time, a Physician can extend a dying target's Death Count by an additional 5 minutes on top of the amount of time already remaining. This requires 1 minute of role-played CPR which will not pause the Death Count. Neither the Physician nor the patient can be moved during CPR.

Level 5: **Surgeon**
At this level, the Physician can now consider themselves an expert on the subjects of medicine. A Physician is able to perform major surgeries on any living target, including the re-attachment lost limbs (if the limb is present), removal of foreign life forms such as parasitic eggs, and organ transplants. The Physician can now use Anatomy to check for foreign life forms within a patient. The same rules apply for major surgeries as minor ones.

Level 6: **Stasis Director**
Intensive Care:
At this point the physician with the aid of a fellow physician may postpone death indefinitely. The two physicians must actively role play keeping the patient's vitals in check. The patient's Death Count continues to count down from the extended five minutes, but will stop one second before dissipation as long as the physicians remain working, uninterrupted. If either physician is interrupted, the patient may not be extended again until their next Death Count.

This skill is an extension of CPR with further roleplay, thus this skill may be used concurrently with *Doctor* if its conditions are met. The procedure may be handed off to another level 6 physician or greater on a ten second count of "transfer" role play as long as the nurse physician remains active. The assisting physician requires a minimum physician level of one and acts as a nurse. This is usable once per death per person.

Level 7: **Vital Warden**
Body Cast:
The physician now gains the ability to perform a major surgery which restores all the targets hit points. This follows all the rules of a standard major surgery.

Level 8: **War Surgeon**
Focused Physician:
The physician has experienced more than their fair share of blood and gore and the stresses associated with dealing with the wounded. As such, they may work more quickly when healing their patient without assistance. The physician now bandages at a rate of 2 points per minute when working alone, maintaining surgical focus. All other standard bandaging rules apply.

Level 9: **Specialist**
Multitask:
Through countless medical endeavors, the physician has finally mastered the ability to watch over their patients' vitals and perform concentration intense tasks.

The physician may now use intensive care single-handedly as well as perform anatomy checks while using any other physician skill.

Level 10: **Master Physician**
Experienced Hands:
At this point the physician has become a true master of the skill, performing their art with utmost grace and speed. Because of this great skill the patient needs far less time to recover, and their body is left strong enough that the physician may take further medical action with lessened risk.

The total time it takes the physician to perform major and minor surgeries, and the period of unconsciousness in the patient is now halved. The patient may also have a second surgery performed upon them within five days by the same physician, but is rendered unconscious for 30 minutes and upon awaking receives -2 strength for an hour. The first must be complete successfully before the second one may be performed. If interrupted, a second surgery acts as a Killing Blow as usual.

Additional Requirements: To gain these benefits, the physician must be in an environment with adequate lighting and have a surface free of debris for the patient to lie on.

Read & Write
This skill allows the character to read and write. Without this skill, you are illiterate. Without this skill a person can only know the letters to their own name and can count on their fingers.

Read Magic
This skill allows the user to cast Battle Magic spells from scrolls. They are limited to casting only Battle Magic from spell level 1 to level 4. To activate the scroll, the caster must have enough light to properly read the scroll. They must then read and speak the incantation of the spell. When used, a Battle Magic scroll is consumed and destroyed.

Read Magic: Advanced
This skill is the same as Read Magic, except that it allows the user to cast Battle Magic spells from spell level 5 to level 9.

Read Magic: Ritual
This skill allows the user to read Ritual Magic scrolls.

Warrior Skills

Ambidexterity
This skill allows a character to wield two one-handed weapons in combat. The player may wield a Medium or Simple Weapon they have proficiency with in their main hand and a Simple Weapon in their off hand.

Florentine
This skill improves a character's training in the art of two weapon fighting. The player may now wield any one-handed weapon they have proficiency with in their main and off hand.

Flurry of Blows
Through discipline and training, your character has learned the secret of tapping into raw emotion and harnessing it into strength defying attacks. This skill will allow the player to swing for +5 additional damage of the character's normal swinging type for the next 3 swings, hit or miss. The Flurry will stay active for 1 minute. If all 3 swings are not used by the end of the minute, they are lost. To activate this skill, the player must call "Flurry of Blows". This skill does not stack with other per-day use skills, abilities or spells, or itself. This skill is usable once per day per purchase.

Heavy Armour
This skill will allow the character to wear multiple layers of armour and increase their Armour Points far past the normal maximum. With this skill, the player may stack two types of armour on one location and add their AP values. A player is still limited to the AP that their out-of-game reps allow. Armour of the same type (eg: chain on chain) will not stack.

Self Mutilate
This skill represents the character's ability to overcome the instinct of self-preservation. A character may not willingly accept or cause themselves 1 Body or more worth of damage without this skill, and must actively fight any attempt to harm them, even if it is in their best interest. Without Self Mutilate, you may still enter a fight even without armour, but you must fight back and not simply allow yourself to be injured. You may not allow yourself to be injured, even if it is for your own good. This skill must also be purchased for a character to actively kill themselves or to consent to their own demise.

Shield
This skill allows a character to properly use a shield or buckler. A shield will stop strikes from weapons only. Shields will also block Slays, using them up without harming the shield user, even if the shield is broken by the Slay. A shield must be held by its handle in order to be used, unless it is a buckler. A buckler is a small shield strapped to the wrist or forearm. A buckler acts like a normal shield, but can be used while holding something in the same hand. A buckler cannot be larger than 15 inches in diameter. Shields will not stop packet delivered or Spellstrike attacks. Without this skill, a player may use a shield if they hold it in both hands and do not use any other skills or abilities. A character with this skill may wield two shields at the same time, but only if both are held by their handles, rather than strapped to the arm like a buckler.

Slay/Parry
This skill allows a character to use one Slay or Parry, per day, with a single weapon that the character is proficient in, chosen at purchase. Each additional purchase of Slay/Parry requires an additional purchase of the weapon specialisation. The player chooses whether they want to use this skill as a Slay or as a Parry each time they use it.

A Slay is a powerful attack which does 50 points of damage. Nothing besides Slay stacking, described below, may change this number. No skills, spells, or abilities may be used in conjunction with Slay, except to change the damage type of the Slay. To use a Slay, the attacker must declare "You are not prepared!" and strike their opponent. Upon a successful hit, call "50 Slay!" A Slay is not used up if it does not strike the target, so the defending player must declare "Slay Hit" if the strike hit successfully. The attacker must call "Active Slay" for every subsequent swing. The Slay remains active for a maximum of 1 minute, or until used. This skill is considered used if it hits a shield being wielded or if the target uses a defense to stop it after being hit, but the target will take no damage. If a player has purchased multiple Slays specific to the chosen weapon being used or Master Slays for that weapon's Weapon Group, they may be combined. Each additional Slay will add 50 more points of damage. The attacker must include the number of Slays being used after the "You are not prepared!" call. Example: If the player used 3 Slays in a single swing, they would call out "You are not prepared 3!" and, upon a successful hit, "150 Slay". For all intents and purposes, this combined Slay is considered a normal Slay except for the increased damage.

A Parry enables the player to parry any weapon blow, as well as touch cast spells. To Parry an attack, call "Parry", which negates the last hit taken. Parry cannot block Massive damage, Spellstrikes, or Surprise Attacks.

Slay/Parry: Master
This skill is the same as Slay/Parry, except that it is purchased for an entire Weapon Group rather than a specific weapon. The Slay or Parry may be used with any of the weapons within that Weapon Group.

Specialization +1: Group

This skill grants the player a +1 damage bonus with any weapon from a chosen Weapon Group that the character is proficient in, selected at purchase. This skill cannot be purchased for the Exotic weapon group.

Specialization +1: Specific

This skill grants the player a +1 damage bonus with a single weapon that the character is proficient in, chosen at purchase. If purchased for Summoned Weapons it will apply to all Summoned Weapons within an individual sphere.

Weapon	Base Damage
Simple	1
Medium	2
Large	4
Exotic	Varies
Stiletto	1 Body
Maul	5
Bastard Sword	2 (1 handed) 4 (2 handed)

Chart 4-12

Weapons Group Proficiency: Simple

This skill allows the player to properly wield the following weapons: Dagger, Staff, Club, Thrown Weapon, Hand-to-Hand, and any other non-Exotic weapon with a base damage of 1.

Weapons Group Proficiency: Medium

This skill allows the player to properly wield the following 1-Handed weapons: Bow, Sword, Mace, Spears, Battle Axe, and any other non-Exotic weapon with a base damage of 2. Bows do Body damage.

Weapons Group Proficiency: Large

This skill allows the player to properly wield the following 2-Handed weapons: Crossbow, Sword, Axe, Mace, Pole Arm, and any other non-Exotic weapon with a base damage of 4. Bonus damage from Strength will be applied to Large Weapon swings at a rate of +1 damage for every 1 point of Strength, rather than the standard +1 damage for every 2 points. Strength bonuses will not increase Crossbow damage. Crossbows do Body damage.

Weapons Specific Proficiency: Exotic

This skill allows the player to properly wield one of the following weapons: Stiletto (1 Body damage), 2-Handed Maul (5 damage), Bastard Sword (2 damage if wielded in one hand or 4 damage if wielded in both hands), or any other weapon that does Body damage or is summoned through magical means. This skill can be purchased multiple times to allow a character to become proficient in multiple Exotic Weapons.

Weapon Refocus

This skill allows the player to revisit ye local training ground and upgrade their Weapon Specific Specialization +1 or Critical +2 or Slay/Parry to a Group Specialization +1 or Critical +2 or Slay/Parry: Master. This skill may only be used as an upgrade, not to downgrade a Group skill to a Weapon Specific skill.

__Rogue Skills__

Critical

This skill allows the player to swing for +2 damage when striking a target from behind and +½ damage from the front, with a single weapon that the character is proficient in, chosen at purchase. A Critical represents a powerful strike by an attacker who has trained in targeting a victim's weak points. The attack must hit the target on the back of their body to grant the +2 damage. That means they must hit one of the Upper Back (25), Mid Back (26) or Lower Back (27) armour locations. The damage call is "<damage> Critical" when striking from behind. Strikes to the front are called the same way they would be normally. The damage type for a Critical is the same as it would be normally for that weapon. This skill will not increase damage against the back side of creatures without a definitive backside (for example: slimes, mushrooms, and elementals), but the front bonus will still be active. A player can never call half damage, and must always round down. This means that a player will receive a +1 to their frontal swings only if they purchase two Critical Specs. This skill is always active.

Critical: Group

This skill is the same as Critical, except that it is purchased for an entire Weapon Group rather than a specific weapon. The Critical may be used with any of the weapons within that Weapon Group.

Dodge
This skill allows the player to dodge any attack except a Surprise Attack, Gaze Attack, Power Word, Area of Effect, Massive damage attack or other unreasonable damage-causing incident, such as falling off a cliff. Dodge is a Conscious defense.

Execute
This skill will strike the victim's vital organs, mortally wounding them, with a single weapon that the character is proficient in, chosen at purchase. Each additional purchase of Execute requires an additional purchase of an appropriate Critical skill. An Execute must strike the target's torso and directly damage their Body points, rather than armour, to be successful. A successful Execute will instantly reduce a victim's Body points to -1 and drop them into their Bleed Count. This skill will not stay active if the initial hit fails. The call for this skill is "Execute". If the weapon's damage type is not normal, the damage type precedes "Execute". If the Execute strikes between the target's shoulder blades, it will count as a Surprise Attack, and the call will be "Surprise Execute". The victim is permitted to scream before dropping, but may not say any words in or out of game. Execute may only be used in combination with the skills Shiv, Silent Strike, and Penetration. It will not affect creatures which are non-biological in nature. There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the threshold type is taken into account. For example, a "Silver Execute" will breach a +2 Silver threshold, but not a Magic one. This skill is usable once per day per purchase.

Execute: Master
This skill is the same as Execute, except that it is purchased for an entire Weapon Group rather than a specific weapon. The Execute may be used with any of the weapons within that Weapon Group.

Garrotte
This skill allows a player to kill a target by simulating the use of a Garrotte or razor wire around the target's neck. To use a Garrotte attack, the attacker must place both hands on the shoulders of the victim from behind and call "Surprise Garrotte". This is a Surprise Attack. If the Surprise aspect of the attack is negated, the Garrotte fails. If the attack succeeds, the victim is silenced and they drop anything they were holding in their hands. They may use their hands and feet only to kick or hit anything nearby in an effort to make noise to alert others to their dilemma. A bystander may interrupt the Garrotte by touching the target and stating "Interrupt".

Garroting takes 20 seconds to take effect, as the target is slowly strangled. The call for this is "Garrotte 1, Garrotte 2, etc.", which the attacker must state out loud. After 20 seconds, the victim falls into their Death Count. The player must have a tagged Garrotte phys-rep held in one hand for the duration of the attack or the Garrotte will fail. A Garrotte phys-rep is made of wire or chain and has a handle at either end. Rope cannot be used instead of wire or chain. The phys-rep must be at least 16 inches long. Once per event, a player with the Garrotte skill can make a Garrotte tag for 35 Blacksmithing RM, even if they do not have the Blacksmith skill. Garrottes are considered tools, not weapons, and cannot be enchanted, augmented, made of silver, etc. Garrottes may only be created at Logistics and will expire after 1 year.

If the victim is wearing a gorget, the defender calls "No Effect" and the Garrotte fails. A gorget will not stop a Garrotte if all the target's armour is breached. A defending player may resist a Garrotte if the defender alone has at least +2 more Strength than the attacker. If the defender uses the skill Head Butt, this will also allow them to break free. A successful resist forces the attacker's arms away from the defender, but does not harm the attacker or their Garrotte. If the Garrotte is defended against, the attacker may not Garrotte the same victim for the next 10 minutes.

A Garrotte will breach any Normal threshold but be stopped by anything higher. No actual damage is done, but any action that is interrupted by taking Body damage is impossible for the duration of the Garrotte. If the victim is wearing Magic Armour, it will immediately go off, but will in no way protect the victim from the attack. An Advanced Magic Armour will go off if the defender wishes, but will not protect the victim in any way. This skill is usable at will.

Sap

Sap is a Surprise Attack which allows a character to knock out a victim by touching them in the Upper Back (25) armour location with a coreless, red hand to hand weapon. This represents a hard strike with a blunt object to the back of the head. The attacker must be holding the weapon they are Sapping with, but does not physically strike the target with it. Sap must be done from behind the target. Upon a successful strike, the victim loses 1 Body point and is knocked unconscious for 10 minutes. The base damage for Sap is 1. This damage may only be increased by Strength. The call for Sap is "<damage> <type> Sap", eg: "2 Silver Sap". A Sapped character will awaken only once the Sap Body point damage is healed or 10 minutes have passed. A given target can only be Sapped once per minute. No skills, spells, or abilities may be used in conjunction with Sap, except to change the damage type of the Sap. A Sap will be stopped by a helmet of any kind, standard spell defenses, or a threshold above the Sap's damage. A helmet will not stop a Sap if all the target's armour is breached. Sap does not affect creatures with alien physiology. This skill is usable once per day per purchase.

Vital Blow

This skill allows the player to deliver a devastating blow to a target's vital organs. A Vital Blow will damage the target for half their total Body, not their current Body, rounded up. This damage cannot be altered in any way. Two successful Vital Blows within 1 hour will immediately drop the target to 0 Body. A Vital Blow must strike the target's torso and directly damage their Body points, rather than armour, to be successful. If the weapon's damage type is not normal, the damage type precedes "Vital Blow". If the Vital Blow is used from behind and strikes between the target's shoulder blades, it will count as a Surprise Attack, and the call will be "Surprise Vital Blow". There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the damage threshold type is taken into account. For example, a "Silver Vital Blow" will breach a +2 Silver threshold, but not a Magic one. Vital Blow will not affect creatures which are non-biological in nature. This skill is usable once per day per purchase.

Racial Abilities

Body Point Bonus

This skill represents extra constitutional training the character has completed. Each purchase of this skill will add +5 Body to the character's maximum Body points. The number of times a character can purchase this skill is determined by race (see Races). This skill does not add any other bonus as the character levels.

Strength Bonus

Each purchase of this skill will add +1 to the character's Strength, which starts at 0. The number of times a character can purchase this skill is determined by race (see Races).

Chapter 5: PRODUCTION SKILLS & CRAFTING

Alchemy

Chart 5-1 shows the Raw Material costs for the various types of Alchemy available in the game to starting characters. Alchemical creations are divided into three categories: Contact, Ingested, and Gas Globe. Contact Alchemy is simply represented by a tag signed by a Shaper. Ingested is considered the same volume as a potion and you will see most people using vials or film canisters as Physical Representations. Finally, Gas Globes are represented by orange spell packets. These orange packets are considered to be the Gas Globe.

Addictive Alchemy

Some alchemies are addictive. After consuming an addictive alchemy, the consumer becomes addicted to that specific alchemy. A character will always know what substance they are addicted to. The character will lose 10% of their total original Body, rounded up, for every 24 hours that pass without consuming the alchemy that they are addicted to. Once they receive another elixir, the individual will begin the cycle again. This cycle will continue with every passing day until either the victim receives their next dose, they are given a dose of the antidote, or they perish. During this time, the damage sustained by this elixir cannot be cured by any means. The damage only occurs on event days (eg: when the player is at a game) and will reduce the victim to a minimum of 1 Body. Throughout all of this, the victim will crave another elixir until they receive it. A victim of addiction has two choices; to continue taking the alchemy perpetually or to die and be resurrected in a new and uncontaminated body. Addiction can only be cured using an Addiction Antidote.

Acid
This acidic poison bypasses armour and dissolves the target's Body. It will damage any creature, be it living or Undead, so long as the creature in question is composed of, or derived from, biological matter. It comes in three increasingly damaging varieties: "Light" +2, "Moderate" +5, and "Heavy" +10. All Acid damage is Body Damage.

Addiction Antidote
This will break a character of their addiction and allow any damage sustained from the addiction to be healed. It will have no effect on addictions requiring unique antidotes, such as Ambrosia. One dose of Addiction Antidote will only break an addiction to one type of alchemy at a time.

Alchemical Light
The Alchemical Light alchemy allows any a green Cyalume light stick (Glowstick), to be used In-Game. Alchemical Lights can be combined to produce a greater effect. Combining three Alchemical Light alchemies will allow the use of a non-LED flashlight. Flashlights used in this manner must always be pointed own towards the ground. The use of five Alchemical Light alchemies will allow the use of on non-LED, non-flame lantern. Glowsticks, flashlights and lanterns may be turned on and off as the user desires for the duration of the alchemy. No levels of Alchemy are required to use an Alchemical Light. Once activated, Alchemical Lights last 5 days.

