

Wyvern Rising LARP



Core Rule Book

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More information available at WyvernRising.org

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Introduction

Wyvern Rising is a live action role-playing game (LARP) based in a medieval fantasy genre. A role-playing game is a form of entertainment in which players create an imaginary persona, or character, and proceed to play out situations and adventures involving that character. Most people have some familiarity with the popular computer and online fantasy games or tabletop role-playing games that involve



books, charts, and maps. Your character's fate is determined by the roll of the dice and the game master's whim. The difference between those games and Wyvern Rising is the "live action". Get up from the table and throw away the dice, because now the adventure is no longer imaginary! It's real, and you're in the middle of it! The characters are live, and the action is everywhere. We take fantasy gaming a step beyond by bringing the fantasy into reality. You will wander the forest, sleep in a cabin, and encounter unusual people and creatures. You will fight for your life or run in fear. If you're lucky, maybe you'll live to see tomorrow.

In Wyvern Rising, you not only create your character, you are your character. Players wear medieval and fantasy clothing, right down to flowing robes and metal armor. Actual combat is conducted with boffer weapons, safe and rugged simulations of swords, axes and staves. Square off one on one, or scramble through the chaos of a grand melee involving dozens of people. Mages, schooled in the arcane arts, cast spells via small beanbag packets hurled at their targets. The air crackles with mystical energies. Priests and Clerics support their companions or tend to the wounded. The Physicians drag the seriously wounded to a surgery tent and perform miracles with their crude instruments. The alchemists busy themselves delivering medicinal potions and various other concoctions that were brewed in their lab. On the fringes lurk the thieves and assassins, searching for booty on the bodies of the fallen, or seeking the enemy generals who die just like everyone else when their throats are cut.

Which part will you play?



Setting

Our game takes place in a fantasy setting, on a continent known as Feragothe. Feragothe is a place that contains many settlements of varying sizes. There are monasteries, guild halls, port cities, villages, and even a large Uruk'eald settlement, though it is said that only Uruk'eald from the homeland are welcome there. Whether it's in the small mining town of Belegost, where the Kraald ply their



considerable crafting skills to provide the continent with rare metals and master quality items, or in one of the settlements of the other species that inhabit Feragothe, you will find a place that you can call home. Or perhaps, you can build a new one. The choice is yours.

Then there is your character. How do you fit into this setting? At Wyvern Rising, we set the stage for you to act as you see fit within your character's persona. While we create a backdrop of a town locale with buildings and place NPC characters within that locale for you to interact with, it really is the characters' actions that determine what that interaction yields. Perhaps you have the ability and ambition to be a leader. You could organize a trade guild or become involved in politics or public life.

Or maybe you crave wealth? There are plenty of opportunities to find, earn, or steal money and precious items in our game world. You never know when you might find a small chest of coins or jewels while rummaging through an ancient ruin. If you possess a trade or useful skill, you might consider making a living from it. Sometimes hard work is the best way to pay the bills. Thieving is a possibility if you are so inclined, but if you are caught, justice can be swift and unforgiving.

There are those, however, who seek only knowledge and self-fulfillment. Some find it in books and scrolls, some in the wild, living wilderness. Some others turn their heads to the Deities for enlightenment. Still others have found paths and spheres not tread by the common folk.... All these opportunities wait for those who are bold enough, wise enough, or foolhardy enough to seek them. If you play your character consistently and with depth, those of like minds will find you and lead you, or perhaps follow you, to new horizons.



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

How to Play

Gulf
of
Torgos

The
Fendenglade



Safety Protocols

At Wyvern Rising, safety is our number one concern. Because of this, we have several safety and consent protocols in place to maintain the physical and emotional safety of all of our player base. These systems are designed for any player to rapidly and clearly communicate safety concerns and boundaries to the whole community or a single player with as little disruption to the game as possible. In addition to in-play safety protocols, Wyvern Rising also asks all players to complete an inventory of their limits and boundaries as part of the participation waiver so that we can better accommodate the comfort level of the community around individual topics. Please see our Code of Conduct on the Wyvern Rising website for more information regarding player behavior during a game.

Hold

At Wyvern Rising you will hear the term “HOLD”, this is a call representing a pause in all game action. Upon hearing a “HOLD” be called, you should remain quiet, stay where you are, and let it be resolved.

A “HOLD” can be called for a few reasons including: a person has become injured, a dangerous situation has come up, or hopefully a player has used a Skill that calls for a “HOLD”. Do not yell the word “HOLD” unless it is for one of these reasons.

Remember, the “HOLD” rule overrides everything. All action stops immediately, and remains so, until the “HOLD” is resolved. Players do not expect to be struck during a “HOLD” and are therefore unprepared for it. This opportunity for injury should be avoided. Also, if you walk into a situation and see a group of people who are all kneeling, with no other actions occurring, they are probably in a “HOLD”. Call out to them to make sure.

There are very few skills that are able to cause damage when the game is in a “HOLD”. Damage or **Effects** that occur in a “HOLD” happen so fast that only certain defenses may protect a character from them. Any defenses that are Invoked will have no effect against an **Attack** that occurs in a “HOLD” and characters cannot **Block** during a HOLD.

Hand Signals & Safe Words

In addition to the game-wide Hold rule, we have a verbal and nonverbal check-in system for individual and small group role-play situations. This system is used to ensure all players’ comfort and safety in role-play situations without necessarily causing a game wide pause to clarify or communicate each individual issue. The system is as follows:







At any time during role-play, a player may “check in” with their role play partner. This is done by asking with the verbal phrase “check-in” or the “OK” hand gesture. This should prompt their role play partners to respond with their current consent status. These are “Green”/Thumbs Up, “Yellow”/Flat Palm, and “Red”/Thumbs Down.

Green means enthusiastic consent to what is occurring and a desire to continue at the current topic and intensity of role-play. Yellow means that a player is currently wavering in their enthusiasm about consenting to intensity or topic of role-play. This is an indicator to their fellow role players to move topics, tone down intensity of interactions, and/or be more mindful of personal space concerns. Red means that a player revokes their consent in a given situation. They should remove themselves, recollect themselves emotionally if necessary, and reenter the play area when ready.

All hand signals should be delivered close to the center of the chest, at a height around the heart. Any player who wants to communicate a boundary may independently use a hand signal or verbal safe word, unprompted. At no time should a player be punished, chastised, or sanctioned for utilizing the safety protocol system, however anyone found potentially abusing the system to avoid potential game world consequences will be met with by members of staff to review their overall boundaries.

It is important to note that a safe word should never be used covertly or dropped into in-game dialog: Ex: “You should try wearing this red, Red tabard.” Always use a safe word as directly and openly as possible. A safe environment necessitates honesty and candor.

Hand Signal	Verbal	What does this mean?	How you should proceed
“OK,” thumb and pointer in a circle, other 3 fingers up 	“Check-in”	I want to verify that you consent to the role-play that is occurring.	Respond to your consent status with a hand signal or safe word below.
Thumbs Up 	“Green”	I enthusiastically consent to role-play that is occurring.	Continue role-play topics and intensity as normal.
Flat Hand, parallel to ground, palm down 	“Yellow”	I am comfortable with what is going on, but the intensity of the subject is nearing the edge of my consent.	“Tone down” the role-play. Reduce intensity of emotion, be mindful of potentially triggering topics.
Thumbs Down 	“Red”	I am uncomfortable or feel unsafe with what is occurring. I revoke my consent at this time.	End role-play topic or this person's participation, assist the person in exiting the scene if necessary.



Event Structure

Event Time Frame

A typical Wyvern Rising event begins Friday evening and continues uninterrupted until Sunday. The camp facilities usually include cabins (non-heated) and bathrooms and showers with hot water. All persons attending an event must be registered members of The Wyvern Group, and have paid the applicable camp fees. Players are encouraged to arrive early to select a cabin and settle in. Registration at the Logistics cabin could take up to thirty minutes depending on the number of players arriving. At registration, players will receive their character cards and appropriate skill tags. All vehicles must be removed to the parking area prior to the start of the game. The game directors will specify a “Lay On” time to begin play after a short opening ceremony where the staff will discuss important information regarding the weekend and general tone of the in-game environment. Game play continues day and night through Sunday morning. All players must check out at logistics or with a staff member before leaving. At checkout, players turn in character cards and other miscellaneous materials. Game play will only be halted due to a serious emergency. All players will be in-game for the entire duration of the event. A player should only go out-of-game (OOG) if injured, ill, or instructed to do so by a game director. Any injuries or illnesses should be reported to Logistics immediately. Otherwise, players are subject to game events and effects, even when sleeping.

Periods

The weekend of Wyvern Rising gameplay is divided into two main periods and a noncombat period. First Period begins at Game On and ends at 12:00 PM on Saturday afternoon. Second Period begins at 12:00 PM on Saturday afternoon and continues until the end of the game on Sunday morning. When a new period begins, your Energy, Faith, and Mana are renewed. There is also a non-combat period of the game that lasts two hours early Saturday evening. This noncombat period is an in-game period that guarantees players some downtime to make dinner, take a nap, or however else you wish to recharge and prepare for the evening.

Being Out-Of-Game

Persons who are out-of-game must wear white headbands to make this known to other players. This is simply a strip of white cloth tied around the head. Persons who are OOG may not interact with in game characters or items. If you see someone wearing a white headband, you must ignore that person and act as though they were not there.



The only exception to this rule is in the case of a “dead” character that is seeking a cleric for resurrection. When your character dies, you must don a bright orange headband because you are now a spirit and therefore OOG. Clerics may react to these spirits according to the rules for Dying, Death, and Resurrection.



NPC Shift

During one of these periods, all players will be required to participate in a Non-Player Character (NPC) shift that typically lasts 4 hours. During an NPC shift, players will be asked to act out multiple roles that help add to the in-game environment. Those roles may range anywhere from being a humble peasant looking to sell their crops, a gregarious bartender, or even an unholy abomination. Staff members may also ask players on their NPC to help with game or camp setup for later in the weekend. Players who choose to participate in an NPC shift that is longer than 4 hours will be rewarded with extra build. If a player cannot participate in a combat encounter while on NPC shift, please talk to a member of staff.

While players are on their NPC shift, their characters are not left out wandering in the woods for their 4-hour shift. A player's character may perform some sort of crafting, foraging, labor, or go shopping near the town, up to a maximum of three (3) hours.



Combat

Combat is simulated through the use of boffer weapons, latex weapons, and packets. Both offer safe, but exciting action when used properly. The rules governing the construction and use of weapons are vigorously enforced. Improper use of any weapon at any time will get you expelled from the game. Since safety is our primary concern, don't count on a second chance.



Combat at any game under the Wyvern Group, LLC banner is a privilege, not a right. If you inappropriately strike someone with excessive force or violate our combat rules in any way, you will receive a single warning, added to your character card. Your next offense will remove latex weapon privileges, and your last offense will remove combat privileges from your character for 1 year, to be reevaluated after that time. Should you violate our combat rules a final time, you will have your combat privileges* permanently revoked.

The Staff Members and Directors of Wyvern Rising, and the Wyvern Group LLC, reserve the right to deem an offense so severe that it could skip one or more of the earlier stages of violations.

**“Combat privileges” are defined as participating in any combat using a ranged or melee weapon, but not including the casting of spells through the use of packets.

Only properly constructed and inspected weapons may be used. Assuming that you have a qualified weapon, following these three basic rules is all it takes for weapon combat.

NEVER STRIKE THE HEAD OR GROIN

NEVER STRIKE SO HARD THAT YOU CAUSE PAIN

NEVER STRIKE DURING A HOLD

Hitting someone in the head or groin will cause injury. Aim for the torso, arms, and legs. If you or your opponent is accidentally hit in the head or groin, stop the combat immediately. The strike has no game effect,



and the skill is expended. Intentional or excessive “accidental” striking to the head or groin is cause for ejection from the game.

You only need to hit hard enough for your opponent to feel it, not so much that it stings or bruises. Do not swing your weapon like a baseball bat. A weapon swing should commonly cover an arc of 90°. Also, you should learn to “pull” your blows. Pulling a strike means easing the force of impact just before contact. This is a good way to avoid hitting too hard.

Thrusting strikes are considered legal only with soft-cell foam tipped & PVC cored weapons. These will be primarily home-made “boffer” weapons. Most commercial “latex” weapons have thin fiberglass cores and decorative points that make thrusting strikes unsafe for our game. Thrusting strikes should commonly see the attacker’s thrusting arm withdraw so that the forearm moves 90° between strikes.

Damage is inflicted when a weapon strikes a legal target. Most **Attacks** are valid anywhere on the body (except head and groin). Some **Attacks** must hit a particular part of the body, or perhaps a weapon or shield. Upon hitting the target, call out the effect of the **Attack** loud enough for your opponent to hear. For basic **Attacks**, you would say the amount of Damage caused, plus the word “Damage.”

Any **Attack** that is not Damage is called by the skill name, for example, Break Limb. As you swing your weapon, before connecting with an arm or leg, say “Break Limb.” Thus, your opponent knows that you are not attempting to inflict damage, but are instead trying to break their arm or leg.

This is true of any skill of this type, including Disarm, Daze, Stun, etc. There are a few skills that cause damage but are called in a special way. Cleave is an example of this type of skill and would be called “Cleave 10 Damage”.

In order to cause Damage or initiate the effect of an **Attack**, you must strike a valid target. If you miss, the **Attack** has no effect. If you hit an invalid target area or if your opponent **Blocks** the strike with their weapon or shield, the **Attack** has no effect. Often an **Attack** will be deflected off a weapon or shield and still hit its target. This is a **Blocked Attack**. If an **Attack** is intercepted in any way, it has no effect. Additionally, there are some defensive skills that will nullify the effects of an otherwise successful **Attack**. For example, a Parry called immediately after a valid melee **Attack** will prevent the effects of that strike from occurring.

No strikes with shields are permitted, no matter their construction. Players are also not permitted to charge or shove others using shields. Shields should only be used for defensive purposes. Players should be using them to intercept blows and create cover only.

Once an **Attack** is called, you must expend the appropriate ability points, whether the **Attack** is successful or not. This represents the fact that you have expended the energy to perform the maneuver. Even if you miss, or are **Blocked** or a skill was used to **Avoid** or **Negate** the **Attack**, you must give up the necessary points.



If you are the recipient of an **Attack**, you must react according to the Damage inflicted. Getting hit with a sword, axe, or arrow hurts. Role-play the pain when you are hit. Flinch, stumble or limp; cry out in shock and agony. Such actions are a great asset to the atmosphere of the game. They are also likely to get you noticed by a Staff or a Director for role-playing points (or even a physician for medical help.)

Damage is applied first to any armor you are wearing. The location of the hit does not have to be the same as the location of the armor for the armor to be effective. Damage affects Body Points only after all Armor has been destroyed. During a battle, you must keep a mental tally of your remaining Armor and Body points. Upon reaching zero Body, you must immediately collapse from your injuries and begin your **Death Count**. Any normal Damage received after you are at zero Body does not accumulate. You can never reach a negative Body value.

Damage and Damage Codes

- If you have multiple types of Damage Codes active (Fire, Ice, Silver, etc.) then only the most recent type is used when calling your damage.
- Body is always combined with other Damage Codes (4 Fire Body, 4 Silver Body, etc.).
- If fighting an enemy that has immunity to normal Damage/Body, you should call the Damage Code being used to denote that your **Effects** can hurt it. Calling “Phase Disarm”, or “Phase Break Limb” to attempt to harm an **Incorporeal** foe; calling “Silver Break Limb” to break an Unholy’s limb that is normally immune to Damage/Body, etc. Normally, if an opponent is immune to Damage/Body, it won’t take certain physical Effects, such as Break Limb or Sever Limb, since they can’t be harmed by the weapon.

Combat Safety Rules Summary

- Pull your blows and make sure to not hit others hard enough to cause pain.
- Do not strike the Head or Groin.
- Do not strike with your shield or any other object held unless it is an approved weapon.
- Thrusting to strike a target is not allowed with non-boffer weapons
- During a HOLD, do not strike others, fight, or be loud.
- Respect other players' personal space. You should not be inside their arm's reach, touching them without consent, or otherwise “hug fighting” them.
- Do not rush or charge into another’s space in an unsafe fashion. You must be able to control your own movement and not run into others.



Defense Combat Summary

Here is a summary of the important aspects of the combat system as it pertains to defending yourself. In addition, when using skills to defend yourself, they should be called within 5-seconds of being **Attacked**.

- Weapons and Shields can **Block** any melee **Attack** unless an **Effect** specifically targets a weapon or shield (Example: Break Weapon/Shield, Disarm, etc.)
- Weapons and Shields can Block any ranged **Attack** that deals Damage. (Example: You can **Block** a “Fireball 11 Fire”, or a “Basic Blasting Explosive 5 Damage” or a “Lightning Bolt 10 Shock, **Daze** 10-seconds”) But they cannot Block ranged **Attacks** that only deal an **Effect**. (Example: You cannot **Block** a “Swarm **Slowed** and **Exhausted** for 30-seconds”, or a “Pepper Spray **Choke** 30-seconds”, or a “Trick Shot **Disarm** 10-seconds”.)
- Skills that allow you to **Defend** yourself, such as Dodge, Parry, Bulwark, and Keen Sense, work based on what direction you’ve been hit from. Front 180 degrees or the back 180 degrees “**Flank**”. Some skills like Evade or Deflect work on **Attacks** from all directions.
- The keywords important to defense skills are **Block** (using your weapon/shield to physically stop an **Attack**), **Avoid** (using a skill to **Avoid** being hit entirely), and **Negate** (using a skill to **Negate** an **Attack** so that even though it hit you it didn’t harm you.)
- AOE (Area-of-Effect) causes Damage or **Effects** in a certain radius. Certain skills like Evade allow you to Avoid these types of **Attacks**. They cannot be **Blocked**.
- During a HOLD a character cannot use a skill, spell, or prayer that is “Invoked” and they cannot **Block Attacks**. Skills, spells, and prayers that are Triggered or that **Avoid** or **Negate** can be used as normal.
- Any **Attacks** that are delivered via “Point-and-Click” can be **Avoided** or **Negated** as any other melee/ranged **Attack**, except **Mind-Altering**, which may only be **Negated**. The individual skills will be called out if they are melee. (Example: Riposte, Reversal, Stagger, Exhausting Defense)

Archery

Wyvern Rising uses a “packet archery” system to help accommodate for tight space and other safety concerns. All you need to partake in the packet archery system is a physical representation of the ranged weapon you are using as well as some packets, whose construction is explained below.



Packet Archery & Thrown Weapons

In an effort to make ranged combat more accessible and safe, Wyvern Rising allows the use of “packets” to represent ranged projectiles. All Ranged Attack skills may be used with a Launcher Bow, Packet Bow, latex/boffer Thrown Weapons and Thrown Packets. Real Arrows, Boffer Arrows, and Latex Arrows are not allowed to be shot at other players.

A character who has the skill Bow/Crossbow grants the ability to use Launcher and Packet Bows, as defined in the table below. In addition, players who have the Thrown Weapon skill grants the ability to use Thrown Packets, as defined below.

Blocking

In addition, if a Bow is constructed to be a legal Boffer Bow as per a Packet Bow, they can be used to **Block** incoming **Attacks** as any other Boffer weapon.

Type	Description
Launcher Bow (phys rep crossbow or bow)	A functional bow that mechanically shoots packets via a slingshot-type mechanism.
Packet Bow (phys rep crossbow or bow)	A non-functional bow, where the mechanism of action is a player mimicking drawing a string and throwing a packet using their arm. To use a Packet Bow, a character must carry a bow/crossbow phys rep. This can be a legal boffer weapon, a phys rep bow (strung or unstrung), or a similar equivalent as approved by Core Staff.
Thrown Packets	Using packets or approved boffer/latex weapons as a phys rep for the Thrown Weapon skill.

HOLDERS

All characters who use Launcher Bows, Packet Bows, or Thrown Weapon Packets must carry some sort of quiver phys rep on their person for arrows, or a knife holder or similar thrown weapon case to represent space the ammunition takes up on their body. For each quiver carried on their body, an archer may fire 12 packet arrows without needing to regather or recollect them. For each thrown weapon case a character wears, they may throw 6 packet weapons without needing to regather or recollect them.

A character may wear multiple quivers/multiple weapon cases to increase their ammunition capacity. These quivers/cases do not need to contain anything inside them out of game, but must be worn/be within arm's reach of the person using them to be usable.



Holders (Quiver or Thrown Weapon Case) & Enhancements

Any Skills or Arcane/Divine Enhancements that would target only a single weapon for a duration can optionally be used to target a Quiver (12 Arrows) or Thrown Weapon Case (6 Weapons).

Quivers and weapon cases need not be empty out of game while serving as representation for ammunition. They may contain OOG items such as cell phones, water bottles, lighters or other props. Other IG items should not be stored in them.

Examples of holders:

- Quiver: A vertical shoulder strap arrow quiver, a leg strap hip quiver, a horizontal belt strap crossbow quiver.
- Thrown Weapon Case: A baldric belt knife holder, a bracer, or biceps guard potion bottle holder, a messenger bag with knife slots, a picnic basket full of rocks.

NOTE: Quivers and weapon cases do not require an in-game tag for representation. However, all quivers and weapon cases are subject to cursory staff/rules staff approval. Good faith in representing 'carrying your ammunition' is the goal here.

Attacking

There are multiple ways a character may **Attack** using Packet Archery.

Type	Description
Launcher Bow	May make Attacks as quickly as they can load, aim, and shoot their ammunition while making clear, distinct, and loud damage/effect calls.
Packet Bow	Players must make a non-verbal 3-count, mimic drawing the bow, and throw the packet.
Thrown Packets	May make Attacks as quickly as they can draw and throw packets. No more than one packet may be held in each hand for this purpose. They must be drawn from an external source such as a bag, pocket, or belt (no cauliflowering, or holding multiple packets in one hand at a time).

Projectile Collection

A character may, at any speed which they are capable, physically regather the actual packets used as ammunition in their Launcher, Thrown Packets, or Packet Bow for re-use. Alternatively, a character may 'recollect' ammunition as to not have to focus on where each packet landed.

To recollect arrows/thrown weapons without item tags while combat is occurring within 100 feet of them, a character must role-play searching for the arrow or weapon for a 10 count, must stay in motion for the duration of the count, and must move at least 10 feet during the full duration of their search. Characters may



search for multiple arrows/weapons consecutively in this way within the same 10-foot movement, but must do individual 10 counts for each.

To recollect arrows/thrown weapons without item tags OUT of combat, a character must role-play searching for the arrows/ weapons for a 10 count to recover 3 pieces of ammunition.

To recollect arrows/thrown weapons with item tags, a character must begin their 'recollection' within approximately 5 feet of the location of the last intended target location that the arrow/weapon was used and role-play searching for that arrow/weapon for a 10 count. This must be done for each piece of ammunition to be recollect. Once recollect, this piece of ammunition may be represented by any packet and used again.



Tagged Projectiles

Normal quality projectiles do not require tags to be used in game, However, any arrows/thrown weapons that do have an associated item tag (silver arrows, mithral throwing knives, etc.) must be tracked by the player so that they do not expend more than the amount of tagged items in their possession. These projectiles still count towards any Quiver or Case limits.

Marksmen will make all good faith attempts to represent all special effects of tagged items appropriately.



Example: Zack loads a packet into his Launcher Bow on the way to a fight and decides that it is one of his Silver arrows. Upon arriving at the fight, Zack sees an opponent that he knows not to be vulnerable to Silver. Zack can not fire that same packet and call the damage as one of his Master Quality Iron arrows without unloading the packet and reloading a new one.

Packets

Packets are small bean-bags used to deliver spells, prayers, alchemy, and other effects of ranged **Attacks**. They are constructed of birdseed covered in fabric, secured by a rubber band or stitching.

Packets are simply thrown at an intended target. The range is as far as you can throw. As with weapon combat, never aim for the head or groin. Though packets are quite safe, we try to avoid any chance for injury. Hits on these locations are likely to get you ejected from the game. Also, do not throw excessively hard or when a "HOLD" has been called.

To create a packet, cut a scrap of fabric of any color into squares about 4" x 4". Place a small pile of birdseed in the center of the square. Gather the corners and sides of the square, making a little pouch around the birdseed. Gather it tightly, and then close it securely using a rubber band wrapped several times as close to the birdseed as possible.



Damage, Healing, & Death

In Wyvern Rising, every character, both PC and NPC, has a stat called Body. This is equivalent to the Hit Points (HP) stat in many other games, and represents how much health a character has. All Player Characters start the game with 6 Body, but may purchase more Body from the common list at a rate of 3 Build per 2 additional Body, up to a maximum of 16 total Body. When a character takes damage, it deducts from their Body Point total unless they have Armor Points, which get deducted first. A character starts each event with their current maximum Body, no matter how many they had left at the end of the previous event. Running out of Body makes a player character enter their **Death Count**.



The Death Count

When a character reaches zero (0) Body points due to receiving damage or other circumstances, such as some special skills, the character must immediately fall to the ground and begin counting their **Death Count**. The **Death Count** is the time it takes for a seriously wounded person to bleed to death, and it is six minutes long, divided into three two-minute phases. We recommend counting to 120 seconds three times in succession to represent the three phases of the count. The actual counting should be done silently or very quietly so that no one else can hear you.



Your **Death Count** is paused while another player or NPC is using an ability to bring you out of the **Death Count**. Should their **Concentration** be interrupted, you will start your **Death Count** where you left off.

1st Stage

During the first two minutes of the **Death Count**, the character is seriously wounded and bleeding, in a state of semi-consciousness. You have a limited comprehension of what is happening around you. You may call out in pain and role-play the sounds of a dying person, moaning, or gasping in pain, or choking and gurgling as the lungs fill with blood. Furthermore, you may crawl slowly in any direction you choose. You also have the option to fall fully **Unconscious** at any point during this phase. Some skills do cause immediate **Unconsciousness**, whereupon this option does not apply. If you are **Unconscious**, you must lie silent and still. If you opt to remain conscious and bawl in pain, you must still remember to maintain an accurate **Death Count**.

2nd Stage

The second phase begins by the character immediately falling **Unconscious**, if they have not already. During the next two minutes you are near death, your breathing is shallow, and you must lie limp, motionless, and silent. First Aid is no longer sufficient to save the victim. More advanced healing, either mundane or divine, will be required to pull the victim back from the brink.

3rd Stage

For the third phase, you must continue to lie motionless. The body has failed, but the soul still clings to the last, fading vestiges of life. At this point, there is little to be done. Only powerful prayer or magic or the deft hands of a skilled surgeon may save you.

Deathblow

While a character is in their **Death Count**, they may suffer a Deathblow. In order to perform a Deathblow, a character must place their melee weapon upon the target's torso, and after a non-vocal 5-count, you deal your weapon damage to the target, and they are immediately placed into the 3rd Stage of **Death Count** (assuming the weapon damage can harm the target). This is done by calling "3 Damage, Deathblow, 3rd Stage".

Injuries

Knocking on death's door leaves after-effects on a character. Even blessed healings from the Gods aren't without scars. When a character is healed from the **Death Count**, they return to consciousness with an **Injury**. When a character 'receives an injury' they take a persistent -1 penalty to their Maximum Body total until that **Injury** is healed or until the end of the event. A character cannot be **Injured** to the point of having less than 1



Maximum Body. Additionally, a character at 1 Body is considered “Wounded.” A “Wounded” character must move at a walking pace and may not spend Energy, Faith, or Mana. There are some skills, spells, and prayers that a character may conditionally spend Energy, Faith, or Mana on while “Wounded”. These skills state this explicitly in their descriptions.

To heal an **Injury**, a physician must use the skill Treat Injury on a player. After using this skill, a character’s Maximum Body returns to the Body Total listed on their Character Card. Their Current Body does not change solely from the skill Treat Injury, however. The character will need to seek out other means of healing in order to patch those wounds.

Surgical Chamber:

The Surgical Chamber is the crafting location for Internal Medicine skills. It is also the location used to Treat Injuries, perform Forensics, and perform several other physician skills. Additionally, being inside a Surgical Chamber allows a physician to Suture Wounds for no Energy cost.

Note: Surgical chambers are no longer required for any skills that heal out of the **Death Count**.

Death

Even if death does occur, all is not necessarily lost. The Deities do not usually immediately summon up the soul. The spirit often walks the earth for several days before finally becoming so detached from the mortal world that it fades, and is gone forever. During this time, a properly skilled character might beckon for the soul to return to its body. In fact, these characters capable of resurrection often emit such an aura to the wandering spirits that they are unerringly drawn to them.

If you should die, put on a bright orange headband. This indicates that your character is dead and you have become a spirit. While dead, you may not interact with the physical world in any way, and most other characters are not permitted to communicate with you. You may not touch or move things, nor may you speak to anyone except a character who is able to resurrect. Everyone else must ignore you as well. Drop all your possessions where you died, to represent your body, and look for a character with the skill to resurrect. You will eventually get to know who these players are. If you’re not sure, you might first visit the temple or other magical places. Otherwise, go to Logistics for help. Your character will have no recollection of anything that occurs during this time. You may not utilize any information witnessed during your time in the spirit realm.

Upon locating a character capable of resurrection, you may whisper to them and make your desire to be resurrected known. The character will role-play the viewing of a ‘ghostly specter’ that only they can see. This is your spirit communicating from the netherworld. The character will then take appropriate action to begin the



resurrection. In most cases, it will be necessary to have your body or mortal remains present to properly perform the ceremony. You may not divulge any information to the character except your desire to return to the physical world. You may not give the location of your body, the cause of death, or any other information you may have. At this point, you must rely on the character or your friends to figure out your last whereabouts. If you are present when your body is located, you may remove your headband and again play dead while you are carried or dragged away.

Resurrection

Your chances of being successfully resurrected by a rite or ritual is reflected in your Life Force total. Each character begins the game with 24 Life Force on their character card.

Certain Rituals or Rites can be performed to bring the dead back to life. Remember, during this entire function, you are still dead and may not move or speak. The person will perform the appropriate Ritual/Rite, and at a given time you will be asked to roll 1d6 in front of the person performing the ritual. Unless a special circumstance exists, no reroll is allowed. Whatever number is rolled will be deducted from the total available Life Force on the player's character card.



If there is a remaining balance of life force left on the character card, after the number rolled is deducted, the resurrection is successful. The Ritual/Rite will continue, and you will role-play the traumatic event of re-entering the physical world. You will not remember anything of your time in the spirit realm. Your memory stops at the moment you fell unconscious and begins again when your soul re-enters your body. You will be alive, but not necessarily at full health. Depending upon the type of Ritual/Rite performed, you may need additional healing. The character performing the Ritual/Rite will advise you of your condition. You will have only those possessions that were returned with your body.

However, if the number rolled equals or exceeds the total number of available Life Force remaining on your character card, the resurrection fails, and the character is permanently dead. Please see the [Permadeath](#) section below for more information on how this is handled.



Permadeath

When your character does finally suffer permanent death, you will now have the opportunity to begin a brand-new persona and make history all over again. The only restriction for a new character is that they may have no relationship or knowledge of your previous character. You may not transfer your possessions to a new character, nor may your friends hold them in safekeeping for you. They may, however, keep them for themselves. Your new character is a new person and has none of the knowledge that your previous character had.

When you are ready to begin your new character's journey to greatness, please see Staff at the Logistics building to have the new character created. Each player will receive 30% of Spent Build as a refund (rounded up), to create a new character.

If you are not ready to begin a new character immediately, you can always visit Logistics and offer your services as an NPC for the remainder of the event.

Retirement

If a player decides to retire their character, they may do so, and contact Staff to create a new character. A retired character will receive 30% of Spent Build as a refund (rounded up), to create a new character.

The only restriction for a new character is that they may have no relationship or knowledge of your previous character. You may not transfer your possessions to a new character, nor may your friends hold them in safekeeping for you. They may, however, keep them for themselves. Your new character is a new person and has none of the knowledge that your previous character had.

Optionally and with Staff consent, a retired PC (Player Character) can become a NPC (Non-Player Character).



