

# Wyvern Rising LARP



Core Rule Book v3.1

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More information available at [WyvernRising.org](http://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”. Armor will protect a character as usual. Skills, Prayers, Spells, and other abilities that allow you to defend yourself during a “HOLD” will note such a thing in the description.

## Hand Signals & Safe Words

In addition to the game-wide Hold rule, we have a verbal and non-verbal 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 game play is divided into two main periods and a non-combat period. Period 1 begins at Game On and ends at 3:00 PM on Saturday afternoon. Period 2 begins at 3:00 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 non-combat 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 three or four 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 3 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 three-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

The world of Wyvern Rising can be a dangerous and violent place. Almost everyone is armed and able to defend themselves. Some carry steel, some carry knowledge of magic or faith. None will hesitate to use the full strength of their power. Combat is simulated through the use of boffer weapons, latex weapons, and spell 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 spell 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 normal 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, Trip, 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 a strike 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 non-special 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. Shields block any normal weapon strike, including from ranged weapons.





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 parried, 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.

## Archery

Ranged combat is conducted with real bows and modified arrows. Only straight bows with a draw weight of 20 pounds or fewer are allowed. Arrows will be approved only under heavy scrutiny. Please make an extra arrow, so we can tear one apart to make sure it is constructed correctly. Latex arrows may also be purchased from many online retailers.

Along with real bows and boffer arrows, Wyvern Rising also 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 bow you are using as well as some spell 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. Players may continue to use real bows as ranged weapons, granted they pass inspections according to bow specifications. Please refer to the rule book for details.





All Ranged Attack skills may be used with a Boffer Bow, Launcher Bow, Packet Bow, latex/boffer Thrown Weapons and Thrown Packets.

A character who has the skill Bow or 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.

Type	Description
Boffer Bow (phys rep crossbow or bow)	A functional bow that shoots boffer arrows or similar equivalent.
Launcher Bow (phys rep crossbow or bow)	A functional bow that mechanically shoots spell 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 or crossbow facsimile with them as a phys rep. This can be a legal boffer weapon of the approximate size of a bow shaft, a phys rep bow that would be legal to use as a Boffer or Launcher Bow (strung or unstrung), or a similar equivalent as approved by game staff.
Thrown Packets	Using spell packets as a phys rep for the Thrown Weapon skill.

## HOLDERS

All characters who intend to 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.

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. However, once a fight or mod has begun, a character may not switch back and forth between the different types of archery at will. A character must designate a style of archery to a specific phys rep and item tag. If a character is to switch archery phys rep styles during a mod, they will need to physically switch bows and have different item tags for those bows.

In the event of equipment failure (e.g. string, nock, boffer tip become damaged, unsafe, or non-functional etc.) any archer may switch to Packet archery for the purposes of maintaining safety. Once this switch is made, the archer must continue to use Packet archery for the remainder of the fight/mod for their bow combat.

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 spell packet. May make attacks as quickly as they can load, aim and shoot their ammunition while making clear, distinct, and loud damage/effect calls.
Thrown Packets	May make attacks as quickly as they can draw and throw spell 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 spell 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.

## Spell Packets

Spell packets are small bean-bags used to deliver magic spells, prayers, alchemy, and other effects of ranged attacks. They are constructed of birdseed covered in fabric, secured by a rubber band or stitching. Mages and Priests in particular will need a quantity of these in order to make use of their spells and prayers.

Spell 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 spell 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 spell 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 their Death Count. The Death Count is the time it takes for a seriously wounded person to bleed to death. The Death Count is six minutes long, divided into three two-minute phases. The Death Count begins immediately upon receiving a blow that causes the character to fall to zero or less Body. Each player is responsible for administering their own Death Count.





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.

### **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 of the Death Count 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.

## **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. A character who is injured is under the effects of Exhaustion and Slow. Exhaustion means that they are unable to use Skills that spend Energy, Mana, or Faith. Slow means they may only move at a walking pace, about 1–2 strides per second. The length of this injury depends on what stage of the death count that character reached before they received healing.