Ambrosia
The rush from this elixir begins immediately upon consumption and will last for 1 hour. Upon taking this drug, the victim will experience a feeling of bliss, and all will be well and good within that person's world. They are incredibly high and cannot hide it. Their RP must make their intoxication very obvious. This alchemy is very addictive (see the rules on addictive alchemy above). They will not willingly take an antidote. Throughout all of this, the victim will crave another elixir until they receive it and will be obsessed with procuring it. If six doses of Ambrosia are taken within one hour, the victim suffers an Alchemical Death effect, as if they had had a Killing Blow performed on them. If a victim of Ambrosia dies during the 1 hour it is affecting them, they will add +1 to their chance of remembering their death; that is, a 2 in 10 chance of remembering their death rather than 1 in 10. If they do not remember their death, their death dream will be much more vivid and intense. During the 1 hour of Ambrosia, the victim is immune to Forget effects. Ambrosia can only be cured by an Ambrosia Antidote or resurrection.

Ambrosia Antidote
This will remove the effects of an Ambrosia elixir addiction, breaking a character of their addiction and allowing the damage sustained from the Ambrosia to be healed.

Antidote
An Antidote will cure any alchemical effect which does not require a specific antidote. It will have no effect on elixirs requiring unique antidotes, such as Ambrosia.

Befuddle
This alchemy is the scourge of mages everywhere. When suffering under its effects, magic casters must perform their incants twice or suffer a miscant. The alchemy does not impact the activation of magic items. This lasts for 10 minutes or until the victim has cast 3 spells, whichever happens first.

Blindness
Blindness alchemy will affect any target that uses eyes for vision with blindness for 10 seconds. In terrain that is considered unsafe OOG, the target may keep their eyes open for safety and simply roleplay being blind.

Charm
This victim of this elixir will treat the first person they see as their best friend for one hour. Although it does not turn the target into a mindless automaton that follows every order the "friend" gives, the target will be required to stay with their "friend" and listen to any "suggestions" they may give. If the "friend" attacks the Charmed individual, the alchemical effect will be broken. However, friends of the "friend" may attack the victim and the alchemy may remain intact if the "friend" can give adequate reason as to why they are not defending the target. A Charmed creature will not attack their old friends unless given enough reason. However, if the target is told to "defend me" and their old friends attack the "friend"; this would be considered adequate reason. This alchemy will not force the target to act in a way that is contrary to their nature (a pacifist killing someone, etc.). The alchemy will not force the target to tell the truth or reveal secrets, unless it is already in their nature to do so to their best friend. This alchemy will not force the target to do anything obviously suicidal unless it would be in the target's nature to do so. A target may be Charmed to multiple people at the same time. If this would cause a conflict, the most recent Charm will override any previous Charms. This does not cure the previous Charms; it only makes them inactive as long as they are in conflict with the most recent Charm. It may be countered with an effect which removes alchemical toxins or a standard Antidote.

Cindamite
Cindamite will destroy locks. For each level of the lock, a Cindamite dose is required. The alchemy must be applied on a 10 count, at which point it will catch fire. Then the alchemist must call "Cindamite!" If the lock moves during this count, the fire will go out and the Cindamite will fail. If Cindamite goes off while touching a limb (including those inside manacles), the target suffers 5 Elemental Fire Body (regardless of the number of doses) and the limb(s) are dismembered. If placed on the torso of a target, the target takes 50 Elemental Fire Body per dose unless they move before the 10 seconds have elapsed or interrupt the count. This damage ignores all defenses, even racial defenses, and all thresholds.

Complex Resist Toxin
This alchemy acts the same as Simple Resist Toxin but consumer of this elixir may choose which toxin to resist, rather than resisting the first effect that strikes them. Only one Resist Toxin may be active at a time. Complex Resist Toxin will last up to 5 days or until it is used.

Confusion
This elixir causes disorientation and confusion deep within the target's mind. While under the effect of the elixir, the target may not use any skills or abilities, and may not call out damage on swings. The target will wander in circles aimlessly and while they cannot attack, they may defend themselves with any weapon currently in hand. The effects of Confusion last for 1 minute. It may be countered with an effect which removes alchemical toxins or a standard Antidote.

Corrosion

Highly corrosive to armour, this alchemy will do 20 damage to a target's armour only, regardless of type.

Death

A stronger version of the Slow Death elixir, this Alchemical concoction causes death immediately, as if a Killing Blow had been administered. It leaves no trace whatsoever in or on its victim.

Detect Alchemy Elixir

Although considered ingested, Detect Alchemy is mixed with food or drink or onto a surface to determine if another alchemical substance is present. Detect Alchemy requires a 3 count to mix the elixir into food, drink, or onto a surface. If alchemy is present, it will turn the substance or surface red. If Detect Alchemy Elixir detects alchemy, an Alchemist can spend 1 minute determining the type of alchemy present by examining the food/drink or surface. This is possible because the Detect Alchemy Elixir separates trace amounts of the alchemy from the food/drink/surface, which causes it to float to the top like oil in water.

Dissolvent

Each dose of this solvent will affect one square foot. It can be used to remove Sticky Paste, or the like. After an hour of becoming active, the entire dose will become inert, and useless. It cannot be divided into smaller portions.

Embalming Fluid

This will prevent organic matter from decaying for 1 month. It works on fruit, blood, meat, and any other living material including a body that has died its final death. Use of this alchemy will prolong the length of time that it takes for body parts to dissipate after resurrection. After expiry the matter will continue to decay unless another embalming fluid is applied. Only an alchemist may apply this fluid.

Enrage

Lasting 60 seconds; this elixir will cause its victim to blindly attack the first person they see, friends and foes alike, without hesitation. They may use any abilities they possess and can perform Killing Blows. It may be countered with an effect which removes alchemical toxins or a standard Antidote.

Feeblemind

This elixir will turn its victim into a mindless husk for 10 minutes. One cannot speak coherently, perform any skills, use advanced defenses or pursue any rational or even normal train of thought. It may be countered with an effect which removes alchemical toxins or a standard Antidote. If a victim of Feeblemind is Charmed, the Charm's duration will double. If a victim of Feeblemind receives a Forget effect, they will only have 10 minutes to have the Forget countered before its effects are permanent.

Festering Pox

This plague effect counts as a non-magical disease. The target cannot run, is sickened with disease, and should role-play accordingly. The target can only heal up to 1 Body, no matter the source of healing, until the disease is cured. If the target is over 1 Body when plagued, any additional healing attempted will have no effect. The duration of this effect is 5 days. It can only be cured by means which cures diseases, not toxins.

Forget

Forget causes its victim's memory to be erased of all that occurred within the last 10 minutes. This alchemy can be freely resisted by any conscious target. It may be countered with an effect which removes alchemical toxins or with a Charm Break within the hour after the victim's memory is erased. If not, the effect becomes permanent. If the victim dies (not just enters their Death Count) before the hour has ended, the Forget is cured. Multiple Forget alchemies can be administered at once to increase the duration. Each elixir will add 10 minutes to the period the victim forgets.

Hallucinoid

This elixir causes wild and unrealistic hallucinations to flood the mind of its victim. It is up to the victim to roleplay these hallucinations. For example, victims might miscant, swing at enemies that are not there, or fail to recognise their friends. The effect can only be removed by an effect which removes alchemical toxins, a standard Antidote, or by waiting ten minutes. The victim does not realise they are under the effect of alchemy until the effect ends. This effect stacks. For each additional Hallucinoid the victim is hit with, the hallucinations will become more vivid, more disturbing, encompass more senses, etc. Each time the victim is hit with another stack of Hallucinoid, the duration will be reset to 10 minutes and the victim will experience the full number of stacks for the remainder of the duration. Hallucinoid will stack with other forms of Hallucinoid, such as the Hallucinate spell, up to a maximum of 5 stacks.

1 stack: The victim experiences visual hallucinations, seeing things that are not there.
2 stacks: The victim experiences auditory and physical hallucinations, such as hearing voices or feeling like something is touching them.
3 stacks: The victim has difficulty speaking or understanding complex speech and may begin to speak in gibberish at times.
4 stacks: The victim cannot distinguish friend from foe, seeing everyone around them as entirely different people.
5 stacks: The victim's reality is entirely replaced by a hallucination, putting them in a completely different world with different people and objects, and so on.

Heavy Intoxicant

This elixir is the same as Intoxicant but more potent. It does 5 Stamina damage. Heavy Intoxicant is addictive (see the rules on addictive alchemy above).

Inoculation

This alchemical defense will grant resistance to the next disease effect that strikes the person who is inoculated. It will fade once it activates, or after 5 days pass without activation. It may be stacked with other defenses but does not stack with itself.

Intoxicant

This elixir has the same effect as if its victim drank an alcoholic beverage. The elixir itself has no taste or smell, rendering it undetectable to anything other than an effect which would identify alchemy. Intoxicant has a Stamina damage rating of 2. It may be countered with an effect which removes alchemical toxins, or a standard Antidote.

Liquid Courage

For 10 minutes after it is used, Liquid Courage will grant complete immunity to any and all fear effects. It will also grant the user the skill Self Mutilate for the duration. Liquid Courage is addictive (see the rules on addictive alchemy above).

Liquid Lung

Liquid Lung will allow the user to breathe water, as well as air, for one hour. This alchemy does not grant any other ability, such as the ability to swim, or see under water.

Metasis

This alchemy can be applied to raw materials to change their properties. One dose can be applied to a single tag, up to 10 RM, to change the type of production skill the RM can be used for. When this is done, the Metasis tag should be attached to the RM tag and state the new RM type.

Might

For 10 minutes after it is used, Might will grant the recipient +1 Strength. This alchemy can be stacked up to 3 times, for a maximum of +3 Strength. Might is addictive (see the rules on addictive alchemy above).

Paralysis
The duration of this elixir is 10 minutes. During that time, its victim is paralyzed, cannot walk, speak, use any skills, or move. An effect which removes alchemical toxins or a standard Antidote may counter it.

Rehabilitation
This elixir will cause the target's Body to regenerate lost health and can restore a lost limb. Once taken, the target will begin to heal at the rate of 1 Body point per minute. Should the target receive the full effects of this elixir and not have taken any damage during its duration, Rehabilitation will also restore one of the target's lost limbs. The target chooses which of their limbs is to be restored. This elixir will last for 10 minutes, or until the first time the target takes any damage or falls into their Bleed count. While under its effects the target must state "Visibly Regenerating" every minute that they heal a Body point from the elixir and whenever a new person approaches them. Healing begins at the 60 second mark and continues every 60 seconds for the 10 minutes.

Remedy
Remedy will heal the recipient of 5 points of Body damage. It will not add Body points beyond the target's maximum Body. It will bring an unconscious creature out of unconsciousness, but it will not bring a dead one back to life.

Resist Chemistry
This alchemy will protect the recipient from the next single Chemistry effect to strike them. It cannot be saved and will go off on the first Chemistry to strike the recipient, even if the recipient does not wish it to. Resist Chemistry will last up to 5 days or until it is used to resist a Chemistry. Resist Chemistry is addictive (see the rules on addictive alchemy above).

Rusting Dust
This elixir will shatter any metal weapon. An alchemist may throw this alchemy at a target to break a weapon held in their hand. If the target is holding multiple weapons, the alchemist may specify which weapon the alchemy will shatter. Otherwise the victim chooses. This alchemy will not affect shields or armour.

Silence
This elixir will silence the target. While under its effects, the target will be unable to speak or cast spells for 1 hour. This may be cured by a standard Antidote or an effect which removes alchemical toxins.

Simple Resist Toxin
This alchemy will protect the recipient from the next single alchemy, poison, or disease to hit them, be it Alchemical or otherwise in nature. It will not protect against Chemistry. It cannot be saved and will go off on the first successful hit, even if the recipient does not wish it to. Only one Resist Toxin may be active at a time. Resist Toxin will last up to 5 days or until it is used.

Sleep
The victim of this elixir will fall instantly into a deep sleep. The victim will sleep for 10 minutes, unless someone shakes them continuously for one minute, or if they take damage into Body. The target will awaken enough only to interrupt Killing Blows then fall back into deep sleep. It may be countered with an effect which removes alchemical toxins or a standard Antidote.

Slow Death
After one minute of having been ingested, this elixir will cause the victim to keel over and expire, as if a Killing Blow had been delivered. It may be countered (before death) by an effect which removes alchemical toxins or a standard Antidote. The victim is aware that they are suffering from this poison as soon as they are dealt it. The victim may not run while under the effects of this poison.

Sticky Paste

This elixir is effectively a powerful version of "super glue" which lasts for 1 hour. Each dose covers a total of 1 square inch of surface area. It can be counteracted by a Dissolvent. It can be placed on floors, walls, weapons, door knobs, belt buckles, fingertips, etc. If someone ingests Sticky Paste, it is addictive (see the rules on addictive alchemy above). Ingesting Sticky Paste will have no other effect.

Vorpal Coating

This will allow a weapon to do more damage than normal on its next hit. This extra damage is not Magical; it simply increases the potency of a weapon's damage. There are three types of standard Vorpals: "Light" +2 damage, "Moderate" +5 damage, and a highly effective "Heavy" +10 damage version. This extra damage cannot be resisted by effects which resist alchemy.

Weakness

The Weakness Elixir will sap the target's strength, causing a strength loss of -8, which lowers the target's weapon swings by -4 (to a minimum of 1). This effect will last 1 hour and cannot be stacked. It can be cured with a standard antidote or an effect which removes alchemical toxins.

Weapon Colour

This Alchemical compound will turn any metal, iron, or silver weapon, a different colour for the duration of 1 year. It will also remove the glow (white tape) from a magic weapon. After the duration has expired, the Alchemy will have worn off and the weapon will return to this original colour. This allows for the use of coloured taping on any metal weapon it is applied to. A weapon may be turned any colour other than white, red, blue or purple. Weapon Colour may add maximum of two new colours to any single weapon and any designs must be period appropriate.

Withering Poison

This elixir will reduce its victim's Maximum Body points by half immediately. This becomes the victim's new Maximum Body, rounded down to the nearest whole number. Any Body above the new maximum is removed. 1 hour later, the same effect will occur, and so on, until the victim dies or the poison is nullified. Once the victim reaches a Maximum Body of 1, they will immediately fall into their Death count. The Maximum Body lost from a Withering Poison cannot be healed until the poison has been removed using an effect which removes alchemical toxins or a standard Antidote. The victim is aware within moments that they have become poisoned. While suffering from Withering Poison, the victim has no Bleed count. Anything that would put them into their Bleed count will instead put them in their Death count.

Elixir Production List

(Numbers shown are Raw Materials. * indicates that a recipe that requires components which must be found in-game.)

Alchemy	Contact	Ingested	Gas Globe	Alchemy	Contact	Ingested	Gas Globe
Acid (Light)	N/A	2	8	Heavy Intoxicant	20*	4	12*
Acid (Moderate)	N/A	4	12	Inoculation	20	12	16
Acid (Heavy)	N/A	8	16	Intoxicant	12*	2	8
Addiction Antidote	48	24	48	Liquid Courage	16	4	12
Alchemical Light	1	N/A	N/A	Liquid Lungs	8	4	8
Ambrosia	60*	12*	32*	Metasis	4	N/A	N/A
Ambrosia Antidote	148*	52	100*	Might	20	16	20
Antidote	8	12	20	Paralysis	46*	12	20
Befuddle	16	8	12	Rehabilitation	68*	28	48*
Blindness	16	8	12	Remedy	16*	3	8*
Charm	52*	16	28*	Resist Chemistry	200*	156*	N/A
Cindamite	28	N/A	N/A	Rusting Dust	N/A	N/A	16
Complex Resist Toxin	48	36	60	Sleep	28*	8	16
Confusion	32*	12	16	Slow Death	58*	12	38*
Corrosion	32*	N/A	16	Silence	24*	8	12
Death	68*	20	48*	Simple Resist Toxin	16	12	20
Detect Alchemy	N/A	4	N/A	Sticky Paste	20	16	N/A
Dissolvent	8	N/A	28*	Vorpal Coating (Light)	2	N/A	N/A
Embalming Fluid	20	N/A	N/A	Vorpal Coating (Moderate)	4	N/A	N/A
Enrage	76*	28	52*	Vorpal Coating (Heavy)	12	N/A	N/A
Feeblemind	44*	16	24*	Weakness	28	12	20*
Festering Pox	16	8	12	Weapon Colour	8	N/A	N/A
Forget	68*	24	44*	Withering Poison	46*	12	20
Hallucinoid	20*	8	16				

Chart 5-1

Blacksmith

Blacksmithing combines the traditional skills of both weaponsmithing and armoursmithing and allows a Blacksmith to craft exceptional pieces of armour, shields and weapons. At higher levels a Blacksmith can create and craft superior grade weapons and armour as they become masters of their art. Armour is created at a cost of 1 Raw Material per point of armour before taking any physrep point reductions into account.

Normal arrows do not need tags, and therefore normal arrows do not need to be crafted. Silver and iron arrows do need tags. The production cost for arrows in Chart 5-2 is the base cost without silvering or ironing.

Item	RM Cost
Simple Weapon	4
Medium Weapon	24
Large Weapon	40
Exotic Weapon	48
Arrow x6 / Bolt x6	1
Wooden Shield	10
Iron Bound Shield	20
Metal Shield	30

Chart 5-2

Normal weapons and shields expire 2 years after creation. Armour does not expire.

Iron or Silvering a Weapon
The most basic smithing techniques will teach a young Blacksmith the art of crafting weapons from iron and silver. Iron weapons cost 150% of the original Raw Material (RM) values to make and require the entire striking surface to be made entirely of iron to be able to call for iron damage. Crafting silver weapons requires 400% of the original RM cost. A weapon may be either iron or silver, not both and must be done at the time of the weapon's creation.

Iron and silver weapons expire 3 years after creation.

Master Crafting
At this point the Blacksmith has become a master of their craft and a full professional by most standards. As such they can, a great expense, focus all they have learned to produce a piece of master quality. Creating a Master Crafted item will cost the Blacksmith 500% of the normal cost in Raw Material. Master Crafting a weapon will allow that weapon to be enchanted; normal weapons will not withstand the process. Master Crafting a weapon allows the weapon to resist a total of three attempts to shatter or destroy it by any means. Once these resists are used, the weapon is considered Normal. Iron and Silvered Weapons may be Master Crafted but the additional costs still are cumulative. Shields which are Master Crafted have 3 "Render" resists vs. destroy / shatter effects.

Master Crafted weapons and shields expire 5 years after creation.

Legendary Crafting
The Blacksmith has obtained a legendary knowledge of their craft. They are the foremost specialist their field and are considered an absolute authority in all matters of Blacksmithing. A Legendary Blacksmith can create items of Legendary forging, giving the item properties of an almost magical nature. Legendary weapons and armour are immune to effects which will permanently destroy them. The creation of legendary armour and weapons will cost the smith 1000% of the original Raw Material value. Please note that Legendary Shields are exempt to the above cost. All Legendary shields cost 200 RM to produce.