Phys-Reps, Weapons & Armor, and Item Tags

A phys-rep is a physical representation and refers to any item that is used in place of or to represent some other item. Boffer weapons are phys-reps for real weapons. Some phys-reps used in the game require special cards or tags. Every weapon and piece of armor a character possesses requires a Weapon Card or Armor Card. These cards list the attributes of the weapon or armor such as what materials they are made out of, any special properties they have, which character owns them, and how many armor points they are worth.

Other special items such as potions or magical gems may be represented either by a phys-rep or an item tag. An item tag is sometimes used to represent an item instead of or in addition to a phys-rep. Players must have phys-reps for any items larger than the palm of a hand that they carry on their person. Palm-sized or smaller items may be represented by an item tag. Larger items that a player does not have a phys-rep for must remain in a cabin or other appropriate location.

Some item tags may be marked as “Labeled” or “Unlabeled”. If an item is labeled, then the item is known to the individual, as it has been clearly marked on the item in some in-game fashion. However, if an item is not labeled, then the character does not know the contents of the item. For example, if a player finds a potion item tag with the “Unlabeled” keyword attached, the character does not know what the item is and will need to use some in-game methodology to figure out what it is, such as Identify Compound. The player may then “Label” it.

Weapons

Players must supply their own weapons. Remember, all weapons will be inspected prior to being allowed in the game area. This is for safety purposes and will be strictly enforced. If, during game play, a weapon should become unsafe in any way, immediately discontinue its use. Give the weapon to a game director. It will be held until the event is ended, or until satisfactory repairs can be made. The game staff usually maintains a weapon repair kit. You may purchase these repair materials, if they are available, at the Logistics center. Use of an unsafe or unapproved weapon will result in immediate dismissal from the game. For information on constructing your own boffer weapons, please see Appendix B: Weapon & Shield Construction.

Length restrictions listed below are in inches for the overall length (tip to pommel) of the weapon. A weapon may only ever be one size classification.



Weapon Type	Minimum Length	Maximum Length	Damage
Thrown Weapon	1"	6"	2
Bow/Crossbow	36" Bow & 12" Crossbow (Boffer)	72" Bow & 36" Crossbow (Boffer)	2 Body
Unarmed Strike ("Close Combat")*	9"	18"	2
Small Weapon	12"	18" and under	1
Hand Weapon	18"	44"	2 (3 if wielded with 2 hands)
Heavy Weapon	44"	96"	4

*All Unarmed Strike/"Close Combat" boffers must be constructed of white duct tape. To represent "Close Combat" weapons, a player must apply black/gray or similar dark-colored duct tape in a 2-inch band above and below the handle to represent the weapon being held/worn. Alternatively, these can be represented with Latex Dusters held in hand or wearing gauntlets etc. See the skill description for Unarmed Strike for more information.



Armor

In Wyvern Rising, armor gives the wearer protection in the form of Armor Points (AP), and the use of armor can greatly increase the survival probability of a combatant. AP are deducted before your Body Points whenever the wearer takes damage. However, there are skills, prayers, and spells in the game that will bypass a character's armor. All of these effects will be called with the term "BODY" when delivering the effect. For example, someone may use Piercing Strike as a skill when **Attacking** something that is wearing armor. This effect is delivered by the person using the skill, called "Piercing Strike X Body". The X represents the amount of damage this **Attack** does to the target's body. The target would then deduct the X from their Body Points rather than their AP. When the term "damage" is used instead of "body", the X damage would be deducted from the target's remaining AP. When your armor receives damage, you must deduct AP in the order of Armor Priority, i.e. the piece that is Priority 1 takes damage first and Priority 6 takes damage last.

When a new character is created, that character may start the game with armor at no cost to the character. This is considered to be part of the starting equipment for all players. Whenever new armor is brought into the game, the armor must be evaluated by a staff member and the armor tag signed off before wearing the armor in-game.

In order for your costume to provide Armor Points, it must be constructed or be made to look and act like actual armor. However, that is not to say it necessarily has to be expensive. A homemade breastplate fashioned from a metal garbage can, or similar item, is fine as long as it is safe. Anything worn as armor in game should look and wear like real armor. Several non-metal materials, such as EVA foam, are being evaluated to wear as armor. If you are unsure if the material or the construction will qualify as armor, please reach out to a staff member for guidance. Please keep safety in mind when constructing or purchasing your armor. If your armor has sharp, protruding corners, you may need to place a small amount of padding on the corners to prevent them from damaging weapons or injuring people in combat. All studs must be rounded and absolutely no spikes of any kind will be allowed on armor.

The amount of protection provided by armor depends on the location it covers and the material it is made out of. Some examples of each type of armor are listed in the chart below.



Type	Description
Light Armor	Light armor must be of a substantial thickness to be considered armor. Clothing such as a simple tunic or tabard is not considered armor. Examples of Light armor are a cloth Gambeson, cloth Padding, suede leather, and supple/pliable leather. Other approved applications of Light armor will be at the game director's discretion.
Medium Armor	Medium armor is more rigid than light, but need not be fully metal like heavy. This can include thick leather, bone, wood, chain or ring mail, and metal armor backed by cloth or leather (including brigandine).
Heavy Armor	Heavy armor must be mostly made of metal (90%) and can include traditional plate armor, and metal plates, scales, or segments attached to a metal backing (chain) or reinforced with a metal backing (including chain armor worn under plates).

Heavy armor has the highest rating of armor at 6 AP per location and 8 AP for torso. Medium armor has a rating of 4 AP per location and 6 AP for the torso. Light armor has a value of 2 AP per location and no increase for the torso. For example, the torso location has a heavy armor rating of 6 AP for that location. If a character is wearing a piece of heavy armor on the torso, the player is issued a tag for "Heavy Armor, Location 1, 6 AP." When totaling your armor, you should consider each piece of armor separately and then add them together for the total.

The player may choose whether to cover the upper or lower section of a location, or a combination of both. As long as the location has sufficient armor in place, meaning the armor covers about half of that location, the player will receive the full AP for that location. For example, you may choose to wear a pair of greaves that cover the left and right leg from the knee down. This is sufficient to count as fully armored on both the legs. Additionally, Heavy or Medium armor may be stacked with Light armor to provide a combined amount of AP. For example, wearing plate mail over a cloth gambeson is perfectly acceptable and will provide AP for both types. However, stacking Heavy and Medium armor is not permitted and will provide no additional benefit.

Please refer to the Armor Points chart below for each location's Armor Point value.



Armor Points				
Priority	Location	Heavy Armor	Medium Armor	Light Armor
1	Torso Front	8	6	4
2	Torso Back	8	6	4
3	Right Arm Upper/Lower	6	4	2
4	Left Arm Upper/Lower	6	4	2
5	Right Leg Upper/Lower	6	4	2
6	Left Leg Upper/Lower	6	4	2
		40 total	28 total	16 total

Full Suit of Armor

Additional protection is offered when someone wears a Full Suit of Armor.

A character is considered to be wearing a Suit of Armor when all armor locations are covered by both suitable Heavy or Medium armor and Light armor. When a character is wearing a Full Suit of Armor, they also gain the following benefits:

- Immune to **Push/Pull** Effects.
- Converts Body Damage from all **Attacks** into Damage, except for “Force Body” which still bypasses the full suit.



Build Points

Starting Build

Each player receives 24 Build Points to create a new character. Build points are spent to purchase Skills, Abilities, and additional Body. This starting Build, alongside your background and occupations, allow you to create a character that has the flavor and feel of the kind of character you wish to play.

Earned Build

All subsequent Build Points must be earned. There are three ways to earn more Build Points. The first is to attend events. Each weekend event in which your character participates earns you four (4) Build points. All you have to do is show up, play the game, work an NPC shift, have fun, and you will get four Build. The (4) Event Build can be used immediately to purchase Ability Points, or saved and used for learning skills as normal.

Next, you have the opportunity to earn even more Build Points per event by showing good and consistent role-playing. All game directors, and some other designated individuals, will be actively observing the PC's for individuals who role-play damage, and don't break character. These people will be rewarded with Role-Playing (RP) points that can be converted to Build points. Every 100 RP points you receive will earn one additional Build.

Remember, you are an actor and everyone else is your audience. You are constantly being observed and evaluated, so stay in character. Avoid talking about things that do not exist in the game. Conversations about sports and video games are completely inappropriate and break the entire mood of the game.

The third way to receive additional Build Points is through service to the Wyvern Group. Running an event weekend is a lot of work and requires huge amounts of preparation. We are always very thankful for any assistance you can offer, and we will reward you with Service Points (SP). One-hundred (100) SP is equal to 1 Build, and a player can convert up to 400 SP for 4 Build at the beginning of an event. SP will be given for tasks like arriving early to help set up the camp or staying late to help clean up. There are always projects to be done between events as well, such as constructing, cleaning or organizing props and costumes, or preparing character cards and skill tags. The amount of SP awarded will vary with the time and task.

Acquiring Build points for skills and abilities is the most obvious way to advance your character. It is not, however, the only way. If you crave wealth, there are plenty of opportunities to find, earn, or steal money and precious items. You never know when you might find a small chest of coins or jewels while rummaging through an ancient ruin. If you possess a trade or useful skill, you might consider making a living from it.



Sometimes hard work is the best way to pay the bills. Thieving is a possibility if you are so inclined, but if you are caught, justice can be swift and unforgiving.

Perhaps you have the ability and ambition to be a leader of men. You could organize a trade guild or become involved in politics or public life.

There are those, however, who seek only knowledge and self-fulfillment. Some find it in books and scrolls, some in the wild, living wilderness. Some others turn their heads to the Deities for enlightenment. Still others have found paths and spheres not tread by the common man. All these opportunities wait for those who are bold enough, wise enough, or foolhardy enough to seek them. If you play your character consistently and with depth, those of like minds will find you and lead you, or perhaps follow you, to new horizons.



Skills

Skills are purchased with Build Points from the Common Skills list or one of the eight Classes.

Learning Skills

Your character will have the opportunity to spend Build Points on skills that are available within your chosen classes. There are two ways to learn a skill. The first way is to have someone teach you the skill in-game. The person teaching the skill does not need to possess any special teaching skill, but simply have the skill that they are teaching. Once the teaching has been completed, the skill is now written down on your character card along with the build cost and initials of the person who taught you the skill. Any skill taught in this way is available for you to use at the beginning of the next period.

The second way to learn a skill is between events. When you have achieved the prerequisite build total and any skill necessary to unlock a certain skill, you may write the skill you wish to learn on your character card at the end of the event. Your character will spend the time between events learning the skill, and it will be available for use at the start of the next event. Please refer to the AAR guidelines for learning skills in this manner. This process is only available up to Tier 4 skills. Tier 5 and Capstone skills must be learned through role play in-game.

To purchase skills from any Class that is not your Primary Class, you must first purchase the Common Skill “Multiclass” or “Multicraft.” These skills allow you to add more Primary Classes to your character’s repertoire and to purchase skills from them. Once you ‘Multiclass,’ all selected Classes are treated as Primary and there is no restriction on purchasing any skills from among any of your Primary Classes. Skills that are not a part of your chosen classes are not available for purchase, except for skills on the Common Skills list, which are available to anyone at any time.

As a character purchases skills in their Class, they progress through Tiers. A character must purchase two unique skills on a tier to progress to the next tier. For example, any two unique Tier 3 Finesse skills are required to progress to Finesse Tier 4.

Passive Skills

Every class has a series of passive skills that are unlocked as you progress through that class. These skills do not need to be taught. When you purchase your first skill on a tier that has a passive skill associated with it, you receive that passive skill at the same time as the first skill of that tier. For example, if a player were to purchase



their first Tier 3 skill and learn it between events, then the passive would be available at the start of the next event along with the tier 3 skill learned.



Ability Points

Ability points are expended in order to use various skills found within the game. Purchasing ability points is considered a common skill and is therefore available to any character. Energy is used on most classes, but Cleric and Mage classes use Faith and Mana respectively instead. A character may spend 1 Build to gain 2 Ability Points. When they purchase, they select Energy, Faith, or Mana. This will largely affect what types of skills your character will be most proficient at, based on the Primary Classes chosen during play. This may be done up to 30 times. Barring extenuating circumstances stated in other skills, a character's maximum combined "pool" for Ability Points is 60 Points. These refresh each new game and each period change. All skills, spells, and prayers in the game cost between 1 and 5 Ability Points to use.



The Ability Point cost is the same as the Skill Tier, Piety or Gather Power Rank that Skill, Prayer, or Spell is located on. For Example: Vaporize is a Tier 5 Alchemy Skill, so it costs 5 Energy to use, Divine Binding is a Piety 1 Cleric Prayer, so it costs 1 Faith to use, Arcane Strike is a Tier 2 Mage Skill, so it costs 2 Mana to use.

Additionally, anytime you purchase the skills "Multiclass" or "Multicraft", you will have the opportunity to reallocate your Ability points at a one-for-one to any of the three categories.

Below is a description of each of the Ability Points you may purchase:

- **Energy (NRG):** The most common type of ability point. Used to power feats of brute force, acts of agility, manual dexterity, combat prowess, quick-wittedness, and skills at quickly crafting things.
- **Faith (FTH):** A special ability point used by Clerics. This powers Prayers and skills based on harnessing intrinsic divinity, presence of mind, and sheer force of will.
- **Mana (MNA):** A special ability point used by Mages. This powers spells and skills based on harnessing latent magical energies, and represents the raw focus required to shape reality.



Magic & Prayers

Wyvern Rising includes the existence of magical powers, fantasy deities, and religious sects. These were created specifically for game purposes and are not intentionally patterned after any real faith or religion.

Please see the [Magic and Prayers Tome](#) for more detailed information on Spells and Prayers, and for specific spells and prayers lists.

Spells

In the world of Wyvern Rising, ambient magic is a natural phenomenon that is pervasive in all things. Mages use advanced mathematics that draw upon these forces to cast spells and perform rituals. In the Old World of Merdensa colleges and academies are set up to teach those that have an aptitude for the arcane arts. Among the native species of Feragothe mages are rarer, but not unheard of. Magical traditions are passed down from master to pupil in an unending cycle. These mystical traditions are categorized into three Schools: Umbral, Primal, and Corporeal.

Prayers

Nearly all societies place high value on spiritual beliefs, though the nature of those beliefs varies from culture to culture. Religion has been a part of each species' culture since the earliest recorded histories. As the different species matured and began to establish relations with one another, an astonishing discovery was made: the principal faiths of nearly all the peoples of the known world made reference to the same four divine beings. These deities are Diakonoff, Kishar, Oberim, and Icardadoro.



Metaphysical Systems

Enhancement System

In Wyvern Rising, some spells and prayers are labeled as Enhancements. That means that these effects are cast on a target and possibly used later, usually for a beneficial or protective effect. Most Enhancements have a 30-second casting time, which requires **Concentration**. A character may bear two unique enhancements from the Arcane and the Divine, for a total of 4 Enhancements. Should a character attempt to add another enhancement from the same enhancement type, the new effect will simply overwrite the previous enhancement.

Enhancements are always one of 5 categories, Latent, Instant, Armor, Triggered, or Invoked:

- Latent Enhancements last until End of Period or until Triggered or Invoked.
- Instant Enhancements take effect as soon as they are cast for their set duration.
- Armor Enhancements give arcane or divine armor points. These work just like armor points gained from physical armor, but Arcane/Divine armor is always lost first when taking non-Body damage. Arcane/Divine armor does not grant the bonuses of a full suit of armor unless the description says that it does.
- Triggered Enhancements are latent, which means that they are cast and then used later by the target. Triggered Enhancements are always activated or Triggered the next time a condition is met by the target. (ex. **Negate** the Next spell that targets you.)
- Invoked Enhancements are also latent. They differ from Triggered enhancements in that they have an 'invoke to' clause in their effect. The target may choose to Invoke these enhancements whenever certain conditions are met. They may choose to not invoke the first time the condition is met (ex. Invoke to **Negate** a ranged **Attack** that targets you.)

Delivery Method

As with the Enhancement System, there are a few methods in which spells and prayers are released into the game. Though most involve the use of a spell packet, that is not the case for all.

The Delivery method will always be found on the spell or prayer and are always one of 4 categories, Ranged, Touch, Self, Point and Click (PnC):

- **Ranged** spells and prayers require the caster to throw a packet at their intended target. The range is as far as you can throw though, even if at a close range, the packet must leave the hands of the caster to be



a valid cast. As with weapon combat, never aim for the head or groin. For more details, please refer to Combat in the Wyvern Rising Core Rulebook.

- **Touch** requires the caster to make physical contact with the intended target. Unless both players have given consent for physical contact, touch skills are to be initiated with boffer fists or a tap from a packet held in hand.
- **Self** is used when the target of the spell or prayer is the caster themselves.
- **Point and Click (PnC)** delivery is performed by simply pointing a finger at the intended target and calling the spell/prayer with the effect.

Memorization

Mages and Clerics use the same Memorization system to prepare the spells and prayers they will use at the start of the game. Later in this section, you will read about the particulars of how they learn their abilities. (For the duration of this section, the term ‘spell’ will be used for Spells and Prayers.)

Before casting any spells, a character must memorize the spells they wish to cast. This is done by assigning spells to spell slots at the beginning of each game period. A character must assign the spells as close to the beginning of the period as possible. A character must also have access to a copy of each spell they wish to memorize, though they do not have to carry it on their person. Most characters copy their spells and any spells they come across into a spell book, prayer book, or grimoire. A character’s spell book is one of their most valuable possessions, as it houses all of their accumulated magical knowledge.

The player’s character card should have one box titled “Period 1 Spells/Prayers” and one box titled “Period 2 Spells/Prayers.” When a character assigns their spells, they must write the name of the spell and its rank in the appropriate box on their character card. A character may only assign one spell per slot. A character cannot assign higher rank spells to lower rank spell slots, or lower rank spells to higher rank spell slots. Characters may only assign spells to slots for which they meet the Devotion/Knowledge requirements.

When completed, the player must present their spell book (or whatever spell source the character used), and their character card to a staff member. The staff member will then check to make sure that the player has a physical copy of each spell, assigned the spells correctly, and meets the requirements of each spell. If the character meets all the requirements, the staff member will initial the box. Once the box has been signed by a staff member, it is locked and cannot be changed for the duration of the period without the use of special skills such as Meditate and Spell Purge.



Beasts, Monsters, & NPCs

There are many creatures and NPCs that you will interact with. Through these interactions, it is our goal to provide you, our player base, with a vibrant world full of meaningful choices. To help us achieve this goal, we are establishing the following guidelines for the types of interactions you can expect with the various types of creatures that exist in the game world.

Beasts

Beasts are animals that are a part of the Wyvern environment. Their primary role is to provide food and other resources. Beasts may be engaged in combat, but other types of interactions require skills. For example, if a character with the Rancher profession found a bee hive, they would be able to harvest wax and honey from the hive, or maybe even claim it as their own.

Monsters

Monsters are fantastical creatures, many of which, though not all, are hostile. They exist to provide players with meaningful and engaging challenges where they can enjoy using their skills and abilities. Monsters are incredibly varied, including naturally occurring creatures as well as creatures with magical or divine origins. They may be mindless or terrifyingly cunning and intelligent. For game purposes, monsters do not have a **Death Count**.



NPCs

NPCs are the other people living in the world that co-exist with the player base. They may have their own goals and motivations, which may or may not align with yours. NPCs are created using the same creation rules as PCs and follow the same rules regarding death counts and resurrection. At times, due to logistical needs, representing fallen NPC's will may be possible. If you would like to interact with a fallen NPC who is not being represented, please see a marshal or member of staff.



Character Cards

Once you have created a character, you will be issued a character card. Your character card is a record of all of your character's Ability Points, Body Points, Build Points, skills, and Role-Playing Points. When you check in before each event you will be given an envelope with your character card in it, and when you check out at the end of the event you must turn in your character card so that it may be updated. New skills that you have learned, as well as RP that you have earned during an event, are often recorded on the back of your character card.

You must have your character card on you at all times. It serves as a record that you are playing a valid character and are not cheating. We recommend that you keep your character card in a place on your body or gear that you know it will not fall out of. Repeatedly failing to have your character card upon you will lead to a Staff intervention about the issue.



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Creating an effective character is an easy process. You determine what your character will be like and what skills they will possess. Your character's likes, dislikes, attitudes, and ambitions are all of your choosing. A well-designed character will grow and develop with experience as the game progresses. The more thought you put into your character, and the way you portray that persona, will affect the way in which others react to you.

A solid character concept will help you to get more enjoyment from the game and will help the game staff create storylines that are of interest to you. Ask yourself these questions (writing your answers down will help):



- What kind of lifestyle best suits your Character? Combat with weapons; use of magic; familiarity with the forest; espionage and covert activities; science and alchemy; or perhaps a tradesman or merchant?
- What is your Character's view on law and society?
- Do you have strong moral convictions?
- Do you like to go adventuring, or are you content chatting and drinking with your companions in the local tavern?
- Are you a loner, or do you like to travel with a band of companions?
- What are your ambitions – wealth, fame, adventure, power?
- What social class were you born into?
- What are your parents' names? Do you have any brothers or sisters?
- What do your parents do for a living?
- What is the name of the place in which you were born?
- Why have you come to the continent? Or were you born here?

After you are able to answer these questions, we recommend writing a Character History. This is a brief (1-3 pages) biography of your character. This offers the opportunity for you to truly define who your Character is. Your history can take the form of a story, journal, or memories from your Character. It should include the information developed from the questions above, as well as important events from your character's past. Remember, the Character History helps you to develop your Character and assists the game directors in providing stories and plots that may have some special relevance for you.



Step 1: Choose a Species

All Species have a starting Body of 6.

Review the [Species](#) section of the rulebook for descriptions of the various species available. Selecting an appropriate species is extremely important. You must be willing to abide by the costuming and role-playing restrictions that apply to the species you choose. All species start with the same basic options, and each species has a unique Background (discussed below). If you are uncertain what species you want your character to be, or if you are new to role-playing, it may be in your best interest to choose Human, as they have the least intensive costuming and role-play requirements. All species may have access to special skills or other in-world opportunities that may not be available to characters of other species. We reserve the option to restrict the number of characters of any non-human species due to dictates of current plot factors. Additionally, players who show themselves to be incapable of adhering to the costuming and role-playing requirements of a non-human peoples may have their privileges revoked and made to play only Human characters.

Step 2: Choose a Background

After choosing your species, you choose from the list of [Backgrounds](#). Each background comes with a flavor explanation and a mechanical benefit. Any character will receive their species specific background AND may also pick one (1) background from the common list of backgrounds. Each character only gains the benefit of one background total. This is meant to be a small skill or ability that serves to shape the flavor of your character and inform upon their role in the world before entering into the game.

Step 3: Choose a Class

Now that you have chosen your character's species and background, it's time to select the (class or classes) that you will use to survive in a dangerous world. There are four [Adventure Classes](#) (Cleric, Finesse, Mage, and Martial) and four [Profession Classes](#) (Alchemy, Medicine, Mercantile, and Smithing). In order to purchase skills from a class, you must declare that class as a Primary Class. Declaring your first Adventure Class and your first Profession Class as Primary Classes does not cost any Build Points and may be done at any time. At Character Creation, each player must declare one of the eight classes as their Primary Class. Additional Adventure Classes and Profession Classes can be selected via the skills Multiclass and Multicraft found on the Common Skill list.

Step 4: Choose an Occupation

Next, select a starting occupation for your character. Occupations are sets of crafting skills that are each too minor to be classes in their own right, like Professions. There are 10 [Occupations](#) to choose from. At Character Creation, players are required to choose one Occupation at the Apprentice level for no build cost. If you wish to



buy additional Occupations during Character Creation or during play, they can be located on the Common Skills list and are therefore available to any character to purchase. See the Occupations section in the [Crafting Compendium](#) for more information.

Step 5: Choose Skills and Ability Points

It's finally time to select skills and spend your starting Build Points. Each new character starts with 24 Build. Characters are able to use this Build to purchase any skill from any Class they have declared as primary or from the Common Skill list (see [Appendix A: Skills & Descriptions](#)).

Each Class skill list has tiers. Each skill has an amount of Build listed on the skill list. Simply spend that much build at Character Creation to learn the skill. A starting character immediately has access to Tier 1 skills, including skills from the Common Skills list, which are also considered Tier 1 skills. To purchase a skill on any tier above Tier 1, a character must have already purchased 2 unique skills on the previous tier. For example, to purchase the skill Deflect, a Tier 3 Martial skill, a character would already need to possess at least two unique Tier 2 Martial skills.

Once you purchase your first skill on a tier, you also unlock a Passive Skill for that tier. Passive Skills are listed at the bottom of each class skill list. These cost no additional build, but some require choosing among several options. It should be noted that Build may be used at this time to purchase [Ability Points](#). Many skills require the use of Ability Points, so make sure you purchase enough to use those skills.

Step 6: Starting Items and Coin

New characters also get to begin the game with certain items at no cost to the character. This includes starting coins, in-game items that your character would have, clothing, and armor. In general, if you start with a skill that requires an item to function, crafts something, or has a recipe/write-up you'll start with at least one of that item, at least one recipe/write-up and material components to use that skill.

When a new character is created, that character may start the game with armor at no cost to the character. The only requirement is that the player must have an appropriate phys rep on hand to enter the game in order to represent that armor.



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Fei'Tandel

Fei'Tandel are distant cousins of the Vamdrenai. They were first encountered on the new continent of Feragothe in AoC 57. Their technology is ancient and harmonious with the natural world. The Fei'tandel's primordial bond with nature is as advanced and refined as their ancient culture. They see themselves as Kishar's chosen people. They are mostly kind and generous, but their ferocity and unorthodox tactics in combat make them dangerous opponents.

The Fei'Tandel are indigenous to the lands of Feragothe, are especially attuned to the forces of nature, and live in communion with it. They have been known to react strongly in the preservation of all things they feel are natural from the Giver of Life, Kishar. Fei'Tandel populated the densest forests and the most rugged lands, keeping a respectful and watchful distance from the newcomers, the settlers from Merdensa.



the newcomers, the settlers from Merdensa.

Recent History

Since the fall of Saphlaron, much of the centralized Fei'Tandel government has found itself without purpose. The Fei'Tandel's primary inter-tribe organization, The Council of Aerous had always been a loose association in the best of times, but their main goal had always been to exterminate Saphlaron. With that work done, the Council disbanded. In the past 100 years, individual Fei'Tandel tribes have focused on their own rebuilding efforts. They've mostly split into two broad camps, reformation, and tradition. The former advocate for reconciliation with their Vamdrenai and Kaetiff cousins. The latter support maintaining an even greater segregation from the outside world and a return to subsistence ways. Locally, the Plains Tribe favors Reconciliation and the Red Wood Tribe favors Tradition.

Species Advantage

Nature is a way of life. It can kill you and it can save you.

Fei'Tandel are born with a mystical constitution, granted by their synthesis with nature. They receive the innate talent, "Wilderness Survival." Wilderness Survival means their preternatural physiology allows them to eat



plants that would be inedible to other species. They may forage for such foods once per period and consume them as a meal. When a Fei'tandel consumes this, they gain your choice of +5 Energy, Faith, or Mana. They are Well-Fed and heal 2 Body upon consumption. This meal may not be preserved in any way, even as a tagged item.

Costuming Requirements

- Pointed ear tips
- Naturalistic-colored clothing
- Facial Markings/Drawings



Gen'ii

Gen'ii hailed from Merdensa and initially lived in what is now known as Southern Grendon. The Gen'ii are as far from their bearded brethren of legend, being very loyal to familial ties and not being afraid to engage in strategically executed warfare. They were pushed into the Fendenglades around -350 AoC by humans. They lived in the Fendenglades alongside all of its horrors until AoC 76 where they began venturing into Southern Grendon and beyond. Little is known regarding the origination of this species. Hailing from the jungles of Alessandria, Gen'ii have begun their pilgrimage to Feragothe in ever-increasing numbers. Primarily suited for surviving the wilderness, Gen'ii have begun to find their way amongst the greatest of the rangers of Feragothe.



The Gen'ii appear to be half human, half beast. They have an upper torso of a human, but a lower torso and legs covered in brown fur and terminated in hooves which resemble the reverse-jointed hindquarters of a deer. They have elongated ears and also sport a pair of deer-like antlers which sprout from the forehead or just above the hairline. Both male and female Gen'ii have horns. Unlike other cervine species, these horns do not shed yearly. Gen'ii keep their horns all year round, however they have been known to fall off if a Gen'ii becomes sickened or if the horns are damaged. A healthy Gen'ii can regrow lost horns in three to six months. A Gen'ii reaches maturity at about 12 years old and can live to around 60 years of age.

Recent History

Following the apocalyptic events surrounding the Fall of Saphlaron, the Feragothian Gen'ii realized that they needed somewhere for the people to call home. Not well-known for their farming or mining skills, the Gen'ii chose to settle on the western side of Feragothe near the Spine. A short river journey to the east were the settled lands of Feragothe, to the northeast were the Kraald, and directly to the east were the Plains Tribe. This was an ideal location due to the fact that it could offer the needed trade in precious metals and food. The Gen'ii also share a close bond of friendship with the Fei'Tandel of the Plains Tribe. It is even said that a few of the Plains Tribe have accompanied the Gen'ii on the Great Hunt.



Species Advantage

You think the wilds of Feragothe are tough? Try surviving the Fendenglades. Being aware of your surroundings isn't just a good idea, it's a necessity. The dense foliage of the Fendenglades has taught you that anything could be hiding anywhere. As a result, it can be difficult to surprise you.

Gen'ii receive the innate talent "Vigilant" which can be used once per Period. Use of the Skill allows the Gen'ii to **Negate a Flank Attack** by taking up to 3 steps within 5 seconds of being hit, in any direction. The Gen'ii is Immune to Damage while using this Skill until they stop moving.

Costuming Requirements

- Flexible deer, goat, or ram antlers/horns and pointed ears
- Black or brown-colored pants to represent "furry legs". Fur pants (real or faux fur) are optional.



Human

Humans are perhaps the most diverse and adaptable of all the peoples of the world. They have a rich history of involvement in relations with nearly all other cultures. Humans can be found nearly everywhere on the old continent and the new one. Their individual temperaments vary greatly, but as a species they are generally social and tolerant of others. They have a firm grasp of science and magic and have proven themselves on the battlefield. The current era of peace has allowed the Humans to carry on extensive trade with most of the other peoples.

Recent History

The Human civilization in Feragothe changed dramatically after the Fall of Saphlaron. Learning that the native peoples of Feragothe wanted nothing to do with the unwanted expansion into their lands, the Alessandrian nobility surrendered their goals of expanding their Kingdom into Feragothe. Now Humans from both the old world and those born in the new continent co-exist largely in settlements along the Northern River lands. While some still come from the mainland through Anchor Point, more and more are being born in Feragothe.

Content to let the local peoples of Feragothe figure out their own destiny, they have relinquished all of their territory in Feragothe except for the Kingdom's last stronghold of Anchor Point. This bustling harbor survived the Fall of Saphlaron largely unscathed and is now a focal point for the trade to and from the mainland.

Species Advantage

Humans are fond of the saying, "A jack of all trades is a master of none, but oftentimes better than a master of one." Humans gain the innate talent "Jack of All Trades". You may start the game with two free Apprentice Crafts instead of one at character creation, or instead of picking an extra Apprentice Craft, you can take Unskilled Labor.

Costuming Requirements

- Medieval/Renaissance clothing



Kaetiff

The Kaetiff were a subterranean species that desired no contact with other peoples. They are an ancient offshoot of the Elven species. The Vamdrenai claim that some of their number committed themselves to mastery of unholy magic and separated themselves from the rest of the world by creating an underground commune. The mutating effects of the corrupt energies caused an evolution in this small group. When they finally emerged almost two centuries later, to rejoin their cousins, they were rejected and expelled. Their pain and sadness soon turned to hatred and vengeance. They swore to destroy that society, which cast them out, along with any other species who supported that society. Since nearly all other species had friendly relations with the Vamdrenai, they have also become targets for the Kaetiff.