Stage of Death Count	Injury Type	Length of Time injured (beta)
1st Stage	Minor Injury	2 minutes
2nd Stage	Moderate Injury	6 minutes
3rd Stage	Severe Injury	10 minutes

A physician may use the skill Treat Injury while performing any skill that heals a player from their death count. If Treat Injury is used, the character arises with no injury and may act as normal immediately upon the conclusion of healing. After being healed out of the death count, receiving any additional healing effects will halve a player's total injury time.

## 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 priest might beckon for the soul to return to its body. In fact, these priests 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 priest 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 priest 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 abbey or other holy 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 priest, you may whisper to them and make your desire to be resurrected known. The priest will role-play the viewing of a 'ghostly specter' that only they can see. This is your spirit communicating from the netherworld. The priest will then take appropriate action to begin the rite of 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 priest 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 priest 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 safe keeping 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 a 30% earned build refund (rounded up), not including starting build, to create their new character. This refund will apply at any time.

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.





# 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"	1
Bow/Crossbow	N/A	(20# draw max)	2 Body
Martial Arts/Brawling*	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 brawling and duster boffers must be constructed of white duct tape. To represent dusters, a player must apply black or similar dark-colored duct tape in a 2-inch band above and below the handle to represent the duster being held in the user's hands.



## 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 Pierce Armor as a skill when attacking something that is wearing armor. This effect is delivered by the person using the skill, calling "Pierce Armor 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
Cloth Armor	Cloth 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 Cloth armor are a Gambeson or Cloth Padding. Other approved applications of Cloth armor will be at the game director's discretion.
Medium Armor	Leather, reinforced leather, studded leather, ring mail, bone armor, wood armor, chain mail, splinted mail, metal lamellar, brigandine, or plated coats backed by either leather or cloth.
Heavy Armor	Plate armor, banded mail, or scale mail (made entirely of metal scales)





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. Cloth 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, and it covers at least 50% of that location, 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.

Each limb is considered to be one location. However, the player may choose whether to cover the upper or lower section of that limb. As long as either the upper portion or the lower portion has sufficient armor in place, the player will receive the full AP for that limb. 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 Cloth 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	Cloth Armor
1	Torso Front	8	6	2
2	Torso Back	8	6	2
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	12 total

Additional protection is offered when someone wears a full suit of armor. This suit of armor is given one (1) tag with the entire armor value of the suit. Suits of Armor may be made as one piece initially, or they may be gathered over time. Should a player gather each piece of armor one at a time, when that player gathers all 6 locations as listed in the Armor chart above, a new tag will be issued for the suit of armor. Repairs to Suits of Armor are made using the entire value of the suit as one piece.





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 Cloth armor. When a character is wearing a Suit of Armor, they also gain the following benefits:

- Immune to Throw/Knock Back effects.
- Converts body damage from physical attacks into normal damage.

Spells, Prayers, and Special Attacks affect characters with Suits of Armor as they are described.





# 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.

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. Each 100 RP points you receive will earn one additional Build. There is no limit to the number of Role-Playing points you can receive in an event, but a good role-player will average about 100-300 RP. 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.

SP can also be earned by making donations to the game. We are constantly in need of well-constructed boffer weapons, spell packets, and costumes. Additionally, we will accept candles, masks, and various other props that will add to the fantasy atmosphere. The amount of SP awarded will depend on quantity and relative value of the items.





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 a common list of skills and crafts or from 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.

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



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 re-allocate 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 Magic and Prayers and for specific spells and prayers lists.

## Magic

In the world of Wyvern Rising, 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 race's culture since the earliest recorded histories. As the different races 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 **Icarmadono**.

## Blocking Arcane and Divine Effects

Spells and Prayers are the manifestation of Arcane and Divine Forces. As such, they are difficult to Block. Any Arcane/Divine effect that is delivered through a weapon strike may be Blocked by a shield or weapon, as they have not successfully scored a hit on the target. Touch Spells are considered to be weapon strikes, since they are delivered via Fist/Claw, and are thus able to be Blocked by a shield or weapon. Arcane/Divine effects that are delivered through a successful ranged attack, i.e. packets, cannot be Blocked by a shield or weapon without using a corresponding skill or material that allows the shield/weapon to be used in that manner, such as the skill "Faith Shield". Any attack that is delivered through "Point and Click", is not blockable.