Legendary crafted armour possesses superior strength and protection. Each piece of Legendary armour will also provide the wearer with an additional Armour Point for that location. Finally, Legendary crafted weapons and armour are the base material for any Blueprints a Blacksmith may create. Legendary items, once crafted, are so durable and resilient that they can resist the effects of ritual magic. Even the most powerful enchantments will quickly fade if cast on a Legendary item. An enchantment may last a few days or may only last 10 minutes. The duration is random and chosen by a Ritual Marshal. Legendary items will expire after 5 years and turn into a normal version of that item. When a Legendary shield expires, the owner can choose whether it becomes a Wooden, Iron Bound or Metal shield. A Legendary item will not expire as long as it has a Blueprint on it. The 5

year expiry time will reset when the Blueprint expires. When the first Blueprint is placed on a Legendary item, the Blacksmith will decide a way to destroy the item. This can be as dramatic or complex as the Blacksmith wants but must be approved by the Shaper team. There may be other rare and extraordinary ways to destroy Legendary items.

Create Scroll

This skill allows a character with some basics in Magic to create Magical Scrolls based on the spells they possess. To make a Magical Scroll, a character needs to be able to cast that specific spell from memory. Because of the lengthy process required to create scrolls, scrolls cannot be made using magic items or other scrolls.

Scrolls created with Glowing Ink cost an additional 50% of the base Raw Material cost. Scrolls created with Scroll Mastery cost an additional 100% of the base Raw Material cost. Creating a Tome costs 100 RM.

Scroll Level	RM Cost
1	4
2	4
3	8
4	8
5	16
6	16
7	32
8	32
9	64

Chart 5-3

Trapper

Locks can be internal (permanently built into an object) or external (attached to an object, but can be removed if unlocked). This is indicated on the lock tag. Each external lock costs 10 times its level in Raw Materials. Each internal lock costs 15 times its level in Raw Materials. All locks come with one free key upon creation. Additional keys cost 5 RM and can only be made when the lock is first created.

To arm a trap, you must have two things: the trigger, and the trap. Both are detailed below. A trigger and trap can be no more than 5 feet from each other and should be connected by at the very least a string. If they are further, the trap will fail.

Tips for Trappers:
- Never use heavy wire for a trip lines; use fishing line
- When setting trip wires, make sure they can't actually trip someone.
- Throwing or running with armed traps immediately sets them off
- Clean up after yourself. Do not leave trap line, old triggers, etc., in the woods. You are the smith; it is your responsibility
- Make sure your effect tags are clearly legible and waterproofed in case of rain
- Battle Magic defenses do not protect against the Area of Effect traps

Trap Triggers

Mouse Trap Trigger
A mouse trap trigger is exactly what it implies. A mouse trap trigger is considered 'set' when armed, and triggered when it snaps shut. Due to the nature of mouse traps, it may also be considered disarmed if it is brought to a triggered/disarmed state in a controlled fashion by someone with enough Traps skill to do so. The noise from a mousetrap snapping shut is the indicator that the trap has been sprung. Only small mousetraps may be used. Larger traps, such as rat traps, are not permitted in the game.

Buzzer / Switch
A buzzer or switch trigger can be of a variety of types. Their key element is that they are electronic. The electronic trigger can be a pull-pin, a switch or any other electronic configuration that can be triggered, so long as it is not considered a pressure plate. A buzzer/switch trigger must have an indicator that the trap has been triggered built within it, be it an indicator noise or light.

Pressure Plate Trigger
Pressure plate triggers are sections of wall, floor, or other areas of space that set off the trap when moved or depressed. The trigger must physically move and activate an indication that the trap has gone off, be it a noise or light.

Threshold Trigger
Threshold triggers must be set up in a doorway or other portal. In-game, the trigger for the threshold Trigger can be a cascade of light, or a gentle but steady breeze. Their in-game phys rep must be a small-sized puzzle to be disarmed. They also require an out-of-game note to be left for a Marshal or P.C. to find. The note is to inform the next person who walks through the area what effect happens. Any object of large size, or person, breaching the threshold causes the trap to go off. Pitching a rock or weapon through a threshold trigger will not trigger the trap. All style of traps may be used with this trigger type except Massive Mechanical. The appropriate-sized container or phys-rep for the effect to be triggered must be present (a box to represent the noisemaking device, chemicals for the fire, explosion or gas, or a weapon mounted on a device for the weapon or dismember traps) as detailed in each trap-type below.

Timer Trigger

A timer trigger will count down a certain amount of time, then trigger the trap (eg: an egg timer).

Trap Types

Acid Trap

Acid Traps can do from 4 to 40 points of damage. Each Trapper Raw Material spent in the creation of an Acid Trap grants the Trap 2 points of damage. Acid Trap damage goes straight to Body. Acid Trap containers must be at least 10 cubic inches for each point of damage the trap does. So a 4 point acid trap must be at least 40 cubic inches (or 8"x5"x1") but a 40 point acid trap would be 400 cubic inches (10"x8"x5"). Acid traps are Area of Effect and damage everyone within 5 feet of the centre of the container. The Acid trap, as well as the trigger, is destroyed upon detonation.

Trap	RM Cost
Alarm Trap	2
Weapon Trap	6
Leg Snare Trap	6
Explosive Trap	1 per 4 damage points
Dismember Trap	12
Net Trap	12
Acid Trap	1 per 2 damage points
Fire Trap	1 per 3 damage points
Gas Trap	5
Needle Trap	5
Massive Mechanical Trap	Determined by marshal
Massive Net Trap	30

Chart 5-4

Alarm Trap

When alarm traps are triggered they create a noise. This noise can be of any volume, but cannot be so loud as to be damaging to the ears when standing beside the trap when it goes off. Alarm trap containers must be at least 125 cubic inches. The noise-making portion of the trap can be incorporated in that volume, or may be additional. In either case, it must be attached to the container. An alarm trap is neither a Single-Target Surprise-based Attack, nor Area of Effect, as no damage or effect is caused to the person triggering it. An alarm trap costs 2 Trap Raw Materials to create and can be reused. Please note that not all alarms are traps. A simple bell behind a closed door doesn't constitute an alarm trap and production and skills are not needed to create, set or disarm it.

Dismember Trap

A dismember trap is a specialized weapon-trap. When triggered, this trap will release a weapon, severing the limb of a target as per the Dismember skill. The container for a dismember trap is a 125 cubic inch box or other container, and the Trapper's weapon of choice. The weapon must be represented, both with an appropriate weapon phys-rep and an appropriate weapon tag. The cost of the weapon is not included in the cost of the trap. A dismember trap is a Single-Target Surprise Attack, and will affect the limb closest to the container if they are within its 5-foot radius. Dismember traps are destroyed upon use, although the weapon and trigger are not. The weapon tag must be provided when the trap is set.

Explosive Trap

Explosive traps are the standard, bread-and-butter of traps. They cause large amounts of physical damage to any creature in their radius. Explosive traps can do from 4 to 60 points of damage. Explosive traps cannot be resisted by anything short of Ritual Magic or Racial Abilities. Each Trap Raw Material used in the creation of an explosive trap grants the trap 4 points of damage. Explosive trap containers must be at least 10 cubic inches for each point of damage the trap does. So a 4 point explosive trap must be at least 40 cubic inches (or 8"x5"x1") but a 60 point explosive trap would be 600 cubic inches (12"x10"x5"). Explosive traps are Area of Effect and damage everyone within 5 feet from the center of the container. Explosive traps and triggers are destroyed upon detonation.

Fire Trap

Fire traps can do from 3 to 42 points of Elemental Fire damage. Each Traps Raw Material used in the creation of a fire trap grants the trap 3 points of damage. A Fire Trap cannot be resisted by anything short of Ritual Magic or Racial Abilities. Like all pure Elemental damage, should a target drop below zero Body from a Fire Trap, they will forego their Bleed Count and directly enter their Death Count. Fire trap containers must be at least 10 cubic inches for each point of damage the trap does. So a 3 point Fire trap must be at least 30 cubic inches (or 6'x5'x1')

but a 42 point explosive trap would be 420 cubic inches (12"x7"x5"). Fire traps are Area of Effect and damage everyone within 5 feet from the centre of the container. Fire traps and triggers are destroyed upon detonation.

Gas Trap
When a Gas trap is detonated everyone within a 5 foot radius from the centre of the trap's container takes the effect of the Alchemical Gas Globe that the trap is armed with. A Gas Trap cannot be resisted by anything short of Ritual Magic or Racial Abilities. This Area of Effect trap is measured from the centre of the container. The container for this trap must be at least 100 cubic inches. With the tag for the trap you must also have 3 Alchemical gas globe tags to represent the gas in the trap. If a Gas trap is disarmed, the container still contains the gas and may be reused but the gas inside cannot be salvaged for other Alchemy use. Gas traps and triggers are not destroyed upon detonation but the alchemy tags are used up and must be replaced.

Example: Schmendrick disarms a paralyze gas trap. He can reuse the container for his own paralyze gas trap but he cannot salvage the original 3 Gas Globes that were in it. If the trap had gone off, then he could salvage the container and the trigger for the trap, but the 3 Paralyze Gas Alchemy that were with the trap are used and should be given to a marshal or destroyed.

Leg Snare Trap
This trap represents a leg snare or bear trap. When it is triggered, one of the victim's legs will become pinned to the ground. This is a Single-Target trap and will affect the closest target to the container within its 5-foot radius. The container for this trap is a 27 cubic inch box and a length of rope or similar trapping device. Once the target has been determined, their closest leg to the container will be the one affected. A pinned character cannot move that limb until they are freed. The victim may be cut free (or cut themselves free) with a 1 minute count. If they have no weapon to cut themselves free, they may escape after 1 hour. Also those with exceptional strength may break free on a 5-count. This requires the skill "Self Mutilate", a +2 Strength Bonus (or equivalent), and the character takes "2 Body Damage". Please note, the act of setting off the trigger indicates the person was caught in the trap. They do not actually have to have their foot in the phys-rep when the trap goes off.

If the trap detonates, the leg trap is destroyed (as the act of freeing the victim ruins the trap) but the trigger remains. If the trap is disarmed, both the leg trap and the trigger remain.

Massive Mechanical Trap
Massive mechanical traps are generally large pieces of stone, huge weaponry, or other colossal objects striking the victim. Unlike other Area of Effect traps, this trap has no set radius for its destruction. The trap must be set up in such a way as to actually cause a landslide, or large (safe, foam) object to begin motion. If this phys-rep strikes a person in any way, on any object they are holding or body part, they take the full effect of the trap. The Trap Raw Material costs for a Massive Mechanical trap are given on a case-by-case basis, based on the size and physical representation of the actual trap. When struck, the victim takes the trap damage to both their armour and Body points. Massive mechanical traps are Area of Effect and are destroyed upon detonation although the trigger is not.

Massive Net Trap
This trap functions as a Net Trap in all respects except it will affect ALL targets that are within its 5' radius.
If any part of the target is within the 5', even a cloak or spear, then the target is affected.

Needle Trap
Needle traps use a dart to inject an Alchemical substance into the victim. When triggered, the victim takes 1 Body point of damage and the Alchemical effect of the elixir used with the trap. The Trap is not considered area of effect so a Magic Armour will protect the target. However, if the target is affected by the one Body only racial or ritual defenses will resist the alchemy. The trap will affect the first target that is closest to the container, within its 5-foot radius. The container is a 125 cubic inch object with a Thrown Weapon attached to it and 3 Ingested Alchemies. The alchemy is destroyed when the trap is detonated. Needle traps may be reset if disarmed. As with Gas traps, the Alchemical trap can be reused, but not salvaged for any other Alchemical purpose. Needle traps and triggers are not destroyed upon detonation but the Alchemy that is on them is used up.

Net Trap

This trap represents a net that either falls from above or pulls up from below the victim. When it is triggered, the victim is caught in a physical web of netting. This is a Single-Target trap and will affect the closest target to the container within its 5-foot radius. While trapped, the victim may not move, use weapons, or cast spells until they are freed. They may speak, or activate Magical items that are touching their body. The victim may be cut free by someone else (or cut themselves free if they have natural weaponry) with a 1-minute count. If they lack natural weaponry they may wiggle free in 1 hour if they have not been saved by someone else. Also those with exceptional strength may break free with a 3-count. This requires the skill "Self Mutilate", a +4 Strength Bonus, and the character takes 4 Body damage by ripping free. The container for this trap is a 27" cubic inch box and netting, woven rope, or similar object. Setting off the trap indicates they are caught. They do not actually have to be in the phys-rep when the trap goes off. If the trap goes off, the Net trap is destroyed (as the act of freeing the victim ruins the trap) but the trigger remains. If the trap is disarmed, both the Net trap and the trigger remain.

Weapon Trap

When triggered, the victim who set off the Weapon trap is struck for 4 times the base damage of the Weapon in physical damage. The container for a Weapon trap is a 125 cubic inch box. Any weapon may be used in the trap so an appropriate weapon tag is attached to or contained in the trap. The cost of the weapon is not included in the cost of the trap. A Weapon trap is Single-Target, surprise attack and will affect the closest target to the container within the 5-foot radius. Weapon traps and triggers can be reset with a 60 second count and are not destroyed upon detonation. The weapon tag must be provided when the trap is set.

Catalysts

Catalysts are usually mundane items that, through some unknown process, have transformed into the necessary building blocks sought out by tradesmen and ritual casters alike. A Catalyst is any item without a Spirit that, for some reason, acquires the properties of a certain type of magic. These items are not magic by nature and will not detect as such. There is great speculation on how Catalysts are created and no theory has yet to be proven true. Some items are unintentionally crafted as Catalysts, while others seem to transform into Catalysts at random. Whether built as Catalysts or transformed randomly, the Catalyst will always radiate a seemingly random emotion. The range of this emotion is always touch-dependent (emotion is radiated to whoever touches the Catalyst). Catalysts do not cause the person touching them to actually feel the emotion. They are simply aware that that emotion is being radiated by the Catalyst.

There are 6 types of Catalysts that have been discovered: Creation, Destruction, Alteration, Transmutation, Conjuration and Discord.

Creation, Destruction, Alteration, Transmutation, and Conjuration all act as necessary components to all advanced crafts and rituals such as chemistry recipes, smithing blueprints, and ritual level spells. Most of these will require multiple numbers of the same Catalyst type as well as multiple types. The final Catalyst, Discord, is considered wild magic and when used, can cause chaotic effects, many times beneficial but many times not. A Discord catalyst may also be used as 10 units of Raw Material of any type.

The emotion radiating from the Catalyst has no known effect or purpose. Its strength does not seem to bear any correlation to the strength of the Catalyst nor does it have any effect on the Catalyst's use. A dagger turned Catalyst might radiate great hatred or a hairpin might slightly radiate love.

A Catalyst, while powerful in use, is still just a normal item. It could be anything from an expensive clay vase to a dried piece of fruit. Destruction of the item also destroys the Catalyst. It is important to note that many times items simply "become" Catalysts. There seems to be no limit to what can or cannot become a Catalyst so long as it does not possess a Spirit. Even size does not seem to be a limitation. Magical items, rings, and even houses have all been found to have become Catalysts, in most cases instantly.

Finally, the use of a Catalyst in any recipe, blueprint or ritual will automatically consume both the item and the Catalyst. This destruction trumps all other rules on rendered or indestructible items. Once used, even the most legendary of items can become fuel for a craftsman or mage.

Chapter 6: COMBAT & WEAPONS

Combat Rules

This section deals specifically with the technical aspect of melee combat in Underworld. If the combat rules are followed properly, combat will be as realistic and safe as possible. Those who repeatedly abuse these rules will be asked to leave the game. Please refer to the Underworld Weapons and Armour Manual for detailed instructions on weapon creation rules.

The Swing

When swinging your weapon at an opponent the pull-back should be between 45 and 90 degrees from the shoulder. This ensures safe strikes that are still hard enough to feel. This also keeps the occurrence of wild swings down to a minimum. As intimidating as it may be to flail around swinging your weapon like you are some kind of blender, the look of shock and fear on your opponent's face is probably an out-of-game reaction.

Weapons must be properly held via their appropriate grips in order to be swung. You may not swing your weapon while holding its striking surface unless it is a weapon which is all striking surface, like a rock. No melee weapon strike can hit the same location of the body twice in a row. Your strikes must hit different armour locations (Ch.7) in order to be considered valid damaging strikes. This is meant to slow combat, and to limit the amount of machine-gunning (swinging faster than damage can be called). Spears must be pulled back at least 1 ft before a strike in order to avoid machine-gunning, but it is important to ensure that the strikes are still not too hard. Spears are lightest touch. This includes back-attacks or any other forms of attack. In order for a swing on someone's back to be legal, both shoulder blades of the target must be visible for the entirety of the swing. Any strikes against someone's back which involve reaching over or around the target are thus illegal.

Every time you swing a weapon in combat, you must call the weapon damage. For example, if you are swinging your Normal Sword, call out "2 Normal". The "Normal" may be changed depending on the type of weapon you are wielding (E.g. Silver, Magic, etc.), or depending on certain Magical spells that can be cast on you. You may choose to swing for less damage than your weapon's regular damage. When swinging certain special attacks you would say the damage after you are sure you have struck your opponent (see skill descriptions). The defender should always call "hit" after a special attack. If you misstate a special attack, that is considered a 'miscall' and the skill does not work. If it is a limited use ability, it is not used up for the day, but it cannot be used again for an hour. If you have multiple purchases of the same ability, only one purchase is "locked" in this way. Please remember that a successful physical hit is determined by the defender but can be overruled by a Marshal.

The Strike

Any declaration of damage or an effect is considered a strike. All legal weapon swings are thus strikes, though not all strikes are swings. Please note that the notion of a strike applies to things such as gaze attacks or spells. It is a blanket term for an attempt to inflict damage or an effect on a target.

The Hit

A strike which successfully connects with its target is considered a hit, regardless of what happens afterwards. The moment a strike becomes a hit, defenses against hits may be activated. These include spells such as Magic Armour and Shield Magic.

Valid Physical Strike Targets

Everywhere on the body is a valid striking point except the following areas: the head, neck, groin, and hands. Packet-delivered attacks striking these areas do in fact count, but we would ask that you do not aim for them (habitually or otherwise).

Strikes to the head, neck, hands, groin, and in the case of people with breasts, chest (despite it being a valid strike location), do happen accidentally. Please do not make such strikes a habit as it will not make you any friends. Please contact a Marshal regarding any person who is habitually striking these areas

Holding and Trapping an Opponent's Weapon

Trapping an opponent's weapon is a valid attack so long as your weapon or shield is the trapping mechanism used, not any part of your body. Whereas, grabbing an opponent's weapon with your hands or any other body part is not encouraged, but possible. Doing so will allow the attacking player to call out the weapons damage in Body points, repeatedly, as fast as they can say it. It is not acceptable to use this as an offensive attack by tangling your weapon in the arms or legs of an opponent for calling out Body damage. In such cases, the defender may call a hold, untangle themselves from your weapons, and call a Lay-on to continue fighting normally. Damage called from this effect bypass all forms of IG protections, including thresholds and spells.