The Kaetiff used subversive and devious tactics to accomplish their goals. They became the masters of covert operations. Because of their heartless nature and deadly vengeance, they were unwelcome by any other species, and often found themselves actively hunted.



Recent History

Modern Kaetiff society has changed dramatically from the days before Saphlaron's fall. During the time that led to the cataclysmic events in Corsotha, the great houses of the Kaetiff were decimated. As a result, almost all the Kaetiff that survived the war surfaced and began living among the peoples of Feragothe. It has been said that one of the great houses that supported Saphlaron have remained steadfast in their traditions and have returned to their ancestral home in the Abyss.

Species Advantage

While newly returned to the surface, most Kaetiff retain some vestige of their previous civilization. The Kaetiff have retained a side effect due to their past affinity to unholy magic, causing them to be naturally resistant to mental effects.

Kaetiff receive the innate talent "Composed". Use of this skill grants the Kaetiff immunity to **Mind-Altering** effects for a short period of time once per period. Duration: 10 minutes



Costuming Requirements

- Pointed ears
- White hair
- Medieval/Renaissance clothing



Kraald

One of the most common misconceptions about Kraald is that they live in huge underground cities. This is actually a misrepresentation of the facts. Most Kraald actually live in large communities, called “Kraals”, near the entrances to their mines, high on the peaks of the Spine of the World. The Kraals support the work that goes on deep within the heart of the mountains. It is also true that most kraals have underground halls adjoining the main public halls and meeting places, but for the most part, private residences are essentially large cabins that extend underground, into the mountainside only about 100 to 300 feet. These Burrowhalls, as they are known, will often contain several families. Some line of relationship is common in these Burrowhalls, as extended families grow, and children are born, and grandchildren get married, etc. It is not uncommon for five or more generations to live within the same Burrowhall.



To further confuse the average person about Kraals living in underground cities, is the existence of the Arstaadt, or “Work Town”. Arstaadts do resemble cities and are very deep underground. They are even continuously inhabited, for the most part. However, they are not permanent residences for most families. An Arstaadt is in essence a base camp for the many mining operations that occur within the largest of the mines.

Recent History

After the Fall of Saphlaron, the Kraald realized that the settlements that were developing along the Northern River would offer them an advantageous opportunity for trade. For reasons known only to the Kraald, they abandoned their home in the western part of the Spine and chose to migrate to a Kraald fortress stronghold located on the eastern end of the Spine. Once there, they expanded the Fortress and adopted the name of Garamont’s Reach after their ancient home. A short distance to the south of this fortress was an area that was very rich in resources. There they opened a very successful mine and founded an Arstaadt called Belegost. People from all over Northern Feragothe go there to trade in precious metals, clay, and limestone.



Species Advantage

“As tough as a Kraald” isn't just a saying, it's reality. Mages and Archers rethink their life choices if they find themselves facing down a Kraald. Renowned for their toughness, it's hard to stop a Kraald who has set their mind to pursuit.

Kraald receive the innate talent “Resilience”. The character can choose to **Negate** any ranged **Attack** that has successfully hit them. After calling this talent, as long as you are moving toward the attacker, you are immune to ranged Damage for 5 seconds. This can be used once per period.

Costuming Requirements

- Must have or wear prominent facial hair along with visible fake beard or fake thick hair braid
- Beads/Braids in Beard (optional)
- Medieval/Renaissance clothing



Lacreatan

Born from the lamentation of the gods, or more specifically, the enduring sorrow of Oberim, the Watcher of Wisdom and Emotion, the Lacrea are a people shaped not by conquest or ambition, but by silence, memory, and reverence. They are descendants of divine grief, shaped in the deepest hollows of the earth where tears once fell like molten rain and cooled into sanctified stone. In deep reflection of Oberim's neutrality and duality, Lacreatans culturally often regard themselves as agender, neither aligned with masculinity nor femininity, but instead existing in a state between and beyond such concepts. They venerate Oberim not as a god to be worshiped, but as a cosmic echo, a witness to all things who neither judges nor interferes.

Recent History

Their civilization once spanned a vast network of subterranean cities. Their ancestral home, Lo'ai, was not just a city but a living elegy, a space where silence held sacred weight and every footstep was part of a shared rhythm. Though their manner is peaceful, the Lacrea are no strangers to war. Beneath the earth, they faced ancient terrors and invaders from both below and above. The destruction of Lo'ai, and their role in both the banishment of the Gheist and the wars against Saphlaron, is a wound they carry in collective silence. Recently, the location of Sanctuary was discovered, a hidden refuge of the Lacreatan people, where they had hid deeply from the world at large after the destruction of Lo'ai. This combined with the return of the Galgeon Nym'Phalel has brought the Lacreatan people back into the light of the world.

Species Advantage

The Lacreatan are blessed with a tough rocky appearance that helps protect them from the dangers found underground. Underneath that rough exterior is one of studious or religious nature?

The Lacreatan receive the innate talent "Transcendent Physiology" which grants an additional Background (Acolyte or Academic), +5 natural armor per event, and the ability to call upon a prayer. You also select a single Piety 1 prayer that you may cast once per period without casting Faith. If you pick Acolyte, the god of the prayer must align with your Boon.

Costuming Requirements

- Rocky appearance on face. (Half Mask, Prosthetics, Textured Paint, etc.)



Oelyte

Physically, Oelytes have avian characteristics. Patches of feathers are found on their bodies, most often on the face, around the eye orbits, shoulders, and around the joints of the appendages. The hue of these feathers varies greatly. Most, but not all, have a residual beak-like structure near the mouth that varies in prominence. Aside from these features, Oelytes have the usual hominid build and stature, including prehensile digits and four distinct limbs. Their young, which are reared from eggs, mature quickly. They attain intellectual maturity around the age of five, at which point they enter their first apprenticeship. They reach physical maturity shortly thereafter, around age ten. These avian people strive to make the best out of every hour they are given. Any intellectual discourse is considered to be time well spent in the eyes of an Oelyte. Due to this, and to the constant irritation of the Oelytes, the other species share a common saying that goes, “Don’t speak to the beak unless you’ve got a week.”



Recent History

Oelyte culture did not change drastically after the Fall of Saphlaron. They continued to hold the pursuit of academic excellence as their defining characteristic. They consider the founding of the library in St. Manton’s Monastery, as their crowning achievement in the new world. Of course, they were not actually founders of the library, as it was the Oberim clerics that brought most of the knowledge to the catacombs below the monastery. In fact, they have almost nothing to do with the current administration of the library, but from their perspective, “it is a replication of the library of Academos that couldn’t have been possible without such an exemplary model of achievement from which to draw upon.” Some say that they are currently developing a “Board for Cultivation of Inter-Cultural Relations Through Proactive Diplomacy” as their next substantial contribution to a civilized Feragothe.

Species Advantage

Hailed far and wide as the greatest Academics that the world has known, Oelytes prize the power of knowledge above all things. And you are no exception. You have dedicated a great many hours to the expansion of your



mental faculties. Not to harm or impede someone, but to teach them. The greatest gift is that of knowledge, after all. While not all Oelytes experience this level of mental development, you have, and it has given you the power to share your knowledge with others using nothing more than your own mind.

Oelytes receive the innate talent “Psychotransfer”. With this unique mental discipline, an Oelyte may instantly impart the knowledge of a single skill to any other person. This avoids the usual time requirement for learning a new skill. Additionally, the recipient of this skill may use the skill transferred immediately. The Oelyte must place their hand on the students' forehead to use this skill. This can only be used for teaching skills to others, and does not allow the Oelyte to instantly learn skills. Psychotransfer cannot be used on Tier 5 or Capstone skills. Oelytes can also use meditative recall when scribing documents that they have already read. This skill allows the Oelyte to scribe an exact copy of that document within one hour of seeing the original document. Documents such as scrolls, prayers, and recipes may be copied in this manner but are considered plain text.

Costuming Requirements

- Birdlike features with optional beak
- Feathery eyebrows



Sethen

The term 'Sethen' originates from an ancient dialect of this reptilian people. It is derived from S'Hs'The'en, which meant 'the brotherhood' or 'clan gathering'. Ts'Shan'The'en is the spiritual and cultural center of Kibrokoken and is remotely located within the jungles and mountains of that region. The Sethen are a reptilian race with lizard-like features. Their skin is scaly and ranges from green to brownish in color with other more vibrant colors popping up in some clans. Most clans have a Sens'sa, a wise mystic, that helps tend to the needs of the clan physically with medicine, sage advice, and through other means such as skilled crafting providing for the clan. The Sethen culture holds personal honor and courage in very high esteem. While worship of the other deities is by no means forbidden, Diakonoff is viewed as the most noble patron of the Sethen people. Sethen culture is dominated by the Hs'The'en Council, led by the S'shan, the Sethen King. Leadership of the great houses, and the corresponding seat on the Council, are coveted positions that only the strongest can achieve and only the wisest and eldest can maintain.

Recent History

The Sethen have been largely absent from the workings of Feragothe, preferring to safeguard their homelands. Recently the Sethen Selvo Rau th'deen, Governor of the Archipelago District has taken a keen interest in the workings of Feragothe. Rumors abound of a Grendon Warlord that serves as the mad-dog of the Governor, and Sethen soldiers bearing the red and blue tabards of Rau th'deen, have been spotted patrolling parts of the mainland, though no one seems to know exactly the location of their outpost. Local news reports and sightings of Selvo's soldiers in and around Wyvern's Crossing indicate they may be drawn there by rumors of a renowned Sethen craftswoman, a Sens'sa, in the area.

Species Advantage

The Sethen are born with hardened scales upon their bodies which are particularly thick around the forearm and hands. This combined with sharp claws and the ability to produce and lob a poisonous spittle has given them the advantage needed to survive the harsh landscapes of Kibrokoken.

The Sethen receive the innate talent "Reptilian Physiology" which grants Claws (Unarmed Strike) and the ability to Block with them, +5 natural Armor per event, and Poison Spit which deals 2 Poison with a packet and is usable once every minute.

Costuming Requirements

- Scaled/snake like appearance on face. (Half Mask, Prosthetics, Textured Paint, etc.) Any real life snake or lizard's coloration is an acceptable color palette.



Uruk'eald

The harsh climate and surroundings have molded the Uruk'eald into a very strong, brawny species. They are not, however, brutish in intellect or emotion. All Uruk take pride in the skills of their trade, whether it is a technical skill such as boat or weapon crafting, or the art of warfare or influence. Personal achievement ranks high among the Uruk'eald values. Due to this, elder Uruk who have accomplished much are well respected by all Uruk'eald. While the clans lack any real written history, their culture is preserved in spoken epics and poems. Every clan has a Skald, which serves as their historian by remembering, creating, and passing on the legends of the tribe in the form of epic tales and poems. Deeds are also recorded by carving picture stories into Dwar stones, which then adorn the clan halls. While very few Uruk survive to see their 40th year, their greatest legends and heroes have lived to see a century go by. So few, in fact, that their longevity is unknown, and they claim that only the idle die of old age.



The traits that have enabled Uruk to master the seas make it difficult when encountering other peoples. As most of all species have fallen prey to Uruk'eald raiding parties, the Uruk are considered to be a general menace. The Uruk tend to think all others weak, either of will or body, and respect few. They are often strong headed and strong-armed in their dealings with other species. The only exception to this general malevolence is found between the Uruk and the Setheren. Both seem to reluctantly respect one another for their combat prowess and honor codes. Uruk tend to appear very boisterous to other species, as they often talk in a loud voice. The true reason for this behavior is that Uruk believes mumbling to be a sign of weakness.

While no Uruk have been allowed to inhabit the mainland of the Old World, a few raiding crews have created small smuggling operations all over Feragothe. Their presence on Feragothe has generated a mixture of responses among the colonists. While their cold ethics could be disabling to the locals, their doughty nature and skills as warriors may greatly aid the people of Feragothe.



Recent History

The Uruk'eald have taken advantage of the Merdensan political exit from Feragothe by settling in a region to the east at the end of the spine known as Uzd'Rokh. Here they build great warships and trade fleets that sail up and down the coast trading with other settlements of Feragothe. It is said that the Uruk'eald trading fleets are the only ones who have knowledge of New Derthaven's location and are the exclusive trade partners with the Derthans. They also have a very lucrative river fleet that moves cargo all throughout the northern part of the continent.

The Uruk have not forgotten the Merdensan attitude towards their species. They were not fit to have a settlement on the mainland. Merdensan politics essentially exiled them to an island home. When Feragothe became ripe for settling, the Uruk'eald, with their usual over the top humor, built a wall from shore to shore that keeps the other peoples of Feragothe exiled off of "their part of the mainland." Many a good tale is told of the Uruk'eald taunting the other species from atop the wall as they try to find a way to barter goods with the reclusive settlement.

Species Advantage

The Uruk'eald life is far from easy, but that has made you stronger than most.

Uruk'eald receive the innate talent "Brute Strength". Uruk'eald can naturally amass muscle quicker and easier than others. This allows the character to **Push/Pull** objects or people (willing or **Helpless**) of human size up to 5' horizontally, or carry up to two people. Other uses require staff's approval. This stacks with other Strength skills. This adds 1 to your strength modifier when calculating **Push/Pull** distances or carrying bodies, and the character may deal +1 Damage with all melee **Attacks** and Thrown Weapons.

Costuming Requirements

- Green face paint or green half-mask
- Fangs/Tusks (optional)



Vamdrenai

Vamdrenai are perhaps the most ancient of all species. Their history and legends extend back for millennia. Because of this long and bright history, they view themselves as the most civilized culture. To them, all the other cultures are crude and unenlightened. Vamdrenai have an unusual aptitude for the use of magic. They claim it is because they have evolved into a higher state of consciousness. Other people just think they're arrogant.

The Vamdrenai live in rather large, fairy-tale looking cities that are mostly located on the northern and eastern shores of Merdensa. This has made them the prime target for Uruk'eald raids over the centuries. The cities themselves tend to be centered around tall spires, which were originally created as centers for magic and education.

These "Vamdrenel", or literally "people's life", also took on a very important secondary function. The tall towers next to the ocean provided the Vamdrenai with advanced warning of Uruk'eald raiding fleets. Although in recent years the raids have become less common, they still occur. The Uruk have learned, however, that the Vamdrenai are not as easy a target than they once were. Still, you would be hard-pressed to find a Vamdrenai who feels fully comfortable around the Uruk'eald, if not altogether distrust them.

Recent History

Spells changed after the Fall of Saphlaron. They just didn't work the same. Sometimes they didn't work at all. Vamdrenai banded together in Feragothe to aid the Mages of the continent in rediscovering the art of spell craft. To this end, they formed a settlement south of Vonenberg called Vinyamar. It was here that the Mage Guild was created, and all the Feragothian Mages could come there to learn the magic arts.

Species Advantage

From the beginning, Vamdrenai have shown a natural affinity to magic.

Vamdrenai receive the unique Cantrip "*Magic Missile*": This allows them to throw a packet that deals 2 Magic once per minute. You may also pick one rank one spell from any of the three schools of magic and cast that spell without Mana cost once per period.



Costuming Requirements

- Medieval/Renaissance clothing
- Pointed ear tips



Vivallen

The Vivallen of Feragothe are a rough and rugged species. They bear a resemblance to Humans, although they are generally more muscular and less concerned with physical appearance. The Tribe provides the primary distinction between different groups of Vivallen peoples, and each Vivallen heeds his own tribal identity and customs. The tribe is led by a Chieftain who obtains leadership through physical strength and his ability to rally strong supporters. He may continue to lead his tribe well into old age, as long as luck is on his side, and he is able to command the respect of the younger warriors. If a number of young Vivallen rise up to take leadership, however, the older leaders and their supporters are often overpowered, and the cycle begins anew. This is only considered fair in a land where the survival of the tribe is seen as dependent on the strength of each Vivallen, the Chieftain being the strongest of all. Occasionally this leader may employ elder individuals as advisors in a sort of loose council system, but the Chieftain always reserves the final word on the fate of the tribe.



Recent History

The Vivallen of Feragothe suffered the most during the Fall of Saphlaron. The armies of Saphlaron's Unholy left no area of Feragothe untouched. The Vivallen, living in so many small villages by tribe and separated by several days of travel, fought as savagely and bravely as their history would suggest, but unfortunately, the small villages did not have enough strength to survive intact after the unholy rampaged through. This left the Vivallen without their tribal villages that they called home, and scattered them to the winds. Whether working in taverns as hired muscle, or joining local militia as mercenaries, the Vivallen now make their way by assimilating themselves into the settlements of Feragothe. Rumor has it that a tribe far to the north, above the Spine, survived the rampaging armies and has even built a settlement near the Uruk lands.



Species Advantage

From the beginning, the Vivalen were known to be tough. They were bigger, stronger, and able to shrug off blows that would cripple someone else. Pain and struggle was a way of life. Even now, you still carry a portion of that trait. Of course, once the battle rage subsides, you realize that maybe you should see a healer.

Vivalen receive the innate talent “Mind Over Matter”. If you don’t mind, it doesn’t matter. You may ignore the effects of any **Broken** or **Maimed** limbs, being “Wounded”, and **Mind-Altering** effects for the duration of this skill. May be used once per period. Duration: 3 minutes.

Costuming Requirements

- Fur clothing
- Facial Markings/Drawings (not Tribe specific)





Backgrounds



Before the adventuring bug decided to invade your existence, you had a life, right?! You didn't just walk into this world as an adult. Well, maybe *you* did. But most people didn't. There was a whole period of time spent doing stuff in and around your life before the daring adventurer in you decided to stretch its legs. Maybe you wandered the town looking for a quick coin, or maybe you spent your free time down at the docks, learning the sailor's life. It's you. It's your thing. And it definitely taught you something. Put your knowledge to good use. After all, a good background can really have its advantages.

Academic

The smell of leather-bound paper. The allure of some forgotten tome in a dusty section. These are a few of your favorite things and, as such, you spent your time in libraries and other repositories of knowledge. This has made you rather adept at finding the information you seek.

Advantage - Use of this background requires your Story AAR action or is used in conjunction with *Research/Alchemic Experiment*. Your character is more likely to find information during their AAR when using a library or other repository of information. This provides +1 Progress towards the *Research* topic or an *Alchemic Experiment*.

Acolyte

The classic kid taken in by the benevolent Priests at the local church, you have successfully avoided rolling the dice out on the streets. You aren't sure why you were sheltered from birth, perhaps it was a lucky chance that put you in the path of the Priests. Or maybe it truly is the Gods' will. Maybe you are destined to fulfill some higher purpose. Hard to say, but you do know that you are grateful to the church that took you in. You know your ways around the faith, and can even ask the Gods a small favor or two. Nothing like the prayers of the truly faithful, but more than the average lay person.

Advantage - Player may choose one of the following specific boons from one of the Gods for this character. Each boon is one use per period.



Boon	Description
Anima of Life (Kishar)	Allows the character to extend the First or Second Stage of the target's Death Count by 1 minute. Range: Touch
Anima of the Fearless (Diakonoff)	This removes the effects of Fear or the Interrogation skill from the target. This does not grant the target the use of Courage. Range: Touch
Anima of Woe (Oberim)	Once per period, throw a packet that delivers Exhaustion to the target for 10 seconds. <i>The target is overcome with depression.</i> Range: Ranged
Anima of Bloodlust (Icarodoro)	Allows the character to swing +1 Fire on the next three melee Attacks . Range: Personal

Apothecary

Whether you were an herbalist's apprentice at a young age, or you were just the kid who would eat the weird mushrooms on a dare, you've been exposed to small amounts of toxins from a young age. Your work dabbling with poison has left you with a limited tolerance to poisonous agents.

Advantage - Player receives the innate talent Resist Poison. This allows the character to **Negate** the first instance of Poison or Poison Damage that affects them. Usable once per period



Bar Fly

What started off as just somewhere to get off the streets, turned into a lifestyle. There is just something about the atmosphere of a crowded tavern that calls to you. The raucous laughter and rowdy crowds singing along with their favorite bard feel like the comforts of home. While some folks might call you the town drunk, the



regulars call you their favorite drinking buddy. You pick up odd jobs here and there to make enough coin for the hours spent sidling up to the locals and this pub or that tavern. Your tolerance for alcohol is legendary. You know that a stiff drink always helps wash away the problems of the world.

Advantage - You do not suffer the negative effects of being drunk, but still suffer the effects of being Blacked-Out. See Core Rule Book: [Carousing](#) for further information.

Capitalist

For some folks, things are bought and sold in a simple transaction. Coins change hands and the person has what they came for. Not so in your world. It's not enough to simply sell an item. No, no, no. You can sense someone's need for an item as easily as if they wrote a sign and pinned it on their chest. For you, turning a profit is everything, and you are good at it.

Advantage - Once per Shopping AAR, you may buy up to 1 Gold worth of Common goods/materials at wholesale store price.

Courier

Life on the road! For you, nothing says "home" like sleeping under a wagon. From the crisp autumn air in the morning to the smell of campfires at night, you love it all. But it's not all glitz and glam, though. Getting from point A to point B in the shortest amount of time possible, while avoiding the ne'er-do-wells that lurk behind every bush and bramble along the way, takes skill. Not to mention learning all the shortcuts between this place or that. Bottom line, the roads of the world are vast, and you've always been well suited to travel on them.

Advantage - All travel times on established roads are halved when traveling alone. Due to your frequent travel, you have eyes, ears, and feet on the roads. During any Story AAR, you can use your background to learn a rumor or deliver a written message to a location that you've been to before.

Forager

You know that kid that is always out in the woods or fields picking herbs, flowers, and mushrooms? Yeah, that's you. For whatever reason, you had to gather stuff. The more obscure the item was, the more you had to find it. It is what it is, but either way, an excessive accumulation of items, regardless of actual value, occurs.



Advantage - When Foraging for common materials from the Agriculturist or Hunter occupations, or from the Alchemical Foraging table, you receive 1 additional common material of the same type per gathering.

Entertainer

From the first time that you saw a puppeteer put on a show for the urchins in the streets, you were enthralled with how the entertainer captivated the audience. You joined your first road show at a young age. Working the crowds for coins and listening to the other thespians practice their arts, you picked up a few things. You have learned the tricks of the trade from the humble bards in a back water tavern all the way to the master thespians performing in royal courts. While never having the success of the greatest showmen, you plied your trade, knowing that people will always require a distraction from the troubles of day to day life. You are more than happy to provide them with a brief respite.



Advantage - You begin the game with an additional 4d10 copper as starting coin. You may also take an additional action during an AAR to gain 2d10 additional copper, plying your trade.

Gourmand

Working in the back of a kitchen at the local tavern, or your family really liked to eat well, cleaning your plate was never a problem. Your family always joked that you have two hollow legs to put it all. Truth is, you just have a high metabolism and are always hungry. In order to get a full belly has always meant double portions for you

Advantage - The character may consume a single additional Meal per period and gain its effects when they are already Well-Fed.



Initiate

Lights spinning around in the forest? Yes, please. The stories that surround the creatures of the arcane realm have always fascinated you. You sat in rapt attention as the elders spun wonderful tales of mystical lights flitting around the world. You can't count how many times you hid in the branches of a tree or the eaves of a rooftop just to get a glimpse of these creatures. You would hang around the Apothecary in the hopes that some Mage would ask you to carry their pack while on their next adventure. Whether you saw a Fey creature up close and personal or watched the interaction between a Mage and a summoned one, for you, they are as real and as natural as the house you grew up in. Because of this, you have found yourself with an innate connection to the magics that make up our world.

Advantage - The character may have up to two lesser glyphs active at the same time on their person. See Magic and Prayers Tome: Glyphs for further information.

Laborer

Ah, the simple life. There is just something about the satisfaction of completing a hard day's work. Where other people see monotony and toil, you see calmness. "The hardest job is the one not started" is your favorite saying. The simple life of a common laborer is what you have always known. Everyone knows that you will do any job and do it well. And that hard work and humble existence has taught you how to make the most out of the odd jobs you've found yourself working.

Advantage - Grants an additional 15 copper when using the skill Unskilled Labor, an additional 30 copper when using the skill Skilled Services, and an additional 45 copper when using the skill Professional Services. When used during a Crafting AAR.

Medic

With nerves of steel, when someone is injured, you respond. From running bandages for the local Doctor, to pressing on a wound when an extra pair of hands are needed, blood doesn't make you squeamish. It's a calling, some say. For you, it's just simply not an option. You got this.

Advantage - When you use a Surgeon's Kit, it has 15 uses per kit instead of 10. If you hand the kit off to any other player, it instantly loses 5 uses. The character also starts the game with a single Surgeon's Kit.



Medium

Of course, spirits exist. You can see them. More importantly, you can communicate with them. Your imaginary friend from childhood? Yeah, not so imaginary once you got the Priest to believe you. Now everyone comes to you when someone close to them passes on. It's all well and good to let them know that their loved ones are at peace. Until you tell them that their wayward family member died in a troll cave somewhere close by, that is.

Advantage - Your character can see spirits in orange headbands and may communicate with them verbally. A spirit can only speak one 10-word sentence to you. This sentence may not be repeated, so make sure you are paying attention.



Minor Noble

You might be the distant cousin, twice removed, of a Duke somewhere, but they probably don't even know you exist. But the locals know who you are and your family's history, even if the powerful Nobility does not. Your name doesn't carry a lot of weight in the Royal court, but it can get you an audience with the Duke. Mostly, your family name will keep you from being tossed in lockup simply by being near a crime. Rank has its privileges, right?

Advantage - Your character may begin the game with a patent of Nobility and a family heraldic crest (or equivalent for your species.) Your name also carries weight in some courts and kingdoms and can sometimes help in AARs.

Naturalist

You've always had a way with woodland creatures. You can make a deer come and eat right out of your hand. Birds seem to sing you little songs in the morning. Even more predatory animals like wolves and ursine seem to show you a certain amount of mutual respect.



Advantage - You gain one use of the skill Calm Animal per period. Target one Beast and role play for a Non-Vocal Three Count to make the creature **Charmed** to you. While **Charmed**, the Beast becomes non-aggressive to all others unless **Attacked** by them. Point-and-Click. Duration: 5 minutes.

Outlander

The noise, smells, and atmosphere of city life makes you uncomfortable. You don't mind a quick trip through the cramped city environment to visit the smith, but that's about it. A night spent at the tavern is your idea of torture. Open sky with the wind in your face feels like home. This way of life has made you sensitive to the things moving around you. Some might call it paranoia, you call it smart. After all, who knows what that sound is from behind that tree? Oh wait, you do. Bottom line, you are a nomad and proud of it.



Advantage - Player gains one use of Courage per period. Note: Courage is successful only when countering "**Fear**". Courage does not work when countering skills using the keyword "**Terror**".

Sailor

The gentle rocking of the ship beneath your feet, the beautiful stars at night, and even the thrill of an oncoming storm are things that get your blood pumping. While you might not have the wanderlust that most sailors have in abundance, you still find that your spare time is spent on the docks or taking a short berth as a deckhand for some coin.

Advantage - You may work as a deckhand between events. Passage involving river or sea travel is always available if you choose to work off the travel time. Deckhanding is chatty work. During any Story AAR, you can use your background to learn a rumor or lead a small group in working off travel time on a ship as well.

Streetwise

Not born into a rich merchant's life? Didn't have the cushy life of a minor Noble? Well, join the crowd. Or, in this case, the shadows around the crowds. The simple fact is that you probably had a lot of time on your hands.



Left to your own devices, you wandered the streets and got to know them. Maybe you grew up a street urchin, or maybe you just had absentee parents. You are dialed into the “Who’s who” on the streets. The shadier side of life has always been a draw for you, and living on the other side of the law has given you a look through the window into the inner workings of the criminal underworld.

Advantage - You receive a +1 bonus to Crime skill checks.

Veteran

You were conscripted at an early age. You learned the esteemed art of latrine duty, the prestigious path of shining boots, and yes, you even earned an approving nod for your skill at peeling potatoes. Over time, you gained your place in the ranks of the town militia or city guard. Maybe even with a mercenary company that gave you promises of fame and fortune. Regardless, you are no longer a novice of the soldiering arts. You still maintained contact with some of your old acquaintances from your glory days, and that has its perks. Once a soldier, always a soldier.

Advantage - You can visit the local barracks when visiting a town or city and have your arms and armor repaired at a cheaper rate (25% discount). Also, the local sheriff might be willing to give you the benefit of the doubt on occasion.