# 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, where the caster has to stay in physical contact with the target and concentrate. The arcane and divine enhancements are effective as either defensive or offensive, and a character may bear two unique enhancements of each from both arcane and 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. Glyphs do not count as an Enhancement.

Enhancements are always one of 4 categories, instant, armor, 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 spell 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 spell 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. Please be mindful of the intended target and ensure that consent of physical role-play has been confirmed.
- **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 initialed 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. For game purposes, beasts do not have a death count and are considered mindless.

## 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. Failing to produce your character card when requested will cause your character to instantly fall into the third phase of the Death Count (see [Damage, Healing, & Death](#) for more information on the Death Count). 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.





Dwarven  
Kingdoms

Free  
Cities

Elven  
Kingdoms

# Character Creation

Gulf  
of  
Torgos

The  
Fendenglade





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 story lines 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

There are several species options available to choose from. Review the [Species](#) section of the rule book 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). Humans are by far the most common people and the most adaptable of any species. 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. All characters must choose a background at character creation, and this choice may not be put off until a later time.

### 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.

### 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 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 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

Some skills have in-game items or other materials listed in a column of the skill description called New Player Bonuses. These are generally skills that require some material component to function. When you choose one of these skills at character creation, you also receive the items listed for that skill.

New characters also get to begin the game with certain items at no cost to the character. This includes starting coin, in-game items that your character would have, clothing, and armor.

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 with in order to represent that armor.







# Species





# 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 primitive, but their culture is advanced and refined. 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. These wild elves 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 populate the densest forests and the most rugged lands, keeping a respective and watchful distance from 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 reconciling 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 innate talents granted by the wisdom of the forest. They receive the Bow skill for free, as well as the innate talent "Herbal Remedy". Herbal Remedy allows your character to make and apply a medicinal poultice from their extensive knowledge of a forest environment. The poultice may be applied to a





wound to heal 2 Body Points. Herbal Remedy can be used to restore a character up to 100% of their total Body Points. Your character must role-play 5 minutes mixing the poultice with 1 unit of Herbs and then applying the treatment for every 2 Body Points healed. Herbal Remedy may not be used on a character in the Death Count.

### **Costuming Requirements**

- Pointed ear tips
- Naturalistic-colored clothing
- Facial/Tribal markings





# Gen'ii

Gen'ii are deer-satyrs that hail 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.



Gen'ii appear to be half man, 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 similar to an elf, but 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". Use of the skill allows the Gen'ii to avoid a flank attack by taking up to 3 steps within 5 seconds of being hit, in any direction to avoid the attack. The Gen'ii is immune to damage while using this skill until they stop moving.

## Costuming Requirements

- Flexible deer antlers and pointed ears
- Black- or brown-colored fur pants (real fur is 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 well-intentioned 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.

## 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 race. The Vamdrenai claim that some of their number committed themselves to mastery of the dark magics and separated themselves from the rest of the world by creating an underground commune. The mutating effects of the dark 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 races who supported that society. Since nearly all other races 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 race, 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, the Amal Ja'aal, 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. Some Kaetiff retained their affinity to the darkness, while some are still naturally tough against mental effects. Whatever the case, they are still adapting and haven't quite let it go yet.

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

For you, "As tough as a Kraald " isn't just a saying, it's reality. There was a time when Mages would rethink their life choices if they found themselves facing down a Kraald. While most of that toughness against magic has waned over the recent century, the trait still runs true in your family.

Kraald receive the innate talent "Magic Resistance". The player may choose to ignore one spell effect per period. This is not a skill and may only be purchased once. Personal, Latent, Invoked

## Costuming Requirements

- Must have or wear prominent facial hair
- Medieval/Renaissance clothing





# 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 races 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. Artifact schematics cannot be copied using meditative recall.