Hand to Hand

If the character chooses to use hand to hand combat, they may use a single fist weapon (coreless) phys-rep. If they have purchased ambidexterity they may use a second fist weapon in their off-hand. The sizing for fist weapons is listed in the Weapon Construction chart. The "weapon hands" are considered part of the character, and as such are not considered weapons for the purposes of spells or skills. This damage may increase by purchasing weapon specializations as with any other weapon skill. Because hands are part of the character, they cannot be used to block damage.

Shield Thresholds

There is a limit to how much punishment a shield can take. Any single attack, of any type, that does more damage than a shield's threshold, causes the shield to shatter. Wooden shields have a threshold of 10, iron bound shields have a threshold of 20, and solid metal shields have a threshold of 30.

Two-Handed Weapons

A two-handed weapon may only be used to attack if the weapon's handle is held in both hands. If this constraint isn't met, no attack is considered to have succeeded. However, the weapon may be used to block while held in one hand if, and only if, it is a Large weapon.

Rocks as Thrown Weapons

A rock can be considered a thrown weapon. To use a rock as a thrown weapon you do not need an IG tag. Rock reps must still pass safety as all weapons must. Please refer to the Underworld Weapons and Armour Manual for construction requirements.

- A rock cannot be made of silver, since it is then no longer a rock.
- A rock may be enchanted with ritual magic, but the rock rep which is being used would be the only rock which would be tagged with the ritual magic effect.
- A rock cannot be Master Crafted.
- Since rocks have a Raw Material value of 0, they may not be used with any skill that stipulates a cost of some multiple of an item's Raw Materials.
- Rocks, like all thrown weapons, can utilize magical effects which originate from the spirit of the thrower (e.g Elemental Blade).
- Rocks are considered thrown weapons for all intents and purposes when it comes to specialization and proficiencies.

Summoned Weapons

Summoned Weapons may not be used in conjunction with any skills unless the spell used to summon the weapon explicitly states otherwise. Summoned Weapons cannot be shattered.

Special Combat Note

Without a Marshal present, it is always the caster's call whether a packet attack successfully hit, and it is always a defender's call whether a weapon strike hit. During an Underworld event, you may only use an approved weapon to engage in melee or ranged combat.

Damage and Attack Types

Most combat in Underworld is divided into two categories, attack types and damage types. Attack types describe how the damage is delivered, damage types describe what happens when an attack is successful.

Damage Types

Normal Damage: This is standard damage from most physical attacks. If there is a modifier attached to a normal attack you are allowed to drop the "normal" from the damage call. E.g.: "5 Normal Body" can be "5 Body" and "5 Normal Weakness" can be "5 Weakness".

<Base Metal Type> Damage: Behaves in all ways like normal damage for thresholds etc., but some creatures take increased damage from specific materials. Examples of this might be "iron" or "wood".

Dark and Light: These types of damage go straight to Body and are treated as magic for the purposes of thresholds.

Silver Damage: Any amount of Silver damage will breach a normal threshold. It does increased damage to some creatures such as lycanthropes.

Enchanted Damage: Uses the damage call of "Magic" when swinging with enchanted weapons. Any amount of "magic" damage will breach a "silver" threshold.

Elemental Damage: Pure elemental damage. Anyone brought to negative Body by "Elemental" damage will forgo their Bleed Count and go straight into their Death Count. It is treated as "Magic" for the purposes of thresholds.

Arcane Damage: Arcane damage is Divine, Draconic or ultra-powerful attacks that cannot be defended against except by Racial Abilities and goes straight to Body points, bypassing armour. This damage is very rare. No other defenses will be effective against them. It ignores all thresholds except Arcane ones.

Acid Damage: Any attacks that hit for Acid damage will go straight to Body points, bypassing armour. Corporeal Undead will take damage from Acid regardless of other thresholds they may have. Although it is not magic in nature, it is treated as "Magic" damage for the purposes of thresholds.

Massive: This represents huge unblockable blows, falling damage and siege weapons. It does damage to both Body and Armour Points simultaneously, cannot be protected against with Battle Magic spells and is considered normal damage for the purpose of thresholds. It also may not be blocked with weapons or shields. It may be resisted by ritual magic or racial abilities.

Infliction and Healing: Infliction and Healing both affect Body points and ignore Armour Points. Against living targets, Healing will restore Body instead of subtracting it, but will do x4 damage to Undead targets. Infliction will restore Body to Undead targets and do x2 damage direct to Body against Living targets. When inflicting damage, it will count as magic damage for the purposes of thresholds.

The following chart shows the various threshold levels. If someone has a threshold of 'X type', you must either hit them with a higher threshold level damage type, or more than X damage of the same threshold type, for the attack to cause damage. For example: Varia has a threshold of 2 Silver. In order to beat this threshold and cause Varia damage, one must hit her with either be 3 or more Silver damage, or Magic threshold level damage, like Elemental, or higher. Any amount of Normal threshold damage or 2 or less Silver damage will not affect her.

Threshold Level	Damage Types						
Arcane	Arcane*						
Magic	Magic	Dark *	Light *	Elemental	Acid *	Infliction *	Healing *
Silver	Silver						
Normal	Normal		Iron, Wood, etc.		Massive		Body**

Chart 6-1

* Goes straight to Body
** Can be appended to a different damage type, e.g.: Magic Body has a Magic threshold

Attack Types

Weapon Strikes: This is the standard weapon swings used in underworld. These attacks must hit a valid striking area of the target to count. If there is no Shaper present and there is a question of if the strike hit or not then the call is made by the defender.

Packet Delivered: This attack type typically represents magical attacks such as spell-casting. These attacks can strike anywhere on the target including clothing, shields or costuming worn. If no shaper is there to make the call and there is a question of if the packet hit or not then the call is made by the caster.

Spellstrikes: Spellstrikes are magical attacks delivered through a weapon but not to be confused with magic weapons. These attacks are performed using a weapon strike but will still affect the target if it hits weapons, shield or costuming, just like a packet delivered attack.

Contact Alchemy: Alchemy placed on a weapon allows the user to add "Contact <type>" to the swing. The strike must hit a valid weapon strike location. Example: If you added contact weakness to a regular longsword then the call would be "2 Normal Contact Weakness". If the attack is blocked or Magic Armour is used then none of the attack hits, if the target is struck they may call "Resist Toxin" against the alchemical effect, but still take the damage. Thresholds will not protect from the alchemical portion of this attack.

Gas Globes: Alchemical gas globes are ranged attacks represented by orange packets that can be defended against with Resist Toxin or similar defenses. Thresholds of any type do not protect against alchemical attacks. These attacks can strike anywhere on the target including weapons, shields or costuming worn. The declaration for all thrown alchemy is "<type> Gas".

Power Words: Power words come in two different forms. "Power Word: Directed", which affects only one target (identified by pointing at them when the ability is used) and "Power Word: Area", which affects everyone who hears the effect call.

Physical weapon attacks: These are special weapon-delivered attacks that have some sort of special effect attached to them, such as "Physical Engulf", "Physical Grab", etc. These attacks may require special strike zones

to take effect and may or may not be blockable by weapons or shields. See the specific effect description for how these effects work.

In addition to the different attack types there can be modifiers either before or after the attack call that effects how that attack works. These are divided into Attack Prefix Modifiers and Attack Suffix Modifiers.

A short list of examples are:

Attack Prefix Modifiers

Surprise: This attack cannot be defended against with skills or spells that require a conscious decision to use. Ie: Advanced Magic Armour, Dodge, Parry cannot be used against surprise attacks. Surprise attacks must be done from behind the target.

Penetrating: This attack ignores all non-ritual level protections, non-racial defenses and all armour.

Ritual: This attack ignores all Battle Magic defenses. It may be stopped by racial defenses. Dodges will function against Ritual attacks unless they are Area of Effect attacks.

Chemistry: This attack ignores all non-ritual level protections such as Complex Resist Toxin.

Innate: This attack or ability is performed naturally by the attacker. It does not require an incant and cannot be countered by Wytchhunters.

Attack Suffix modifiers

Any carrier attack.

Body: This modifies a damage type to have it go straight to Body and ignore armour.

Critical: This strike must hit from behind. Creatures without a discernible "back" are immune to Critical attacks.

Damage Multipliers

If a character is subject to more than one damage multiplier, only the highest multiplier applies. For example, Kathika is a Wood Fae, so she has a x2 vulnerability to Iron damage. She is also subject to a curse which gives her a x4 vulnerability to Iron damage. If Kathika is hit for 4 Iron, she takes 16 damage, because only the greater multiplier applies.

Chapter 7: ARMOUR

Armour and Costume

As mentioned earlier, costuming can contribute a great deal to a character's identity. Your appearance and style not only affect how others view your character, but they also affect how you yourself come to understand and relate to your character's nuances. You may even become aware of the evolution that occurs in your costuming as the character evolves. Perhaps the most influential factor in this evolution of a character's style and costume is the concept of Armour Points.

At an Underworld event, every character has their costume evaluated at Logistics (when checking in). Here, they receive confirmation (and sometimes advice) as to how many Armour Points (AP) their costume is worth. You will receive your Out of Game Armour Card outlining which coverage points you have armour for and its maximum worth in Armour Points. During the event, the player may choose not to wear all of their armour if they like. However, they may not claim more points than the armour they are wearing the phys-reps for and/or their Armour Card and tags allow for.

Armour must be "real" in order to be worth any Armour Points. It is not permissible to have pretend armour. All armour must reasonably fit the theme and setting of Underworld – Dark Fantasy and Horror – before it will be evaluated as armour. If the armour does not meet these criteria, it will not be permitted for use.

Please refer to the Underworld Weapons and Armour Manual for detailed instructions on armour and shield creation rules.

Armour Card and Armour Tags

The Armour Card is strictly an out-of-game document. This card informs the player of what areas of coverage their phys-reps allow them to claim Armour Points for, what type of armour tags (chain, plate etc...) they will need in game to claim those points and how many points each of those locations are worth. Armour Tags are in-game pieces of armour. They are the treasure you may find while adventuring or the gear you might start out with. It is important to note that the out-of-game armour card on the back of your character card is different from any in-game armour tags you might find while in game.

How Breached Armour Works

Almost all damage sources will damage a player's armour before it will damage their Body. As a rule, always lose points first from any magically granted Armour Points, then from normal Armour Points, then from magically granted Body, then finally from Body. As a player receives damage, they subtract that damage number from their current Armour Point value. Once that Armour Point value reaches zero, the armour is considered "breached". Breached armour is very visible. If armour is being physically worn, the armour is literally falling off you in broken pieces. If armour is being magically worn, the armour flashes quickly and brightly before expiring (vanishing from existence). To represent this, once a player's armour is Breached, that player must immediately declare in a loud voice "BREACH!" to inform their attackers and others around them that their armour is now destroyed. Once a Breach occurs, that player will stop subtracting damage from their armour and now start subtracting from their Body points. Keep in mind that if there is that damage remaining from the swing that Breached your armour, that damage will damage your Body points after the Breach (If you had 4 Armour Points left and were hit for 7, you would lose the remaining 4 points, call "BREACH", and then take the remaining 3 to Body). If you enter battle with no Armour Points, you are expected to call "BREACH" the first time you are hit.

Armour Stacking

If you are wearing more than one piece of armour in any one location, you may only claim the highest value armour for each location, unless you have the Heavy Armour skill. If you have the Heavy Armour skill, then you

can claim the two types of armour for the same location. Two layers of the same type (chain, plate, leather, studded leather) will not stack with each other.

In order to claim full points for both layers, they must be independent layers that can each be worn without the other. If the two layers are attached to each other, one of the layers must still function as armour even if the second layer is removed. In this case, the layer of lowest value will also receive a 1 point deduction per location to a minimum of one. This deduction will stack with other deductions caused by other considerations.

Armour must be determined to be safe before it will be evaluated for Armour Points or can be worn at Underworld. If your rep is determined to be unsafe, the evaluating Marshal will give you advice on how it can be improved in order to be determined as safe. Unsafe armour will NOT be approved or allowed in-game. There are no class restrictions for amounts of armour worn.

Chapter 8: MAGIC

Spell Focus

Casting Magic is, at the best of times, a difficult and arduous task. Spell casters, while able to store great magical power in their magically trained brains, require an attuned trinket or Spell Focus to channel the magic out into a useful or destructive form. Spell Foci are small trinkets associated with a specific Sphere of Magic that the caster has attuned to their person. An attuned Spell Focus of the appropriate Sphere allows a caster to cast spells from their pyramid without hindrance. The Spell Focus must be on the caster's person in order for them to cast spells. Spell Foci are not required to use scrolls, magic items, etc. Without an Attuned Spell Focus, the caster is unable to cast even the most basic spells from that sphere. Luckily, the process of creating a Spell Focus is not overly difficult. Each Sphere of Magic will have a related trinket that the caster can attune, if they possess it. It is up to the caster to find or purchase this trinket and then attune it to them. A phys rep of the Spell Focus is required, but the item does not need a tag.

Attuning a new Spell Focus requires that the caster have at least one spell still memorized, which is consumed when the attuning starts. Which spell is used is the caster's choice. Once the spell has been burnt, the process has started and will require ten minutes of uninterrupted concentration. Should the caster break concentration, or take damage into Body during these ten minutes, the attuning has failed. The caster may try again so long as they have another memorized spell. If successful, the trinket is now transformed into a Spell Focus only usable by that caster. A caster may have multiple trinkets, but only one that is Attuned per Sphere of Magic. Attempting to Attune a second Spell Focus from the same sphere or Attuning another caster's Spell Focus, will remove the original attuning and replace it on the new trinket. Attuned Spell Foci are magical in nature, never expire, are immune the effects of Dispel Magic. However, they are not indestructible. They are as fragile as the trinket itself. The Spell Focus does not need to be held or even visible for the caster to gain its effects, but should a Spell Focus leave the possession of the caster for more than 1 hour, its attunement will fade. A Caster must have an attuned Spell Focus on their person for each Sphere they wish to cast from. The specific type of Spell Focus required can be found in the description of the Sphere of Magic.

Spell Durations

Combat
The spell will last the duration of 1 combat. Spell terminates if no damage calls, offensive calls or incants, offensive activation words, or defensive calls have been made within 50 feet of the target for longer than 1 minute.

Concentration
The spell will last for as long as the caster of the spell maintains concentration, as described in the appropriate spell description. If a definition is not given in the description, then the following definition applies:

A concentrating individual may walk but not run, cannot speak or use any other skills, and will lose their concentration if they take damage to Body or become unconscious.

Prayer
Prayer is the same as concentration, except that the individual can speak. The speech must be a prayer. If a prayer is for roleplaying purposes only, not a requirement of a spell, skill or ability, it does not require concentration.

Hours
The spell will last for the specified number of hours.

Instant
The spell goes off immediately, though its effects may be permanent. Damage is permanent until cured.

Indefinite
Permanent unless victim receives the proper counter-spell, the spell's effect is used up, or the victim dies. All forms of protective spells will expire after 5 days regardless of whether they have been used up or not.

Line of Sight
The spell will last for as long as a straight line could be drawn from any part of the caster's torso to any part of the target's torso without interruption. If the line of sight is fully broken for more than 10 seconds the spell will terminate. Line of sight duration will end if the caster becomes unconscious or incapacitated. An individual is never considered to have line of sight of themselves.

Minutes
The spell will last for the specified number of minutes.

Other
Duration of this spell is an exception and will be listed. Some spells are continuous but will terminate if the target dies.

Automatic, Conscious & Racial Defenses

An individual with a spirit may have defenses available to them of an Automatic, Conscious or Racial nature. All forms of defense have a set of effects which they can defend against. Unless a defense states otherwise, activating defenses will not wake a character from sleep. Defenses must be called within 3 seconds of the triggering effect or they do not work. If the defense is not called within 3 seconds and it is an Automatic defense, it is still used up. How they trigger depends on their type:

Automatic: These defenses will trigger against the first applicable effect.

Conscious: These defenses must be triggered by the individual protected by them, when the individual is hit by an applicable effect. In order for these defenses to be triggered the target must be conscious, be able to make decisions and be aware of the attack prior to it hitting the target. This means that attacks with a "Surprise" prefix cannot be defended against by Conscious defenses. Conscious defenses cannot be used by wild animals and other less intelligent creatures.

Racial: These defenses behave identically to Conscious defenses, however the limitations of Conscious defenses do not apply to these defenses. **A Racial defense must always be activated by the target and can be activated at any time. The individual can choose to let an attack bypass this defense.** If the player is sleeping OOG when a racial defense is (potentially) activated it functions like an automatic defense and goes off automatically.

Resist vs No Effect: A finite defense is a "Resist". If the individual is entirely immune to that type of spell, attack or effect, they will instead state "No Effect". These are clearly distinguishable from one another. A "Resist" may appear to take some effort, cause a negligible amount of damage or perhaps show a degradation of a barrier around them. "No Effect" makes it obvious that the target is completely immune; they shrug the attack off easily, if they even notice it.

Ritual Magic

Any character that has learned a 9th circle spell may learn Ritual Magic of the appropriate Sphere. Advanced Spheres of Ritual Magic may also be encountered, though these schools require other Ritual Magics as pre-requisites. Ritual spell slots are purchased in order: the 1st level slot is purchased, then the 2nd, then the 3rd, and so on up to 10. Ritual Magic is an advanced form of magic which is both highly powerful and highly dangerous. As these rituals are so complex, they are recorded on powerful scrolls which cannot be copied by any means short of Ritual Magic itself. It is not possible to remember these rituals after having witnessed one in order to duplicate it.

In addition to the scroll, Ritual Magic requires Catalysts, which are in-game items with a specific 'Catalyst' tag. Catalysts are not just used for Ritual Magic. They are prized by tradesmen, smiths, alchemists and more.

All Ritual Magic cast on a spirit will persist through resurrection unless the ritual is explicitly exempted from this rule.

All Ritual Magics have their own duration which may be altered using further Ritual Magics. Furthermore, Ritual Magics are exempt from rules concerning stacking and defense limitations. Casting Ritual Magic also brings with it the dangers of ritual failure and backlash, some of the side effects of which can be deadly. Some of the most common examples of Ritual Magic which many players will encounter are as follows:

Damage Aura
Used in the making of Magical weapons, this spell gives the weapon added damage ability.

Threshold
Gives the wearer a protective aura vs. physical damage attacks. Any damage from an attack, which does not do greater than the threshold, will have "No Effect". If you have a racial vulnerability (such as fae and iron) those attacks will bypass any threshold you wear. A threshold can be turned off and on at will by the individual affected by it. Any time a character with a threshold chooses to damage themselves they are dropping that threshold to do so. A common example of this is ripping free from binding spells, which will damage the person being ripped free regardless of their threshold, since it must be turned off in order to be ripped free.

Some Basic Regulations Concerning Spells

Targeting
Spells will only affect targets with a spirit unless otherwise stated. If a spell hits something with no spirit, such as a rock, the spell slot will be used up but nothing will happen.