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Classes

Gulf
of
Torgos

The
Fendenglade

Sha H' hKoor



Adventuring Classes

Cleric

People devoted to one of the Gods, or at the very least to their ideals. Those who walk this path worship one or more of the four Gods directly, Diakonoff, Kishar, Icardadoro, and Oberim. These faithful followers are able to invoke miraculous prayers that seem almost magical to the uninitiated. They also have the ability to perform holy rites that will invoke the name of their God(s) to provide a much broader effect. Some choose to find their own path of righteousness through the path of the zealous templar or the selfless martyr. Legends say that there were once people burdened with glorious purpose for these tasks by the gods, but in recent years, any who dedicate themselves and believe are able to perform minor miracles through Faith alone in their hour of need.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Detect Unholy	-	Faith
Devotion - Primary	-	Continuous, Knowledge
Devotion - Secondary	Devotion - Primary	Continuous, Knowledge
Martyr's Healing	-	Sacrifice
Minor Rite	-	Continuous
Piety 1	-	Continuous, Period, Faith
Turn Undead	-	Faith
Tier 2 (4 build each)		
Anoint Vigor	Martyr's Healing	Sacrifice
Challenge	-	Faith
Divine Strike	-	Faith, Melee/Ranged
Piety 2	Piety 1	Continuous, Period, Faith
Reprieve	-	Faith
Standard Rites	Minor Rites	Crafting, Continuous



Unshakable	-	Faith
Scribe Prayer	Minor Rites	Crafting
Tier 3 (5 build each)		
Bulwark	-	Faith
Interpose	-	Faith
Piety 3	Piety 2	Continuous, Period, Faith
Sacrament	Martyr's Healing	Sacrifice, Faith X
Sacrificial Healing	-	Faith
Vestment	-	Personal, Faith X
Willpower	Unshakable	Faith
Tier 4 (6 build each)		
Divine Shield	Vestment	Faith
Faith Blade	Divine Strike	Faith
Greater Turn Undead	Turn Undead	Faith
Instill Confidence	-	Faith
Major Rites	Standard Rites	Crafting, Continuous
Piety 4	Piety 3	Continuous, Period, Faith
Purge Poison	-	Faith
Sanctuary	-	Faith
Tier 5 (7 build each)		
Defy Injury	Willpower	Faith
Donate Life Force	Sacrament	Sacrifice
Faith Shield	Divine Shield	Faith, Shield
Holy Mantle	Vestment	Faith
Piety 5	Piety 4	Continuous, Period, Faith
Shared Blessing	Vestment	Faith
Tier 6 (10 build)		
Divine Coronation	*See Staff*	Capstone



Passive Skills		
Tier	Skill Name	Type
Tier 2	Sense Divine, Litanies	Continuous
Tier 3 (Choose One)	Efficient Scribe	Crafting, Continuous
	Obstinate	2 per Period
	Martyr's Grace	Continuous
Tier 4	Signature Blessing	Continuous
Tier 5 (Choose One)	Invocation of Will	Continuous
	Aura of Courage	Continuous
	Indomitable	1 per Period



Finesse

Scouts, scoundrels, and swashbucklers make up this class of adventurer. In combat, they often find themselves on the periphery, using hit-and-run tactics to pick off enemies with quick strikes from knives, arrows, and the like. These adventurers are often known for their acrobatics, speed, and flexibility. Away from the battlefield, many of these adventurers are as limber with their tongues as they are with their bodies, inspiring, charming, and coercing with gilded words. While many on the path of finesse find themselves involved on the wrong side of the law, criminal entanglements are not mandatory for these adventurers.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Aim 1	Bow or Thrown Weapon	Ranged
Backstab	-	Energy, Flank, Melee/Ranged
Cheap Shot	-	Energy, Melee/Ranged
Escape	-	Energy
Goad	-	Energy
Inspire	-	Energy
Feat of Dexterity I	-	-
Surefooted	-	Energy
Tier 2 (4 build each)		
Assail	Backstab	Energy, Flank, Melee/Ranged
Feat of Dexterity II	Feat of Dexterity I	-
Dodge	-	Energy
Keen Sense	-	Energy
Kneecap	-	Energy, Melee/Ranged
Pocket Sand	-	Energy



Provoke	Goad	Energy
Tier 3 (5 build each)		
Envenom	-	Continuous
Aim 2	Aim 1	Ranged
Bind	-	Energy
Duelist	-	Continuous
Feint	Backstab	Energy, Melee/Ranged
Master Florentine	Florentine	Continuous
Piercing Strike	-	Energy, Flank, Melee/Ranged
Feat of Dexterity III	Feat of Dexterity II	-
Waylay	Backstab	Energy, Flank, Melee
Tier 4 (6 build each)		
Combat Sense	-	Continuous
Dispatch	-	Energy, Melee
Encore	Inspire	Energy
Interrogate	-	Mind-Altering, Energy
Hamstring	Kneecap	Energy, Melee/Ranged
Quick Shot	Aim 2	Energy, Ranged
Feat of Dexterity IV	Feat of Dexterity III	-
Trick Shot	-	Energy, Ranged
Tier 5 (7 build)		
Aim 3	Aim 2	Ranged
Assassinate	-	Energy, Flank, Melee/Ranged
Disengage	Escape	Energy
Evade	Dodge	Energy
Invigorating Presence	Encore	Energy
Feat of Dexterity V	Feat of Dexterity IV	-
Silver Tongue	-	Energy
True Strike	Piercing Strike	Energy, Flank, Melee/Ranged



Tier 6 (10 build)		
Uncanny Talent	*See Staff*	Capstone

Passive Skills		
Tier	Skill Name	Type
Tier 2	Flank 1, Skirmisher	Continuous
Tier 3 (Choose One)	Uncanny Dodge	Continuous
	Defuse	
Tier 4	Flank 2, Signature Talent	Continuous
Tier 5 (Choose One)	Nightprowler	Continuous
	Embolden	



Mage

Those who tap into the secrets of the universe and bend incomprehensible energies to their will. Mages gather power from the plane itself through foci called wands and coalesce it into spells made of one of the schools of magic. The schools are Corporeal, which deals with living and dead biological matter, Primal, which deals with elemental forces and nonliving matter, and Umbral, which deals with esoteric energies and the concepts of light and shadow. In addition to drawing magic through more simple foci, some mages draw magic through elaborate structure and materials to perform Ritual magic. There are dedicated enchanters who create persistent magical constructs like glyphs, scrolls, runes, wands, and even the artifacts of legend. Some also forge a unique bond with a weapon called a Brand to use that weapon as a specialized tool for their spell works. It's said that these are powered by a 4th school of magic, whose other secrets are lost in the modern age. All forms of magic take a great amount of discipline and mental fortitude. The path to knowledge is not for the faint of heart.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Arcane Knowledge - Specialty	-	Continuous, Knowledge
Arcane Knowledge - General	-	Continuous, Knowledge
Arcane Tool Crafting	-	Continuous, Crafting
Arcane Warrior	-	Brand, Continuous
Channel Energy	-	Continuous
Gather Power 1	Arcane Knowledge - Any School	Continuous, Period, Mana
Tethering	Arcane Warrior	Brand, Latent-Triggered, Mana
Tier 2 (4 build each)		
Arcane Strike	Arcane Warrior	Brand, Mana
Charge Wand	Arcane Tool Crafting	Crafting, Continuous
Create Scroll	Arcane Tool Crafting	Crafting, Continuous
Formal Rituals	-	Continuous, Period



Gather Power 2	Gather Power 1 (2), Arcane Knowledge (2)	Continuous, Period, Mana
Inner Voice	-	Mana, Latent-Triggered
Inscribe Glyph	Arcane Tool Crafting	Crafting, Continuous
Silence	Arcane Warrior	Brand, Mana
Tier 3 (5 build each)		
Focus Power	-	Continuous
Fracture	Arcane Warrior	Brand, Mana
Gather Power 3	Gather Power 2 (2), Arcane Knowledge (3)	Continuous, Period, Mana
Inscribe Rune	Inscribe Glyph	Crafting, Continuous
Linked Minds	-	Mana
Siphon Mana	-	Continuous, Sacrifice
Unravel Spell	Gather Power 2	Mana
Tier 4 (6 build each)		
Empowered Rituals	Formal Rituals	Continuous, Period, Mana
Gather Power 4	Gather Power 3 (2), Arcane Knowledge (4)	Continuous, Period, Mana
Improved Glyph	Inscribe Glyph	Crafting, Continuous
Mana Coating	Arcane Warrior	Brand, Mana
Redirect Spell	Unravel Spell	Brand, Mana
Tier 5 (7 build each)		
Arcane Efficiency	Arcane Tool Crafting	Crafting, Continuous
Backlash	Redirect Spell	Brand, Mana
Create Artifact	Charge Wand	Crafting, Continuous, AAR
Gather Power 5	Gather Power 4 (2), Arcane Knowledge (5)	Continuous, Period, Mana
Mystic Blade	Arcane Strike	Brand, Mana
Tier 6 (10 build)		
Ascend: Archmage	*See Staff*	Capstone



Passive Skills		
Tier	Skill Name	Type
Tier 2	Classify Ambient Power, Cantrips	Continuous
Tier 3 (Choose One)	Mystic Flurry	Brand, 2 per Period
	Spell Purge	Continuous
	Frugal	Continuous
Tier 4	Signature Magic	Continuous
Tier 5 (Choose One)	Unbreakable	Personal, Latent-Triggered
	Twin Cast	Mana, 1 per Period
	Meticulous	Continuous



Martial

There have always been people who have made their livelihood fighting. Some even say it's the second-oldest profession. Disciplined soldiers fighting in a shield wall, savage berserkers charging through their enemies with a pair of axes and powerful warlords commanding the battlefield from the end of a halberd all fall into this class of adventurer. What their skill set lacks in diversity, it makes up for in ferocity. These adventurers are the absolute best of the best in a knock-down drag out battle. One well-trained warrior could meet a group of brigands or beasts on equal footing and turn the tide of a whole battle with the single swing of a sword.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Crit (+3)	-	Energy, Melee
Grapple	-	Energy, Melee
Intercept	-	Energy
Retain	-	Energy
Feat of Strength I	-	Continuous
Strength Rush	-	Energy
Slam	-	Energy, Melee
Knockback	-	Energy, Melee
Tier 2 (4 build each)		
Armament	-	Energy
Fighting Style I	-	Continuous
Courage	-	Energy
Disarm	-	Energy, Melee
Feat of Strength II	Feat of Strength I	Continuous
Parry	-	Energy



Pummel	-	Energy, Melee
Reversal	Grapple	Energy
Tier 3 (5 build each)		
Break Limb	-	Energy, Melee
Choke-Out	Grapple	Energy, Melee
Bear Hug	Grapple	Energy, Melee
Efficiently Armored	-	Continuous
Fighting Style II	Fighting Style I	Continuous
Resist Break/Maim Limb	-	Energy
Riposte	Parry	Energy, Melee
Sunder Armor	-	Energy, Melee
Feat of Strength III	Feat of Strength II	Continuous
Tier 4 (6 build each)		
Feat of Strength IV	Feat of Strength III	Continuous
Blind Fighting	-	Energy
Deflect	Parry	Energy
Menace	-	Energy
Fighting Style III	Fighting Style II	Continuous
Rage	Strength Rush	Energy
Sever Limb	Break Limb	Energy, Melee
Toughness	-	Energy
Tier 5 (7 build each)		
Break Weapon/Shield	Break Limb	Energy, Melee
Second Wind	Toughness	Energy
Endure	Toughness	Energy
Fighting Style IV	Fighting Style III	Continuous
Takedown	Grapple	Energy, Melee
Incredible Strength	Strength Rush	Continuous



Feat of Strength V	Feat of Strength IV	Continuous
Tier 6 (10 build)		
Martial Prowess	*See Staff*	Capstone

Passive Skills		
Tier	Skill Name	Type
Tier 2	Favored Style, Grit 1	Continuous, Refreshes at period change
Tier 3 (Choose One)	Battle Focused	Continuous
	Battle Rage	Continuous
Tier 4	Signature Skill, Grit 2	Continuous, Refreshes at period change
Tier 5 (Choose One)	Defensive Mastery	2 Per Period
	Revenge	2 Per Period



Profession Classes

Alchemy

To the uninitiated, the work of these fabricators of poisons, potions, and medicines might look like magic. They make tinctures, salves, and toxins that defy understanding. In reality, these skilled artisans create tonics using carefully researched recipes to produce their profound effects. Some alchemists also specialize in creating volatile explosive compounds, usually to lethal effect to themselves or someone else. Because of their familiarity with making compounds, they are also the best at sourcing ingredients from the world around them. Many alchemists become masters of foraging for herbs and minerals, extracting secretions from animals, and synthesizing their own reagents.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Explosive Basic	-	Continuous, Craft
Medicinal Basic	-	Continuous, Craft
Poisons Basic	-	Continuous, Craft
Potions Basic	-	Continuous, Craft
Synthesize	-	Continuous, Craft
Tier 2 (4 build each)		
Distill	-	Continuous
Detect Poison	-	Continuous
Extract	-	Continuous
Forage	-	Crafting, AAR
Tier 3 (5 build each)		
Administer Poison	-	Continuous



Explosive Intermediate	Explosive Basic	Continuous, Craft
Medicinal Intermediate	Medicinal Basic	Continuous, Craft
Poisons Intermediate	Poisons Basic	Continuous, Craft
Potions Intermediate	Potions Basic	Continuous, Craft
Tier 4 (6 build each)		
Denature	-	Continuous
Identify Compound	-	-
Mask Compound	-	Continuous, Craft
Transmutation	Synthesize	Energy
Tier 5 (7 build each)		
Explosive Complex	Explosive Intermediate	Continuous, Craft
Medicinal Complex	Medicinal Intermediate	Continuous, Craft
Poisons Complex	Poisons Intermediate	Continuous, Craft
Potions Complex	Potions Intermediate	Continuous, Craft
Simulacrum	Transmutation	Energy
Alchemic Experiment	Any Intermediate	Continuous
Tier 6 (10 build)		
Peerless Mastery	*See Staff*	Capstone

Passive Skills		
Tier	Skill Name	Type
Tier 2	Alchemical Efficiency	Continuous
Tier 3	Gather Proficiency	Continuous
Tier 4	Master Gatherer	Continuous
Tier 5	Alchemical Mastery	Continuous



Medicine

While the blessings of some Gods can close wounds or resuscitate the near dead, some injuries just require medical know-how to treat effectively. Surgeons, field medics, physickers, they go by many names, but they are all talented in one thing above all else, making unhealthy and hurt people whole again. Doctors are adept at diagnosing problems, triaging through battlefield injuries, setting and even reattaching broken and missing limbs, and staving off all manner of poisons and diseases. Most doctors learn how to make house calls, but when needed, practitioners of medicine relocate patients to their surgical chambers to perform their most dire of procedures.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Diagnose	-	Continuous, Physician
Medic	-	Continuous, Physician
Stabilize	-	Energy, Physician
Suture Wound	-	Energy, Physician
Tier 2 (4 build each)		
Dissect	-	Continuous, Physician
Field Surgery	Medic	Energy, Physician
Internal Medicine	Diagnose	Continuous, Physician, Craft
Set Limb	-	Energy, Physician
Tier 3 (5 build each)		
Nerves of Steel	Medic	Energy
Pressure Point	-	Energy, Physician
Treat Injury	-	Energy, Physician
Force-Feed	-	Energy, Physician



Tier 4 (6 build each)		
Forensics	Diagnose	Energy, Physician
Reconstruct Limb	Set Limb	Energy, Physician
Resuscitate	Field Surgery	Energy, Physician
Tier 5 (7 build each)		
Apothecary Efficiency	Internal Medicine	Continuous, Physician
Blood Transfusion	-	Energy, Physician
Triage	Stabilize	Continuous, Physician
Tier 6 (10 build)		
Peerless Mastery	*See Staff*	Capstone

Passive Skills		
Tier	Skill Name	Type
Tier 2	Steady Hands	Continuous
Tier 3 (Choose One)	Field Nurse	Continuous
	Ounce of Prevention	Continuous
Tier 4	Signature Mending	Continuous
Tier 5 (Choose One)	Field Doctor	Continuous
	Pound of Cure	Continuous



Mercantile

There are those who make their way in the world by conducting business, running shops, and putting money to work for them. Many merchants are also artisans in their own right, pursuing an occupation to a perfection few can reach. What few realize about merchants is that their greatest skills are often their abilities at oration and persuasion. A good merchant could sell a four seat carriage to a one-man family. Another often overlooked tool in the merchant's tool belt is that of connections. Merchants engage in insider trading, loan each other money, and often have a right of first refusal on any goods coming into their area. The first bite of the apple is the sweetest, and a well-connected merchant can make sure that they are the first one to pick from the tree every time.



Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Advanced Literacy	-	Continuous
Apprentice Artisan	-	Crafting, AAR
Market Evaluation	-	Continuous, AAR
Tier 2 (4 build each)		
Materials Contract	Market Evaluation	Continuous
Detect Forgery	-	Energy
Smooth Talker	-	Energy, Mind-Altering
Trade Contacts	-	Continuous, AAR
Tier 3 (5 build each)		
Market Appraisal	Materials Contract	Continuous, AAR
Assess Hidden Worth	Advanced Literacy	Continuous
Journeyman Artisan	Apprentice Artisan	Crafting, AAR
Tier 4 (6 build each)		



Fast Talker	Smooth Talker	Energy, Mind-Altering
Wholesale	-	Energy
Generate Profit	Market Appraisal	Continuous
Tier 5 (7 build each)		
Trade Network	Trade Contacts	Continuous, AAR
Master Artisan	Journeyman Artisan	Crafting, AAR
Master Bargaining	-	Energy, Mind-Altering
Tier 6 (10 build)		
Peerless Mastery	*See Staff*	Capstone

Passive Skills		
Tier	Skill Name	Type
Tier 2	Well-Organized	NPC Shift
Tier 3 (Choose One)	Paranoid	Once per period
	Taunt	Once per period
Tier 4 (Choose One)	Market Manipulation	Continuous, AAR
	Decoy	Continuous
Tier 5 (Choose One)	Shrewd Mind	Twice per period
	Coward	Twice per period



Smithing

Every city, settlement, or even small village needs people who can forge tools. With the dangers of the world, it's often necessary to find someone nearby who can fashion weapons and repair armor as well. Smiths are skilled in making all sorts of arms and armor, as well as making them battle ready, even on short notice, if necessary. They can patch armor, sharpen blades, and reinforce shields to make it through a tough battle. The profession of smithing is nothing if not hard physical work. Folk of the forge often develop some measure of heartiness through their physical labor. There have been stories of old master blacksmiths dropping his tongs into the fire, only to grab them out unscathed, or burly workers moving loads that it should take 3 men to carry through raw power built up from the job of heating and hitting.



Smiths create and repair weapons and armor according to the Smithing section in the [Crafting Compendium](#).

Primary Skills		
Skill Name	Prerequisite	Type
Tier 1 (3 build each)		
Create/Repair Light Armor	-	Continuous, Craft
Fletchery	-	Continuous, Craft
Forge/Repair Hand Weapon	-	Continuous, Craft
Tier 2 (4 build each)		
Create/Repair Medium Armor	Create/Repair Light Armor	Continuous, Craft
Forge/Repair Heavy Weapons	Forge/Repair Hand Weapon	Continuous, Craft
High Quality Smithing	-	Continuous
Hone Weapon	Forge/Repair Hand Weapon	Energy
Tier 3 (5 build each)		
Bowcrafting	Fletchery	Continuous, Craft
Bulk	-	Continuous
Refit Armor	Create/Repair Medium Armor	Energy



Work Special Materials	-	Continuous
Tier 4 (6 build each)		
Create/Repair Plate Armor	Create/Repair Medium Armor	Continuous, Craft
Gilding	Work Special Materials	Energy
Reinforce	Forge/Repair Hand Weapon	Energy
Tier 5 (7 build each)		
Callous	Bulk	Continuous
Inlay	Gilding	Continuous, Craft
Master Quality Smithing	High Quality Smithing	Continuous
Tier 6 (10 build)		
Peerless Mastery	*See Staff*	Capstone

Passive Skills		
Tier	Skill Name	Type
Tier 2	Increased Efficiency, Reclamation	Continuous
Tier 3 (Choose One)	Waste Not	Continuous
	Rapid Repair	
Tier 4	Expert Efficiency	Continuous
Tier 5 (Choose One)	Want Not	Continuous
	Augmenter	



Common Skills

Common Skills are skills that any character may learn, regardless of any Adventure or Profession classes chosen.

Ability Points (Energy, Faith, Mana) can be purchased at a rate of 1 Build for 2 Points.

Skill Name	Prerequisite	Build Cost	Ability Point
Body +2	-	3	-
Bow/Crossbow	-	3	-
Buckler	-	1	-
Contacts	-	4	-
Crafting Specialist	No Multiclass, Multicraft or Specialist	5	-
Crime 1	-	3	Continuous, NRG
Crime 2	Crime 1	4	Continuous, AAR
Crime 3	Crime 2	5	Continuous, AAR
Crime 4	Crime 3	6	Continuous, AAR
Crime 5	Crime 4	7	Continuous, Sacrifice
Find Club/Improvised Weapon	-	3	-
First Aid	-	3	-
Florentine	-	2	-
Hand Weapon	-	2	-
Heavy Weapon	-	4	-
Multiclass 1	No Specialist	5	-
Multiclass 2	No Specialist	10	-
Multiclass 3	No Specialist	15	-
Multicraft 1	No Specialist	3	-
Multicraft 2	No Specialist	6	-
Multicraft 3	No Specialist	9	-
Ranger 1		1	
Ranger 2	Ranger 1	2	



Ranger 3	Ranger 2	3	
Ranger 4	Ranger 3	4	
Ranger 5	Ranger 4	5	
Research	-	4	-
Sapper	-	3	See Skill Description
Shield	-	3	-
Sleight of Hand	-	3	-
Small Weapon	-	1	-
Specialist	No Multiclass, Multicraft or Crafting Specialist	5	-
Thrown Weapon	-	1	-
Unarmed Strike	-	4	-



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Occupations

Gulf
of
Torgos

The
Fendenglade

Sha H' hKuvr



Not everyone has devoted their life's work to a Profession Class. However, just about everyone has picked up some amount of minor crafting skills. These are represented by Occupations. There are ten (10) occupations available to starting characters.



Each character gets to take one of these occupations at the Apprentice level for free at character creation. Additional occupations may be purchased from the Common List. Each occupation, except Unskilled Labor, has 3 skill levels. A character must progress through these skill levels independently for each craft they pursue.

Any of the occupations, except Unskilled Labor, are eligible to be 'Artisan' Crafts on the Mercantile Profession. A character may learn an Artisan occupation and a normal occupation of the same trade, but this generally serves no mechanical benefit.

List of Common Occupations	
Agriculturist	Miner
Brewer	Rancher
Cook	Toolcrafter
Hunter	Woodworker
Jeweler	Unskilled Labor

See the Occupations section of the [Crafting Compendium](#) for more information on each of the Occupations and their perks.

Skill Name	Prerequisite	Build Cost	Type
Apprentice Craft	-	3	Occupation
Journeyman Craft	Apprentice Craft	5	Occupation
Master Craft	Journeyman Craft	7	Occupation
Unskilled Labor	-	3	Occupation, AAR
Skilled Services	Unskilled Labor	5	Occupation, AAR
Professional Services	Skilled Services	7	Occupation, AAR



Dwarven
Kingdoms

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Miscellaneous

Gulf
of
Torgos

The
Fendenglade

Sha H' hKoor



In-Game Money

In the economy of the in-game world, there are six items: three coins (copper, silver, and gold) and three trade goods (uncut gems, cut gems, and units of iron), commonly used in trade. While some merchants may prefer payment in either coins or trade goods, every merchant will accept all six items at face value for any trade. The table below shows the value of each. Most prices in-game are listed in CP unless otherwise stated.

NOTE: While Jonquil is mined like other gems, it does not hold the same value as other gems and is not part of the normal trade economy.

Item	CP value	SP Value	GP Value
Copper Coin (CP)	1	1/10	1/100
Unit of Iron	5	1/2	1/20
Silver Coin (SP)	10	1	1/10
Uncut Gem	20	2	1/5
Cut Gem	50	5	1/2
Gold Coin (GP)	100	10	1



AAR

AARs are After-Action-Reports. This allows a character to go somewhere or do something in between events. This is meant to allow players to continue their game outside the event weekend, and is not meant to make the game into a MUD (Multi-User Dungeon) or other text-based game. There are three categories of AARs: Crafting, Story, and Shopping. Between events, you may choose up to two different AARs to complete.

All AARs should be submitted through the following link: <https://forms.gle/jNrivoaDKIPbVhn59>.

Any questions about AARs should be sent to wyyvernrisinglarp@gmail.com.

Story AAR

Story AARs should be short and to the point, and should not include if-then statements. You are only allowed to do a single story action, so no laundry list of things you want to do. A good Story AAR should be kept to about 5 sentences or fewer. Some skills require your Story AAR action, and others can also be used inside an AAR. Please see skill descriptions for details.

In addition, you can also attempt to learn any skill from the public skill list within a Story AAR. To learn a skill via AAR, ensure you have enough unspent build and state in your AAR:

- The skill you wish to learn
- Where you are going to attempt to learn the skill
- Who you are asking to teach you the skill. The “who” can be general (e.g. Guards at the Keep), rather than specific. But you will likely have better luck if you can know and identify a specific person in the world.
- In order to learn a Tier 5 skill, you must have a specific person willing to train you during your AAR.

Crafting AAR

A crafting AAR allows players with Crafting Skills to create or repair various items including weapons, tools, and armor. More details about crafting mechanics can be found in the crafting charts. Any skill with the ‘Craft’ tag can generally be used as part of a Crafting AAR.

A character can use 480 minutes in-between events or 960 minutes in-between seasons to craft.

To collect the output of your Crafting AAR, you will need to go to a designated member of staff or crafting marshal during Check In and provide them with the item tags for any consumed materials. You may also be asked to show the staff member or crafting marshal the item tags for any tools that you used.



Shopping AAR

Shopping AARs allow a character to purchase and sell goods during their travels. The location where you choose to trade may impact the availability and prices of various goods. A good description of what you wish to buy should be as specific as possible and should indicate the quantities you wish to acquire. When selling items, please provide a complete list of the items you wish to sell. Listing an item does not guarantee that a buyer will be found and does not require that you sell the item at the offered price.



In-Game Food & Drinks

Characters are able to consume in-game food items to gain certain status effects and benefits. There are several types of in-game food and beverage items, including Rations, Meals, and Beverages and Alcoholic Drinks.

Rations

The most basic meal most characters will be exposed to when first playing the game is a Ration. Rations represent preserved or long-lasting forms of sustenance that will keep your belly full on a long journey, but not necessarily be enjoyable to eat. When produced in game, Rations generally remain consumable for one full event after the event of production. When produced in an AAR, Rations generally remain consumable for one full event in which they were received. Rations are produced by several occupations including Agriculturist, Hunter/Fisher, and Rancher. Consuming a Ration gives the consumer the Well-Fed status* and heals 2 Body. Consuming a ration in game takes 10 minutes of role play.

**Well-Fed means that you may not consume another meal or ration this period, unless you have the Gourmand background. A Gourmand may consume 2 rations/meals per period.*



Meals

The Cook craft takes Rations and Ingredients to make meals that satisfy the body but also the spirit. Ingredients are individual foodstuff components that are used in Meal recipes, similar to the way ingredients are used in alchemical recipes. Every meal recipe requires at least 1 Ration. Meals retain the effects of a ration (Well-Fed status and heal 2 body) but also grant some additional benefits outlined on the individual recipe. Consuming a meal in game takes 10 minutes of role play. To create a meal, a character needs several things: a recipe for that meal, the components listed in the recipe, a cooking hearth, and to spend the amount of crafting time listed on the Cook crafting chart. Generally, a prepared meal expires at the end of the event in which it was produced. The rejuvenating effects from well-made food comes from its freshness.



In addition to making meals, cooks can also produce beverages. Beverages most often come in the form of mild in-game stimulants like coffee and tea and serve to give characters a mild 'refresh' between period changes in game. More complex beverages can have additional effects, but the basic effects of in-game coffee or tea is that when consumed, they restore some number of spent Energy when a character is below 10 remaining total Energy. This cannot be used to give a character more Energy than is in their pool, but can be used to raise a character above 10 energy in their pool. This has no effect on Faith or Mana. A character may consume a Beverage for its effects once every 2 hours. Beverages are created using recipes on the cook craft, but do not necessarily involve a ration in every recipe. A character must role-play drinking for at least 1 minute to gain the effect, but need not drink an actual coffee or tea drink. Coffee and Tea drinks must be consumed within 1 hour of being made, but can be made in batches of up to 6 of the same item for a single use of the crafting time.

Alcoholic Drinks

In-game, alcoholic drinks are handled differently than other food and beverages. Unlike other food and beverages, alcoholic drinks are created using the Brewer craft. While some meals and beverages may use alcohol as components, cooks are unable to produce alcohol themselves. The one drink per two hour effect limit from other beverages does not apply to alcoholic drinks. Alcoholic drinks may be consumed at any rate to which a character is capable of following the game's drunk rules. All rules for the effects of consuming alcoholic drinks and their effects can be found in the [Carousing](#) section of the rulebook below.



Carousing

When drinking in-game alcohol, characters can choose to become intoxicated. Should the character choose to become intoxicated, the following rules cover these situations.

Becoming Intoxicated

Each alcoholic drink is assigned a numeric potency value. (see the potency chart below). Whenever a character consumes a drink, they must add the potency value to their intoxication value. When a character gains enough drunk points that they now have a total that is equal to one-half (rounded down) or more of their Tolerance Pool, they become intoxicated and must role-play the appropriate effects. This is considered their Intoxication Threshold. It represents how much alcohol can be consumed before they are considered drunk. A player who has purchased additional body points for their characters will also increase their Tolerance Pool. For each Body Point purchased, the Tolerance Pool is increased by +1. Your intoxication value is reduced at the rate of one point per 30 minutes.

For example, a human character with a Base Tolerance Pool of 8, having purchased no additional body points, has a total Tolerance Pool of 8. If this character chooses to drink 4 Ales, they will become intoxicated, as this is equal to their Intoxication Threshold of 4. The character is now also subject to additional limitations as listed below and will regain sobriety when their drunk Points fall below their intoxication threshold.

However, if a Vamdrenai with a Base Tolerance Pool of 6, purchases 6 additional Body Points, that character now has a Tolerance Pool of 12 and an Intoxication Threshold of 6. If that character chooses to drink 5 Ales, they may role-play being tipsy, but they are not drunk since they have not reached their individual Intoxication Threshold.

Effects of Intoxication:

- Role-play drunkenness
- Cost of all ability-based (NRG, FTH, MNA) skills are doubled.
- Intoxicated Characters are Immune to **Fear** effects.

Blacking Out

If a character accumulates enough drunk points to be at their Total tolerance pool minus 1, they black out and immediately fall **Unconscious**. Players are encouraged to fall **Unconscious** in a safe and unobtrusive manner. They will regain consciousness when a single drunk point is removed. Therefore, a character will remain passed out for 30 minutes before regaining consciousness. If characters that are blacked out are awoken by any means



before the 30-minute time frame has elapsed, they must role-play being in a near-incoherent stupor for the remainder of the 30 minutes, and will remain intoxicated until their drunk points fall below their Intoxication Threshold.

Intoxication Chart for Species			
Species	Base Tolerance Pool	Intoxication Threshold	Black Out Threshold
Vamdrenai	6	3	5
Lacreat	6	3	5
Human	8	4	7
Vivallen	8	4	7
Sethen	8	4	7
Fei'Tandel	8	4	7
Kaetiff	8	4	7
Uruk	10	5	9
Kraald	12	6	11
Oelyte	12	6	11
Gen'ii	12	6	11

Potency of Various Alcohols	
Alcohol Name	Potency
Dark Ale, Vamdren Wine, Vivallen Mead	1
Kraald Ale, St. Manton's Stout	2
Oelyte Citrona, Uruk Blood Wine, Dark Rum, Derthan Whiskey	3
Gen'ii Diamond	4



Player vs. Player (PvP)

We recognize that, as a LARP, fun comes from interacting with the environment and the other players. Those interactions can sometimes cause in-game conflict between characters. With that understanding, we attempt to generate most of our conflict in PvE, or Players vs Environment, which means that player characters are working together as allies to overcome common foes and challenges generated by the game staff. While we strive for a primarily PvE approach, we are aware that some situations will cause PvP actions to occur. Players may swing legal **Attacks**, use skills, spells, and prayers on one another as though they were Monsters or NPCs in the world, if they wish. However, any character concept that is based solely on combative PvP will not be approved and must be rewritten before playing the game.

PvP should never be used as a way to resolve out-of-game disputes or issues, nor should an implicit or explicit threat of PvP ever be used to coerce, threaten, or force another player into any out of game action. These would be examples of 'griefing,' and bullying, to which Wyvern Rising has a zero-tolerance policy. If players have persistent personal issues with one another, either Player can come to the game staff, during or between games, for arbitration of those issues.

One form of non-combative PvP that can occur in-game is thievery and crime. Players are welcomed to engage in in-game theft, as outlined in the Roguery and Theft section below. As also outlined therein, there are a plethora of in-world consequences for getting caught committing crimes. Burglarize at your own peril.



Forced Entry & Doors/Chests

While we all wish that the world of Wyvern Rising would let characters sleep in peace, this is not often the case. Should a door need to be forced open, please see a Staff Member or Director to marshal any forced entry. The marshal will go over the rules of forced entry with everyone and then call “lay on” and the forced entry can commence in-game. After all, breaking down a door causes a lot of noise. Should the forced entry continue unabated and enough damage is caused to the door, it will be considered broken down and must remain open until repaired. All damage to doors must be performed via a 3 count for each strike.

A sign must be used to showcase that an object is Locked, Barred, or otherwise has special rules. This sign/envelope must be placed on the outside of the object in sight. In addition, all relevant item tags (locks, traps, special bars/doors, etc.) or information (door stats, lock info, etc.) must be placed within an envelope to be hung upon the object to allow a marshal to easily identify and understand what rules are in place for the object. See Staff for supplies to facilitate this.

Soak

Objects and Items can reduce damage taken down to 0.

Doors

Here is a chart to help marshals and players determine the forced entry when a door is barred. Locked doors will follow additional rules, as defined in the table below.

Door Type	Door Body	Door Soak	Forced Entry Limit	Number of Locks
Standard Door	100 Body	Soak of 2	Max 2 people	1
Heavy Door	200 Body	Soak of 4	Max 3 people	2
Standard Barred Door	+50 Body	Soak +1	-	-
Heavily Barred Door	+100 Body	Soak +2	-	-
Metal Bars (Window)	100	Soak 4	Max 1 person	-

For example, a standard door with a standard bar will have 150 Body and a **Soak** of 3. If a character begins forced entry by themselves, they would have to hit the door hard enough to cause more than 3 damage. For every point over 3 damage that is caused, the body of the door is reduced by that number until it reaches zero. At which point, the forced entry was successful and the door and the bar are considered broken.



Unless otherwise noted, all buildings are assumed to have Standard Doors and Standard Bars for their doors. The Tavern is the only building in-game with Heavy Doors and Heavy Bars available for all doors. All doors crafted in the game are considered to have bar hooks on the inward side of the door.

There are two categories for doors, Standard and Heavy. A standard door is constructed with normal materials and consists of one door panel. Heavy doors are considered to be reinforced in their basic construction and must consist of two door panels. Both standard and heavy door crafting specifications are found in the crafting chart. There are also two additional effects that may be applied to a door, Barred and/or Locked.