### **Costuming Requirements**

- Birdlike features with optional beak
- Feathery eyebrows





# Uruk'eald

The harsh climate and surroundings have molded the Uruk'eald into a very strong, brawny race. 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 races. As most of all races have fallen prey to Uruk'eald raiding parties, the Uruk are considered to be a general menace. The Uruk tend to think all other races weak, either of will or body, and respect few. They are often strong headed and strong-armed in their dealings with other races. The only exception to this general malevolence is found between the Uruk and the Sethen. Both races reluctantly respect one another for their combat prowess and honor codes. Uruk tend to appear very boisterous to other races, as they often talk in a loud voice. The true reason for this behavior is that Uruk believe 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 other races. This allows the character to push or Knock Back items of human size up to 5' outside of combat, 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 Knock Back distances, grappling checks or carrying bodies and the character may deal +1 Damage with all melee attacks.

## Costuming Requirements

- Green face paint or green half-mask
- Fangs/Tusks





# Vamdrenai

Vamdrenai are perhaps the most ancient of all races. Their history and legends extend back for millennia. Because of this long and bright history, they view themselves as the most civilized species. 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 comfortable around the brutes, if they do not outright hate 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 may pick one cantrip from the list of Cantrips in the magic and prayer tome and cast this as per the rules of the skill cantrips. 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 race. 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 effect of any broken or crippled limbs, injury, 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* - Your character is more likely to find information during their AAR when using a library or other repository of information. This can be anything from the library at St. Manton's Monastery or a small collection of books at the local church.

## 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 1 use per period.

Boon	Description
Anima of Life (Kishar)	Caster may extend the First or Second Stage of target's Death Count by 1 minute. Range: Touch
Anima of the Fearless (Diakonoff)	Caster removes the target from the effects of Fear or Interrogation. Caster may not be the target of this prayer. This prayer does not grant the target the use of Courage. Range: Touch





Anima of the Wise (Oberim)	Caster is able to discern the identity of target spell or prayer. Target spell or prayer may be cast or latent. Spells and prayers identified in this manner grant the caster the name of the spell or prayer, and the corresponding Deity or Arcane Knowledge. Range: Point-and-Click; 20'
Anima of Bloodlust (Icarmodoro)	Caster may swing +1 damage on all melee strikes for the duration. Duration: 30 seconds. 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 Poison Resistance. 1 packet 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 effects of being drunk, but still suffer the effects of being Blacked-Out.

## 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* - You receive an additional 25% profit on the sale of artisan goods.

## **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 travelling alone.

## **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 components from the Agriculture or Gathering occupations, you receive 1 additional common component 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* - You may consume two rations/meals per period instead of one (no effect on beverages).



## 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* - Your character may have up to two lesser glyphs active at the same time on their person.

## 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 1d10 copper when using the skill Unskilled Labor.

## 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* - Grants a 30-second reduction in time spent using first aid.

## 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 talent Calm Animal per period. Target one animal and role play for 30 seconds to make the creature non-hostile. Lasts until the animal takes damage or is threatened.

## 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 use unskilled labor as a deckhand between events. Passage involving river or sea travel is always available if you choose to work off the travel time.

## 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. 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. Also, the local sheriff might be willing to give you the benefit of the doubt on occasion.





Dwarven  
Kingdoms

Free  
Cities

Elven  
Kingdom

# Classes

Gulf  
of  
Torgos

The  
Fendenglade

Sha H' hKuor





# 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	New Player Bonus
Tier 1 (3 build)			
Detect Unholy	-	Faith	-
Devotion - Primary	-	Continuous, Knowledge	-
Devotion - Secondary	-	Continuous, Knowledge	-
Martyr's Healing	-	Sacrifice	-
Minor Rite	-	Continuous	-
Piety 1	-	Continuous, Period, Faith	-
Sense Divine	-	Faith	-
Turn Undead	-	Faith	-
Tier 2 (4 build)			
Anoint Vigor	Martyr's Healing	Sacrifice	-
Challenge	-	Faith	-
Divine Strike	-	Faith	-





Piety 2	Piety 1	Continuous, Period, Faith	-
Reprieve	-	Faith	-
Standard Rites	Minor Rites	Crafting Continuous	-
Unshakable	-	Faith	-
Vestment	-	Personal, Faith X	-
Tier 3 (5 build)			
Interpose	-	Faith	-
Piety 3	Piety 2	Continuous, Period, Faith	-
Sacrament	Martyr's Healing	Sacrifice, Faith X	-
Sacrificial Healing	-	Faith	-
Scribe Prayer	Minor Rites	Crafting	-
Willpower	Unshakable	Faith	-
Tier 4 (6 build)			
Bulwark	Vestment	Faith,	-
Divine Shield	-	Continuous, Shield	-
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)			
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	Obstinate	Continuous
Tier 3	Efficient Scribe	Crafting, Continuous
Tier 4	Martyr's Grace	Continuous
Tier 5	Aura of Courage	Continuous