Ending Durations Early
Unless specifically stated in the description of a specific spell, a caster cannot choose to prematurely end a spell effect either on them or on a target. If there are requirements stated in the spell description that are not met, such as concentration or holding summoned weapons in your hand, then the spell will fail naturally. This includes spells with durations of "until used", "Line of Sight" and the like. These spells will end when their duration naturally expires.

Casting & Incants
As previously stated, when casting a spell, a Mage must have the hand they are using to cast the spell free of all held items, including other packets, though they may still wear gloves and/or jewelry. Their hands cannot be bound, as hand movements are required to cast spells. Having ensured these conditions have been met, the caster must then state the incant which accompanies the spell they wish to cast. They can then throw the packet. Before the packet is thrown, the incant must be fully stated in a normal speaking voice and loud enough for the target to hear and understand. The incant must be stated properly. If not stated properly and / or the caster suffers any damage directly to Body, the spell is considered a miscant and the spell is lost. If a spell's incant has a numerical call such as "25 Elemental Stone" or "10 Healing" at the end, this part is optional and does not count as part of the incant for the purpose of miscants.

If the incant has been stated properly, you now have 3 seconds to choose one of the following actions:

Throw the packet at your target
Or
Use hand to touch cast.

<u>Failure to choose either action within 3 seconds will result in the spell failing. This means that the respective spell is lost and you are no longer able to cast the spell.</u>

It is important to note that an incant, despite the fact that it is stated in English for role-playing purposes, is not understood in-game as English. The exception to this rule is divine or Draconic magic, in which the name of the God or Dragon being channeled is known to all who hear the incant. Furthermore, it is possible for someone who has seen the spell cast before to recognise the incant, even if they cannot cast magic themselves. It is acceptable for a character to come into game recognising as many or as few incants as they wish.

It is also important to note that regarding the casting of spells, that it is not possible to fake an incant by starting and stopping. Doing so is considered a miscant and the spell fizzles. Similarly, characters who do not know Magic may under no circumstances, even attempt to cast a spell, channel energy without the use of a Magical item, or fake the casting of a spell.

Some abilities may allow a character or creature to cast a spell without using the full incantation. In that case, the call is "<Sphere> Magic <Spell name>". For example, "Elemental Magic Swampwalk". If a creature calls "Magic Swampwalk" without the "Elemental" prefix, that means that it is not an Elemental spell, but it has the same effect as the spell.

Touch-Casting
In order to touch-cast the caster must touch the target with their hand in order for them to be affected. A packet is not necessary to do this. Obviously, this brings with it the benefit of guaranteeing a hit. Another advantage is that a target (if they are willing and conscious) can accept a spell through their Shield Magic (or other, similar spells) without setting it off. This is beneficial in cases of Healing. The target always has the opportunity to accept a spell after the spell has been cast. If the spell promised turns out to be harmful, the target may choose to have their Shield Magic (or other, similar spell) go off so long as they are wearing it. If they are not wearing a Shield Magic type spell, they will take the full effect of the spell as if it were thrown. In the event that an individual is wearing an Advanced Shield Magic, the target always has the choice as to whether or not the Advanced Shield Magic goes off after having heard the spell being cast. Please be aware of the out-of-game dangers involved in touch casting, especially with regard to punching or clawing when in melee combat.

Channeling Energy
Any character that possesses even a single spell slot is able to Channel Energy. This is represented by holding a single spell packet in hand, which will glow dimly to any who see it. One does not need to have an active spell memorized for Channeling to succeed, a mage who has cast all their daily memorized spells can still Channel. Channeling Energy not only shows that a person is capable of casting, but also can be thrown by casting the packet as if it were a real spell. Throwing energy in this manner never breaks spell protections, and never has any affect beyond "throwing light." The visual effect in game would look similar to throwing a glow stick, Out of Game. The energy of a thrown energy packet will dissipate immediately upon striking any solid surface. Channeled Energy is commonly used for target practice or marking a target or location from a distance. To throw Channeled Energy the caster must incant "0 Magic." No spell or effect of any kind may be used to augment this energy or increase its damage.

Spellstrikes
Spellstrikes are specific attacks that allow a character to focus a spell and channel it through their next weapon swing as if it was being cast. Spellstrikes do not require that the spell be incanted first, nor do they require the character Spellstriking to even be able to speak. If a skill or spell gives you the ability to Spellstrike you need only call "Spellstrike <spell name>" then strike you opponent with your weapon. The target, if successfully struck, will take the effect of that spell as if it had been thrown at them via packet. Although Spellstrikes are performed with a weapon and are restricted to valid strike locations out-of-game, in-game they will affect the target if they hit a weapon, shield or costuming, the same as a packet delivered spell. Regardless if the strike is successful or not, the Spellstrike is still considered used. Spellstriking an opponent removes any natural damage they would have taken from your weapon swing. Spellstrikes cannot be stacked on a weapon.

Echo
If a target successfully uses a defense against an attack, be it physical, magical or otherwise, some creatures will be able to Echo the attack. This causes the target to be instantly hit by the attack again. The target may call a defense if they still have one.

Spells on Spirit
Unless otherwise stated in the spell description, a character always knows what spells are on their spirit.

Resurrections
Resurrections may be performed by anyone who has invested in a permanent resurrection circle.

Spell Stacking
Unless the spell description states otherwise, if a spell which is already on a target's spirit is cast on them again, the new spell overrides the old spell entirely. There is no need to inform either caster that a spell has been overridden.

Magical Armour
Magical armour is removed before physical armour. If a target is wearing multiple types of temporary Magical armour, damage removes the oldest Magical armour first. If the spells give the wearer different damage vulnerabilities, all of the vulnerabilities are active.

Magic Items

Magic items can be found or made using Ritual Magic. Usually, they allow someone to cast an offensive or defensive spell, though sometimes they grant abilities from the Ritual Magic list once per day. These are, for the most part, fairly rare and valuable. All magic items glow very faintly but this can be suppressed by anyone holding them. There are five types of Magical items:

1. Times Ever
A "Times Ever" is an item that only works a limited number of times and will not recharge itself. Once used up, the item is useless. These items can be destroyed as it has now become a non-magical item.

2. Times Per Day
A magical item that recharges itself every day. Usually indestructible, but not always, these items must be brought to Logistics for renewal of tags.

3. Permanent
A Ritual Magic effect that is stored in an item, usually causing an effect such as "damage aura".

4. Artifact
Any Magic item which contains usable Ritual Magic.

5. Relic
A Magic item which does not conform to the normal laws of the Ritual Magic theory.

Spirit Linked
An item which is spirit linked to an individual may not travel more than 5 ft away from the spirit to which it is linked. Any time it is moved more than 5 ft away, it will reappear touching the spirit to which is it linked. This effect continues during the spirit's Death Count. If the spirit resurrects, the item will dissipate and reappear in the resurrection circle with the spirit. This effect will only end when the spirit suffers Final Death.

Using Magic Items

When using a Magic item, you must say "activate" followed by the spell being cast, e.g. "activate Shield Magic". A spell tag will be given out for each charge that an item has per day at every Logistics. The word "activate" is representative of an in-game word which the item requires to activate it. To know an activation word requires that you either have the item identified, have heard it used before, or were present when the item was created. Using a spell from a magic item, for all intents and purposes, is equivalent to casting the spell from memory.

Expiry

If the expiry on a magic item (or any other item that expires) simply lists the month or year, the item expires as soon as the month or year begins.

Spellbook

What is a Spellbook? A Spellbook is literally just a collection of scrolls. Most spell casters will have at least one scroll from each Sphere that they know, conveniently organized in a book, so when the time to memorize scrolls comes around, they will have something to memorize from. A spell caster may memorize their spells from any Spellbook or scroll so long as they have previously purchased that Sphere of Magic.

For simplicity, rather than force spell casters to collect individual scrolls (and given that they are highly unlikely to read their Spellbook scrolls as a normal spell scroll), each spell caster is issued a Spellbook tag at character creation. This tag will be based on each Sphere and will contain a list of scrolls that the Mage has in their book. For a starting Mage, this will contain every spell up to their maximum level in spell slots.

As a spell caster gains levels and purchases further spell slots, they will need to find the appropriate scroll or they'll have nothing to memorize. Example: Shemdrick purchases his first 9th level slot but does not have the 9th level Life scroll to put in his Spellbook, therefore, Shemdrick cannot memorize the Life Spell.

Basic rules of Spellbooks:

- A spell caster may memorize from any Spellbook or scrolls provided they have purchased that Sphere of Magic.
- A player must have a suitable phys-rep for their Spellbook.
- Elemental scrolls are created with all 4 Elemental Magic types (fire, ice, lightning and stone). While casting from the scroll, the reader may choose any Magic type. Memorizing from the scroll limits the Mage to their attuned type.
- If a spell caster loses their Spellbook they lose all the scrolls inside and must begin collecting them again.

Spheres of Magic

When the Sphere of a particular spell is referred to in Underworld, the spell is being referred to in terms of what it accomplishes. Spheres include, but are not limited to: Healing, Protections, Elemental (Fire, Ice, Lightning, Stone), Nature, and Psionics. Note: spells may also be represented in several Spheres, but are different in terms of their origin.

Spheres are purchased in list form, with each spell becoming accessible to the caster when they have purchased the appropriate spell-slot. This means that until the appropriate spell-slot is purchased, the character cannot cast the spell, even though they do have in-game knowledge of the spell and what it does. They simply have not been able to master it yet. In short, buying the Sphere gives the character practical knowledge regarding the casting of the spell, but buying the slot represents the ability to channel the Magical energies necessary to cast the spell. The first Sphere of Magic is relatively easy to buy. Subsequent Spheres become more difficult to learn.

Psionic vs. Demonic/Angelic Creatures

Psionic-assault spells are those spells in the Psionic Sphere which do damage directly to Body. All Demonic and Angelic creatures are vulnerable to Psionic-assault magic. All such spells will do x4 the usual damage to any Demonic or Angelic creature compared to how they would affect a regular target.

Psionic-assault spells will not affect Undead or non-living creatures. Furthermore, if a host is possessed by a Demonic or Angelic creature, Psionic-assault spells are the only attack which will harm said creatures without causing damage to the occupied host.

Potions & Scrolls
Potions are Magical elixirs which contain Magic in liquid form. Scrolls are Magical text containing an expendable Battle Magic or Ritual Magic spell. All potions and scrolls in Underworld are considered to be Magical. Potions may not be combined together or added to food or drink unless specifically stated in the spells description. Any attempt at doing so nullifies the potion.

To activate a Battle Magic scroll, the caster must read and speak the incant located on the open scroll in one hand with enough light to properly and clearly read the incant.

Healing vs. Undead
All Undead are affected by Healing spells as if the reverse of the spell had been cast. All curative spells, regardless of sphere, will do x4 damage to an Undead as they would have healed in a living creature. This includes potions from the Healing Sphere if they are somehow ingested by the Undead. Throwing a potion at, or on, an Undead will have no effect. In the Deadlands, Healing damage is x2, rather than x4, against Undead targets.

Infliction vs. Living
Infliction is to the Undead as Healing is to the living. All Undead are affected by Infliction spells and are healed based on the amount of damage of the spell. All Infliction spells will do x2 damage to the living as it would have healed in an Undead creature. In the Deadlands, Infliction damage is x4, rather than x2, against living targets.

Undead State
Each Undead will have additional abilities and restrictions beyond these listed below based on their type: zombies, skeletons, ghouls, etc. The following rules are common to all Undead:

- Undead is a race. It will replace the original race, removing both racial benefits and negatives and replacing them with the effects below. Note that Vampires are an exception to this rule.
- Undead are either Lesser and Greater. Greater Undead are generally more powerful and have sentience but there are exceptions to this rule.
- Undead are either Permanent or Mortal. Permanent Undead can never return to mortality. They will be Undead forever. Some Permanent Undead may have means to resurrect - such as a Lich's Phylactery - but in most cases once they are destroyed they are gone forever. These Undead are almost always NPCs. Mortal Undead retain some mortality in their spirit. These Undead have the option to resurrect as their original mortal race when they die. They will receive this option only once. If they choose to resurrect as Undead they will become Permanent Undead. The decision to resurrect as an Undead is made by the player out-of-game and cannot be forced on the character in-game.
- Corruptive State: As time passes an Undead's mental state will deteriorate. This begins immediately but can take years or decades to fully materialize. This causes the Undead to develop a hostile, destructive mindset and a hatred of anything living. It will erode morality, poison friendships and eventually cause the Undead to seek the destruction of all life.
- Undead have no Bleed or Death Counts. If their Body Points reach 0, they will turn to dust immediately and, if possible, resurrect.
- All Undead have magical thresholds.
- Undead don't need rest or sleep but they will "go to ground" to avoid the daylight. While inside an area with darkness 24 hours a day, such as underground, they will be active continuously.
- Undead are physically immortal, but their spirits will continue to age as time passes. If a human becomes an Undead in their teens and remains one for 50 years, if they return to mortality their body will be old.
- Undead are immune to:

- All spells in the Psionics sphere except damage from Psionic weapons.
- Mind altering effects.
- Effects that target organs.
- Effects that require Body damage to activate. Undead will still take the numerical damage from those attacks if it breaches their defenses.
- Alchemy, except for Acid.
- Non-magical diseases.
- Undead can be stunned.
- Death effects will function against Undead as normal.
- Undead are healed by Infliction damage.
- Undead take x4 damage from Healing. This is a racial vulnerability.
- Undead can "Sense Life" at will.
- Daytime Vulnerability: Undead take 1 Arcane damage per second if uncovered between 6 AM and 6 PM. To be considered covered, an Undead must cover both hands and their head, as well as 90% of their body. This is a racial vulnerability. If a Mortal Undead is uncovered during the day, they may not use any Undead abilities or powers. Permanent Undead do not suffer this penalty.
- During the day, all Undead, regardless of covering, will lose any thresholds or Strength bonuses they may possess and cannot receive the benefits of effects that grant either during that time.

Spell Packets

Spell packets are the physical representations of channelled energy. They are considered to be visible in-game as a glowing ball of energy when they are held in someone's hand. They must be made by tying a small piece of material around a relatively small amount of bird seed using an elastic or string. The amount of bird seed used should be no more than what would fill a 35mm film canister. No other materials should be added or substituted for bird seed, cloth, and string/elastic. Spell packets may be any colour except orange.

In addition to what has already been stated, it is important to note that the hand a caster is using to cast with may only hold one packet at a time, though the other may hold as many as the caster can carry. It is also permissible to stuff packets in pockets, pouches, etc., in order to ensure that you always have some. In in-game terms, energy can be drawn by a scholar from thin air and is therefore an inexhaustible resource. It is however preferable, for the sake of not having to call holds during the progression of the game in order to obtain packets, that a caster always has enough on their person. Only someone who has the capacity to cast (by any means) should be carrying spell packets. A caster may carry as many packets as you wish, regardless of how many spells they can cast.

Special Notes Regarding Magic

- All characters may begin each event with a full set of any spell-protections that they can cast. This applies to the caster only, not any other character. These protections are limited to spells with an (*) in their description.

- No creature may have more than one version of the same spell on their person at one time, unless the spell description actually states otherwise. This rule includes two of the same spells from different Spheres. Furthermore, a spell will only affect one target unless otherwise stated.

- All spell defenses are visible as a flash when they go off and it is obvious to anyone watching that a defense has gone off, unless it is otherwise stated in the description. It is not possible to fake having your Shield Magic go off. When a defense goes off, the subject of the attack must state the appropriate spell defense loudly and clearly.

- Any creature which is not affected by a spell for any reason must state "Resist" when struck by the spell in question. If the creature is entirely immune to the spell, they must state "No Effect".

- If a target is affected by any spell whose effects are visible, the target is required to inform anyone, upon being asked, what effect is visible. Otherwise, they have no obligation to do so.

Battle Magic
Battle Magic spells are the spells levels 1-9. Magic beyond this range is ritual magic.

Charm Effects
Charm effects are effects which instill friendship or loyalty. Specific examples of charms are a Bard's Songs of Love, Charm, and Dominate plus Ritual charm spells and monster effects which are charm-based. The victim of a Charm effect does not realise that they were under a Charm effect until it ends.

Curses
Curses are either Lesser or Greater. A Lesser Curse will last until it is removed by an ability which removes curses, its duration expires, or until resurrection. Greater Curses last until they are removed and persist through resurrection. Curses cannot be removed by any other means, including effects which dispel magic, or even Arcane Counter Magic.

Darkness
A character is in darkness (for the purposes of Dim, etc.) when words on a page held at arm's length cannot be read.

Mending
Mending heals a creature with whatever type or source of healing is appropriate for that race. Mending will apply Infliction to Undead, armour repair to Gargylen, physical healing to Dark Elves during the day, etc.

Mind Altering Effects
Certain effects impact the mind of the target. They are considered 'mind altering' and will not work on targets without an operating 'mind', like Undead. These effects are not limited to mind control; anything which alters the mind state of the target is mind altering. Some examples of mind altering effects include Ambrosia, Hallucinate, Paralysis, Sleep, Ego Whip, and Taunt.

Racial Abilities vs. Magic
All Racial Abilities will always work against any type of Magic, including Ritual, Aspectual, and God Magic. Note that occupational abilities do not work likewise, unless specifically stated in the description.

Resist Magic
Resist Magic is a defense which some monsters and races may have. It will allow the user to resist a single magical effect delivered by packet or Spellstrike. Resist Magic is either Lesser or Greater. Lesser Resist Magic resists only Battle Magic spells. Greater Resist Magic can be used to resist all types of magic, including ritual and arcane effects.

Rites
There are various magical and mystical roleplaying rites which are not guaranteed to work. The requirements and effects of these rites must be discovered and done properly to work. An example of a rite is praying to a god for guidance. This guidance may be granted if the devout performs the appropriate sacrifice in front of an audience. What the necessary sacrifice is, how it must be sacrificed, and so on must be discovered in game.

Sense Calls
A Sense call allows the user to state "Sense <target>". Anyone fitting the description of the target or carrying an object which fits the description must respond with "Here" in a normal speaking voice. For example, if a Dark Elf were to hear "Sense Elf", they would have to respond. Both the Sense call and the response are out of game calls which no one other than the Sensing character is aware of. No one is aware, in game, that a Sense call has occurred.

Spell Pyramids

A "Spell Pyramid" is the term used to describe the whole system of spell slots that a character purchases. There are rules governing in what order, and how many, spell slots a character can purchase at a given time. It's referred to as a "Pyramid" because looking at the diagram of spell slots a character has purchased, the base (low level spells) must always be larger or equal to the rest of the Spell Pyramid. Spell slots must be purchased in a pyramid shape, according to the following rules, which allow for only one order of purchases:

- In order to open up a spell slot for purchase, a character must have already purchased two spell slots from the level below it. A second spell slot of the same level would require the character to have purchased three spell slots of the level below it. This pattern continues until they are 5 spell slots wide. The exception to this rule is level 1 spell slots.