What is a Bar (Door)?

A bar is a wooden beam that fits in a slot on the door. There are two types of bars: standard and heavy. Bars add Body to a door as well as increase the Soak level for forced entry. (As noted above.)

A Standard Bar takes 1 person to install. A Heavy Bar takes 2 people to install (or one person with strength modifiers). Each bar must be crafted in game using the crafting rules. Bars can be made out of special materials to increase their efficacy.

Bars (Windows)

A building may also be outfitted with Metal Bars (Windows) to prevent entry via means such as *Contortion* or other similar physical abilities. These metal bars can be installed or removed by a Tool Crafter. Metal Bars (Windows) must be purchased for each wall that contains windows, and a single set covers the entire wall's worth of windows that need to be protected. A physical representation of the bars should be used to decorate the windows and any tags for the Metal Bars (Windows) should be placed in the envelope for that location.

Locked Doors

Doors may be locked with any tagged in-game lock. A lock must have a physical representation of the lock affixed to the door. Locks do not add any difficulty in forcing a door open.

When confronted with a locked door, a player may continue to force the door open. However, forcing open a door will trigger any traps present in the lock or on the door itself. In the event that a player wishes to remove the lock, please see a staff member or go to logistics for in-game marshaling. Also review the Dealing With Locks section under Roguery & Theft below.



Chests

A Small Chest can not exceed 18 inches in any dimension, and a Large Chest must exceed 18 inches. Large Chests also come with everything needed to secure them to a floor or other manufactured surface (such as a wooden floor or table) only requiring a separate lock to secure the chest to the surface.

A Small Chest can contain numerous items within reason as long as they can fit within the provided dimensions. A Large Chest can be used to store weapons, shields, armor, stacks of material, and much more. In general, encumbrance of items and how they are stored are not tracked, just use your best judgment, and remember if you placed 100 units of Iron in your Small Chest and a bandit ran off with it, that's kinda on you.

A Chest can be broken into either by bypassing the locking mechanism on it or through force. Breaking open a chest via force is loud, time-consuming, and in some cases can break or destroy some of the contents within.

Door Type	Chest Body	Chest Soak	Strength to Move	Number of Locks
Small Wood Chest	50 Body	Soak of 2	1	1
Large Wood Chest	100 Body	Soak of 4	2	2
Small Iron Chest	100 Body	Soak of 4	2	1
Large Iron Chest	200 Body	Soak of 8	4	2
Reinforced Chest	+50 Body	Soak +1	+1	+1



Roguary & Theft

Theft or "acquisition without permission" can take several forms. It must be noted that actual OOG theft will be handled severely, and Wyvern Rising will expel and prosecute, to the fullest extent possible, anyone who steals personal property from another player, or from the camp facilities or owner. The following rules apply to theft of in-game items.

Any in game item is eligible to be used, borrowed, or stolen by another character. When in possession of someone else's property, players are expected to take reasonable care in their use. It is, however, advisable to not bring delicate, or expensive props and materials to the game environment.

Theft From Persons

Stealthy removal of small items from a person's pocket or pouch requires use of the Crime 2: Pickpocketing skill. Never actually place your hand in someone's pocket. This is a violation of personal space.

A character with the Crime 2: Pickpocketing skill will be issued a few clothespins and/or a small red bead to use as tokens to represent the action of pickpocketing. This token is considered an out-of-game item and cannot be stolen or destroyed.

To pick someone's pocket, you must successfully insert your token into, or onto, the target's pocket or pouch without being detected. If the act is successful, you or another person (game staff preferred to prevent metagaming), must approach the target and advise them that their pocket has just been picked. The target must hand over one random in-game item from that location along with your token. If the pocket was empty, or contained no in-game items, then nothing is stolen.

Retrieval of the stolen item is an OOG sequence. The target still does not know, in-game, that they have been ripped off. It is a good idea to have a Wyvern staff member or thieving marshal retrieve the item and token from the target. This will ensure that the item selection is fair and that your identity remains hidden. Only items of palm size or smaller may be stolen in this manner. Pickpocketing is a continuous skill and may be used repeatedly.

Theft From Cabins

If you are successful in gaining entry to a building, public or private, you may have the opportunity or desire to acquire some of the contents for yourself. Any in-game items within the structure are eligible to be stolen, while personal, out-of-game items may not be touched, searched or moved. All such personal items should be stored under a bed, cot, or bunk. Only non-game items may be placed in this protected location. Personal



items such as mundane clothes, bath/toiletry items, etc. should be stored here, out of gameplay. Extra weapons, coins, armor, scrolls, etc. may not be placed under your bunk because they are in-game items and not subject to the protection of the OOG area. Items may also be protected by the "Rubbermaid® Rule." This refers to the fact that many players like to use large plastic bins to transport their equipment. These do not always fit under beds and bunks and must be labeled "OOG" and are subject to the same rules for under-the-bunk items. It is suggested that these bins be covered or decorated so as not to detract from the game atmosphere.

We understand that there are personal items stored in cabins and sleeping areas, so it is recommended that you locate a game director, staff member, or thieving marshal to accompany you on these missions. The presiding party will ensure all locks and traps are dealt with properly, and will witness that no OOG items are disturbed.

It is worth noting that you must now deal with any items that you have liberated from someone else. Be warned, if the item is recognized, or you are caught in the act, there may be heavy penalties to pay. However, if you are successful in managing your stolen bounty, it is yours to use as you will. We recommend notifying Logistics immediately upon stealing an item, since the other player may be searching for it out-of-game. Staff will not disclose who may have stolen the item, either. You will be given Item Cards for any objects that you have obtained. It is important to note that all personally owned gear must be returned to the owner or to Logistics before the end of the event.



Dealing with Traps

Traps can take various forms and have a variety of effects. A game director or staff member must inspect all traps for safety and assess them for their intended effect. To set a trap that has an effect, you must have the Sapper skill from the Common Skills list.

To set a trap, you must rig a trigger mechanism that will set off an alarm, or throw a flag, or some other indicator that the trap has been sprung. Also, determine what the intended effect will be. This could range from causing damage, to ensnaring a person, to releasing alchemical substances. Be sure you have all materials and components ready before you begin construction.

When your trap is prepared, find a game director to inspect it for safety and determine the effect and any other factors that may come into play. The staff member will give you a “TRAPPED!” card to attach to the mechanism. The staff member will write a brief description of the trap, along with its effect and associated Energy costs for disarming it. All you need to do now is wait for the prey.

Upon encountering a trap, if you're lucky enough to notice it, and you possess the Sapper skill, you may attempt to disarm it. A game director or staff witness is required for any attempt to disarm a trap. Traps can only be disarmed before they are sprung, which means that if you trigger a trap, it is too late to attempt to disarm it. Players may also attempt to gather more information about a trap. Please see the Sapper skill description in Appendix A: Skills & Descriptions for more details.

Any trap, regardless of how large or intricate it is, may be disarmed, but only through the use of Sapper and using the appropriate amount of Energy.

When a trap is sprung, locate the “TRAPPED!” card and take the described effect.

Dealing with Locks

For reasons of safety, doors, chests, and other items are never physically locked or bolted shut. In-game locks that are built into an item, such as those on a chest or in a door, must be left unlocked, but are assumed to be locked in-game. Padlocks, on the other hand, may be closed on the latch, but the hasp must be left open.

All locks must have phys-reps and keys. Each lock will also have a small envelope attached that contains information about the lock, as well as any other important properties.

Each lock is assigned a Lock Rank, ranging from 1-6, and is represented by padlocks or other more complicated integrated mechanisms.



A character may determine the Lock Rank of a lock by using the Crime 1: Evaluate Locks skill. To successfully evaluate a lock, the player must role-play examining the lock mechanism. If this succeeds, the character successfully determines the Lock Rank.

Once a character is able to determine the Lock Rank of a lock, they may attempt to pick it open. To successfully pick a lock, a character must possess the Crime 1: Lock Picking skill and then meet or exceed the Lock Rank with their own Crime rank. For example, to successfully pick a Rank 3 Lock, the character must have the Crime 3 skill or greater.

Forgeries & Fakes

Another unique way of gaining wealth is through the Crime 5: Forge Documents. Forgeries of art work, documents, and even personal letters have the potential of earning vast amounts of money for those with skill and talent, but lacking in morals. Be warned, however, that the penalties for deceit by false representation are universally harsh in all kingdoms of the world.

Any and all forgeries must have reference material that must be shown to staff. Forge Documents uses a Tool Crafters Kit and requires various materials depending on the object being forged. For example, a writ might require 1 unit Squid Ink, 1 unit HQ Paper, and 1 unit Wax). See Staff for more details.





Appendix A: Skills & Descriptions



Skill Descriptions

Cleric

Anoint Vigor

[Cleric 2](#)

The Character uses their divinity to bolster a physical form past its limits. The User of this skill Sacrifices 2 Body and target gains Strength Rush for 1 minute. Target: Self or Ally.

Aura of Courage

[Cleric 5 \(passive\)](#)

When you spend Faith on Instill Confidence, you gain the ability to use Instill Confidence any number of times, without a Faith cost for 30-seconds.

Bulwark

[Cleric 3](#)

Through your force of conviction, your faith protects you. This skill allows you to **Negate** a successful ranged **Attack** directed against yourself from 180° to the front.

Challenge

[Cleric 2](#)

The character projects their aura threateningly, leaving themselves open to **Attack** and inciting conflict. The target swings +1 Damage to the user of this skill, and the user of this skill also swings +1 Damage to the target. If the target is **Mindless**, they must **Attack** the user of this skill if able. Duration: 1 minute.

Defy Injury

[Cleric 5](#)

The character can **Negate** any single **Effect** to their person from any source. This skill doesn't work on Damage or **Mind-Altering**.

Detect Unholy

[Cleric 1](#)

Allows a Cleric to determine the presence of Unholy/Undead creatures in a 20' radius. The Cleric can sense their presence only - NOT specific types, numbers, or direction. This skill may also be used by touch on a single target; this only allows a YES or NO response and does not give knowledge of any other abilities.

Devotion - Primary

[Cleric 1](#)



This represents deep study and devotion to the worship and practices of a Deity. When a character purchases this skill they pick one of the Gods, Diakonoff, Icardoro, Kishar, Oberim. When a character selects a God in this way, that is considered their Primary Deity. They may cast a God's prayers of the piety rank equal to their Devotion to that God. You may buy this skill up to 5 times. A character who has Devotion to any God is considered able to read a prayer script. Each purchase of this skill grants 2 Faith.

Devotion - Secondary

Cleric 1

This represents deep study and devotion to the worship and practices of a Deity. When a character purchases this skill they pick one of the Gods, Diakonoff, Icardoro, Kishar, Oberim. They may cast a God's prayers of the piety rank equal to their Devotion to that God. You may buy this skill up to 5 times per God. A character who has Devotion to any God is considered able to read a prayer script.

Divine Coronation

Cleric 6

The character has achieved the peak of fidelity to their chosen path and may even be canonized as a saint. You develop a technique or gain access to a divine gift that is unique to your character. This may be a single skill, a small suite of abilities, or a special Prayer. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Divine Shield

Cleric 4

This skill allows you to **Negate** the next **Attack** that attempts to **Break** your weapon/shield, or to **Disarm** your weapon/shield. This skill requires 30-seconds of **Concentration** to apply to yourself. Duration: EOP; Self Only.

Divine Strike

Cleric 2

This melee/ranged **Attack** deals +1 Divine Damage on your next strike. This can be combined with another **Attack** that deals Damage.

Donate Life Force

Cleric 5

You may siphon some of your own life force into a willing target. This process is imprecise and dangerous to both parties. Roll a 1d6 and remove that much Life Force from your character card, and add that to the target's



character card. Each participant takes 1 Body damage in the process. This skill takes 1 minute to complete. You may not use this skill while **Charmed** or under any other **Mind-Altering Effect**.

Efficient Scribe

Cleric 3 (passive)

When Scribing Prayers, you receive a 25% time discount, as found in the Divine Crafting Chart.

Faith Blade

Cleric 4

The Character swings for Divine Damage with all weapon **Attacks** for 1 minute.

Faith Shield

Cleric 5

Negate the next ranged **Effect** that is **Blocked** by your Shield. Your Shield is then able to **Block** ranged **Effects** for 1 minute.

Greater Turn Undead

Cleric 4

If used on a lesser Unholy or Undead, they are destroyed outright. If used on a normal Unholy/Undead, they are forced to flee as Turn Undead. Greater Unholy that are targeted are even given pause by this skill and may not approach or **Attack** the user for the duration. Duration: 1 minute. This skill must be used on a single target.

Holy Mantle

Cleric 5

The Templar's body exudes power that repulses Corruption and its agents. Characters using this skill gain a **Soak** of 2 against all Unholy/Undead and are immune to **Mind-Altering** effects that originate from Unholy/Undead. Duration: 5 minutes.

Indomitable

Cleric 5 (Passive)

Once per period, you are able to stand and move at a walking pace in the first stage of your **Death Count**. Every **Attack** you take in this state knocks you prone. You are still unable to use any other abilities.

Instill Confidence

Cleric 4

Character is able to lend support to allow another person to **Negate** the effects of **Fear** and the Interrogate skill. Use of this skill does not grant the use of Courage. The character must point to the target person upon calling this skill.



Interpose

[Cleric 3](#)

The character may use their experience and conviction as a shield for their allies. A character may use this skill to **Negate** the effects of any Break Weapon, Break Shield, or Shatter (when used on a shield or weapon) directed at an ally. Must be used within 5 seconds of the **Break** effect. Delivery: Touch

Invocation of Will

[Cleric 5 \(Passive\)](#)

You may perform rites while missing up to 1 Ceremonial Component or 1 Location. If you perform a rite, and you are missing a Component/Location for a Minor Rite, spend 5 Faith instead. For a Standard Rite 10 Faith, for a Major Rite 15 Faith. If you use this skill to replace a Location, you are considered to be the Location, for the duration of the Rite.

Litanies

[Cleric 2 \(Passive\)](#)

Grants the player access to Litanies. See the [Magic and Prayers Tome](#) for a list. These can be cast once per minute with no Faith cost. Upon gaining this passive you unlock the Litanies of your Devotion - Primary, or if no Devotion-Primary has been taken you unlock the Unaligned Litanies. If at any point your character gains Devotion, they cease to be Unaligned and must take the Devotion option.

Major Rites

[Cleric 4](#)

Allows a Cleric to be the Celebrant of a Major Rite. A Cleric must have a Minimum Devotion of 5, of the appropriate Deity, in order to use Major Rites of that Deity.

Martyr's Grace

[Cleric 3 \(Passive\)](#)

You spend -1 Body to all Sacrifice Skills and Sacrament now costs 1 Faith per Energy.

Martyr's Healing

[Cleric 1](#)

The character's divine soul becomes a font of life energy, sapping itself in order to aid others. The user of this skill may sacrifice 2 Body points to heal a single Body point in an ally. The user must have at least 2 Body to use this skill, and use of this skill may drop the user into their **Death Count**. May be used on targets in the First Phase of their Death Count. Requires 30-seconds of **Concentration**. Use of this skill pauses the **Death Count** and the count starts from where it was left off if **Concentration** is broken. Delivery: Touch.



Minor Rite

Cleric 1

Allows a Cleric to be the Celebrant of a Minor Rite. A Cleric must have a Minimum Devotion of 1, of the appropriate Deity, in order to use Minor Rites of that Deity.

Obstinate

Cleric 3 (passive)

Twice per period you can **Negate** a **Displacement Effect**.

Piety 1

Cleric 1

A character can have a total of 7 Piety 1 slots for the Gods, Diakonoff, Icardadoro, Kishar, and Oberim. Casting a Piety 1 prayer costs 1 Faith. A character who has Piety may Meditate at an altar to any God to whom they are Devoted. See Magic and Prayers Tome: Devotion, Faith, and Piety for more information.

- *Meditate* - A character meditates at an altar of their god to change their prepared prayers. For each prayer a cleric wishes to swap, they must spend 1 minute of **Concentration** per Piety tier. The player must have a staff member or marshal sign off on any changes.

Piety 2

Cleric 2

You can have a total of 6 Piety 2 slots. To cast a Piety 2 Prayer, you must have 2 Devotion to that God. To purchase a Piety 2 prayer, you must possess at least 2 Piety 1 prayers from that God. Casting a Piety 2 prayer costs 2 Faith.

Piety 3

Cleric 3

You can have a total of 5 Piety 3 slots. To cast a Piety 3 Prayer, you must have 3 Devotion to that God. To purchase a Piety 3 prayer, you must possess at least 2 Piety 2 and 3 Piety 1 prayers from that God. Casting a Piety 3 prayer costs 3 Faith.

Piety 4

Cleric 4

You can have a total of 4 Piety 4 slots. To cast a Piety 4 Prayer, you must have 4 Devotion to that God. To purchase a Piety 4 prayer, you must possess at least 2 Piety 3, 3 Piety 2, and 4 Piety 1 prayers from that God. Casting a Piety 4 prayer costs 4 Faith.



Piety 5

Cleric 5

You can have a total of 3 Piety 5 slots. To cast a Piety 5 Prayer, you must have 5 Devotion to that God. To purchase a Piety 5 prayer you must possess at least 2 Piety 4, 3 Piety 3, 4 Piety 2, and 5 Piety 1 prayers from that God. Casting a Piety 5 prayer costs 5 Faith.

Purge Poison

Cleric 4

The character has such complete discipline over their own body that they may force foreign toxins from the bloodstream by sheer will. The character must **Concentrate** on meditation for 1 minute to nullify any Poison currently affecting them. The effects of the poison are suspended during the 1-minute meditation. Any damage caused by the poison prior to beginning the purge will still apply. If the character is interrupted during the 1-minute period, the poison works its course as normal, but the Faith points are still expended. The character may begin again if desired, with the expenditure of additional Faith points. This skill may also be used to purge alcohol at a rate of 4 drunk points per use of the skill.

Reprieve

Cleric 2

The cleric's presence rouses a sense of duty in others, temporarily allowing them to 'grin and bear' their physical ailments. Use of this skill allows an ally to ignore the **Effects** of a **Broken** or **Maimed** limb, **Choke**, or **Exhaustion** for 30-seconds. Only a single **Effect** may be ignored at a time and the user must specify which ailment to ignore, ex. "Reprieve: **Broken** Limb, right arm". Delivery: Touch.

Sacrament

Cleric 3

The character may Sacrifice their Faith to an ally to revitalize them and grant them Energy. For every 2 Faith you spend, the Ally gains 1 Energy. Range: Touch

Sacrificial Healing

Cleric 3

The user of this skill designates and transfers a single detrimental **Effect** from the target onto themselves, such as (but not limited to) a **Broken** limb, **Blindness**, or a Disease. Doesn't work on Body, but may be used on a target in their **Death Count**, reviving the target at 1 Body, and dropping the user to the point at which the target was in. The user of this skill may not target a detrimental effect that is the result of another detrimental effect. This skill doesn't function on *Corruption*. Requires 1 minute of **Concentration**.



Sanctuary

[Cleric 4](#)

The Cleric stands with arms outstretched. Anyone within 5ft is sheltered from all harm and becomes immune to all **Attacks**. No physical, magical, alchemical, or divine **Attack** may pass into or out of the Sanctuary. The Cleric must stand motionless throughout. Faith cost is per one minute duration.

Scribe Prayer

[Cleric 2](#)

The character has the skill to transfer a clerical prayer to parchment so that it may be read by anyone with the proper skill, releasing the energies without the expenditure of Faith. Scribing prayers requires Devotion equal to that prayer's Piety Rank. See the Divine Crafting Chart in the [Crafting Compendium](#) for crafting times.

Sense Divine

[Cleric 2 \(Passive\)](#)

This skill allows a character to detect the presence and deity of significant amounts of divinity within a single target within a 20' radius, including Soulless, rites performed, prayers cast, enhancements, and Relics. This skill may not be used to detect possessions.

Shared Blessing

[Cleric 5](#)

You are able to extend your divine vestments to others. You gain the ability to shield others with the armor of faith, in addition to yourself. You may give an ally 10 Armor. This ability has a 30-second **Concentration** time.

Signature Blessing

[Cleric 4 \(Passive\)](#)

Choose one: Devotion: Pick a Piety 1 Prayer from the Devotion that the character has selected as their Devotion-Primary (this must be a Prayer you have access to). This Prayer may now be cast once every 2 minutes with no Faith cost. Or Unaligned: If your character hasn't taken a Devotion, you can refresh 5 Faith once per period. If at any point your character gains Devotion, they cease to be Unaligned and must take the Devotion option. All Signature passives share the same 2-minute cooldown.

Standard Rites

[Cleric 2](#)

Allows a Cleric to be the Celebrant of a Standard Rite. A Cleric must have a Minimum Devotion of 3, of the appropriate Deity, in order to use Standard Rites of that Deity.

Turn Undead

[Cleric 1](#)



This skill forces the target Lesser Unholy/Undead creature to flee from you for the duration. Duration: 30-seconds. Delivery: Point-And-Click

Unshakable

Cleric 2

The character's mind is resistant to shock. The character may call this skill to **Negate** sources of the effects of **Daze**, the skill **Waylay**, or **Fear**.

Vestment

Cleric 3

Creates a non-physical armor from pure presence of mind. The cleric gains 2 armor points per faith point invested. Max 20 armor points. Vestment requires 30-seconds of **Concentration**. Vestment expires at the end of the period.

Willpower

Cleric 3

The character has an exceptionally strong spirit and may **Negate** the effects of any single **Mind-Altering Effect**.



Finesse

Aim 1

[Finesse 1](#)

The character lines up a shot on their target for increased accuracy. After an internal Non-Vocal count to 3, the next ranged **Attack** deals +1 Damage.

Aim 2

[Finesse 3](#)

The character lines up a shot on their target for increased accuracy. After an internal Non-Vocal count to 3, the next ranged **Attack** deals +2 Damage

Aim 3

[Finesse 5](#)

The character lines up a shot on their target for increased accuracy. After an internal Non-Vocal count to 3, the next ranged **Attack** deals +3 Damage

Assail

[Finesse 2](#)

This melee/ranged **Attack** allows a character to deal 10 Damage when hitting a target's **Flank**. This Damage can only be increased by **Flank** Proficiency.

Assassinate

[Finesse 5](#)

This melee/ranged **Attack** allows a character to deal 18 Body when hitting a target's **Flank**. This Damage can only be increased by Flank Proficiency.

Backstab

[Finesse 1](#)

This melee/ranged **Attack** allows a character to deal 5 Damage when hitting a target's **Flank**. This Damage can only be increased by **Flank** Proficiency.

Bind

[Finesse 3](#)

This skill allows a character to rapidly bind an opponents' wrist. A character may use a tagged item for chains, manacles, or shackles in conjunction with this skill. The character can also spend a 3-count to untie rope or to undo Binds they placed on others or objects. If no item tag is used, it is assumed that the character uses rope, which may be cut through using a blade and a 3-count. A target hit in the front torso with this skill suffers the



effect of **Bind** arms. In order for this skill to be effective, the target must be within 5 feet of the attacker. Range: Packet, 5 feet.

Cheap Shot

[*Finesse 1*](#)

This melee/ranged **Attack** causes the target to suffer a **Choke** for 10-seconds. A calculated maneuver intended to deprive your opponent's lungs of air, forcing them on the defensive.

Combat Sense

[*Finesse 4*](#)

The character may continue to fight normally even when **Blinded** or in total darkness. This skill does not prevent a character from becoming **Blind** or being sightless in darkness. It represents the character's exceptional skill and intuition in combat situations. Only combat skills may be used in this manner; for example, you can **Attack** and use a skill like Backstab, but you can not use First Aid.

Defuse

[*Finesse 3*](#)

Two times per period you may **Charm** a creature for 30-seconds. During this time, the creature will not **Attack** you, yet others may not be so lucky. Only works on creatures capable of speech.

Disengage

[*Finesse 5*](#)

Upon calling this skill, the user is immune to all **Attacks** for ten seconds as long as they are running away from combat, and cannot be used to close a gap between you and an enemy/ally. While using this skill, you cannot **Attack**.

Dispatch

[*Finesse 4*](#)

This melee **Attack** allows the character to finish off a **Helpless** target. This places them into the 3rd Stage of the **Death Count**.

Dodge

[*Finesse 2*](#)

The character can **Avoid** any ranged **Attack** directed against themselves from 180° to the front.

Duelist

[*Finesse 3*](#)



When a character wields a Hand Weapon or Small Weapon with an empty offhand, the character deals +1 Damage and Feint receives a 1 Energy Discount.

Embolden

[*Finesse 5 \(Passive\)*](#)

Whenever you use Goad, Inspire, or Encore, the skill also negates **Fear Effects** on the target.

Encore

[*Finesse 4*](#)

Target ally may perform the most recent skill that consumed Ability Points again without expending additional Ability Points. Skill must have been used within 30-seconds and must be used again within 30-seconds. This skill cannot be used with itself or any other skill that grants Energy, Mana, or Faith.

Envenom

[*Finesse 3*](#)

A character with this skill has experience applying poison to weapons. This skill is required for a character to “Administer” a poison on weapons or projectiles, allowing the character to **Attack** with the weapon's damage and the administered poison. Poisons administered this way deal an additional +1 Poison. Once a poison is “Administered” onto a weapon or projectile, it lasts until it's used (Calling the Poison and **Attacking** expends the Poison.) or until End of Event.

Escape

[*Finesse 1*](#)

With the use of this skill, a character can make their way out of **Bind** or a **Grapple**.

Evade

[*Finesse 5*](#)

The character may **Avoid** any ranged **Attack** directed at them, including to their **Flank**. This skill can also be used to **Avoid** an AOE (Area-Of-Effect).

Feat of Dexterity I

[*Finesse 1*](#)

The character has gained the ability to perform a certain Feat of Dexterity. The Character gains the ability to restore 1 spent Energy per period. They also select any Normal Feat from the Feats of Dexterity list. A character may select each Feat only once.

Feat of Dexterity II

[*Finesse 2*](#)



The character has gained the ability to perform a certain Feat of Dexterity. The Character gains the ability to restore 1 additional spent Energy per period. They also select any Normal Feat from the Feats of Dexterity list. A character may select each Feat only once.

Feat of Dexterity III

Finesse 3

The character has gained the ability to perform a certain Feat of Dexterity. The Character gains the ability to restore 1 additional spent Energy per period. They also select any Normal Feat or Greater Feat from the Feats of Dexterity list. A character may select each Feat or Greater Feat only once.

Feat of Dexterity IV

Finesse 4

The character has gained the ability to perform a certain Feat of Dexterity. The Character gains the ability to restore 1 additional spent Energy per period. They also select any Normal Feat or Greater Feat from the Feats of Dexterity list. A character may select each Feat or Greater Feat only once.

Feat of Dexterity V

Finesse 5

The character has gained the ability to perform a certain Feat of Dexterity. The Character gains the ability to restore 1 additional spent Energy per period. They also select any Normal Feat or Greater Feat from the Feats of Dexterity list. A character may select each Feat or Greater Feat only once.

Normal Feats

- *Contortion* - You can perform feats of contortion acrobatics, such as dislocating body parts or fitting through unreasonably small spaces. This allows you to fit into or through tight spaces. See staff to attempt other uses that may cost Energy.
- *Legerdemain* - The character may keep an item of hand sized or less, hidden on their person, as long as their hands are not Bound.
- *Parkour* - The character may rapidly scale any vertical surface up to 5 ft per the number of Feats of Dexterity they purchased. It takes a non-vocal 3-count to ascend or descend 5 ft in this way. During the act of climbing, any time a character moves, they are **Concentrating**. Breaking **Concentration** will make them fall. While 10ft or higher, the character is considered **Elevated**.
- *Tumble* - Character has a **Soak** of 3 against all falling damage.
- *Poisoner* - Choose one Poison that is "Administered" or "Consumed". The character has carefully developed an immunity to that type of poison.



Greater Feats

- *Catch* - Once per period, the character may **Negate** a ranged **Attack**. If the Attack is Alchemy, they keep the unused Alchemy.
- *Ropework* - The character can use the skill **Bind** on objects (**Binding** a door shut, **Binding** a weapon and shield together, etc.). **Bound** objects take any augmented Strength to break apart. Ropework may also be undone over a 3-count by the skill Sleight of Hand if a character can make contact with the bindings.
- *Influence* - Using Inspire on an enemy makes them **Charmed** to you for the skill's duration. Only works on creatures capable of speech.
- *Flee* - When you use Disengage, double the skill's duration.

Feint

Finesse 3

Your next **Attack** is considered to have hit the target's **Flank**, regardless of where the **Attack** hit.

Flank 1

Finesse 2 (passive)

The character is adept at flanking. **Attacks** deal +1 Damage when **Attacking** the **Flank**.

Flank 2

Finesse 4 (passive)

The character is adept at flanking. **Attacks** deal an additional +1 Damage when **Attacking** the **Flank**.

Goad

Finesse 1

Use of this skill allows an ally to ignore the **Effects** of a **Broken** limb, **Choke**, a **Maimed** limb, or **Exhaustion** for 30 seconds. Only a single **Effect** may be ignored at a time, and the user must specify which ailment to ignore. Delivery: Touch.

Hamstring

Finesse 4

This melee/ranged **Attack** causes both of the target's legs to suffer **Maim** for 1 minute.

Inspire

Finesse 1

Target ally swings +1 Damage for 30 seconds. Target may not benefit from multiple sources of Inspire. Delivery: Point-and-Click



Interrogate

[Finesse 4](#)

The target of this skill must be restrained or held captive. This skill makes the target truthfully answer the next two questions with a Yes/No response. Each question requires 10-seconds of **Concentration** role-playing. An additional two questions can be forced out of the target, but after each of the additional questions are answered, the target takes 1 Body damage. Each use of Interrogate is considered an encounter for the use of other skills.

Invigorating Presence

[Finesse 5](#)

The character's encouragement and battlefield direction embolden their companions. All friendly targets who can hear the mastermind when this skill is called receive the effects of **Soak** 1 and swing +1 Damage for 1 minute. This doesn't stack with other instances of Invigorating Presence.

Keen Sense

[Finesse 2](#)

The character is particularly aware of their surroundings. They may **Negate** any single melee/ranged **Attack** to the **Flank**. Requires a 30-second cool down between uses.

Kneecap

[Finesse 2](#)

A calculated, if brutal, maneuver intended to ensure your opponent has nowhere to run. This melee/ranged **Attack** causes the target to suffer the effects of **Slow** for 30-seconds.

Master Florentine

[Finesse 3](#)

The character may use two weapons of Hand Weapon size or smaller simultaneously. The Character deals +1 Damage when wielding two Hand Weapons simultaneously. The character must possess the weapon skill for each weapon utilized in this manner.

Nightprowler

[Finesse 5 \(Passive\)](#)

To the night prowler, the darkness is their closest ally. Between the hours of 6 PM and 6 AM, the cost of skills that require a **Flank Attack** have their Energy cost reduced by 1 (minimum 1) and they get **Flank** 3, which adds an extra +1 Damage when **Attacking** the **Flank**.

Piercing Strike

[Finesse 3](#)



This melee/ranged **Attack** allows a character to deal a **Flank Attack** that pierces the target's armor. This deals your weapon damage plus any Flank +X bonus as Body Damage to the target. If this is combined with Backstab or Assail, it makes those skills deal Body Damage.

Pocket Sand

[Finesse 2](#)

A calculated defensive maneuver meant to distract your opponent, temporarily depriving them of their sight. A character hit in the front torso with this skill suffers the **Effect** of **Blind** for 10 seconds. In order for this skill to be effective, the target must be within 5 feet. Range: Packet, 5 feet.

Provoke

[Finesse 2](#)

The character gestures threateningly and incites anger to distract their target, this causes the target to receive a -1 Damage penalty on all **Attacks** that target anyone except you. This is **Mind-Altering**. Duration: 1 minute.