## 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	New Player Bonus
Tier 1 (3 build)			
Aim 1	Bow or Thrown Weapon	Ranged	-
Backstab	-	Energy, Flank, Hand Weapon, Small Weapon	-
Cheap Shot	-	Energy, Special Attack	-





Escape	-	Energy	-
Goad	-	Energy	-
Inspire	-	Energy	-
Rapid Strike	-	Energy, Hand Weapon, Small Weapon	-
Surefooted	-	Energy	-
Tier 2 (4 build)			
Assail	Backstab	Energy, Hand Weapon, Small Weapon, Flank	-
Disarm	-	Energy	-
Dodge	-	Energy	-
Keen Sense	-	Energy	-
Kneecap	-	Energy	-
Pocket Sand	-	Energy	-
Provoke	Goad	Energy	-
Tier 3 (5 build)			
Administer Poison	-	Continuous	-
Aim 2	Aim 1	Ranged	-
Bind	-	Energy	-
Duelist	-	Continuous	-
Feint	Backstab	Energy, Flank*	-
Master Florentine	Florentine	Continuous	-
Piercing Strike	-	Energy	-
Trip	-	Energy	-
Waylay	Backstab	Energy, Flank	-
Tier 4 (6 build)			
Combat Sense	-	Continuous	-
Dispatch	-	Energy, Small Weapon, Flank	-
Encore	Inspire	Mind-Altering, Energy	-
Interrogate	-	Mind-Altering, Energy	-





Pierce Armor	-	Energy	-
Quick Shot	Aim 2	Ranged, Energy	-
Tracking Evasion	Tracking	Energy	-
Trick Shot	-	Ranged, Energy	-
Tier 5 (7 build)			
Aim 3	Aim 2	Ranged	-
Assassinate	Dispatch	Energy, Small Weapon, Flank	-
Disengage	Dodge	Energy	-
Evade	Dodge	Energy	-
Invigorating Presence	Encore	Energy	-
Nightprowler	Combat Sense	Continuous	-
Silver Tongue	Interrogate	Energy	-
Sure Hit	Piercing Strike	Energy	-
Tier 6 (10 build)			
Uncanny Talent	*See Staff*	Capstone	-

Passive Skills		
Tier	Skill Name	Type
Tier 2	Flank 1	Continuous
Tier 3	Slippery	Continuous
Tier 4	Contortion	Continuous
Tier 5	Flank 2	Continuous





# 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 non-living 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	New Player Bonus
Tier 1 (3 build)			
Arcane Knowledge - Specialty	-	Continuous, Knowledge	Spell book based on the knowledge purchased
Arcane Knowledge - General	-	Continuous, Knowledge	Spell book based on the knowledge purchased
Arcane Tool Crafting	-	Continuous, Crafting	Arcane Tool Kit
Arcane Warrior	-	Brand, Continuous	Brand on their starting weapon
Channel Energy	-	Continuous	Wand with a rune of channel energy
Gather Power 1	Arcane Knowledge - Any School	Continuous, Period, Mana	-
Tethering	-	Brand, Latent-Triggered, Mana	-
Tier 2 (4 build)			
Arcane Strike	Arcane Warrior	Brand, Mana	-