- If a character has two more spell slots at a certain level than they have at the next level up, they must next purchase a spell slot of the higher level. For example, if a character has three level 1 spell slots and one level 2 spell slot, the next spell slot they purchase must be of level 2. The next spell slot after that must be level 3. Only then can they purchase their next level 1 spell slot. Level 9 spell slots are an exception to this rule, as there are no level 10 spell slots.

- You may not exceed 5 spells slots wide, on any circle (level) until your entire pyramid is full. This means 5 spell slots wide up to your 9th circle.

- Once you have a column pyramid of 5 wide and 9th circle high, you may expand outwards to a maximum of 10 wide. You may ignore the need to build in a pyramid but must still purchase the lower circle spell slot in order to purchase a spell slot from the circle above it. You may never have a higher number of circle spell slots than you do lower circle spell slots. Example: you may have eight 1 level spells or seven 1st level spells and seven 2nd level spells, but you may not have seven 1 level spells and eight 2nd level spells.

- The highest level spell slot available is 9th level. For more powerful magic beyond that, see the section on Ritual Magic.

Slot	Slots Purchased		
Level 9			●●●●●
Level 8			●●●●●
Level 7			●●●●●
Level 6		●	●●●●●
Level 5		●●	●●●●●
Level 4		●●●	●●●●●
Level 3	●	●●●●	●●●●●
Level 2	●●●	●●●●●	●●●●●
Level 1	●●●●	●●●●●	●●●●●

Slot	Slot Purchase Order		
Level 9			35, 39, 42, 44, 45
Level 8			30, 34, 38, 41, 43
Level 7			25, 29, 33, 37, 40
Level 6		20	20, 24, 28, 32, 36
Level 5		15, 19	15, 19, 23, 27, 31
Level 4		10, 14, 18	10, 14, 18, 22, 26
Level 3	6	6, 9, 13, 17, 21	6, 9, 13, 17, 21
Level 2	3, 5, 8	3, 5, 8, 12, 16	3, 5, 8, 12, 16
Level 1	1, 2, 4, 7	1, 2, 4, 7, 11	1, 2, 4, 7, 11

Chart 8-1

This demonstrate three stages of the spell pyramid progression (on the left) and the order in which these slots must be purchased (on the right). #1 is your very first level 1 spell slot. #2 is your second purchase of a level 1 spell slot. #3 represents your first 2nd level purchase. #4 is your third purchase of a level 1 slot. #5 is your second 2nd level spell slot. #6 represents your first purchase of a level 3 spell slot. This continues up the pyramid until the mage has 5 spell slots from each level.

Chapter 9: SPELL LISTS

Elemental	Healing	Nature
Incant: "I invoke <type> to"	**Incant: "I invoke Healing to"**	**Incant: "I invoke Nature to"**
Spell Focus: Smooth River Stone	Spell Focus: Seeds in Water	Spell Focus: Tree Bark & Root
1 Elemental Missile <Type>	**1** Recover	**1** Goodberry
Swampwalk	Repel Undead	Snare
2 Elemental Affinity	**2** Cleanse	**2** Charm Animal
Elemental Rebuke	Cure Wounds	Repel
3 Elemental Blade <Type>	**3** Potion of Sweetwater	**3** Claws
Elemental Vulnerability	Recuperate	Moonlight Mantle *
4 Control Elemental	**4** Cure Serious Wounds	**4** Bind
Elemental Shield *	Dawnblade	Root Lance
5 Elemental Conduit	**5** Bolster *	**5** Regeneration
Elemental Strike <Type>	Restore Limb	Swarm
6 Elemental Sunder	**6** Cure Mortal Wounds	**6** Release
Greater Elemental Blade <Type>	Peaceful Repose *	Strength of the Bear
7 Advanced Elemental Shield *	**7** Death Ward *	**7** Barkskin *
Elemental Chain <Type>	Healing Hands	Web
8 Elemental Storm <Type>	**8** Heal	**8** Nature's Restoration
Greater Elemental Vulnerability	Purify	Polymorph Other
9 Elemental Annihilation	**9** Life	**9** Faerie Fire
Elemental Tempest <Type>	Safeguard	Suspension

Chart 9-1

Protections		Psionics	
Incant: "I invoke Protection to"		**Incant: "By force of will I"**	
Spell Focus: Thimble		Spell Focus: Silver Coin w/ Eye	
1	Mage Robes *	**1**	Ego Whip
	Magic Shield		Sense Angelic / Demonic
2	Magic Armour *	**2**	Ethereal Walk
	Ward Stone		Mind Meld
3	Render Weapon	**3**	Hallucinate
	Stone Form		Psionic Knife
4	Mage Leathers *	**4**	Ego Flay
	Tenacity *		Sleep
5	Hold Portal	**5**	Ego Rend
	Shield Magic *		Silence
6	Advanced Magic Armour *	**6**	Charm
	Dispel Magic		Ego Burn
7	Mage Plate *	**7**	CoP Demonic / Angelic
	Reflect Magic *		Psionic Blade
8	Advanced Shield Magic *	**8**	Forget
	Iron Skin		Paralysis
9	Anti-Magic Field	**9**	Exorcism
	Circle of Protection		Mimic

Chart 9-2

*All characters may begin each event with any of these spell-protections that they can cast. This applies to the caster only, not any other character.

Sphere of Elemental

By tapping into the power of the Elemental realms, a spellcaster with this sphere can shape the raw potential of the elements into formidable power. Elemental spells tend to be offensive in nature, allowing the user to burn, smash and fry their targets – or defensive against those wielding Elemental magic. If you're a spellcaster who wants to stand next to the warriors on the front line of battle, this is the sphere for you.

Elemental rituals continue the theme of the Battle Magic versions on a much grander scale, shattering weapons with heat or blasting foes with Elemental damage. They are also capable of summoning elemental creatures and open portals to the elemental planes.

Upon purchasing this spell list, the player MUST choose one of the four Elements which will become their <type> attunement (fire, stone, ice, or lightning). The player will use their Elemental attunement in those <type> specific spells. Example: If a player chooses the fire attunement, they would call Fire Missile and their damage call would be "10 Magic Fire". Once the Elementalist picks their attunement it cannot be changed, although additional attunements may be purchased later.

With this Elemental Attunement comes a greater understanding of Elementals themselves. Elementalists can identify some differences in Elementals simply by looking at them. This allows the Elementalist to ask the following question: "Are you greater or lesser Elemental?"

Spell Focus: A smooth river stone.

Level 1

Elemental Missile <type>
Incant: "I invoke <type> to inflict Missile. 10 Magic <type>!"
Duration: Instant

Description: This spell will create a small Elemental Missile that will do 10 Magic <type> upon a successful hit.

Swampwalk
Incant: "I invoke <type> to inflict Swampwalk."
Duration: Line of sight

Description: This spell causes the earth beneath the target's feet to become viscous and muddy. For the duration of the spell, the target's movement is slowed to one step every three seconds. The effect follows the target until the spell ends. This spell in no way affects anyone other than the target.

Level 2

Elemental Affinity
Incant "I invoke <type> to grant Affinity <type(s)>."
Duration: 10 minutes

Description: This self-cast spell will grant the caster affinity with Elementals of any and all of their attuned elements. Any Elementals of an attuned type will treat the caster as a friend so long as the caster does not engage in any activity that the Elemental would deem hostile.

Elemental Rebuke

Incant: "I invoke <type> to inflict Elemental Rebuke. 1 Magic <type>!"
Duration: Instant

Description: This spell will push a single target with the strength of +5 total (10 feet) and do 1 Magic <type> damage. The target will be pushed away in the opposite direction of the caster. It may be stopped with equal or greater strength. Although the push has a physical effect, it is considered magical in nature, in regards to defenses. Any strength bonus the caster has is not added to the total strength of the spell. This spell cannot be used to rip the target from any bindings; it is a pushing effect, not a ripping effect.

Level 3

Elemental Blade <type>

Incant: "I invoke <type> to grant Blade."
Duration: 10 minutes or the next 3 swings

Description: This spell sits on the target's Spirit and will cause the target's next three weapon strikes to become imbued with the caster's Element. It will add +5 damage to the weapon's normal damage and will change the damage type to "Magic <type>" for the next three strikes. The target must call the altered damage when they strike. Example: "7 Magic Stone". This effect will remain on the target's Spirit for the duration of the spell and must be used on the next three physical strikes that they make.

Elemental Vulnerability

Incant: "I invoke <type> to grant Elemental Vulnerability."
Duration: 10 minutes or until used

Description: This self-cast spell will imbue the caster's next spell from the Elemental Battle Magic sphere with a numeric damage amount to do x2 its normal damage. The next spell must be cast within 10 minutes of the Vulnerability. If the caster's next spell allows the caster to do numeric damage multiple times, the x2 damage only applies to the first attack which successfully strikes the target. The caster should call the appropriate x2 damage, as the target will not be aware that it needs to be doubled. This spell is caster only.

Level 4

Control Lesser Elemental

Incant: "I invoke <type> to inflict Control Lesser Elemental."
Duration: 10 minutes

Description: This spell will grant control over any Lesser Elemental of the types the caster is attuned to. The Elemental will do anything the caster desires, including suicidal actions. Only one command may be followed at a time. This spell will function as an Elemental Affinity against Greater Elementals.

Elemental Shield *

Incant: "I invoke <type> to grant Elemental Shield."
Duration: 5 days or until used

Description: This spell will protect the recipient from the next Elemental-based attack which hits them, so long as it employs the word "Elemental" in its damage suffix.

Level 5

Elemental Conduit
Incant: "I invoke <type> to grant Elemental Conduit."
Duration: 10 minutes

Description: This spell allows one memorized spell from the Elemental Battle Magic sphere to be cast as a Spellstrike. Once Elemental Conduit is cast, the caster has 10 minutes to use one of their memorized Elemental spells in Spellstrike form. To use a Spellstrike, the caster must strike with a melee weapon and call "Spellstrike <spell name>". If the weapon hits, the spell has struck the target as it if was touch cast or hit the target with a packet. A memorized spell used in this way is lost from memory as if it had been cast normally.

Elemental Strike <type>
Incant "I invoke <type> to inflict Strike. 25 Elemental <type>!"
Duration: Instant

Description: This spell causes an Elemental Strike of <type> to leap from the caster's fingertips, inflicting 25 Elemental <type> damage to any target it hits. Elemental damage cannot be defended against with a Shield Magic; it requires an Elemental Shield.

Level 6

Elemental Sunder
Incant "I Invoke <type> to inflict Sunder."
Duration: Instant

Description: This spell will inflict 50 Magic damage on a target but will only damage the target's armour. Body points will remain unharmed. Any type of armour will be affected. If the target has less than 50 armour, the extra damage will be lost.

Greater Elemental Blade <type>
Incant: "I invoke <type> to grant Greater Blade."
Duration: 1 hour or until used

Description: This spell will act as an Elemental Blade but the duration is extended to all the attacks on one specific opponent. There is no limit to the number of physical attacks that the Greater Elemental Blade will alter, so long as the spell's target does not change opponents. If the spell's target, at any time, switches opponents, the spell will terminate. If the user leaves the battle for more than one minute, the spell will terminate. The battle is considered over when one of the two people fighting becomes unconscious or dead, or they spend more than one minute without attacking.

Level 7

Advanced Elemental Shield *
Incant: "I invoke <type> to grant Advanced Elemental Shield."
Duration: 5 days or until used

Description: This spell acts like Elemental Shield, except that the wearer of this spell may choose what attack to defend against. When this spell defense is used the target must call out "Advanced Elemental Shield", and a visible flash of white energy can be seen as the spell protection dissipates. Only one Elemental Shield or Advanced Elemental Shield may be worn at any given time. It will not protect the wearer from any damage that

contains the suffix "Magic" in its damage call. Since the choice to activate this defense is a conscious one, it will not function against surprise attacks.

Elemental Chain <type>

Incant: "I invoke <type> to inflict Elemental Chain. 30 Magic <type>, 20 Magic <type> 10 Magic <type>!"
Duration: Instant

Description: This spell will allow the caster to throw three spell packets total (or touch cast three times), the first of which does 30 Magic damage, then 20 Magic damage and finally 10 Magic damage. No target may be hit with more than one of the three packets. If there are fewer than three targets available, the remaining parts of the chain are lost. No more than three seconds may pass between each chain.

Level 8

Elemental Storm <type>

Incant: "I invoke <type> to inflict Storm. 5 Magic <type>, 5 Magic <type>, 5 Magic <type> ... (Repeat)"
Duration: Concentration

Description: The caster must plant their feet when this spell is cast. As long as neither foot is moved, the caster may throw packets doing 5 Magic <type> each. The spell will end if the caster moves their feet, is hit with a Dispel Magic or takes damage to Body.

Greater Elemental Vulnerability

Incant: "I invoke <type> to grant Greater Elemental Vulnerability."
Duration: 10 minutes

Description: This spell acts the same as the Elemental Vulnerability spell, except that it does x4 rather than x2 damage, and will also change the damage type from Magic to Elemental. This spell does not stack with Elemental Vulnerability. Elemental damage cannot be defended against with a Shield Magic; it requires an Elemental Shield.

Level 9

Elemental Annihilation

Incant: "I invoke <type> to inflict Elemental Annihilation!"
Duration: Instant

Description: This spell will cause a target that has been successfully struck to enter their Bleed Count. If the target successfully uses a defense against the Elemental Annihilation, they will not enter their Bleed Count but will suffer a 5 second magical stun effect. No defenses below ritual level may be used to avoid the stun. While stunned, a victim is unable to take any action, including blocking, moving and the use of skills, minus the ability to call "interrupt" against Killing Blows and any counts against them. Automatic defenses such as Shield Magic will still operate, but ones requiring conscious thought such as Advanced Shield Magic will not.

Elemental Tempest <type>

Incant: "I invoke <type> to inflict Tempest. 50 Magic <type>!"
Duration: Instant

Description: This spell causes a bolt of magical energy to rush from the caster's hands, inflicting 50 Magic damage on any target it strikes.

Sphere of Healing

As the name suggests, the Healing sphere of magic is primary focused on mending wounds, purifying the body of maladies and even restoring life to the deceased. In addition, healing magic is often damaging to Undead, turning this sphere into a potent weapon against zombies, vampires, ghouls and their kin. In a town of adventurers, those who can cast healing magic are among the most treasured.

Ritual magic within this sphere can heal groups of people simultaneously, restore youth and even destroy the most powerful Undead with a single spell.

Note: Potions are considered to be touch-cast spells with regards to spell defenses. If an individual is missing a body part other than blood, when that body part is regrown through healing, the original will crumble to dust.

Spell Focus: Seeds in water.

Level 1

Recover
Incant: "I invoke Healing to grant Recover."
Duration: Instant

Description: This spell can only be cast on a wounded target that is at less than 2 Body. Doing so will raise their Body points to 2. This does not function on those in their Death Counts or on Undead.

Repel Undead
Incant: "I invoke Healing to inflict Repel Undead."
Duration: 10 minutes

Description: This spell applies a repel effect to a target Lesser Undead for 10 minutes. During this time the targeted Undead is physically pushed away from the caster if it attempts to get closer than 10 feet. The Undead may cast spells and throw weapons or other objects at the caster. If the repelled Undead cannot retreat any further and the caster approaches the Undead within 10 feet, the spell will end. The caster must hold out one of their hands with the palm out (as a policeman's "stop" signal) and must maintain this gesture if the spell is to remain in effect. This spell has no effect against the living.

Level 2

Cleanse
Incant: "I invoke Healing to grant Cleanse."
Duration: Instant

Description: This spell will cure any disease except those that have specific cures. It will also cure nausea and plague. Diseases cured can be mundane and magical but the spell will not affect powerful diseases such as lycanthropy, vampirism, etc.

Cure Wounds
Incant: "I invoke Healing to grant Cure Wounds. 5 Healing!"
Duration: Instant

Description: This spell will heal the recipient by 5 Body points. It will not add Body points beyond the target's maximum Body. It will heal a target out of its Bleed Count, but will have no effect on someone in their Death Count. Cure Wounds will cause 20 points of Body damage to any Undead creature.

Level 3

Potion of Sweetwater
Incant: "I invoke Healing to create Potion of Sweetwater."
Duration: 1 year or until used

Description: This spell creates a Potion of Sweetwater, which has two possible uses. First, it will turn any liquid (including alchemy and other potions) into pure, clean drinking water. One potion of Sweetwater will convert one pint-sized container into water. Additional Potions of Sweetwater may be combined to change larger volumes of liquid.

The second use of Potions of Sweetwater is to store Healing spells by creating healing potions. Once a Potion of Sweetwater has been created, any other curative spell within the Battle Magic Healing sphere of 8th level or lower may be cast on it. Doing so will convert the Sweetwater potion into a potion with the same effect of the spell that was cast on it. This new potion will last a year. Both the Potion of Sweetwater tag and the healing spell tag should be affixed to the potion together. The following spells may be turned into potions this way: Recover, Cleanse, Cure Wounds, Recuperate, Cure Serious Wounds, Bolster, Restore Limb, Cure Mortal Wounds, Heal and Purify.

Recuperate
Incant: "I invoke Healing to grant Recuperate."
Duration: Special or 5 days

Description: This spell will heal 5 Body points every 5 minutes until the target reaches full health, or takes damage to Body. The first 5 points of healing will occur after the first 5 minutes' pass. Then every 5 minutes after that another 5 Body will be healed. This spell has no effect on Undead. The maximum duration of Recuperation is 5 days. While under its effects the target must state "Visibly Regenerating" every minute and whenever a new person approaches them.

Level 4

Cure Serious Wounds
Incant: "I invoke Healing to grant Cure Serious Wounds. 10 Healing!"
Duration: Instant

Description: This spell will heal the recipient by 10 Body points. It will not add Body points beyond the target's maximum Body. It will heal a target out of its Bleed Count, but will have no effect on someone in their Death Count. Cure Serious Wounds will cause 40 points of Body damage to any Undead creature.

Dawnblade
Incant: "I invoke Healing to grant a Dawnblade."
Duration: 10 minutes

Description: This spell will allow the caster's weapons to "Spellstrike Dawnblade. 20 Magic Body!" damage three times within 10 minutes. These strikes will only harm Undead and have no effect against the living. This spell is caster only.

Level 5

Bolster *
Incant: "I invoke Healing to grant Bolster."
Duration: 5 days

Description: This spell will heal the target 15 Body points. Additionally, any healing that exceeds the target's maximum Body points will grant them temporary Body points equal to the excess. These additional Body points can be dispelled and, if damaged, the temporary Body is removed before any other Body points. Once depleted, or after 5 days, the effect ends. These Body points cannot be healed by any means. Temporary Body point effects from any source cannot stack. Bolster is considered a spell protection and healers may select it as pre-cast during logistics, allowing them to enter game with 15 additional temporary Body. This spell has no effect on Undead, Gargylen, or Fauns.