Quick Shot

[Finesse 4](#)

The character may skip focus count for their next ranged skill.

Signature Talent

[Finesse 4 \(Passive\)](#)

Select 1 Finesse Skill on Tier 1 (you must have learned the skill to select it). You may use that skill once every 2 minutes with no Energy cost. All Signature passives share the same 2-minute cooldown.

Silver Tongue

[Finesse 5](#)

The character is able to **Resist** any single attempt to force or discern the truth from them. This skill will cause the character's answer to appear true. In order to prevent accidental metagaming this skill does not need to be called when it is used.

Skirmisher

[Finesse 2 \(passive\)](#)

This skill makes your character immune to **Slow** and any environmental **Effect** that would reduce or cease your movement.

Surefooted

[Finesse 1](#)

This skill allows the character to **Negate** a **Displacement Effect**.



Trick Shot

[Finesse 4](#)

The character can use a ranged **Attack** to cause their target to suffer **Disarm** in a limb of their choice. Duration: 10-seconds. In addition, they may perform an out-of-combat feat of skill with their exceptional precision throwing or shooting. See Staff or a Marshal for use.

True Strike

[Finesse 5](#)

The character's next melee/ranged **Attack** is a **Sure Hit**. This can only be combined with **Flank** skills.

Uncanny Dodge

[Finesse 3](#)

Two times per period, when hit with any Damaging **Attack**, you may choose to take half Damage, rounded down. You halve the Damage taken first and then apply any **Soak** if applicable.

Uncanny Talent

[Finesse 6](#)

The character has achieved mastery in the areas of roguery, scouting, strategy, or marksmanship. You develop a special talent or maneuver that is unique to your character. This may be a single skill or a small suite of abilities. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Waylay

[Finesse 3](#)

This is an **Attack** used to render a target **Unconscious**. The target immediately falls **Unconscious** and suffers the effect of **Daze** for 3 minutes. If the target is **Attacked** during this time period, they wake up immediately.



Mage

Arcane Efficiency

[Mage 5](#)

The enchanter is well-practiced in their art. Arcane Efficiency grants the enchanter 25% faster production times, as found in the Arcane Crafting Chart.

Arcane Knowledge - General

[Mage 1](#)

These represent the theories required to know how to manipulate the meta-physical forces employed for making magic. When purchasing this skill, select one of the following schools: Umbral, Corporeal, Primal. This skill can be purchased up to 5 times per school. They may cast the Gather Power spells of the rank equal to their Arcane Knowledge to that school. Any character with any Arcane Knowledge is able to Read Magic incantations and equations.

Arcane Knowledge - Specialty

[Mage 1](#)

These represent the theories required to know how to manipulate the meta-physical forces employed for making magic. When purchasing this skill, select one of the following schools: Umbral, Corporeal, Primal. When a character selects a School in this way, that is considered their Specialty School. This skill can be purchased up to 5 times. They may cast Gather Power spells of the rank equal to their Arcane Knowledge to that school. Any character with any Arcane Knowledge is able to Read Magic incantations and equations. Each purchase of this skill grants the mage 2 Mana.

Arcane Strike

[Mage 2](#)

The next melee **Attack** with a Brand Weapon deals +2 Magic Damage. This can be combined with another **Attack** that deals Damage.

Arcane Tool Crafting

[Mage 1](#)

Grants access to a unique set of tools used in arcane crafting, creation of wands and other items as listed on the arcane crafting chart. See the Arcane Crafting chart in the [Crafting Compendium](#) for a list of craftable items.

Arcane Warrior

[Mage 1](#)

You are able to perform a minor ritual to inscribe a Brand on a melee weapon and use it as a spellcasting focus.



This Brand counts as a Rune of Focus for the purposes of casting spells with a free hand. You may now deliver any delivery “Brand” spell that you have the ability to cast through a successful strike with your weapon. Each Brand that is used must be unique to the player and may only be used by that player. These Brands are approved by staff. A player may not have more than two weapons with their Brand inscribed on them. It takes 10 minutes outside of combat to inscribe a Brand on a weapon. See “Wyvern Rising Magic and Prayers Tome” page 14 for more details about Brand Weapons.

Ascend: Archmage

[Mage 6](#)

The character has unlocked some of the secrets at the crest of willworking. You develop a magical talent or arcane technique that is unique to your character. This may be a single skill or a small suite of abilities, or a special Spell. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Backlash

[Mage 5](#)

The character may use their own mystical being to redirect any Spell from its intended target onto themselves. The character must touch the intended target within 5 seconds of a spell hitting them. Character calling Backlash **Negates** the original spell and redirects the effect back on the original caster. No packet is necessary, simply point at the original caster and call "Backlash" and the original spell's name. The character may use their weapon to perform Backlash.

Cantrips

[Mage 2 \(passive\)](#)

Grants the player access to Cantrips, which can be cast once per minute with no Mana cost. See the Magic and Prayers Tome for more details.

Channel Energy

[Mage 1](#)

A mage with this skill is able to hone energy gathered into a specially prepared wand and expend it at will. While holding a wand with a Rune of Channeling, a character can throw spell packets dealing 2 Force. Caster must use a Non-Vocal 3 Count between packets.



Charge Wand

[Mage 2](#)

Allows the Arcane Crafter to create a wand that can be charged with a small amount of magic. The crafter can prepare and store a spell of limited power into this wand to be used at a later time. The wand is then destroyed after the spell has been expended. The person using this wand does not need to possess an arcane knowledge of any type. Please refer to the Arcane Crafting Chart for the crafting specifics and spell limitations.

Classify Ambient Power

[Mage 2 \(passive\)](#)

Allows the character to garner what arcane school that a spell or ongoing arcane effect is from.

Create Artifact

[Mage 5](#)

Allows the enchanter to create a magical artifact using Master Quality items and a corresponding arcane blueprint. Blueprints can be found within the game or researched through AAR.

Create Scroll

[Mage 2](#)

Allows a Mage to record a spell's pathways onto a scroll using special spell ink. The scroll can be used by anyone who has Advanced Literacy or has the ability to Read Magic. Be warned, however, mistakes made while casting from scrolls can be deadly. A scroll is destroyed after its magic is released. Please refer to the Arcane Crafting Chart for specifics on making scrolls.

Empowered Rituals

[Mage 4](#)

Allows a Mage to be the Overseer of an Empowered Ritual. Allows for the casting of Empowered Rituals from the 'Empowered' ritual list. Only Empowered rituals from the Arcane Knowledge - Specialty school are able to be performed from this skill provided that the necessary components, time and setting are used. If the Mage has Arcane Knowledge - General (5) then they may perform those Empowered Rituals as well.

Focus Power

[Mage 3](#)

A Mage with this Skill has Mastered the Art of Focus, and no longer needs A wand with a Rune of Focus to cast spells. This skill frees up the caster's offhand for weapons or shields. This has no effect on a rune of channeling or a rune of empowerment.

Formal Rituals

[Mage 2](#)



Allows a Mage to be the Overseer of a Formal Ritual. Allows for the casting of Formal Rituals from the 'Formal' ritual list. All formal rituals are able to be performed from this skill provided that the necessary components, time, and setting are used.

Fracture

[Mage 3](#)

Shatter the target's faculties, leaving them unable to act with purpose. Target suffers the effects of **Exhaustion** for 10 seconds. Deliver: Brand Weapon Strike.

Frugal

[Mage 3 \(passive\)](#)

When making spell ink, for every 2 units crafted, a third unit is produced.

Gather Power 1

[Mage 1](#)

A Character can have a total of 7 Gather Power 1 slots for the Schools, Corporeal, Primal, and Umbral. Casting a Gather Power 1 spell costs 1 Mana. See Magic and Prayers Tome: Arcane Knowledge, Mana, and Gather Power for more information.

Gather Power 2

[Mage 2](#)

A character can have a total of 6 Gather Power 2 slots. To cast a Gather Power 2 spell, the character must have 2 Arcane Knowledge in that School. To purchase a Gather Power 2 spell, the character must possess at least 2 Gather Power 1 spells from that School. Casting a Gather Power 2 spell costs 2 Mana.

Gather Power 3

[Mage 3](#)

A character can have a total of 5 Gather Power 3 slots. To cast a Gather Power 3 spell, the character must have 3 Arcane Knowledge in that School. To purchase a Gather Power 3 spell, the character must possess at least 2 Gather Power 2 spells and 3 Gather Power 1 spells from that School. Casting a Gather Power 3 spell costs 3 Mana.

Gather Power 4

[Mage 4](#)

A character can have a total of 4 Gather Power 4 slots. To cast a Gather Power 4 spell, the character must have 4 Arcane Knowledge in that School. To purchase a Gather Power 4 spell, the character must possess at least 2 Gather Power 3 spells, 3 Gather Power 2 spells and 4 Gather Power 1 spells from that School. Casting a Gather Power 4 spell costs 4 Mana.



Gather Power 5

[Mage 5](#)

A character can have a total of 3 Gather Power 5 slots. To cast a Gather Power 5 spell, the character must have 5 Arcane Knowledge in that School. To purchase a Gather Power 5 spell, the character must possess at least 2 Gather Power 4 spells, 3 Gather Power 3 spells, 4 Gather Power 2 spells, and 5 Gather Power 1 spells from that School. Casting a Gather Power 5 spell costs 5 Mana.

Improved Glyph

[Mage 4](#)

Allows the crafter to inscribe Improved Glyphs that have 3 uses each. Please refer to the Arcane Crafting Chart in the [Crafting Compendium](#) for the crafting specifics.

Inner Voice

[Mage 2](#)

This skill allows the Mage to **Negate** the next **Silence**, **Daze**, or **Choke** effect. Latent Triggered, End of Period (EOP). Requires **Concentration** for 30-seconds.

Inscribe Glyph

[Mage 2](#)

Allows the player to scribe a Glyph onto an item. Glyphs must follow the Arcane Crafting requirements for each Glyph. A player cannot have more than 1 Glyph active at any given time. Please refer to the Arcane Crafting Chart for the crafting specifics.

Inscribe Rune

[Mage 3](#)

Allows a Mage to inscribe a rune on a High Quality or Master Quality object and charge a spell rune. Inscribing a rune requires the precious stone jonquil. To charge a rune, the nature of the rune and the spell it accepts must be known. The spell is cast upon the rune using this skill in order to charge it. This skill also allows the mage to remove a Mode or Spell Rune from an item in order to free up a Rune Slot. This requires 10 mins of **Concentration** and an Arcane Toolkit. Please refer to the Arcane Crafting Chart for the crafting specifics.

Linked Minds

[Mage 3](#)

Allows a mage to send a message, 20 words or fewer, to another person. The recipient of the message must know the sender, or the skill will fail. See storyteller or logistics when sending a message. This skill requires 30-seconds of **Concentration**.



Mana Coating

Mage 4

Adds +10 armor until EOP. Functions as a full suit of armor. This is the first armor lost in all situations. Once this armor is lost, you are no longer considered to be wearing a full suit of armor. Personal, Cast Time: 30-seconds of **Concentration**.

Meticulous

Mage 5 (passive)

Reduce the Jonquil requirement by one unit when crafting (minimum 1).

Mystic Blade

Mage 5

The character swings for +1 Magic Damage with all weapon strikes with Brand Weapons for 1 minute. Personal. Instant. Requires a Branded weapon.

Mystic Flurry

Mage 3 (passive)

This skill can be used twice per period and imbues your Brand Weapon with mystical power. The next three **Attacks** with a Branded Weapon deal +2 Magic Damage.

Redirect Spell

Mage 4

When used within 5-seconds of the caster being hit by a spell, Redirect Spell allows the mage to choose a different legal target for the spell that would have hit them. No packet is required when choosing a new target. The new target must be within 20 feet of the original target. Delivery: Point-and-Click.

Signature Magic

Mage 4 (passive)

Choose one: Pick a Gather Power 1 Spell from the school that the character has selected as their Arcane Knowledge - Specialty (you must have access to the Spell to select it). This spell may now be cast once every 2 minutes with no Mana cost. Or choose one Glyph from the Glyph list, this Glyph can be produced 50% faster, and you can have one extra lesser Glyph of this kind on you. All Signature passives share the same 2-minute cooldown.

Silence

Mage 2

A swift, sloppy jolt of energy that leaves the target incapable of speech or making any vocal sound. Target is unable to speak, cast prayers, or cast spells for 15 seconds. Delivery: Brand Weapon Strike



Siphon Mana

Mage 3

You may take Energy from a willing target to restore your mana. For every 2 Energy donated, you gain 1 Mana.
Range: Touch.

Spell Purge

Mage 3 (passive)

A character studies their spell book at an enchantry to change their prepared spells. For each spell a mage wishes to swap, they must spend 1 minute of **Concentration** per Gather Power tier. The player must have a staff member or marshal sign off on any changes.

Tethering

Mage 1

The caster uses the arcane tether on their weapon to create a temporary, unbreakable bond to the caster. This allows the player to **Negate** the next **Disarm** or skill that causes you to drop your weapon until the End of Period (EOP). **Concentration** for 30-seconds. Personal, Latent Triggered.

Twin Cast

Mage 5 (passive)

Choose a spell in the character's Arcane Knowledge - Specialty school, when this spell is cast, the character may choose to expend an additional 2 Mana to cast the spell twice in rapid succession. Limit of one use per period.

Unbreakable

Mage 5 (passive)

Once per period, the character can use the skill **Resist** Break Weapon per period on Branded Weapons only.

Unravel Spell

Mage 3

This skill allows a character to counter a spell as it is being cast. It must be called within three seconds of the spell to be Unraveled and is called as "Unravel (spell name and effect)." The user of this skill must point at the caster of the spell being targeted. Example: "Unravel Fireball 10 Damage/5 foot radius".



Martial

Armament

[Martial 2](#)

The user of this skill can Refresh their Grit Armor back to full. This is only usable while wielding their Favored Style and requires 30-seconds of **Concentration** role-playing practicing. These are the first armor points lost in battle.

Battle Focused

[Martial 3 \(Passive\)](#)

When the character is the target of a **Mind-Altering** ability, they may choose to reduce the duration by 50%.

Battle Rage

[Martial 3 \(Passive\)](#)

Whenever you take Damage your next melee **Attack** deals +1 Damage.

Bear Hug

[Martial 3](#)

Character may inflict 1 Body after a Vocal 3-count on a **Grappled** target. +1 Body for each strength modifier, For example, if the character has a strength of 2 (base strength and strength rush) their Bear Hugs now deal 2 Body. The character may continue to inflict Body on the target every Vocal 3-count until the **Grapple** is broken, or the character releases the target without spending additional energy.

Blind Fighting

[Martial 4](#)

The character may continue to fight normally even when **Blinded** or in total darkness for 30-seconds, this can also be used to **Negate** a **Gaze**. This skill does not prevent a character from becoming **Blind** or being sightless in darkness. It represents the character's exceptional skill and intuition in combat situations. Only combat skills may be used in this manner, for example, you can **Attack** and use skills such as Backstab, but you may not use non-combative skills such as First Aid.

Break Limb

[Martial 3](#)

This melee **Attack** causes a **Break** limb upon a limb that has been hit. This **Attack** must hit an arm or leg to have an **Effect**.

Break Weapon/Shield

[Martial 5](#)



This melee **Attack** must impact an opponent's weapon/shield and cause it to be **Broken**. The weapon/shield is rendered useless and must be dropped immediately.

Choke-Out

Martial 3

When used on a **Grappled** target, the target suffers **Daze** and **Choke** for 1 minute. This ends the Grapple. Requires a Vocal 3-count.

Courage

Martial 2

Character has strong self-discipline and may **Negate** the **Effects** of **Fear** or the Interrogate skill, for the duration of the encounter from the same source.

Crit +3

Martial 1

A Critical **Attack** +3 allows a character to cause +3 Damage with any melee **Attack**. This can be combined with another **Attack** that deals Damage.

Defensive Mastery

Martial 5 (passive)

The character can **Resist** any **Break Effect** that would target their Favored Style's weapon, shield, or limb. This is usable twice per period.

Deflect

Martial 4

The character can use a weapon or shield to **Avoid** any melee **Attack** directed at themselves, this includes the **Flank**.

Disarm

Martial 2

This melee **Attack** must strike a weapon or shield instead of an opponent. The opponent suffers a **Disarm** on the weapon or shield hit and may not retrieve it for 5 seconds. If used upon a shield, the target must release the shield's strapping for 5 seconds.

Efficiently Armored

Martial 3

The character is accustomed to their personal armor. When wearing this armor, they gain +1 AP per area, or +12 APs if it is a Suit of Armor. These are the first APs lost in combat, and are restored each time the armor is



repaired or refitted. Additionally, these APs are non-transferable, even if someone else wears the armor. It takes a month (AAR) to adjust to a Full Suit or collection of armor pieces in order to select it for this skill. Any Full Suit or collection of armor pieces may only be the selected armor for one person at a time.

Endure

[Martial 5](#)

The character's body has become particularly resistant to harm. The character may **Negate** any single source of Damage.

Favored Style

[Martial 2 \(Passive\)](#)

The Martial character selects a style from the following options: Brawler, Great-Weapon, Two-Weapon, or Shield. In order to select a style, the character must already have the appropriate skill: Unarmed Strike (Brawler), Heavy Weapon (Great-Weapon), Florentine (Two-Weapons), and Buckler or Shield (Shield).

This selection determines what skills may be used from the Fighting Style skills. The character can practice over a month (AAR) to select a new Favored Style, which is determined at the start of an event.

Feat of Strength I

[Martial 1](#)

The character has gained the ability to perform a certain Feat of Strength. The Character gains +1 Permanent Body. They also select any Normal Feat from the Feats of Strength list. A character may select each Feat only once.

Feat of Strength II

[Martial 2](#)

The character has gained the ability to perform a certain Feat of Strength. The Character gains +1 Permanent Body. They also select any Normal Feat from the Feats of Strength list. A character may select each Feat only once.

Feat of Strength III

[Martial 3](#)

The character has gained the ability to perform a certain Feat of Strength. The Character gains +1 Permanent Body. They also select any Normal Feat or Greater Feat from the Feats of Strength list. A character may select each Feat or Greater Feat only once.



Feat of Strength IV

Martial 4

The character has gained the ability to perform a certain Feat of Strength. The Character gains +1 Permanent Body. They also select any Normal Feat or Greater Feat from the Feats of Strength list. A character may select each Feat or Greater Feat only once.

Feat of Strength V

Martial 5

The character has gained the ability to perform a certain Feat of Strength. The Character gains +1 Permanent Body. They also select any Normal Feat or Greater Feat from the Feats of Strength list. A character may select each Feat or Greater Feat only once.

Normal Feats

- *Toss* - The character may **Push/Pull** objects or people (willing or **Helpless**) vertically equal to 5' plus modifiers from Strength that increase **Push/Pull** distance.
- *Ram* - The character is able to use themselves and their weapon as a battering ram. The character deals +1 Damage per Feat of Strength to Objects such as Doors/Chests.
- *Break Bonds* - Character gains use of *Break Bonds*, usable to break any single mechanical or magical restraint and/or any **Bind**. Type: Energy (2)
- *Surge of Power* - Once per period, the character can double their Strength Modifier only for the purposes of lifting and moving people and heavy objects. Duration: 10 minutes.
- *Hardy* - When the Character would gain a temporary **Soak**, they add +1 to the **Soak**.

Greater Feats

- *Leap* - The character is able to leap 5ft, plus an additional 5ft for each +1 to their Strength Modifier, horizontally or vertically. This does not necessitate a Hold.
- *Crusher* - Once per period When a character delivers a melee **Attack** they may also choose to deliver **Maim** Limb Duration: 30 seconds.
- *Voracious* - The character may consume a single additional Meal per period and gain its effects when they are already Well-Fed.
- *Juggernaut* - Once per period become **Unstoppable**. Duration: 1 minute. The character must be wearing heavy armor that has been selected with the skill Efficiently Armored.



Fighting Style I

Martial 2

The character has honed their prowess with a particular style of combat. This skill allows the use of the following skills, determined by the character's current *Favored Style*, while wielding the appropriate weapon or shield type for that style.

- **Brawler** - *Combo Strikes*: When a character makes consecutive Unarmed Strikes, the second **Attack** deals +1 Damage. Only usable with the Favored Style (Brawler). Type: Continuous, Melee.
- **Great-Weapon** - *Iron Grip*: The character is able to **Block** with a Heavy Weapon held in one hand. If the character is forced to drop or be **Disarmed** of their Heavy Weapon, while it is being wielded in two hands, they instead continue to wield it in one hand for 5-seconds. Only usable with the Favored Style (Great-Weapon). Type: Continuous
- **Shield** - *Exhausting Defense*: After successfully **Blocking** any skill with a Shield, the attacker is **Exhausted** for 10 seconds. Target may not suffer the effects of this skill again for 30-seconds. Only usable with the Favored Style (Shield). Type: Energy (2), Melee Point-and-Click. This is called "Exhausting Defense Melee **Exhaustion** 10 seconds".
- **Two-Weapon** - *Double Strike*: Once per Period, when you use a Martial skill to **Attack**, deliver it twice, once with each weapon while only paying the Energy cost once. These must be used within 5 seconds of each other. Only usable with the Favored Style (Two-Weapons). Type: Once per period, Melee.

Fighting Style II

Martial 3

The character has honed their prowess with a particular style of combat. This skill allows the use of the following skills, determined by the character's current *Favored Style*, while wielding the appropriate weapon or shield type for that style.

- **Brawler** - *Martial Arts*: This allows a character to increase the size of a 'fist' boffer weapon to a max length of 24". This is only usable with the Favored Style (Brawler). Type: Continuous
- **Great-Weapon** - *Cleave*: This melee **Attack** allows the character to swing for +5 Damage. The character must **Concentrate** on a Non-Vocal 3-count, during which, the player must plant one foot on the ground. Only usable with the Favored Style (Great-Weapon). Type: Continuous, Melee.
- **Shield** - *Stagger*: The character uses their shield and leverage in order to repel an attacker. After the character successfully **Blocks** a melee **Attack** with their Shield, the attacker is **Dazed** for 5-seconds and **Pushed** 5ft (+5ft per Strength modifier) directly backward, perpendicular to the shield. Only usable with



Favored Style (Shield). Type: Energy (3), Melee Point-and-Click. This is called “Stagger Melee **Dazed** 5 seconds, **Push** 5ft”.

- **Two-Weapon** - *Savage Grip*: The character may use two weapons of Hand Weapon size or smaller simultaneously. The character must possess the Weapon Skill for each weapon utilized in this manner. Twice per period, the character can **Negate** a **Disarm Effect** directed at their weapons while using *Savage Grip*. This is only usable with the Favored Style (Two-Weapons). Type: Continuous, Twice per period.

Fighting Style III

[Martial 4](#)

The character has honed their prowess with a particular style of combat. This skill allows the use of the following skills, determined by your current *Favored Style*, while wielding the appropriate weapon or shield type for that style.

- **Brawler** - *Advanced Combo*: When a character makes consecutive Unarmed **Attacks**, the third **Attack** deals +2 Damage. Only usable with the Favored Style (Brawler). Type: Continuous, Melee.
- **Great-Weapon** - *Ignore Pain*: While using the skill *Cleave*, **Concentration** is no longer broken by taking Damage/**Effects** or by **Defending** yourself with skills that use **Avoid** or **Negate**. Only usable with the Favored Style (Great-Weapon). Type: Continuous.
- **Shield** - *Cover*: The target is considered to be under the effect of the skill *Intercept* for the duration of the skill. Must remain within arm's reach of each other and within line of sight of each other. Covered targets take the full effect of Area Effects. Requires the use of a Shield. Duration: 1 minute. Only usable with the Favored Style (Shield). Type: Energy (4), Shield, Touch.
- **Two-Weapon**- *Defensive Reflexes*: After you use a melee weapon to **Block** an **Attack**, your next **Attack** against an opponent receives a 1 Energy discount (minimum 1) if used within 5 seconds of the **Block**. Once you use this skill, it may not be used for 30 seconds. Only usable with the Favored Style (Two-Weapons). Type: Continuous.

Fighting Style IV

[Martial 5](#)

The character has honed their prowess with a particular style of combat. This skill allows the use of the following skills, determined by your current *Favored Style*, while wielding the appropriate weapon or shield type for that style.



- **Brawler** - *Haymaker*: Allows a character to deal +5 Damage, **Daze** 10-seconds with any single melee Unarmed Strike. Only usable with the Favored Style (Brawler). Type: Energy (5), Melee.
- **Great-Weapon** - *Overpower*: The character's next melee **Attack** deals +3 Damage and is a **Sure Hit**. This can be combined with Cleave. Only usable with the Favored Style (Great-Weapon). Type: Energy (5), Melee.
- **Shield** - *Wall of Steel*: For the next 30-seconds, you are unable to **Attack**, but you are able to use the skill Deflect without spending Energy. This is only usable with the Favored Style (Shield). Type: Energy (5), Shield.
- **Two-Weapon** - *Frenzy*: Your next 5 melee **Attacks** deal +4 Damage. Only usable with the Favored Style (Two-Weapons). Type: Energy (5), Melee.

Grapple

Martial 1

The character is skilled at close combat and clinches. This melee **Attack** causes the target to be **Grappled** for 15-seconds. The character must keep at least one weapon in contact with the target to maintain the **Grapple**. This skill can also be used to “**Resist Grapple**” in order to counter an opponent's **Grapple**.

Grit 1

Martial 2 (passive)

Grants the character +5 armor. This effect will refresh on period change. These are the first armor points lost in battle.

Grit 2

Martial 4 (passive)

Grants the character an additional +5 armor. This effect will refresh on period change. These are the first armor points lost in battle.

Incredible Strength

Martial 5

A character with this skill has strength that surpasses human norms. This allows the character to **Push/Pull** objects or people (willing or **Helpless**) of human size up to 5' horizontally, or carry up to two people. Other uses require staff's approval. This stacks with other Strength skills. This adds 1 to your strength modifier when calculating **Push/Pull** distances or carrying bodies, and the character may deal +1 Damage with all melee **Attacks** and Thrown Weapons.



Intercept

Martial 1

The character must touch another character within 5-seconds of being **Attacked** to cause that **Attack** to be **Avoided**. The character calling Intercept is the new target of the **Attack** and must either take the **Attack** upon themselves or use a skill to **Avoid** or **Negate** it.

Knockback

Martial 1

This melee **Attack** causes the target to be **Pushed** 5' plus an additional 5' for each level of strength you possess. The target tumbles and stumbles back, losing their balance.

Martial Prowess

Martial 6

The character has achieved the apex of their chosen fighting style. You develop a maneuver or fighting technique that is unique to your character. This may be a single skill or a small suite of abilities. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Menace

Martial 4

Target is overcome with **Fear** and must flee for 1 minute. Delivery: Point-and-Click.

Parry

Martial 2

The character may use a weapon or shield to **Avoid** any melee weapon **Attack** directed against themselves from 180° to the front.

Pummel

Martial 2

The character uses their weapon to deliver a blow squarely to their opponent's chest, knocking the wind out of them. This melee **Attack** causes the target to suffer the **Effects** of **Choke** for 10 seconds.

Rage

Martial 4



You gain the effect of Strength Rush, ignore any **Broken** limbs and are immune to **Mind-Altering** for 1 minute. This may be used to counter **Mind-Altering** effects.

Resist Break/Maim Limb

Martial 3

The character may **Negate** the **Effects** of any attempt to cause their limbs to be **Broken** or **Maimed**.

Retain

Martial 1

Allows a character to **Negate** the **Effect** of a **Disarm** and maintain control of a weapon or shield.

Revenge

Martial 5 (Passive)

Twice per period, when an opponent hits you with an **Attack**, the next Martial skill you use against that opponent has its Energy cost reduced by four (minimum 1 Energy).

Reversal

Martial 2

The character can **Avoid** the **Effects** of any melee **Attack** that causes **Grapple**, **Push**, **Pull**, or **Choke** and redirect it back upon their attacker. Delivery: Melee Point-and-Click. This is called "Reversal Melee (Name of redirected skill)".

Riposte

Martial 3

The character uses the skill Parry to **Avoid** a melee **Attack** and causes their weapon Damage to the attacker. Delivery: Melee Point-and-Click. This is called "Riposte Melee (X) Damage".

Second Wind

Martial 5

The character can rally themselves for another round of fighting. This allows the character to heal Body equal to half of their total Body (rounded down). This skill is only usable when the character is at exactly 1 Body and can be used when **Injured**.

Sever Limb

Martial 4

This melee **Attack**, causes the struck limb to suffer from a **Sever Effect**, as it is torn from the torso and rendered completely useless, and the target takes your weapon Damage as Body. This **Attack** must successfully hit a limb to function.



Signature Skill

Martial 4 (Passive)

Select 1 Martial Skill on Tier 1 (you must have learned the skill to select it). You may use that skill once every 2 minutes with no Energy cost. All Signature passives share the same 2-minute cooldown.

Slam

Martial 1

The character strikes the target hard enough to cause disorientation. This melee **Attack** causes a **Daze** upon the target for 5-seconds.

Strength Rush

Martial 1

A player may summon temporarily enhanced strength and perform feats beyond their normal abilities. This allows the character to **Push/Pull** objects or people (willing or **Helpless**) of human size up to 5' horizontally, or carry up to two people. This skill can also be used to "**Resist Grapple**" and free yourself of an opponent's **Grapple**. Other uses require staff's approval. This stacks with other Strength skills. This adds 1 to your strength modifier when calculating **Push/Pull** distances or carrying bodies, and the character may deal +1 Damage with all melee **Attacks** and Thrown Weapons. The Damage from this skill doesn't stack with Incredible Strength. Duration: 1 minute.

Sunder Armor

Martial 3

The character exploits the weaknesses of a suit of armor and bludgeons it with dents. This melee **Attack** causes a "Full Suit of Armor" to cease functioning for 30-seconds and deals Body Damage to the target equal to your weapon Damage.

Takedown

Martial 5

This skill allows a character to body slam a clinched opponent. This causes a **Grappled** foe to take a **Stun** for 5-seconds and breaks the **Grapple**.

Toughness

Martial 4

A character with this skill is able to ignore some blows during battle. The character gains a **Soak** of 2 for 1 minute.



Alchemy

Administer Poison

[Alchemy 3](#)

A character with this skill has extensive knowledge of poison use and how to mask the presence of poison. This skill is required for a character to “Administer” a poison on weapons or projectiles, allowing the character to **Attack** with the weapon's damage and the administered poison. Once a poison is “Administered” onto a weapon or projectile, it lasts until it's used (Calling the Poison and **Attacking** expends the Poison.) or until End of Event. This also allows the character to mask the presence of poisons that are “Consumed”, from being immediately detected by the intended target, thus requiring skills, spells, or prayers to be used to notice the poison.

Alchemic Experiment

[Alchemy 5](#)

This skill allows an alchemist to attempt to create a new recipe, modify an existing recipe, or reverse engineer an alchemical compound using crafting time. Use of this skill requires your Story AAR action. Tell the staff that you are interested in experimenting/creating a compound, and describe the effect you are trying to create in as much detail as possible. The character will work with staff to develop the new alchemy compound's effect, recipe, and name. A use of this skill provides +1 Progress towards an experiment and experiments require base 1 Progress per level of complexity (Basic, Intermediate, Complex).

Alchemical Efficiency

[Alchemy 2 \(passive\)](#)

A master alchemist brews at a reduced "Efficient" rate. See Crafting Compendium “Alchemy”.

Alchemical Mastery

[Alchemy 5 \(passive\)](#)

A master alchemist brews at a reduced "Mastery" rate. See Crafting Compendium “Alchemy”.

Denature

[Alchemy 4](#)

An alchemist can break down an alchemical compound into its base ingredients. The Reagents are lost in the process. Use of this skill reclaims the component tag(s) and provides 1 Salvage Tag. Requires 1 minute of **Concentration** and the use of an Alchemy Lab. This skill can't be used on Reagents.



Detect Poison

[Alchemy 2](#)

With this skill, a character can detect the presence of any poisons or alchemical compounds on an object or in food. The nature of the substance is not learned through this skill. This skill grants a YES/NO result.