Restore Limb
Incant: "I invoke Healing to grant Restore Limb."
Duration: 1 hour

Description: This spell will restore one severed or missing limb from the target immediately. Thereafter it will restore another missing limb (if any) every 20 minutes until either all limbs are restored or until the duration expires. Only limbs which were missing at the time of casting will be restored.

Level 6

Cure Mortal Wounds
Incant: "I invoke Healing to grant Cure Mortal Wounds. 20 Healing!"
Duration: Instant

Description: This spell will heal the recipient by 20 Body points. It will not add Body points beyond the target's maximum Body. It will heal a target out of its Bleed Count, but will have no effect on someone in their Death Count. Cure Mortal Wounds will cause 80 points of Body damage to any Undead creature.

Peaceful Repose *
Incant: "I invoke Healing to grant a Peaceful Repose."
Duration: 5 days

Description: Once cast, Peaceful Repose will remain on the target's spirit for 5 days. If, during that time, the target enters their Death Count, Peaceful Repose will activate at the final second of that count and will extend the count by one additional minute. A secondary effect of Peaceful Repose is that will grant protection against any Necromantic "Raise Undead" spells and effects once during the initial Death Count, but will not provide that protection in the final "additional" minute of Death Count granted by the spell. If Peaceful Repose protects against a Raise Undead spell during the first 5 minutes, it will not grant an additional minute to the Death Count. It will only protect against "Raise Undead" effects once. When either effect is triggered, the spell will end.

Level 7

Death Ward *
Incant: "I invoke Healing to grant a Death Ward."
Duration: 5 days

Description: This spell will act as a defense against the next effect with "Death" in its name that strikes the wearer. Death Ward may be stacked with other types of spell defenses and will activate automatically when the next appropriate effect strikes the wearer.

Healing Hands
Incant: "I invoke Healing to grant Healing Hands."
Duration: 5 days

Description: This spell is cast on a target. The next appropriate spell that is used on that target will be spread to anyone else holding that target's hands. This may continue to chain to an unlimited amount of targets, as long as they are all holding hands. Once this occurs, the spell will end. This spell may not be cast on Undead targets. Healing transferred in this manner does not multiply if more than one person in the chain touches a single person – the healing done will always mirror the amount provided by the original spell. Spells which may be used with Healing Hands are: Recover, Cleanse, Cure Wounds, Recuperate, Cure Serious Wounds, Restore Limb, Cure Mortal Wounds, Heal, Purify, and Life.

Level 8

Heal
Incant: "I invoke Healing to grant Heal."
Duration: Instant

Description: This spell will restore the target to their full Body points. It will destroy any Lesser Undead and inflict 25 Healing/100 Magic Body damage on Greater Undead.

Purify
Incant: "I invoke Healing to grant Purify."
Duration: Instant

Description: This spell will cure the target of certain magical, alchemical and mundane ailments. Afflictions cured are limited to silence, blindness, sleep, paralysis, and all toxins and diseases. Purify will not remove curses, Ritual-level afflictions or effects which require numerical healing to be cured. The target must be willing for this spell to work.

Level 9

Life
Incant: "I invoke Healing to grant Life."
Duration: Instant

Description: This spell will bring one creature back from the dead so long as it is in its Death Count. It will bring the creature back to fully Body points, removing any physical injuries, toxins, and diseases which do not normally persist through resurrection or require a specific cure. Should the body be in more than one piece, the Spirit may choose which piece to reform from.

When Life is cast, the body reforms with the Spirit and all other pieces of the body elsewhere crumble to dust. The Spirit must be present with the body or body part when Life is cast for it to take effect. Life will have no effect on Undead, only on creatures which are living.

Safeguard
Incant: "I invoke Healing to grant a Safeguard."
Duration: 10 minutes

Description: This spell requires a 10-ft diameter circle to be drawn on the ground prior to use. A rope may be used. So long as the caster remains in the centre of the circle, Safeguard will pulse 1 Magic Healing to everyone in the circle every second that passes. The circle is not a barrier and anyone is free to enter and exit. This healing will inflict 4 Magic Body points of damage against Undead within the circle every second. If the caster moves from the center of the circle, the spell will end prematurely.

Sphere of Nature

Drawing power from a realm of magical energy called the Wormwood, this sphere is popular with Druids as well as spellcasters who are looking for a well-rounded "jack of all trades" magic library. Spells within this sphere can bind foes in magical snares, regenerate wounds, summon swarms of hostile insects and make you as strong as a bear. If you'd like your character to be able to cast a wide range of magical effects, this is a great sphere to choose.

Nature's ritual spells allow you to transform groups of allies into animals, open portals to the Wormwood and summon powerful creatures to destroy your enemies. A rare spell within the Nature rituals can even permanently change your character's race.

Spell Focus: Tree bark wrapped around a root.

Level 1

Goodberry
Incant: "I invoke Nature to create Goodberry."
Duration: 1 hour

Description: This spell will transform up to three pieces of non-Magical fruit into health-giving Goodberries. The caster must have at least one to three pieces of edible fruit, no bigger than a grape, at the time of casting. These Goodberries will last 1 hour, or until eaten. Each Goodberry will bring an unconscious person currently in their Bleed Count to 1 Body point immediately if ingested. Be mindful if the target has food allergies and never feed anybody anything if they are not aware of what it is, nor should you place items in people's mouths OOG. You do not have to actually eat the Goodberry rep OOG if you don't want to.

Snare
Incant: "I invoke Nature to inflict Snare."
Duration: Line of sight

Description: This spell causes a magical vine to emerge from the ground and wrap itself tightly around the target's right foot, forcing the target to keep that foot upon the ground, unable to move. The vines may be cut through with a two minute count. The Snare may be ripped free from by the victim if a +2 or greater strength is used. This however, will cause them to take 2 points of damage straight to Body regardless of threshold. It takes three seconds to rip free from the Snare.

Level 2

Charm Animal
Incant: "I invoke Nature to inflict Charm Animal."
Duration: 1 hour

Description: This spell will act as a Charm spell against any natural animal. During the spell's duration, the Charmed animal will respond to the caster as if it was a "friend", pack member or master. The exact relationship will depend on the animal in question, for example a wolf would consider the caster a member of its pack, a soldier ant will see the caster as worker ant, and other animals may see the caster as a parent or cub. The type of relationship that appears upon casting is random.

Repel
Incant: "I invoke Nature to inflict Repel."
Duration: Concentration

Description: This spell causes the target to be pushed away from the caster to a distance of 10 feet. The target may throw spells, weapons, or other objects at the caster, but may not cross the 10 foot boundary by any means (phasing, teleporting, etc.) so long as the caster maintains concentration. The caster must hold out one of their hands with the palm out (as a policeman's "stop" signal) and must maintain this gesture if the spell is to remain in effect. While doing this, the caster may move freely but may not engage in combat or use any skill, ability, or spell. If a repelled creature cannot retreat any further and the caster approaches the creature within the ten feet, the spell will fail and is lost. Note that some creatures that possess the ability "Innate Repel" may use both hands on two separate targets.

Level 3

Claws
Incant: "I invoke Nature to grant Claws."
Duration: 1 hour

Description: This spell causes the target to grow a vicious set of claws. These claws act as natural weapons, cannot be disarmed and grant the natural ability to use them. They swing for 2 Normal and may be used to block, as well as attack. Strength bonuses, either natural or spell-granted, will add to the damage as well, but nothing else will affect the damage of the Claws. If this spell is cast on another the caster is responsible for providing the weapon reps or the spell fails, likewise if the claw reps are dropped the spell will end. The target may refuse the weapon reps, which will cause the spell to fail. Magic may be cast while claws are active, however spells cannot be touch-cast through the claws. You may temporarily release a claw rep in order to cast spells via packets. The Claws spell is stackable. If a second set is cast while the first is still active, the duration will not reset but the claws will gain +1 damage and become silver. If a third set is cast while the second is still active, they again another +1 damage and become magical. Additional castings will each add another +1, but the duration will always be equal to the original casting.

Moonlight Mantle *
Incant: "I invoke Nature to grant Moonlight Mantle."
Duration: 5 days or until used

Description: This spell envelops the target in an invisible cloak of Magical Body points, providing an additional 6 temporary Body points. For all intents and purposes, these Body points behave entirely like real Body points except for the fact that they can be dispelled. Once they are gone, they cannot be healed and the spell ends. There are no flashes or any other perceptual indications that a Moonlight Mantle is present in combat. Such mantles count as Body when the recipient is struck by effects that bypass armour.

Additionally, a Moonlight Mantle may be intentionally used-up in order to heal a target victim (as per Healing Magic). The Mantle will heal an amount in Body points equal to how many points remain within the Mantle. The Mantle may not be partially used in this manner; it is all or nothing. Once the Mantle has been used to heal someone the spell is terminated and the Mantle is gone. The incant to transfer a Moonlight Mantle is "Transfer Moonlight Mantle" and may only be touch-cast.

Level 4

Bind
Incant: "I invoke Nature to inflict Bind."
Duration: Line of sight

Description: This spell causes the target to have their hands pulled to their side and be bound there by a glowing white band of Druidic energy one inch in thickness. The band is impervious to damage from weapons or spells, but it may be negated with a Dispel Magic (which will also affect the person who is bound). The Bind may be cut through with a 4 minute count. The bound target may rip free from the Bind with +4 Strength or greater. Doing so will cause the target to take 4 points of damage straight to Body regardless of threshold. It takes three seconds to rip free. While bound, a person may walk, run, and otherwise move freely. They cannot however, use their hands in any means and therefore cannot cast, fight, or use the vast majority of their skills. The Magic of the Bind also shorts out any attempts by the target to touch cast on themselves, but Magic items may be used.

Root Lance
Incant: "I invoke Nature to inflict Root Lance. 15 Normal!"
Duration: Instant

Description: This spell will cause a sharp, barbed root to tear from the ground and up into the target's body. This packet-delivered attack will cause 15 points of Normal damage upon a successful strike and if damages the target into Body it will also affect them with a Magic Snare. Root Lance cannot be cast upon stone floors, inside man-made buildings or wherever there is no dirt, earth or soil.

Level 5

Regeneration
Incant: "I invoke Nature to grant Regeneration."
Duration: 10 minutes

Description: This healing spell will restore 1 Body point per minute for a period of 10 minutes. The first Body point is healed 60 seconds after the spell is cast, the next 60 after that, etc. Although this spell will not give the target more Body points than their maximum, if during the 10 minutes the target reaches full Body and is wounded again, the regeneration will continue for the remaining duration. Regeneration will still continue to work if the target drops into their Bleed Count but not the target's Death Count. While under its effects the target must state "Visibly Regenerating" every minute that they heal a Body point from the spell and whenever a new person approaches them.

Swarm
Incant: "I invoke Nature to inflict Swarm."
Duration: Indefinite (special)

Description: This spell surrounds the target with a swarm of biting insects. These insects will cause the target to be unable to cast spells. Any damage calls from the target will be reduced by 1, to a minimum of 1 damage, and every 10 seconds the target will take 1 Body damage. These effects will continue until the target (or an ally) spends ten seconds batting away the insects. Multiple targets swatting will not lower this count. This spell has no effect against non-living targets, such as Undead, golems and incorporeal Spirits.

Level 6

Release
Incant: "I invoke Nature to grant Release."
Duration: Instant

Description: This spell will immediately release the target from any magical or natural bindings that are physically constricting the target in any manner. All bindings will be removed, even if more than one has been applied. It does not function against "man-made" bindings such as manacles, nooses or chains and will not open doors.

Strength of the Bear
Incant: "I invoke Nature to grant Strength of the Bear."
Duration: 1 hour

Description: This spell will grant its target +3 Strength for an hour. This strength bonus will stack with any other strength bonus the target may have, but cannot be stacked with itself.

Level 7

Barkskin *
Incant: "I invoke Nature to grant Barkskin."
Duration: 5 days or until used

Description: This spell gives the target 40 points of Magical armour. This armour is Magical in nature and may not be Refit. Magical armour is removed before physical armour. While the target has Barkskin on their spirit, they suffer from a x2 vulnerability to Fire damage. If the armour is Breached the remaining fire damage will carry over to the target.

Web
Incant: "I invoke Nature to inflict Web."
Duration: Line of sight

Description: This spell creates a Magical Web that immobilizes the target from the neck down. Creatures so trapped are unable to do anything with the exception of talking, reading, and skills that require no movement. Trapped creatures may also activate Magical items if the items are touching them, though few items would be beneficial, for the victim cannot use their hands to direct the activated item by throwing packets. Creatures with a Strength bonus of +6 may rip free from the web, taking three seconds and doing 6 Body in the process regardless of threshold; otherwise they may be cut out which takes 6 minutes of time to completely remove the sticky strands. Webbed creatures cannot be moved.

Level 8

Nature's Restoration
Incant: "I invoke Nature to grant Nature's Restoration."
Duration: 10 minutes

Description: This spell affects any living creature which can be put to sleep. The creature must be willing unless they are a normal animal, in which case the spell works regardless. If successful, the spell puts the target into a restorative sleep for 10 minutes. If the target sleeps for the full 10 minutes, they are completely healed, cured of any diseases or toxins and may re-grow one lost limb. While asleep, any diseases or toxins in their system will be paused and will resume as normal after the target wakes up prematurely. Physicians may operate on the target

without waking them. This spell does not halt a Bleed Count or a Death Count. The target may be awoken by any means that will wake someone from a magical sleep.

Polymorph Other

Incant: "I invoke Nature to inflict Polymorph Other <Type>."
Duration: 10 minutes

Description: This spell will briefly turn its target (and all their possessions) into a small animal in size and appearance. The caster may choose what kind of animal in <Type>, but it should be roughly the size of a chicken or a small dog. This, understandably, causes the mind of the target to become muddled. The target must sit down for the duration of the spell and can use no skills. The target may interrupt killing blows, and other forcible gestures that require a count, but cannot otherwise move or defend themselves. The target will keep their normal Body but for the duration of the spell they will have no armour. This spell only works on living creatures.

Level 9

Faerie Fire

Incant: "I invoke Nature to inflict Faerie Fire."
Duration: 10 minutes

Description: This spell causes an aura of light to instantly be created around the struck target. The light emanates from the victim, thereby following them wherever they go, lasting 10 minutes in duration. The light inflicts the cumulative effects of x2 damage from all attacks, the inability to be healed in any form, and also causes blindness.

Suspension

Incant: "I invoke Nature to grant Suspension."
Duration: 5 days

Description: Suspension places a target that is in their Death Count in a state of suspended animation until the spell has ended or until the caster wishes to terminate the spell. Dispel Magic will continue the Death Count where it left off. This spell does not make the target immune to magic, so a Life spell will work on it.

Sphere of Protections

Spells within the Protections sphere are primarily focused on preventing injury from physical and magical sources. With these spells you can create magical shields and armour, cast anti-magic fields and permanently dispel other magic spells. Whether you're about to explore a dangerous dungeon or attack a bandit stronghold, it's always good to have a Protections caster around for support.

Ritual spells within this sphere can increase the potency of your Battle Magic spells and can protect structures such as cabins by making the walls impenetrable and adding magical locks. The most powerful rituals can make you immune to virtually all damage, can permanently destroy other ritual magic or can summon unbreakable shields that absorb all magic that strike it.

Spell Focus: A thimble.

Level 1

Mage Robes *
Incant: "I invoke Protection to grant Mage Robes."
Duration: 5 days or until used / destroyed

Description: This spell will surround the caster in a semi-transparent robe of armour. This robe is Magical in nature and may be Dispelled as normal. Mage Robes grants the caster +10 Magical Armour Points. This bonus armour will not stack with the Mage Leathers or Mage Plate spells but may stack with any other armour the caster is wearing. Magical armour is removed before physical armour. While the caster has Mage Robes on their spirit, they suffer from a x2 vulnerability to Lightning damage. If the armour is Breached the remaining Lightning damage will carry over to the target. This spell is caster only.

Magic Shield
Incant: "I invoke Protection to grant Magic Shield."
Duration: 1 hour

Description: This spell calls into existence a Magical Shield, usable only by the caster. It also gives the caster the Shield skill-proficiency for the duration of the spell. The size of the shield must be chosen upon casting and can be no larger than a "Large Shield". The shield is spirit linked to the caster and will remain with the caster until the duration expires or the caster wills the spell to end.

This Magic Shield will have every benefit and detriment of a real shield, with the exception that it cannot be shattered (destroyed), disarmed by any skill, and any Slay that strikes it will remain active. It can, however, be Dispelled. If possible, the shield should have white tape visible on its surface to represent that it is Magical. The shield must be larger than a buckler.

Level 2

Magic Armour *
Incant: "I invoke Protection to grant Magic Armour."
Duration: 5 days or until used

Description: This spell protects the target from the next single physical strike or spell packet attack with the prefix "physical" in its damage call. It cannot be saved and will go off on the first successful hit, even if the recipient does not wish it to. When this spell defense is used, the target must call out "Magic Armour," and a visible flash of white energy can be seen as the spell-protection dissipates. A Magic Armour will not protect against the

physical touch of a touch cast spell or a Spellstrike. Only one Magic Armour or Advanced Magic Armour may be worn at any given time.

Ward Stone
Incant: "I invoke Protection to create a Ward Stone."
Duration: 1 hour

Description: This spell will turn a normal stone into a Ward Stone, granting the bearer a +1 Threshold. If the bearer doesn't have a threshold already, this will be a 1 Normal Threshold. If the bearer already has, for example, a +2 Magic threshold, they will then have a +3 Magic threshold. Once cast, the Ward Stone will become spirit linked to the first creature that touches it. That spirit link and the Ward Stone itself will become dispelled after the spell's duration expires or the creature dies. Ward Stones may be stacked with other Ward Stones and other Threshold giving items/spells/rituals. Ward Stones must have the spell tag affixed to them, and therefore must be large enough for this to be done.

Level 3

Render Weapon
Incant: "I invoke Protection to create Render Weapon."
Duration: 5 days or until used

Description: The Render Weapon spell will allow a targeted weapon to resist the next magical, alchemical or physical attempt to shatter or destroy it by stating "Render". Once an effect has been resisted, the spell ends. A weapon may only have one Render Weapon spell cast on it at any given time.

Stone Form
Incant: "I invoke Protection to grant Stone Form."
Duration: 1 hour and concentration

Description: This spell turns the target into a statue for as long as the target remains motionless. As soon as the target chooses to move, the spell is broken. For the duration of the spell, the target is immune to all non-Magical physical attacks, or spell packets with the prefix "physical". They are also immune to all non ritual-magic sources of forced movement.

While the spell is in effect, the target may not speak or use any skills. All other attacks, such as spells or Magic, affect the target normally.

Due to safety concerns, you cannot use this spell in a manner which would trap someone else's limbs.

Level 4

Mage Leathers *
Incant: "I invoke Protection to grant Mage Leathers."
Duration: 5 days or until used / destroyed

Description: This spell will surround the caster in semi-transparent leather armour. These leathers are Magical in nature and may be Dispelled as normal. Mage Leathers grants the caster +20 Magical Armour Points. This bonus armour will not stack with the Mage Robe or Mage Plate spells but may stack with any other armour that the caster is wearing. While the caster has Mage Leathers on their spirit, they suffer from a x2 vulnerability to Lightning damage. If the armour is Breached the remaining Lightning damage will carry over to the target. This spell is caster only.

Tenacity *
Incant: "I invoke Protection to grant Tenacity."
Duration: 5 days or until used

Description: This spell will allow the target to carry on with an incantation through adversity. If the target accidentally miscants or has their concentration interrupted by Body damage or any other interruption, they may call "Tenacity!" and re-incant the spell. Only one Tenacity may be worn at any given time.

Level 5

Hold Portal
Incant: "I invoke Protection to create Hold Portal."
Duration: 5 days

Description: A Hold Portal spell creates a Magical barrier surrounding any target window or doorway. The entire portal is covered by an impermeable field that is visible to all. Nothing besides normal air may pass through the barrier, although astral beings may do so. Once cast, the portal will be held until it is dispelled (via Dispel Magic), the duration expires, or the caster chooses to end it. This barrier will not block gaze-attacks. The target window or doorway does not need to have a windowpane or door present for this to function; an archway or window hole will suffice. The caster must attach a white H to the portal to indicate that the spell is active. Only one Hold Portal may be cast on a window or doorway at a time.

Shield Magic *
Incant: "I invoke Protection to grant Shield Magic."
Duration: 5 days or until used

Description: This spell will protect the target once from the next spell or non-Ritual level effect with 'Magic' in the call. It will protect the target from spell strikes but not weapon strikes, even those with 'Magic' in the call. It cannot be saved and will activate even if the target wishes to accept the spell. The only exception to this is if the spell is touch cast onto the target and the target chooses to accept it, such as in the case of most healing spells. Unconscious or incapacitated targets cannot choose to accept a touch cast spell. When this spell defense is used the target must call out "Shield Magic", and a visible flash of white energy can be seen as the spell-protection dissipates. Only one Shield Magic, Advanced Shield Magic, or Reflect Magic may be worn at any given time. It will not protect the wearer from any damage that contains the suffix "Elemental" in its damage call.

Level 6

Advanced Magic Armour *
Incant: "I invoke Protection to grant Advanced Magic Armour."
Duration: 5 days or until used

Description: This spell acts like a Magic Armour, except that the wearer of this spell may choose what attack to defend against. When this spell defense is used the target must call out "Advanced Magic Armour", and a visible flash of white energy can be seen as the spell-protection dissipates. Only one Magic Armour or Advanced Magic Armour a may be worn at a time.

Dispel Magic
Incant: "I invoke Protection to inflict Dispel Magic."
Duration: Instant

Description: This spell will terminate any spell of ninth level or lower, unless specifically stated otherwise in the description. A Shield Magic or Reflect Magic will protect a living target from a Dispel Magic. If the spell is cast

on a creature, all active spells on the creature are lost. Magic items that contain Battle Magic spells, Healing potions and Battle Magic scrolls are inoperative for 10 minutes. Dispel Magic has no effect on ritual magic.

Level 7

Mage Plate *
Incant: "I invoke Protection to grant Mage Plate."
Duration: 5 days or until used / destroyed

Description: This spell will surround the caster in semi-transparent plate armour. This plate is Magical in nature and may be Dispelled as normal. Mage Plate grants the caster +30 Magical Armour Points. This bonus armour will not stack with the Mage Robe or Mage Leathers spells but may stack with any other armour the caster is wearing. While the caster has Mage Plate on their spirit, they suffer from a x2 vulnerability to Lightning damage. If the armour is Breached the remaining Lightning damage will carry over to the target. This spell is caster only.

Reflect Magic *
Incant: "I invoke Protection to grant Reflect Magic."
Duration: 5 days or until used

Description: This spell behaves exactly like Shield Magic, except that when Reflect Magic is triggered, the magical effect that hit the user will be reflected back at the attacker. When this spell defense is used the target must call out "Reflect" and the attacker will be struck automatically with the reflected magic. When a magical effect is successfully reflected, the user of Reflect Magic becomes the caster of the reflected spell as if they had cast it themselves. The spell and its target (the original caster) cannot be changed, but things like its duration become under the control of the new caster. Only one Reflect Magic, Shield Magic, or Advanced Shield Magic may be worn at any given time.

Level 8

Advanced Shield Magic *
Incant: "I invoke Protection to grant Advanced Shield Magic."
Duration: 5 days or until used

Description: This spell acts like a Shield Magic, except that the wearer of this spell may choose what attack to defend against. When this spell defense is used the target must call out "Advanced Shield Magic", and a visible flash of white energy can be seen as the spell-protection dissipates. Only one Reflect Magic, Shield Magic, or Advanced Shield Magic may be worn at any given time. It will not protect the wearer from any damage that contains the suffix "Elemental" in its damage call.

Iron Skin
Incant: "I invoke Protection to grant Iron Skin."
Duration: 10 minutes

Description: This spell grants the target a 5 Normal threshold for ten minutes. Any attack that does 5 or fewer points of Normal damage is replied to with "No Effect". The target takes no damage from these attacks. This spell also makes the target immune to Saps for the duration of the spell. All attacks that are not normally damaging in nature (e.g. sleep) affect the target normally.

Level 9

Anti-Magic Field
Incant: "I invoke Protection to grant Anti-Magic Field."
Duration: Concentration

Description: This spell will make the caster immune to all Battle Magic spells, so long as the caster holds both arms out to their sides and palms facing outwards. During this time, the caster can speak but must otherwise maintain Concentration. While in this position, the caster calls "No Effect" to all Magic that targets them, both positive and negative. This Anti-Magic Field will not protect against any Magic spell with the suffix "Elemental" in its damage call.

Circle of Protection
Incant: "I invoke Protection to create Circle of Protection."
Duration: 5 days or special

Description: This spell creates a 10-foot diameter spherical barrier, centered on the caster. This barrier will continue into the ground to complete a magical sphere around the caster, with the caster in the exact center. This barrier is frictionless and cannot be dispelled by Battle Magic spells. The Circle of Protection must be visually represented by a rope, a heavily drawn circle in the dirt, or any other method which distinctly creates a visible circle. This physical representation must be placed before the spell is cast or the spell will fail. If, during the casting, a creature or object is on the barrier wall, the caster will decide if they are pushed out or pulled in as the Circle wall raises. After the Circle is successfully cast, no physical object may pass through the barrier, including the caster. The caster may choose to end the spell at any time. If the caster's spirit leaves the circle for any reason, the spell will end. Once active, the Circle of Protection will act as a physical barrier preventing the passage of all physical objects (including gas, liquid, etc.) and Battle Magic spells. This barrier functions in both directions. Gaze attacks and ritual magic will pierce through the circle as well as other powerful ritual-level effects. Multiple castings by the same caster can be used to increase the size of the Circle by an additional 10 feet at any time after the initial Circle is cast. A Circle of Protection will not function as a ritual circle.

Sphere of Psionics

The sphere of Psionics uses the power of the mind to charm, damage and influence its targets. Psionic mages can silence their victims, put them to sleep or even make them to forget periods of time. Additionally, psionic spells can summon special weapons which allow spells to be channelled through them when they strike a target. Psionic magic is especially devastating to angels and demons, doing additional damage to them and sometimes banishing them outright. If you're on the hunt for demons, want to summon your weapons or prefer a more subtle touch with your spells, then Psionics might be the sphere for you.

Psionic ritual magic can summon even more powerful psi-weapons and can augment them with special powers. Psionic mages can project themselves into the astral realm, force people to tell the truth and can paralyse victims with their gaze.

Spell Focus: A silver coin with an eye carved onto one side.

Level 1

Ego Whip
Incant: "By force of will I inflict Ego Whip. 2 Magic Body!"
Duration: Instant

Description: This spell will do 2 points of Magic Body damage. This spell deals x4 damage to Angelic / Demonic creatures, but will not affect Undead, or other non-living creatures.

Sense Angelic / Demonic
Incant: "By force of will I grant Sense Angelic / Demonic."
Duration: 1 minute or until used

Description: This spell will allow the caster the ability to sense whether any Angelic or Demonic creatures are in the area. Once the spell has been cast, the caster has the duration of the spell to "Sense Angelic / Demonic" once before the spell ends. The caster must choose either Angelic or Demonic at the time of the spell-casting. The "Sense" must be said in a normal speaking voice. Any Angelic or Demonic creatures in the area will respond with "here" if they are within hearing range.

Level 2

Ethereal Walk
Incant: "By force of will I grant Ethereal Walk."
Duration: Instant

Description: This spell will allow the caster to disappear from their current location and reappear 10 feet away. At the time of casting, the caster must put their weapon or hand on their head (to show they are out-of-game), then walk 10 feet in a straight line and immediately go back in-game. There is no hold called for this spell. The time it takes for the caster to walk 10 feet is the time it takes to Ethereally Walk. The caster must immediately pick a direction and begin walking in a straight line. This spell does not allow the caster to bypass any obstacle that would normally impede their walk. If the caster cannot continue walking normally in a straight line due to an obstacle, then the spell immediately ends and the caster reappears. The caster will still set off any traps they set off during their walk and, if the trap would affect the person who triggered it, they will be damaged and the Ethereal Walk will end. While in this brief ethereal state, the player cannot speak, cast, use abilities or do anything else other than walk. Ethereal Walk cannot break line of sight.

Mind Meld

Incant: "By force of will I grant Mind Meld."
Duration: Concentration

Description: Mind Meld may be used to communicate telepathically as long as the caster is touching the temples or forehead of the target and concentrates on the task. The Meld takes 10 seconds to initiate. Once established, either participant may choose to convey speech in the form of words, emotions or pictures. Both participants may choose to fabricate any thought, emotion or picture. There is no way to confirm the validity of either participant's actions, through the use of Mind Meld. No other actions by either party may be taken while a Mind Meld is in effect. Mind Meld is not able to cause erasure or editing of memory.

During a Mind Meld, the caster may choose to heal the target's Body points by casting Psionic "Ego" spells through the meld. These spells must be touch cast properly, including the incant, but the damage is converted to healing instead.

The caster cannot break free of the Mind Meld during the initiation period, although if the target breaks the link, the Meld is terminated. If, during the Meld, the target or caster is rendered unconscious or dead, the link is considered to have been terminated by the target. Mind Meld cannot be forced upon a target. If the target is not willing, the spell simply fails. The target may terminate the Mind Meld at any time, without penalty, and the caster may terminate it likewise, at any time after the 10 seconds has elapsed.

Level 3

Hallucinate

Incant: "By Force of will I inflict Hallucinate."
Duration: 10 minutes

Description: This spell causes wild and unrealistic hallucinations to flood the mind of its victim. It is up to the victim to roleplay these hallucinations. For example, victims might miscant, swing at enemies that are not there, or fail to recognise their friends. The effect can only be removed by a Dispel Magic or by waiting ten minutes. The victim does not realise this spell was cast on them until the effect ends. This effect stacks. For each additional Hallucinate the victim is hit with, the hallucinations will become more vivid, more disturbing, encompass more senses, etc. Each time the victim is hit with another stack of Hallucinate, the duration will be reset to 10 minutes and the victim will experience the full number of stacks for the remainder of the duration. Hallucinate will stack with other forms of Hallucinate, such as Hallucinoid alchemy, up to a maximum of 5 stacks.

1 stack: The victim experiences visual hallucinations, seeing things that are not there.
2 stacks: The victim experiences auditory and physical hallucinations, such as hearing voices or feeling like something is touching them.
3 stacks: The victim has difficulty speaking or understanding complex speech and may begin to speak in gibberish at times.
4 stacks: The victim cannot distinguish friend from foe, seeing everyone around them as entirely different people.
5 stacks: The victim's reality is entirely replaced by a hallucination, putting them in a completely different world with different people and objects, and so on.

Psionic Knife

Incant: "By force of will I create Psionic Knife."
Duration: 1 hour

Description: This spell focuses the caster's mental energy into one small, blade-shaped force, which can be used in combat. Once the spell is cast, the caster may wield a dagger-sized phys-rep (blue) swinging for 2 Magic. This does no extra damage to demons, but does affect Undead. While this spell is in effect, the caster may not cast any

spells. At any time during the duration of this spell, the caster may channel any Psionic spell currently in memory through the weapon by calling "Spellstrike <Spell-Name>". This reduces the damage that the knife can swing for by 1. If the damage of the knife is reduced to zero, the hour runs out, or the caster wishes, the spell ends. Should the caster drop the weapon or become disarmed, the weapon will dissipate and the spell will end. The caster is responsible for bringing their own blue weapon phys-rep, the spell will fail without the proper rep. Summoned weapons may be used with natural weaponry like Savar'Aving Claws, but will not grant the user the Florentine skill needed to fight with both. Purchasing an Exotic Weapon Specialization: Summoned Weapons will increase the damage of any weapon conjured by this spell by 1 per purchase, but the summoned weapon will still dissipate when a number of Spellstrikes equal to its base damage are used.

Level 4

Ego Flay
Incant: "By force of will I inflict Ego Flay. 5 Magic Body!"
Duration: Instant

This spell will do 5 points of Magic Body damage. This spell deals x4 damage to Angelic / Demonic beings but will not affect Undead, or other non-living creatures.

Sleep
Incant: "By force of will I inflict Sleep."
Duration: 10 minutes

Description: This spell causes the target to fall instantly into a deep sleep. The person will sleep for the duration of the spell, unless someone shakes them continuously for one minute, or if they take damage into Body. The target will awaken enough only to interrupt Killing Blows then fall back into deep sleep. This spell has no effect on Undead or non-living creatures.

Level 5

Ego Rend
Incant: "By force of will I inflict Ego Rend. 10 Magic Body!"
Duration: Instant

Description: This spell will do 10 points of Magic Body damage. This spell deals x4 damage to Angelic / Demonic beings but will not affect Undead, or other non-living creatures.

Silence
Incant: "By force of will I inflict Silence."
Duration: 1 hour

Description: The target of this spell is rendered speechless and cannot make any sound, including grunting or coughing. Casting spells becomes impossible; although the player must still call out any damage they may do using weapons. This spell may be countered with Dispel Magic.

Charm
Incant: "By force of will I inflict Charm."
Duration: 1 hour

Description: This spell causes the target to treat the caster as their best friend. Although it does not turn the target into a mindless automaton that follows every order the caster gives, the target will be required to stay with their "friend" and listen to any "suggestions" the caster may give. If the caster attacks the Charmed individual, the spell will be broken. However, friends of the caster may attack the victim and the spell may remain intact if the caster can give adequate reason as to why they are not defending the target. A Charmed creature will not attack their old friends unless given enough reason. However, if the target is told to "defend me" and their old friends attack the caster; this would be considered adequate reason. This spell will not force the target to act in a way that is contrary to their nature (a pacifist killing someone, etc.). The spell will not force the target to tell the truth or reveal secrets, unless it is already in their nature to do so to their best friend. This spell will not force the target to do anything obviously suicidal unless it would be in the target's nature to do so. This spell will not work on Undead or other mindless creatures. A target may be Charmed to multiple people at the same time. If this would cause a conflict, the most recent Charm will override any previous Charms. This does not cure the previous Charms; it only makes them inactive as long as they are in conflict with the most recent Charm. The victim does not realise this spell was cast on them until the effect ends.

Ego Burn
Incant: "By force of will I inflict Ego Burn. 15 Magic Body!"
Duration: Instant

Description: This spell will do 15 points of Magic Body damage. It will do x4 damage if the target is Angelic / Demonic. This spell will not harm Undead.

Level 7

Circle of Protection: Demonic / Angelic
Incant: "By force of will I create Circle of Protection: Demonic (or) Angelic."
Duration: 5 days

Description: This spell will summon into existence a Circle of Protection. This is protection against either the Demonic or the Angelic (chosen at the time of casting). It will affect both Lesser and Greater demons/angels. This Circle must be physically represented by the caster and cannot be larger than 10 feet in diameter. While this Circle is up, no creature of the chosen type can enter or leave. This Circle can be used to trap as well as repel. If the Circle is used to trap a creature, it will last for 5 days for a Lesser demon/angel or 1 hour for a Greater demon/angel, or until the creature is killed. The Circle is immune to all spells and effects originating from the chosen creature type including Dispel Magic. This does not apply to any other creatures that can dispel the circle normally. The caster may leave the circle.

Psionic Blade
Incant: "By force of will I create Psionic Blade."
Duration: 1 hour

Description: This spell acts exactly as the Psionic Knife spell, except as follows: the caster may use a phys-rep up to Sword size, the Psionic Blade's starting damage is 4 Magic and the caster may Spellstrike any spell memorized regardless of Sphere. Should the caster drop the weapon, or become disarmed, the weapon will dissipate and the spell will end.

Level 8

Forget
Incant: "By force of will I inflict Forget."
Duration: 10 minutes / Permanent

Description: Forget causes the target's memory to be erased of all that occurred within the last 10 minutes. If a Dispel Magic is cast on the target or the target receives a Charm Break within one hour, the memories will be restored. One hour after the casting, the effects are permanent and cannot be restored save via Ritual Magic. If the victim dies (not just enters their Death Count) before the hour has ended, the Forget is cured. This spell can be freely resisted by any conscious target. The target will be fully aware their memories have been removed but will have no idea how, why or by whom. Multiple Forget spells can be cast at once to increase the duration. Each casting will add 10 minutes to the period the victim forgets.

Paralysis
Incant: "By force of will I inflict Paralysis."
Duration: 10 minutes

Description: The spell Paralysis will immobilize the target, rendering them unable to move at all. This spell will not work on creatures which have no nervous system such as Undead, Golems, Elementals, etc.

Level 9

Exorcism
Incant: "By force of will I inflict Exorcism."
Duration: Instant

Description: This spell will destroy any lesser Demon or Angel, sending it back to the plane from whence it came, trapping it there for a year and a day. Against greater Demons and Angels, this spell will do 216 points of Magic Body damage. This spell, if cast at a target who is possessed by the Angelic or Demonic, will only affect the Demon/Angel, and not the target. This spell will also send a ghost from a Haunt back to the Deadlands.

Mimic
Incant: "By force of will I grant Mimic."
Duration: Instant

Description: This spell allows the caster to copy a spell whose incantation they have heard, other than a Mimic spell. Within 1 minute of hearing the spell they wish to mimic, the caster must incant the Mimic spell. Within the next 3 seconds, they can cast the spell as if it was one of their own. The caster may mimic a spell that they originally cast. The caster does not need to know the sphere that they are mimicking. This spell may only mimic spells from the core rulebook. It cannot be used to imitate magic items, Spellstrikes, monster abilities, or anything else that does not use the full, spoken incant of a spell.

Underworld
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