Distill

[Alchemy 2](#)

An alchemist can break down an alchemical compound into its base reagents. The components are lost in the process. Use of this skill reclaims the Reagent tag(s) and provides 1 Salvage Tag. Requires 1 minute of **Concentration** and the use of an Alchemy Lab. This skill can't be used on Reagents.

Explosive Basic

[Alchemy 1](#)

Allows an alchemist to brew simple explosive and volatile compounds.

Explosive Complex

[Alchemy 5](#)

Allows an alchemist to brew the most complex explosive and volatile compounds. This skill requires the use of an Alchemy Lab.

Explosive Intermediate

[Alchemy 3](#)

Allows an alchemist to brew explosive and volatile compounds of intermediate complexity.

Extract

[Alchemy 2](#)

Allows a player to extract biological material from a recently deceased or living and incapacitated animal. This skill grants different alchemically relevant animal products depending on the target. It takes 2 minutes of **Concentration** and a set of Alchemy Tools to extract material from a single target. Requires a *Corpse Tag*.

Forage

[Alchemy 2](#)

This skill allows a character to recognize most alchemical ingredients. A character with forage can also search the game environment where certain components are likely to be found in order to have the opportunity to find in-game items that do not occur naturally. At first, a forager can only find common components, but this will change as they learn more alchemy. See Forage chart in the Crafting Compendium for details.



Gather Proficiency

[Alchemy 3 \(passive\)](#)

Alchemist can now use forage to gather Rare components and reduce the time it takes to gather common items. See Forage chart in Crafting Compendium for more details.

Identify Compound

[Alchemy 4](#)

An alchemist can identify any alchemical compound, even in small amounts. This skill requires the use of an Alchemical Lab and 2 minutes of **Concentration**.

Mask Compound

[Alchemy 4](#)

Allows an Alchemist to mask an alchemical compound. Once masked, the compound will be undetectable by normal means. Using this skill requires 10 minutes of crafting time per level of the substance being masked. An alchemist can mask only those substances which they have the ability to make.

Master Gatherer

[Alchemy 4 \(passive\)](#)

The alchemist can now use forage to gather Exotic components and reduces the time it takes to gather rare and common items. See Forage chart in Crafting Compendium for more details.

Medicinal Basic

[Alchemy 1](#)

Allows an alchemist to brew simple medicinal healing compounds.

Medicinal Complex

[Alchemy 5](#)

Allows an alchemist to brew the most complex medicinal healing compounds. This skill requires the use of an Alchemy Lab.

Medicinal Intermediate

[Alchemy 3](#)

Allows an alchemist to brew medicinal healing compounds of an intermediate complexity.

Peerless Mastery

[Alchemy 6](#), [Medicine 6](#), [Mercantile 6](#), [Smithing 6](#)

The character has achieved the pinnacle of their profession. You develop a talent or technique that is unique to your character. This may be a single skill or a small suite of abilities. When this skill is purchased, the player



must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Poisons Basic

[Alchemy 1](#)

Allows an alchemist to brew simple compounds designed to harm and weaken.

Poisons Complex

[Alchemy 5](#)

Allows an alchemist to brew the most complex compounds designed to harm and weaken. This skill requires the use of an Alchemy Lab.

Poisons Intermediate

[Alchemy 3](#)

Allows an alchemist to brew compounds designed to harm and weaken, of an intermediate complexity.

Potions Basic

[Alchemy 1](#)

Allows an alchemist to brew simple compounds meant to enhance performance.

Potions Complex

[Alchemy 5](#)

Allows an alchemist to brew the most complex compounds meant to enhance performance. This skill requires the use of an Alchemy Lab.

Potions Intermediate

[Alchemy 3](#)

Allows an alchemist to brew compounds meant to enhance performance, of an intermediate complexity.

Synthesize

[Alchemy 1](#)

This skill allows a character to distill basic alchemical materials to make Alchemical Reagents. There is a unique Reagent for each school of alchemy that is used in every recipe in that school. See the Alchemical Crafting Chart in the [Crafting Compendium](#) for Reagent Crafting Times.



Transmutation

Alchemy 4

You can turn materials into another through a complex, alchemical process. This can be used to convert one type of material (the input) into another type of material (the output), except for gems and Rare/Exotic Leather, Metal, or Wood. Salvage Tags can be used in conjunction with a material as an input with a value of 5 Copper.

Converting materials requires the use of an Alchemy Lab and takes 30-seconds of **Concentration** per 10 Copper (rounded up). Use the Store Price* to determine the value of materials to convert them.

The value of "Artisan Goods" has no effect on the value when using this skill. The value of the new unit(s) must be equal to or less than the value of the old unit(s), any excess value will be lost. The output material can only be a material that doesn't require materials to be consumed in its creation.

*See the Public Price List for Store Prices.

Simulacrum

Alchemy 5

Allows the alchemist to distill a single alchemical compound into two doses. The Alchemist spends 10 minutes of **Concentration** at an Alchemy Lab to condense a compound. A condensed compound is treated as two 'doses.' The alchemist may deliver the effect of the compound on two separate occasions. The condensed compound is volatile. It loses all monetary value. A condensed compound can not be condensed further. Additionally, it will become inert and lose all effect at End of Period.



Medicine

Apothecary Efficiency

Medicine 5

The physician is well-practiced in the art of apothecary. Apothecary Efficiency grants the physician faster production times, as found in the Medicine Crafting Chart.

Blood Transfusion

Medicine 5

The physician can infuse a character with blood to enhance their constitution. This skill requires a Surgical Chamber, 1 Unit of Blood, and 2 minutes of **Concentration**. The target gains the benefit of +3 Temporary Healable Body until End of Period.

This skill can also be used (without the Energy cost) to draw blood from a willing target, requiring 10 minutes of Concentration within a Surgical Chamber. This allows the physician to get 1 Unit of Blood and deals 2 Body (can't be Temporary Body) to the willing target.

Diagnose

Medicine 1

Allows a physician to ascertain specific knowledge about a living target. Physicians must spend time role playing in order to obtain this knowledge. Time requirements are as follows:

Body: 15 seconds

Unconsciousness: 15 seconds

Energy: 30 seconds

Poison: 30 seconds

Disease: 5 minutes

Mortal Wound: 1 minute

Diagnose also allows a physician to detect the presence of any alchemical compounds or Poison on an object or in food. The nature of the substance is not learned through this skill. This skill grants a YES/NO result. Other uses of this skill must be approved by a staff member or a marshal.

Dissect

Medicine 2

Allows a character to extract organs or other biological material from the recently deceased. It takes 2 minutes of **Concentration** and a physician's kit to extract material from a single target. Requires a *Corpse Tag*.



Field Doctor

[Medicine 5 \(passive\)](#)

The role-play times for the skills Field Surgery, and Resuscitate is reduced by 2 minutes and the effects of Stabilize and Triage are increased by 2 minutes.

Field Nurse

[Medicine 3 \(passive\)](#)

You may act as an assistant to another Physician performing life-saving care. Whenever another physician uses a skill that would bring a target out of the **Death Count**, you may 'assist' them, spending the same role play time and doing nothing but aiding them in their skill. If you do, the target receives no **Injury**.

Field Surgery

[Medicine 2](#)

With this skill, a physician may treat a patient who is in the second phase of their **Death Count**. Field Surgery requires 3 minutes of **Concentration** with a physician's kit. During administration of Field Surgery, the patient's **Death Count** is suspended. The patient revives, heals to 1 Body, and receives an **Injury**.

Force-Feed

[Medicine 3](#)

A physician may administer an imbibed alchemic compound or medicinal item to a **Helpless** target. Target gains the effects as if they were conscious/alive. This skill may not be used on one's self. Not effective in the Second or Third Phase of the **Death Count**. The physician must administer the compound for 10-seconds of **Concentration**.

Forensics

[Medicine 4](#)

Allows a physician to examine a corpse to determine, in general terms, the cause and time of death. The body must be brought to a surgical chamber for study.

Internal Medicine

[Medicine 2](#)

Allows a physician to craft tools of the medical trade and administer apothecary treatments such as antivenom to neutralize poison and palliative medications to treat disease. This skill affords a physician the knowledge and 'recipe' to craft all items on the Physician Crafting Chart. See the Physician Crafting Chart in the [Crafting Compendium](#) for times and materials. This skill requires the use of a surgical chamber.



Medic

[Medicine 1](#)

The character may administer assistance to a dying humanoid who is at 0 Body. This requires they **Concentrate** on binding wounds for 30-seconds seconds, and must use a Physician's kit. The target will regain 1 Body point and receive an **Injury**. Medic is effective only for the first 2 minutes (first phase) of the **Death Count**. The **Death Count** is paused during the administration of Medic. A character may use this skill to "Assess" which phase of the **Death Count** a victim is in, if they are **Unconscious**, or if they are Dead.

Nerves of Steel

[Medicine 3](#)

Negates any **Mind-Altering Effect** on the Physician or maintains **Concentration** when it would otherwise be broken. This skill is only usable while currently performing a Physician skill on another target. You are immune to **Mind-Altering Effects** and can't have your **Concentration** interrupted for the duration of the Physician skill.

Ounce of Prevention

[Medicine 3 \(Passive\)](#)

Whenever Suture Wound, Pressure Point, Set Limb, Reconstruct Limb, or Treat Injury is used, the healed player gains Temporary Body equal to the Energy spent on the skill used. This Body lasts for 1 hour and is not healable.

Peerless Mastery

[Alchemy 6](#), [Medicine 6](#), [Mercantile 6](#), [Smithing 6](#)

The character has achieved the pinnacle of their profession. You develop a talent or technique that is unique to your character. This may be a single skill or a small suite of abilities. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Pound of Cure

[Medicine 5 \(Passive\)](#)

When the Physician administers a Physician Crafting item or performs a Physician skill that heals Body, Body healed is doubled.

Pressure Point

[Medicine 3](#)

The physician may touch a target to immediately end any **Stun**, **Exhaustion**, or **Daze** effect. Range: Touch



Reconstruct Limb

Medicine 4

The physician may administer repairs to a **Severed** limb. The limb must be allowed to heal before it can be used. Natural healing will require one month. Requires a Surgical Chamber and 5 minutes of role-play **Concentrating**. After this skill is used, the limb is considered to be **Broken** and Set.

Resuscitate

Medicine 4

A physician can administer treatment with a physician's kit and revive a victim who is in the third phase of **Death Count** or suffering from a Mortal Wound. Resuscitating a character requires 5-minutes of **Concentration**. The **Death Count** or Mortal Wound count is temporarily suspended while Resuscitate is being administered. At the conclusion of **Death Count** healing, the player is revived, heals to 1 Body, and receives an **Injury**. At the conclusion of Mortal Wound healing, the effect is cured.

Set Limb

Medicine 2

The physician can set a bone in a **Broken** limb. The physician must role-play **Concentrating** for 3 minutes and must use a physician's kit during administration of Set Limb. The limb is useless until given time to heal. Natural healing requires one month.

Signature Mending

Medicine 4 (Passive)

Select one Physician Skill on Tier 1 or 2 (you must have learned the skill to select it). You may use that skill once every 2 minutes with no Energy cost. All Signature passives share the same 2-minute cooldown.

Stabilize

Medicine 1

A physician is able to temporarily suspend the **Death Count** of a dying individual for 5 minutes. The physician must role-play **Concentration** for the first minute using a physician's kit. When the 5 minutes have expired, the victim continues their **Death Count** from the point at which Stabilize was started. Stabilize can be administered only during the first and second stage of the **Death Count**.

Steady Hands

Medicine 2 (Passive)

The time needed to perform a Physician skill is reduced to half the original time, rounded down. Usable once per period.



Suture Wound

Medicine 1

This skill can be used to restore one point of Body to a patient. This skill requires **Concentration**; the physician must role-play for one minute using a physician's kit for each Body restored. If used in a Surgical Chamber, this skill costs no Energy. Suture Wound can not be used on a character in the **Death Count**. This skill also allows a physician to suture themselves when Wounded. A physician's kit is required to Suture Wounds.

Treat Injury

Medicine 3

This skill must be performed in a surgical chamber. The physician heals the target of all existing **Injuries**. Their current Body total does not change, but it becomes possible to be healed up to their maximum Body total once more. This skill requires a **Concentration** time of 30 seconds per **Injury** treated.

Triage

Medicine 5

A physician is able to temporarily suspend the **Death Count** of a dying individual or the effects of Mortal Wound for 10 minutes. The physician must role-play **Concentration** for the first 30 seconds using a physician's kit. When the 10 minutes have expired, the victim continues their **Death Count** from the point at which Triage was started. Triage can be administered at any time during the **Death Count**.



Mercantile

Advanced Literacy

[Mercantile 1](#)

The character has studied high level math as well as advanced theological writings, allowing them to decipher the equations of Magic and Prayer script. Any player with this skill may utilize Magic and Prayers scrolls.

Apprentice Artisan

[Mercantile 1](#)

Choose one Occupation from the General list to learn. You are considered to have the Apprentice level of that Craft. Any goods you make using that craft are considered 'Artisan Goods.' You may only purchase this skill once. Artisan Goods may be sold at The General Store or in a Shopping AAR at higher than standard market rate. See Crafting Compendium Appendix E: Materials for information on materials.

Assess Hidden Worth

[Mercantile 3](#)

Character may determine, upon detailed evaluation, if an item has any unusual properties or hidden value. This skill can be used to determine if an item possesses unique or historical significance. This will also reveal any magical and divine properties on the item. This skill requires 2 minutes of **Concentration** upon the object to gain information about it.

Coward

[Mercantile 5 \(passive\)](#)

You are adept at placing others between yourself and the source of danger. Twice per period, after you are hit by a melee/ranged **Attack** that can be **Avoided**, you can designate another character other than the attacker within 5 ft. of you and **Avoid** the **Attack**. That character becomes the new target of the **Attack** instead of you.

Decoy

[Mercantile 4 \(passive\)](#)

The merchant gets to choose what item is taken when they are pickpocketed. They have decoy items as they know they're targets for pick pockets.

Detect Forgery

[Mercantile 2](#)

Allows a character to determine if a particular item is genuine or fake. The merchant pours over the potential fake for 5 minutes to make the determination.



Fast Talker

[Mercantile 4](#)

Up to 3 Targets become **Charmed** and generally amenable toward the user for 1 minute. The targets may **Attack** other targets and **Defend** themselves. Only works on creatures capable of speech. Delivery: Point and Click.

Generate Profit

[Mercantile 4](#)

You can now use the skill Materials Contract to get one or more Common or Rare materials and/or Common goods worth a total of 5 Gold. This skill also reduces the store's mark-up by 10% on goods purchased through this contract. Discounts from Market Evaluation, Materials Contract, Market Appraisal, Generate Profit, Market Manipulation stack.

Journeyman Artisan

[Mercantile 3](#)

You are considered to have the Journeyman level of the same Occupation identified by Apprentice Artisan. Artisan Goods may be sold at The General Store or in a Shopping AAR at higher than standard market rate.

Market Appraisal

[Mercantile 3](#)

Allows a player to purchase goods from the in-game store or during a shopping AAR at an additional discount. This skill reduces the store's mark-up by 10%. Discounts from Market Evaluation, Materials Contract, Market Appraisal, Generate Profit, Market Manipulation stack.

Market Evaluation

[Mercantile 1](#)

Allows a player to purchase goods from the in-game store or during a shopping AAR at a discount. This skill reduces the store's mark-up by 10%. Discounts from Market Evaluation, Materials Contract, Market Appraisal, Generate Profit, Market Manipulation stack.

Market Manipulation

[Mercantile 4 \(Passive\)](#)

Allows a player to purchase goods from the in-game store or during a shopping AAR at a discount. This skill reduces the store's mark-up by 10%. Discounts from Market Evaluation, Materials Contract, Market Appraisal, Generate Profit stack.



Master Artisan

[Mercantile 5](#)

You are considered to have the Master level of the same craft identified by Apprentice Artisan. Artisan Goods may be sold at The General Store or in a Shopping AAR at higher than standard market rate.

Master Bargaining

[Mercantile 5](#)

This skill is called immediately after an agreement is reached on a monetary transaction. The merchant may then alter the agreed upon price of the entire deal to the standard price. This is a **Mind-Altering Effect**. In addition, any character that possesses this skill is immune to Master Bargaining when performing a transaction. The contract may not be canceled after the skill is used. This skill may not be used in an AAR or at the in-game store.

Materials Contract

[Mercantile 2](#)

This skill allows a character to draw up a recurring contract with a supplier for one or more Common materials and/or Common goods worth a total of 5 Gold. This skill reduces the store's mark-up by 10% on goods purchased through this contract. If the character is unable to make full payment upon the delivery of the goods, the contract will be voided, and a new contract must be renegotiated. A contract may only be renegotiated once per season. Discounts from Market Evaluation, Materials Contract, Market Appraisal, Generate Profit, Market Manipulation stack. This skill can be purchased multiple times and represents additional contracts. Materials Contracts (what you get and what they cost) should be mentioned in your AAR when you submit them.

Paranoid

[Mercantile 3 \(passive\)](#)

The character gains one use of "Resist Pick Pocket" per period.

Peerless Mastery

[Alchemy 6](#), [Medicine 6](#), [Mercantile 6](#), [Smithing 6](#)

The character has achieved the pinnacle of their profession. You develop a talent or technique that is unique to your character. This may be a single skill or a small suite of abilities. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.



Shrewd Mind

[Mercantile 5 \(Passive\)](#)

Experience dealing with cunning traders and cutthroat bankers has kept your mind sharp. Twice per period, the character can **Negate** a **Mind-Altering Effect**.

Smooth Talker

[Mercantile 2](#)

Target becomes **Charmed** and at most indifferent toward the user for 30-seconds seconds. The target may **Attack** other targets and **Defend** themselves. Only works on creatures capable of speech. Delivery: Point and Click.

Taunt

[Mercantile 3 \(passive\)](#)

Once Per Period, you use your quick talking to incite a minor riot. Select 2 targets. Targets become hateful and aggressive to each other for 30-seconds. They are likely to start arguing, but not necessarily physically fighting. This is a **Mind-Altering** effect. Only works on creatures capable of speech. Delivery: Point-and-Click.

Trade Contacts

[Mercantile 2](#)

A character may use this skill to create one-time contracts for a single Common or Rare good of their choice. Use of this skill requires your Story AAR action. The player will announce the good that they are intending to find and how much of it they are seeking. Staff will provide a cost for the good(s) and the player can choose to purchase it or not. Goods found using this skill do not have to follow the set store prices.

Trade Network

[Mercantile 5](#)

Your network has grown to include very obscure and specialized suppliers. You may now use the skill Trade Contacts to procure Exotic goods. Goods found using this skill do not have to follow the set store prices.

Well-Organized

[Mercantile 2](#)

Once per event, a player with this passive may add 60 minutes to their NPC shift crafting time.

Wholesale

[Mercantile 4](#)

Allows a character to negotiate the price of a singular item or unit of material down to the standard price when purchasing the item from an NPC merchant. May not be used in AAR.



Smithing

Augmenter

[Smithing 5 \(passive\)](#)

The Smith has honed expertise in providing augmentations to finished products. This reduces the **Concentration** time for the skills *Hone Weapon*, *Inlay*, *Refit Armor*, *Reinforce*, and *Gilding* by 50%.

Bowcrafting

[Smithing 3](#)

The character may construct bows and crossbows according to the smithing rules.

Bulk

[Smithing 3](#)

Through work in a forge, the Smith has developed scar tissue, muscle mass, and overall heft. Grants the character +5 armor. This armor will refresh on period change. This allows the character to **Push/Pull** objects or people (willing or **Helpless**) of human size up to 5' horizontally, or carry up to two people. Other uses require staff's approval. This stacks with other Strength skills. This adds 1 to your strength modifier when calculating **Push/Pull** distances or carrying bodies, and the character may deal +1 Damage with Unarmed Strike and Thrown Weapons.

Callous

[Smithing 5](#)

A career in the forge has left your body apt to endure extreme heat. Grants the character an additional +5 armor that stacks with Bulk. This armor will refresh on period change. You gain a permanent **Soak** +2 against all Fire Damage. Twice per period, you can **Negate** any **Attack** that deals Fire. Additionally, you may handle any item that is considered to be hot enough to burn flesh as though it was merely uncomfortably warm.

Create/Repair Light Armor

[Smithing 1](#)

Allows the character to construct and repair Light armor according to the Smithing Production Chart. This skill can be used to create armor of heavy fabric, supple light fur, and pliable leather.

Create/Repair Medium Armor

[Smithing 2](#)

Allows the character to construct and repair Medium armor according to the Smithing Production Chart. This skill can be used to create rigid leather armor and segmented armor such as chain mail and lamellar.



Create/Repair Plate Armor

[Smithing 4](#)

Allows the character to construct and repair Heavy armor according to the Smithing Production Chart.

Expert Efficiency

[Smithing 4 \(passive\)](#)

The smith is exceptionally skillful in construction techniques and can produce items at a significantly accelerated rate. Expert Efficiency allows the smith access to the reduced production costs as found in the smithing rules.

Fletchery

[Smithing 1](#)

The character may construct arrows, bolts, and thrown weapons.

Forge/Repair Hand Weapon

[Smithing 1](#)

Allows a smith to construct or repair Small weapons, Hand weapons, or Close Combat weapons, as well as all sizes of shields. This skill also allows a smith to reclaim metal from weapons and armor according to the smithing rules.

Forge/Repair Heavy Weapons

[Smithing 2](#)

Allows smith to construct or repair Heavy Weapons.

Gilding

[Smithing 4](#)

Smith may apply a thin layer of material to a weapon to temporarily change its material. Spend 5-minutes **Concentrating** and 1 unit of a material. A weapon is treated as being made of that material until the End of Period. Cannot be used in an AAR.

High Quality Smithing

[Smithing 2](#)

Allows a smith to forge items of unusually fine quality. It is rumored that High Quality items are often seen with magical inscriptions.



Hone Weapon

[Smithing 2](#)

The character may sharpen or otherwise refit a weapon. By spending 1 minute of **Concentration** role-playing and 1 unit of oil at a forge or grindstone, they confer +1 Damage to the weapon until End of Period. A weapon can only benefit from one use of this Skill at a time.

Increased Efficiency

[Smithing 2](#)

The smith is well-trained in their trade and is able to produce items at a faster rate. Increased Efficiency allows the smith access to the reduced production costs as found in the smithing rules.

Inlay

[Smithing 5](#)

You can reconstruct armor, weapons or shields to inlay a second material. You do so by having a base item that's already crafted, and 2 units of material for the inlaid material. Inlaid material gives new effects based on material type. These effects are permanent. Any item may only have 1 inlay. This skill requires 10-minutes of **Concentration**.

This skill also passively allows Weapons and Shields that are normally made of multiple materials and Weapons constructed of a single type of material, to be constructed of up to two separate types of special materials. When doing so, you make half of it into one type of material and the other half into another type of material. Items constructed with an odd amount of units must use the more expensive material as the majority of the item. Materials must be chosen from the following types: Metals, Woods, and Leathers.

Example: This would allow a Heavy Weapon to be constructed of Ironwood and Silver.

Master Quality Smithing

[Smithing 5](#)

Allows a smith to forge items of exceptionally high quality. It is said the properties of Master Quality items allow them to receive magical energies.

Peerless Mastery

[Alchemy 6](#), [Medicine 6](#), [Mercantile 6](#), [Smithing 6](#)

The character has achieved the pinnacle of their profession. You develop a talent or technique that is unique to your character. This may be a single skill or a small suite of abilities. When this skill is purchased, the player must inform staff, so that they can engage in negotiation about their particular capstone skill. The player will have input, but staff will be the final arbiter. If a player is unhappy with the final skill, they may decline and



refund their build. If the skill(s) are deemed to not be valued at a full 10 build, the player may be issued a partial build refund when they accept the skill. A character can only ever have a total of two Capstone skills.

Rapid Repair

[Smithing 3 \(passive\)](#)

The smith can utilize *Salvage Tags* to speed up repairing weapons, shields, and armor. The Smith can turn in a *Salvage Tag* when performing a repair on a weapon, shield, or piece of armor and reduce the time required to 50% of the time.

Reclamation

[Smithing 2 \(passive\)](#)

Allows a smith to deconstruct a weapon, shield, or piece of armor into its base materials, allowing them to reclaim a small portion of the materials. This requires **Concentration** equal to the repair time of the item in order to deconstruct it, and provides 50% of the materials (rounded down) and a single *Salvage Tag*.

Refit Armor

[Smithing 3](#)

A quick repair is better than no repair. The smith has become talented at jury-rigging armor to function in a live combat setting. Using 1-minute of role-play time **Concentrating** and 3 units of the appropriate material and/or *Salvage Tags*, they can restore up to 50% of an armor's AP. Usable on up to a full Set of Armor or on a Full Suit of armor. Not usable in AAR.

Reinforce

[Smithing 4](#)

The smith is able to bolster the quality of an item to make it withstand extra punishment. Spend 3-minutes of role-play time **Concentrating** and 1 unit of Wood to grant a weapon or shield one use of **Resist Break Weapon/Shield**. May only be used on a single weapon once per period. Cannot be used in an AAR.

Want Not

[Smithing 5 \(passive\)](#)

Through mastery of their craft, the smith cuts down on waste in their projects. When creating a new project, the smith can hand in 1 fewer unit than necessary of 1 material (minimum 1 of each required material) to represent their efficient usage of supplies. Materials that benefit from this are limited to Cloth, Iron, Leather, and Wood. This also allows the Smith to turn in *Salvage Tags* to replace the listed materials at a rate of 1:1. In addition, when using *Reclamation*, breaking down a weapon, shield, or piece of armor also yields *Salvage Tags* equal to half the materials reclaimed.



Waste Not

Smithing 3 (passive)

The smith can salvage pieces and parts of broken equipment to speed up their own projects. Each *Salvage Tag* turned into a staff or crafting marshal counts as 20 minutes toward a weapon, shield or armor creation. Can not be used to reduce a given project below 50% of crafting time.

Work Special Materials

Smithing 3

Allows a smith to forge items from unusual materials such as silver, ironwood, or magnetite. This skill also allows a Smith to replace iron, leather, and wood with other materials to construct weapons and armor when appropriate (see Staff). See Crafting Compendium Appendix E: Materials for information on materials.



Common

Apprentice Craft

Occupation

The character has learned the basic skills needed to perform their chosen Occupation. You may craft using the Occupation's Apprentice column of the crafting chart. See the [Crafting Compendium](#) for times. This skill may be purchased multiple times. See Crafting Compendium Appendix E: Materials for information on materials.

Body +2

Common

Increases a character's Body by 2 points. This skill is purchasable 5 times for a total of +10 Body. This Body is added to your starting 6 Body. This skill doesn't require a teacher to be purchased and can be purchased immediately.

Bow/Crossbow

Common

Bows and Crossbows shoot arrows that deal Body damage, represented with packet archery, and either a phys rep for the bow/crossbow or a boffer weapon. Bows require the use of two hands to function (aim, reload, shoot, Block). Crossbows require two hands to reload and can otherwise be used in one hand.

Buckler

Common

Small shield under 18' in diameter. Bucklers follow the same rules as the skill Shield. Please read the description under "Shield" for buckler use.

Contacts

Common

A friend. This skill guarantees the interaction with a specific NPC that is determined at the time of purchasing. This skill must be purchased once for every NPC contact established. This skill does not guarantee the NPC will always be available, but it does guarantee interaction with that NPC. If a contract has been burned, breached, or otherwise negated, Build will not be refunded in return of the skill. You can only use one Contact during an AAR submission.

Crafting Specialist

Common

When you purchase this skill, you permanently lock yourself out of buying Specialist, Multiclass, Multicraft, or any Adventure Class skill. In exchange, Alchemy, Medicine, Mercantile, and Smithing all become Primary



Classes for you. You lose any Adventure Class skills, Faith, and Mana you have purchased and receive build spent as a refund. This skill doesn't require a teacher to be purchased and can be purchased immediately.

Crime 1

Common

Fledgling criminals sneak in when no one is around to pilfer and pillage. They start to learn the ability to pick locks on doors and chests. Grants the use of the following skills:

- *Lock Picking* - Allows you to bypass a lock without the key or combination. Difficulty checked against Crime Skill Rank. Requires Lockpicking tools. Type: Energy (1) per Rank of the Lock; Requires 30 seconds of Concentration per Rank of the lock.
- *Evaluate Lock* - Determine the complexity (Lock Rank) of a lock in order to defeat it. Requires Lockpicking tools. Requires 30 seconds of Concentration.

Crime 2

Common

As apprentice criminals progress, they move on from stationary targets to moving ones. These thieves cut purses and pickpockets. Grants the use of the following skill:

- *Pickpocketing* - Allows a character to drop a bead or clip a clothespin into or on a pocket, pouch, or pack to simulate stealing an item. A thieving marshal will handle the actual item. This can be used during any Story AAR to pick pockets for quick coins or small items, at a risk. Rolls up to 1d12 per Rank of Crime, with results of 10-12 generating 1 Heat, and receiving the result in Copper value in coin and/or items.
- *Bail* - When you incur Heat when using *Pickpocketing*, you can choose to bail out to forgo receiving Heat. If you choose to bail, you keep your stolen coins, but no longer receive your Story AAR action.

Crime 3

Common

As a criminal starts to become well-trusted by their peers, they can find certain unsavory jobs and contracts. Be careful to finish any contract you take on, however. You know what they say about honor among thieves. Grants the use of the following skill:

- *Underworld Contracts* - Use of this skill requires your Story AAR action to find leads for jobs that can be completed in game, such as high-value pickpocket targets, caravan robberies, cased buildings, or even assassination bounties.



Crime 4

Common

Through becoming more well-connected in the underworld, advanced criminals develop consistent contacts with fences, launderers of ill-gotten goods. Grants the use of the following skill:

- *Fence* - Your reputation, or your infamy, proceeds you. This skill guarantees access to the black market underworld in order to liquidate or purchase ill-gotten goods. A character may access the black market in a Shopping AAR or an NPC-shift shopping trip. The list of goods includes Unholy Magic, Drugs, Monster/Beast Trade, Counterfeit Items, Stolen Items, and certain other items (at Core Staff discretion).
- *Discretion* - You have a **Soak** of 1 against Heat. In any instance, AAR, or encounter you would gain Heat, ignore 1 Heat.

Crime 5

Common

These high level criminals are usually interwoven into political and business dealings. They know just who to pay off to make a problem go away. Most have often become adept at document falsification and can make convincing forgeries. Grants the use of the following skills:

- *Bribery* - Allows access to the proper channels to bribe a guard or lawmen, wiping any current bounty for your illegal acts without having to serve any of the consequences. This requires money to pay off whoever the individual is to make it happen, and is based on the severity of the crime(s).
- *Forge Documents* - Allows the ability to copy signatures, crests, and other marks of authenticity in order to make a document that the criminal has produced seem legitimate to cursory observation. Requires an example of the mark to be forged. Requires various materials depending on the object being forged. See Staff. (Example: A writ might require 1 unit Squid Ink, 1 unit HQ Paper, and 1 unit Wax.) Requires the use of a Toolcrafter's Kit. See Staff for more details.

Find Club/Improvised Weapon

Common

Find any size weapon depending on how much time is spent searching. A character may role-play looking for a suitable weapon in the woods. The role play time spent looking for a weapon is dependent on the type of weapon you are trying to find:

- *Small Weapon* - 2 minutes
- *Hand Weapon* - 5 minutes
- *Heavy Weapon* - 10 minutes



The weapon must still have an appropriate phys-rep for the size of the weapon it represents. A weapon that is improvised in this fashion will only last through a single encounter.

First Aid

Common

The character may administer assistance to a dying humanoid who is at 0 Body. They must **Concentrate** role-playing binding wounds for 1 minute, and must use a Physician's kit. The target will regain 1 Body point and have an **Injury**. First Aid is effective only for the first 2 minutes (first phase) of the **Death Count**. The **Death Count** is paused during the administration of First Aid. A character may use this skill to "Assess" which phase of the **Death Count** a victim is in, if they are **Unconscious**, or if they are Dead.

Florentine

Common

The character may wield two weapons at once, up to Hand Weapon in one hand and Small Weapon or Unarmed Strike in the other. Additionally, if both are Small Weapons, each weapon does +1 Damage.

Hand Weapon

Common

The character may wield a sword, axe, mace, hammer, or other one-handed weapon of length up to 44". Additionally, a character may wield a staff that is between 44" and 72" in length. NOTE: A player must keep both hands on the staff while **Attacking**, but may defend with only one hand on the staff. May not wield an off-hand or shield while wielding a staff. Hand weapons, excluding the staff, may be wielded with two hands and will deal +1 Damage.

Heavy Weapon

Common

The character may wield a claymore, halberd, great sword, great axe, maul, or other large hafted weapon of length 44" to 96". Heavy Weapons require two hands to **Attack** at all times.

Journeyman Craft

Occupation

The character has improved their skills and is recognized as someone with enough talent in their chosen occupation to support a comfortable living plying this occupation alone. You may craft using the Occupation's Journeyman column of the crafting chart. You may also create High Quality products if applicable. See [Crafting Compendium](#) for times. This skill may be purchased multiple times.

Master Craft

Occupation



The Character's abilities in their chosen occupation are honed to the apex of skill and craftsmanship. You may craft using the Occupation's Master column of the crafting chart. You may also create Master Quality products if applicable. See Crafting Compendium for times. This skill may be purchased multiple times.

Multiclass 1/2/3

Common

Allows a character to select one Adventure Class that is not their Primary Class. This class becomes your Primary Class in addition to any other Primary Classes. Additionally, you may immediately refund any build spent on Energy, Faith, and/or Mana and either repurchase Energy, Faith, and/or Mana in a new distribution or reclaim the build spent. Primary class choices are Martial, Finesse, Mage, Cleric. This skill doesn't require a teacher to be purchased and can be purchased immediately.

Multicraft 1/2/3

Common

Select one Profession class that is not your Primary Class. It becomes your Primary Class in addition to any other Primary Classes. In addition, you may immediately refund any build spent on Energy, Faith, and/or Mana and either repurchase Energy, Faith, and/or Mana in a new distribution or reclaim the build spent. Primary class choices are Merchant, Alchemist, Smith, Medicine. This skill doesn't require a teacher to be purchased and can be purchased immediately.

Professional Services

Occupation

Having upgraded your skill set to its highest level, you may now sell your skilled services for 2 gold per AAR. If used during an NPC shift, this grants 80 Copper.

Ranger 1

Common

A fledgling scout first learns to recognize their surroundings and stay alert to potential assets and dangers. Grants the use of the following skill:

- *Identify Wildlife* - The character is able to recognize the vast majority of local plant and animal life through cursory examination to gain information (See Staff). The ranger can spend Energy to also determine the current amount of either Body, or Armor that a target Beast/Monster has remaining and if they have a weakness to a certain type of Damage. Type: Continuous, Energy (1), Point-and-Click.
- *Wildlife Medicine* - This allows the character to use the First Aid or Medic skills on Beasts.

Ranger 2

Common



As the Ranger improves in awareness, they learn to listen to the signs of the trail to hunt down their quarry. Grants the use of the following skill:

- *Tracking* - Through the use of this skill, a character can follow the trail of another creature. With appropriate role playing, the trail can be followed until its end, or until the trail becomes too old to follow.

Ranger 3

Common

An adept Ranger understands when they are the hunter and when they are the hunted. If they find themselves as the latter, they are practiced in soothing the savage beast. Grants the use of the following skill:

- *Calm Animal* - Target one animal and role play for a Non-Vocal Three Count to make the creature **Charmed** to you. While **Charmed**, the animal becomes non-aggressive to all others unless **Attacked** by them. Type: Energy (3), Point-and-Click. Duration: 5 minutes.

Ranger 4

Common

To the experienced naturalist, the forest presents all manner of herbs and plants that can be harvested to make balms and salves in the field. Grants the use of the following skill:

- *Herbal Remedy* - This skill allows your character to make and apply a medicinal poultice from their extensive knowledge of a forest environment. Your character must role-play for 3 minutes collecting and mixing the poultice. A character may prepare and store up to 1 poultice per Ranger rank. All poultices expire at the end of the event. The poultice may be applied during a non-vocal three-count to a wound to heal 2 Body Points. Herbal Remedy may not be used on a character in the **Death Count**. This skill cannot be used in an AAR.

Ranger 5

Common

The Master outrider moves like a leaf on the wind. Others may never be sure if anyone even passed through in the first place.

- *Tracking Evasion* - Allows the character to lose his followers via his knowledge of tracking. Any attempts to track and hound a character using tracking evasion will fail. Type: Energy (5).

Research

Common

Use of this skill requires your Story AAR action. A character with this skill is able to efficiently use all resources



available to gain knowledge of a specific topic. The success of the research attempt is influenced by the quality of available resources as well as the knowledge of the person researching. Research is conducted between events, if doing so, please say where you are researching, what topic you are researching, and any relevant skills your character has.

The topic is assigned a level of "Progress" required to obtain, and upon reaching that goal, the topic is fully researched. A single use of the skill Research provides +1 Progress towards a topic. Topics that are on the Public List such as a specific spell, prayer, or recipe only require 1 Progress to find; while more advanced topics might require 3 or more Progress to discover information.

Sapper

Common

With this skill, a character has the ability to rig a trap device on objects such as chests and doors. When used, the Sapper designates an activating condition (open a chest/door, step on a pressure plate, tripwire, etc.). Upon activation, the device will cause a predetermined effect. Staff approval is required for this skill.

The Sapper also has the ability to detect the presence and function of a trap, and may be used on a single object up to the size of a normal door. Detecting a trap requires 30-seconds of **Concentration** and costs Energy (1).

A Sapper is able to bypass the activating condition of a trap they have created or disarmed to leave it active but allow them to bypass the trap. Disarming/Bypassing a trap requires 30-seconds of **Concentration** and costs Energy (x) equal to the cost of the trap. If a trap is Disarmed, its materials can be looted.

Setting a trap requires 30-seconds of **Concentration** per Energy and costs Energy based on the effects being used, and last until End of Event. Below is a list of effects that can be added to a trap. An object can hold a base of one trap and may contain additional traps based on how many Locks it can hold. (See **Forced Entry & Doors/Chests** for reference).

+1 Energy - The trap sets off an alarm, like ringing a bell.

+1 Energy - The trap rigs a weapon to attack automatically (Deals base damage); (M): Weapon Tag

+2 Energy - Repeat the base damage of a rigged weapon. (Repeat attacks); (M): Weapon Tag

+2 Energy - For each Alchemy or Rune the trap triggers; (M): Alchemy or Rune

+3 Energy - Bind limbs (arms or legs) with locking shackles (attached until unlocked); (M): Shackles

(M) = Materials are required for these traps such as the Weapon Tag, Item Tag, or the Alchemy being used.

Shield

Common

A character may wield a shield of minimum length 18". A shield requires a foam exterior and rigid core for



safety. The maximum size of a shield must be such that the player can still lift the shield with one hand and be able to walk through a door with the shield held across their torso.

Skilled Services

Occupation

Your character has developed a more useful skill set that now allows them to sell their Unskilled Labor for a higher rate. You may choose any service for the purposes of flavor as long as it does not produce any goods (see the profession list for those skills.) This is a wholly service based occupation like an entertainer, barrister, scribe, innkeeper, shipwright, caravanner, banker, or other such job. By spending your entire crafting AAR, you may now earn a flat rate of one gold per AAR. If used during an NPC shift, this grants 40 Copper.

Sleight of Hand

Common

Able to perform small parlor tricks and cantrip-like effects of up close, stage magic. Sleight of Hand allows for a series of cantrip-like non-magical illusion effects. A character may perform any of these once per minute. It is possible to conduct Research to develop new Sleight of Hand techniques.

To perform any of these, a character must have the ability to touch the desired item/target for a Non-Verbal 3-count, allowing them to perform the misdirection/prestidigitation involved.

- *Palm* - Vanish an object smaller than your own palm through misdirection and fine motor skill in order to steal or move it without being noticed.
- *Plant* - Reverse pickpocketing to intentionally place an item in a pocket or on the target's person without them noticing.
- *Switch* - Swap one item small enough to be palmed for another in a stationary location without being noticed.
- *Force* - The outcome you desire happens using items of chance (cards, in game dice etc.). Two or more characters using *Force* on the same event causes the outcome to revert to random chance.

Small Weapon

Common

A character may wield a weapon of length no greater than 18", such as daggers, clubs, and axes. Small Weapons are often used in an off-hand or carried as a holdout weapon.

Specialist

Common

When you buy this skill, you permanently lock yourself out of purchasing either Multiclass, Multicraft or



Crafting Specialist. In return, you gain +15 of your choice of Energy, Faith or Mana. This does not count toward the normal Energy Cap. This skill doesn't require a teacher to be purchased and can be purchased immediately.

Thrown Weapon

Common

A character may use small throwing weapons, such as knives, rocks, etc. Thrown Weapon phys-reps may include coreless boffers, coreless latex, or with packets.

Unarmed Strike

Common

Allows use of boffer fists up to 18" to fight unarmed or with a "Close Combat" weapon. This skill allows the character to wield two boffer fists, using them for melee **Attacks**, but they are unable to **Block Attacks**. This restriction doesn't apply to using skills to **Avoid** or **Negate Attacks**. This skill also allows the use of "Close Combat" weapons such as Knuckle-Dusters, Gauntlets, Cestus, etc. These weapons cannot be **Disarmed** and allow the character to **Block Attacks** with Unarmed Strike.

Unskilled Labor

Occupation

Allows a character to sell their hard work in exchange for a small monetary fee. This skill may be used in place of a Crafting After Action Report. The base wage for Unskilled Labor is 50 Copper. If used during an NPC shift, this grants 20 Copper. This skill may be upgraded to Skilled Services and then finally to Professional Services.





**Appendix B: Weapon & Shield
Construction**



Weapon Construction

If you plan to purchase a weapon online, (latex or otherwise), please email a staff member with the link to the weapon before you purchase it. Not all weapons you can buy online will pass inspection.

Construction of safe boffer weapons is crucial to game play. Anyone who intends to use any sort of weapon during game play must know how to properly construct and how to properly wield boffer weapons. Boffer weapons are made from materials that can be found in most hardware stores. They are designed to provide a realistic, fun, but primarily safe combat method. DO NOT USE ANY MATERIALS OTHER THAN THOSE LISTED BELOW FOR WEAPON CONSTRUCTION. All weapons will be inspected prior to game play. A game director may partially dismantle any weapon that they feel is questionable in any way. WEAPONS THAT DO NOT PASS THE INSPECTION WILL NOT BE ALLOWED IN THE GAMING AREA. Any variation from the materials below will result in disqualification of the weapon.

Materials	Tools	Optional
<ul style="list-style-type: none"> - ½" PVC piping (or ¾" PVC for 2 Hand and larger) - ½" or 5/8" thick closed-cell foam pipe insulation (sized to fit ¾" copper pipe) - Open cell (spongy) foam - Duct tape (assorted colors) - Electrical tape 	<ul style="list-style-type: none"> - Scissors or hobby knife - Hack saw - Measuring tape - Sandpaper - Marker - Safety pin 	<ul style="list-style-type: none"> - Goop® or Shoo Goo® style adhesive - Racquet grip wrap



Boffer Construction

Step 1: Prepare the PVC

There are a large variety of weapons, but all follow the same general construction rules. We will describe how to construct a basic sword. Refer to the size requirements for your preferred weapon type.

Begin by using the saw to cut the PVC to the proper length for the project. Determine the length you want your weapon to be, keeping in mind the minimum/maximum length according to the weapon rules. Subtract about six inches from your desired length to determine how long you must cut the PVC. For our example, we want our sword to be 40" in total length. Therefore, we will cut a 34" length of PVC. (The additional 6" will be made of foam.)

Use the sandpaper to smooth any rough or sharp edges on both ends of the PVC. Take two lengths of electrical tape, about 4" each, and cover the end of the PVC, making an 'X'. Do the same to the other end.

Now, determine where you want your grip area to be. Hold the PVC in your hand like a sword. Be sure you find a comfortable spot that feels good to you. Mark the PVC about ½" on each side of your hand(s). The long end will be your blade; the short end will be your pommel. Be sure you allow at least 1" to 1 ½" on the short end to construct your pommel.

Step 2: Construct the Blade

Place the ½" or 5/8" foam pipe insulation next to the PVC you have prepared. Align one end of the foam to the mark you made indicating the blade length. While keeping this lined up, cut the foam ½" beyond the end of the PVC. This section of foam will form the blade of our sword.

Slide the foam over the PVC to the line where your grip will start. The foam should extend at least ½" past the end of the PVC. The foam insulation should fit snugly on the PVC. You may want to use some adhesive here to ensure the insulation stays in place. A piece or two of duct tape along the length of PVC before sliding the foam on will help make it fit more tightly also. If the foam still seems loose, you may have used the wrong materials.

Secure the foam to the PVC by applying several strips of electrical tape where the foam meets the grip. Wrap another strip around the others on the foam and also on the PVC.

Step 3: Insert the Cross-guard (optional)

A cross-guard is optional. You may skip this step if you don't want one or if you are constructing an item such as a staff or spear. Skip to CONSTRUCTING THE POMMEL if you are not making a cross guard.



Cut a length of insulation foam as long as you want your cross guard to be. Find the center of that length and, using your hobby knife or scissors, cut a hole directly through. The hole should be just large enough for the PVC to fit through tightly.

Slip the cross guard on to the PVC until it meets the base of your blade. Cut out the section of the cross guard where the two meet so that the foam of the blade fits snugly about $\frac{1}{2}$ " deep into the cross guard. Using tape (and adhesive, if you like), secure the cross guard to the blade and to the PVC. Be sure this is a solid joining. If it is not secured well, the cross guard may rip loose during use.

Stuff the hollow ends of the cross guard with scraps of foam. Pack them tightly. Then cover the ends with tape to keep the foam in.

Step 4: Construct the Pommel

The pommel is created in the same manner as the blade. Measure the foam insulation to the short end of the PVC. Cut it off about $\frac{1}{2}$ " beyond the end of the PVC. Secure the foam in place with tape and adhesive just like the blade. Be sure it extends at least $\frac{1}{2}$ " past the PVC. Pole Arms must be constructed without hand grips; the entire shaft must be covered in closed cell foam.

Step 5: Apply the Tips

Now we must construct the tips for the point of the blade and the butt of the pommel. These are made of open-cell (spongy) foam. Cut two pieces of open cell foam at least 2" thick. They should be the same circumference as the foam insulation on your weapon. These open-cell foam tips MUST be at least 2" long for all weapons.

Using scraps of foam, plug the ends of the weapon where the foam insulation extends past the PVC. The purpose here is to completely cover the PVC with foam so that we have a cushioned tip on both ends. For both ends, place one piece of open-cell foam on the end of the insulation. Secure it in place with strips of tape.

Step 6: Completing the Weapon

Now we must cover the entire weapon with duct tape. Choose an appropriate color for your weapon. The color should approximate the material that the weapon is made of, i.e. silver/gray for metal, brown for wood, white for bone or flesh. Start with the blade section. Tear a strip of duct tape about 1" longer than the blade. Lay it flat along the entire length of the blade, folding the excess over the tip. Repeat this process with 4–5 strips of duct tape, each overlapping the last about $\frac{1}{4}$ " until the blade is completely covered. Be careful not to compress the open-cell foam on the tip. DO NOT wrap the duct tape around the blade in a spiral (like a candy cane). This tends to tighten and compress the foam insulation.



Repeat the same process for the pommel. Also apply several strips to cover the cross guard. Use the electrical tape or racquet grip to wrap the grip section.

Use the safety pin to poke holes throughout both tips. This allows air to flow in and out so that the open-cell foam will compact and expand. You can judge the appropriate number of holes to poke by squeezing the tip. It should compress with only mild resistance and then immediately spring back to form.

Creating Axes, Spears and Maces

Weapons with large striking heads, like axes, can be made by using open-cell foam and cutting it to the desired shape. Affix it to the foam insulation that covers the shaft of the weapon by using adhesive or double-sided tape. Then cover it with duct tape and poke holes similar to the tips.

Decorating the Weapon

If desired, you may decorate your weapon with designs or jewels. Cut duct tape or electrical tape to create patterns or runes to stick on the weapon. You can also affix jewels (plastic gems) to any non-striking portion of your weapon. This is great for creating a fancy hilt. Just do not use sharp, pointed, or metal objects.

If you have followed these instructions and used only the proscribed materials, you should have a good quality weapon that meets all safety requirements.

Shield Construction

Shields can be made of many different materials. Wood, plastic, and metal are the most common. Choose the material according to what you have available and how heavy a shield you are willing to carry. Wood should be 1/8" to 1/4" plywood. Metal should be rigid aluminum or tin. Plastic must be sturdy enough that it will not break from a weapon impact. Aluminum or plastic snow discs make great shields.

Cut the material to your desired size and shape. Remember that the foam cushion will add about 1" to all sides. Avoid any designs with sharp points. If you are using metal, roll the entire edge over to make a rounded lip.

Determine where your forearm and hand grips should be. Mark the spots with a marker. You may use leather (old belts work fine) or nylon strap for your forearm brace. The handgrip can be made of the same, or even a cabinet handle. Bolt the grips in place with the bolt head on the front of the shield and the nut on the back. If the bolts protrude too far in the back, cut them off with a hacksaw.



Insert pipe insulation over all edges of the shield. Secure it in place with adhesive and duct tape. Be sure the foam is fixed firmly around the entire shield. Finish your shield with decoration by painting or applying duct tape designs. Nothing should protrude from the face of the shield, and you should not be able to feel any edges through the foam.

Shields may NEVER be used to push or strike another player. They are for personal defense only.

Shield Type	Diameter	Area	Approximate Size
Buckler	Up to 18"	Up to 255 square inches	Up to 18" x 18"
Shield	Greater than 18"	Greater than 255 sq inches	Greater than 18" x 18"





Appendix C: Glossary & Keywords



Glossary

Ability Points: Resources purchased with Build that are spent to use Skills. Energy, Faith, and Mana are all Ability Points.

Area of Effect (AoE): **Effect** or Damage that affects all characters in a specified radius.

Armor: A measurement of "hit points." Armor is the first pool of "hit points" to diminish when taking Damage, unless otherwise specified.

- Set of Armor indicates a single item tag that has all 6 locations covered.

Body/Body Damage: A measurement of "hit points". A character that has its Body reduced to zero enters its **Death Count**. An **Attack** that deals Body Damage ignores all sources of Armor to deal Damage directly to a character's Body pool. Body is combined with Damage Codes: "4 Fire Body, 4 Silver Body, etc".

Build: The currency used to purchase Skills for your Character.

Character: An in-game persona/avatar.

Components: In-game items required to craft something.

Continuous: A skill that is Continuous does not require ability points to use. Once purchased with Build, its effect is constant.

Corruption: The byproduct of twisting and altering a soul. If your character suffers corruption, please see a staff member for instructions regarding the corruption your character received.

Corpse Tag: This represents a Monster or Beast corpse. This is used with certain skills like Dissect or Extract, and used as a source of materials for certain crafts like Hunter. These expire at the start of the next event.

Craft: Skills that require Crafting Time to produce results.

Crafting Time: Measurement of the amount of time, either in-game or in After Action Reports (AAR), that it takes to craft an item.

Damage/Damage Code: Damage is used to describe the attempt to lower an opponent's armor/body total through attacks. Damage codes are used to specify the type of damage being delivered from an **Attack**. With the exception of Body only the most recent Damage Code is called if you have more than one type of Damage Code active. Damage codes are delivered verbally after an attack. (Ex. "Five damage". "Two Fire". "Eight Silver" "Four Body" etc.)



Duration: The amount of time until an Effect expires.

Fall Damage: A character that falls from certain heights can suffer harm. After falling 10 feet, they take 2 Body, and an additional 1 Body every 5 ft after. Falling 20ft would cause a character to take 4 Body.

Fey: Creatures that maintain the magical order of the world. Rarely directly interact with its inhabitants.

Heat: Heat is accumulated from *Pickpocketing* and from getting caught doing other crimes. When Heat level rises, guards, mercenaries, etc. start to seek out the criminal during the event and AARs. Heat can be localized or widespread, depending on the nature of the crimes, meaning a person might have Heat in a single settlement or across the Riverlands.

Hold: A call and response "pausing" the game. Hold calls are used for Skills requiring all other characters to stop, Staff explanations of various in-game situations, injuries, emergencies, or any other reason the game may need to pause suddenly. Do not call a hold for someone else unless they are physically incapable of doing so. Holds are to be as limited as possible, and players are encouraged to take a knee and wait for further instructions until Lay-On is called.

In-Game: A Player who is currently role-playing as their Character is In-Game. Out of Game conversations should be kept to a minimum or made away from players currently role playing as their Characters.

Item Tags: A card written by Staff describing and representing an in-game item. See Rule Book for more information.

Latent: Effects that can either be triggered when a certain condition is met, or Invoked by the character on which the Latent Effect is placed. Latent Enhancements last until End of Period or until Triggered or Invoked.

Lay-Off: A call and response initiated by Staff to end the game.

Lay-On: A call and response both starting the game, and resuming the game after a Hold has been called. The person who called a Hold is responsible for calling Lay-On after the Hold is resolved.

Location: A Location is a type of in-game item that is large and cumbersome to move or transport. These are things like a Forge, an Alter, an Alchemy Lab, etc. Unless otherwise noted, a Location requires a STR of 4 to move and requires 5 minutes to "pack" or "unpack" (so total 10 minutes to move from one place to another).

Marshal: Players there to answer your questions, observe in-game thievery, and help staff keep the game on track.

Non-Playable Character: A Character played by staff, or a Player on their NPC Shift



Nonvocal Count: A count that is not called out loud. The player should count “one, one-thousand, two, one-thousand, etc.” in their head up to the required count number. After the count, the skill must be immediately called, or else the count must be restarted. Count-skills require **Concentration**, and if the count is broken, it must be restarted.

Out of Game (OOG): Player wears a white headband to signify they are not currently participating In-Game. (Ex: Players traveling to and from NPC shift, to and from the bathroom, etc.). Out of Game players should travel through In-Game areas quickly, and should not interact with players In-Game without reason.

Passives: Bonuses earned by progressing to milestones on Adventure and Crafting Paths.

Player: A person playing a character at Wyvern Rising.

Revive: Effect that brings a character out of their **Death Count**.

Salvage Tag: This represents finding scraps of cloth, leather, metal, or wood that can be sold to the Store for 5 Copper Coins. *Salvage Tags* are also used by certain skills, such as some Smithing skills. You can find *Salvage Tags* from discovering them at encounters or after defeating humanoids or other creatures that have access to those materials.

Skills: Skills are abilities a character can perform. They represent actions that a character makes that the player cannot. Ex. The character is hit with a melee **Attack**, then calls the skill Parry. Calling the skill Parry represents the character **Avoiding** the melee **Attack**, even though the Player did not.

Soulless: Creatures of the gods' creation sent to the world to do the gods' bidding.

Staff: The people behind the scenes at Wyvern Rising.

Stolen: An item that is labeled Stolen can only be sold via using the skill Crime (Fence) or to other players.

Temporary: A Temporary bonus (Armor, Body, Ability Points, etc...) is used or damaged before other sources. A Temporary bonus cannot be restored, repaired, or healed in any way. Temporary bonuses do not stack, they only refresh the temporary amount.

Touch Skill: A skill in which a player must physically touch another player with their hands or boffer fists/claws. Unless both players have given consent for physical contact, touch skills are to be initiated with boffer fists or a tap from a packet held in hand.

Triggered: An Effect that occurs when a certain condition is met.



Undead: A corpse of any kind that has been reanimated with magic. Undead are not considered Unholy unless specified.

Unholy: An Undead creature that is the result of twisting and altering a soul with unholy magic, then giving it a physical form.

Vocal Count: A Vocal Count is called out loud. The count should be called as "Focus 1, Focus 2, Focus 3, etc." up to the required count number. After the count, the skill must be immediately called or else the count must be restarted. Count-skills require **Concentration**, and if the count is broken, it must be restarted.



Keywords

Keywords are terms within the game that are important during encounters, combat, and for using skills & abilities. They are vital to understanding how your character's abilities will affect the game environment.

Attack: **Attack** is used to describe any attempt by a character to deal Damage or an **Effect**.

Avoid: An **Attack** that has been **Avoided** fails to connect with its target. Abilities can cause characters to **Avoid Attacks**.

Bind: **Binds** a pair of limbs (arms or legs) which should be held together for the duration of the **Effect**. The **Bound** limbs can't be used for any purpose. Arms may not hold or manipulate any object, and legs can't be used for movement of any kind. This **Effect** lasts until the bonds are broken, released or the duration ends.

Blind: A **Blind** target is unable to see, must move at a walking pace, and is unable to **Attack** or **Defend**.

Block: An **Attack** is considered **Blocked** when it is successfully stopped with a weapon or shield. Abilities do not cause **Blocking**.

Bloodlust: A **Mind-Altering** effect that puts the target into an uncontrollable violent state. A character suffering from **Bloodlust** must **Attack** the characters in the closest proximity to them for the duration.

Broken: When an object or limb becomes **Broken** they are unusable. A limb that has been **Broken**, can't be used for any purpose, an arm may not hold or manipulate any objects and a leg can't be used for movement of any kind. An object that has been **Broken** ceases to function and can't be used in any way. This effect lasts until repaired or healed.

Charm: A **Mind-Altering Effect** that makes a character non-hostile. While **Charmed**, a character is unable to use **Attacks** of any kind, upon targets they are considered **Charmed** by. Any **Attack** directed from those you are considered **Charmed** by will end this **Effect**.

Choke: A target under the effect of **Choke** is unable to **Attack** and may only **Defend**.

Concentration: Anything that has this keyword is interrupted (Ability Points/Uses are still expended) if any of the following happens: the character **Attacks** or **Defends**, the character takes Damage or an **Effect**, the character uses any other Skill, Spell, or Prayer, the character moves faster than a walking pace, and if the character ceases to focus on the task at hand.



Daze: A **Dazed** character can't **Attack**, **Defend**, speak, or perform any action other than walk. Upon being hit with any **Attack**, this **Effect** ends.

Death Count: This is the status a character enters when their Body is reduced to zero. Characters are considered **Helpless** during the **Death Count**. See Rule Book for more information.

Defend: **Defend** is used to describe any attempt to **Block**, **Avoid**, or **Negate** an **Attack**.

Disarm: The character must drop any in-game object (weapon, shield, wand, etc.) being held in the limb or limbs that are designated.

Displacement: An **Effect** that forces a character to be moved from its current place or position.

Effect: An **Effect** is any loss or change in control of a character that isn't Damage.

Elevated: When you are **Elevated** you are Immune to melee **Attacks**. When **Elevated** you must don a Light Blue Headband. You are considered Elevated when you are 10' or more above the ground.

Exhaustion: Exhaustion renders the target unable to use Ability Points (Energy, Mana, Faith) for Skills. This doesn't include Spells & Prayers.

Fear: A **Mind-Altering Effect** that forces a character to run away from the source of their **Fear**, until they leave line of sight, for the duration of the **Effect**.

Flank: Any **Attack** made from behind the target that also hits the target's back 180 degrees.

Gaze: An **Attack** that requires line of sight to the target's eyes (or seeing apparatus) is delivered via a "Point and Click".

Grappled: When a character is **Grappled** they are unable to use their legs for movement and can only **Defend**.

Helpless: A character is considered **Helpless** when they are in any stage of the **Death Count**, have both arms and legs **Bound**, are **Stunned**, or **Unconscious**.

Incorporeal: While a character is Incorporeal, they are immaterial to the physical world around them and become Immune to all melee and ranged **Attacks** except for the following:

- Any **Attacks** that deal Divine, Force, Magic, or Phase.
- Any ranged **Effect** from a Spell or Prayer.

All weapon **Attacks** deal Phase damage while **Incorporeal** and cannot hit corporeal targets. This also allows travel through physical barriers with a Vocal Count of Three, followed by a Hold.



Injury: When a character ‘receives an injury’ they take a persistent -1 penalty to their Maximum Body total (minimum 1 Body) until that **Injury** is healed. Additionally, a character at 1 Body is considered “Wounded” and must move at a walking pace and may not spend Energy, Faith, or Mana on Skills, Spells, or Prayers.

Local Effect: An **Attack** or **Effect** that can't be **Avoided** or **Blocked**.

Madness: A **Mind-Altering Effect** that causes hallucinations and insanity. A target suffering from **Madness** must choose to be under one of the following **Effects**: **Fear**, with the source of the **Fear** being all characters in line of sight; be under the **Effect** of **Daze** while they scream or mumble nonsense; or suffer the **Bloodlust Effect**. The chosen **Effect** cannot be ignored or mitigated, and must be taken.

Maim: A limb that has been **Maimed** can't be used for any purpose. An arm may not hold or manipulate any objects, and a leg can't be used for movement of any kind. This **Effect** lasts until healed or the duration ends.

Mind-Altering: An **Effect** that forces a character to alter their behavior, personality, or actions.

Mindless: An **Effect** that causes the target to become immune to **Mind-Altering** and unable to think or perform basic tasks without direction. The exception being to **Defend** themselves from harm.

Monstrous Strength: This allows the character to **Push/Pull** objects or people (willing or **Helpless**) of human size up to 5' horizontally, or carry up to two people. Other uses require staff's approval. This stacks with other Strength skills. This adds 1 to your strength modifier when calculating **Push/Pull** distances or carrying bodies, and the character may deal +1 Damage with all melee **Attacks** and Thrown Weapons.

Mortal Wound: This causes the target to suffer from being Wounded (See **Injury**) and suffer 1 Body every 5 minutes until the **Mortal Wound** is healed.

Negate: An **Attack** that is **Negated** is considered to have hit the target, but was not effective, **Negate** stops all Damage and **Effects** from occurring. Skills can cause characters to **Negate Attacks**.

Pull: A **Pull Effect** forces the target to move the indicated movement (ex: 5 feet) directly towards the source of the **Pull**.

Push: A **Push Effect** forces the target to move the indicated movement (ex: 5 feet) directly back from the source of the **Push**.

Resist: The ability to counter a named effect. Invoke to **Negate** a single use of the named effect when you are the target. For example, **Resist** Pick Pocket **Negates** a single pickpocket attempt on the resistor.

Sever: A limb that has been Severed can't be used for any purpose and has been torn or removed from the torso. This Effect lasts until healed.



Silence: An **Effect** that causes a character unable to speak, cast Spells or Prayers, and unable to activate objects with passkeys that require speech.

Slow: A **Slow Effect** forces the target to move at a walking pace.

Soak: This ability reduces damage taken by a set value. For example, a **Soak** of 2 reduces all instances of Damage received by 2. Damage reduced in this way can't be lowered to 0. **Soak** for objects/items can still reduce damage to 0.

Speed: Once a player uses a **Speed Effect**, they may not use another **Speed Effect** in the same hold or until 30 in game seconds have elapsed. Characters are unable to use **Speed** abilities if they are unable to move at normal speed or can't use their legs.

Stun: An **Effect** that causes a character to be unable to **Attack, Defend**, move or speak. This **Effect** lasts until the duration ends.

Sure Hit: An **Attack** that can't be **Avoided** or **Blocked** by any means, but can still be **Negated**.

Terror: **Terror** causes unimaginable dread within a character due to having witnessed eldritch horror. This causes the character to flee from the target for the duration. This is a **Mind-Altering Effect**.

Unstoppable: An **Effect** that grants immunity to all other **Effects**, except for **Mind-Altering Effects**, until the duration ends, or the character enters their **Death Count**.

Unconscious: An **Effect** that causes a character to be unable to **Attack, Defend**, move, speak, hear, or see.