Charge Wand	Arcane Tool Crafting	Crafting, Continuous	-
Create Scroll	Arcane Tool Crafting	Crafting, Continuous	-
Formal Rituals	-	Continuous, Period, Mana	-
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)			
Focus Power	Gather Power 2	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	Gather Power 2	Mana	-
Siphon Mana	-	Continuous, Sacrifice	-
Unravel Spell	Gather Power 2	Mana	-
Tier 4 (6 build)			
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	-	Brand, Mana	-
Tier 5 (7 build)			
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	Role	Skill Name	Type
Tier 2	ALL	Classify Ambient Power, Cantrips	Continuous
Tier 3 (Pick One)	Arcane Warrior	Buckle	Brand, 2 per Period
	Sorcerer	Spell Purge	Continuous
	Enchanter	Frugal	Continuous
Tier 4 (Pick One)	Arcane Warrior	Mystic Flurry	Personal, Latent Invoked
	Sorcerer	Signature Spell	Continuous
	Enchanter	Signature Glyph	Continuous
Tier 5 (Pick One)	Arcane Warrior	Unbreakable	Personal, Latent Triggered
	Sorcerer	Twin Cast	Mana, 1 per Period
	Enchanter	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	New Player Bonus
Tier 1 (3 build)			
Crit +2	-	Energy, Melee	-
Grapple	Unarmed Strike	Energy, Unarmed	-
Intercept	-	Energy	-
Retain	-	Energy	-
Stagger	Shield	Energy, Shield	-
Strength Rush	-	Energy	-
Stun	-	Energy	-
Throw	-	Energy, Unarmed	-
Tier 2 (4 build)			
Armament	Shield	Energy, Shield	-
Choke-Out	Grapple	Energy, Unarmed	-
Courage	-	Energy	-
Disarm	-	Energy	-
Exhausting Defense	Shield	Energy, Shield	-
Parry	-	Energy	-





Pummel	-	Energy	-
Reversal	Grapple	Energy, Unarmed	-
Tier 3 (5 build)			
Break Limb	-	Energy	-
Cleave	Crit +2	Continuous, Heavy Weapon	-
Combo Strikes	Unarmed Strike	Continuous, Unarmed	-
Efficiently Armored	-	Continuous	-
Push Back	Shield	Energy, Shield	-
Resist Break Limb	-	Energy	-
Riposte	Parry	Energy	-
Savage Grip	Florentine	Continuous, Hand Weapon	-
Sunder Armor	-	Energy	-
Trip	-	Energy	-
Tier 4 (6 build)			
Bear Hug	Grapple	Energy, Unarmed	-
Blind Fighting	-	Energy	-
Deflect	Parry	Energy	-
Fear	-	Energy	-
Last Stand	Shield	Energy, Shield	-
Rage	Strength Rush	Energy	-
Sever/Cripple Limb	Break Limb	Energy	-
Toughness	-	Energy	-
Tier 5 (7 build)			
Break Weapon/Shield	Break Limb	Energy, Heavy Weapon	-
Cover	Last Stand	Energy, Shield	-
Endure	Toughness	Energy	-
Frenzy	Savage Grip	Energy, Hand Weapon	-
Haymaker	Combo Strikes	Energy, Unarmed	-





Incredible Strength	Strength Rush	Continuous	-
Overpower	Cleave	Energy, Heavy Weapon	-
Wall of Steel	Deflect	Energy, Hand Weapon or Shield	-
Tier 6 (10 build)			
Martial Prowess	*See Staff*	Capstone	-

Passive Skills		
Tier	Skill Name	Type
Tier 2	Grit +1	Continuous, Refreshes at period change
Tier 3	Grit +2	Continuous, Refreshes at period change
Tier 4	Battle Focused	Continuous
Tier 5 (Choose One)	Defensive Mastery	Continuous, Refreshes at period change
	Combat Mastery	2 Per Period
	Unarmed Mastery	Continuous





# 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	New Player Bonus
Tier 1 (3 build)			
Explosive Basic	-	Continuous, Craft	1 recipe, components, and 5 units of reagent
Medicinal Basic	-	Continuous, Craft	1 recipe, components, and 5 units of reagent
Poisons Basic	-	Continuous, Craft	1 recipe, components, and 5 units of reagent
Potions Basic	-	Continuous, Craft	1 recipe, components, and 5 units of reagent
Synthesize	-	Continuous, Craft	-
Tier 2 (4 build)			
Alchemic Experiment	Any Basic	Continuous	-
Detect Poison	-	Continuous	-
Extract	-	Energy	-
Forage	-	Crafting, AAR	-





Tier 3 (5 build)			
Administer Poison	-	Continuous	-
Explosive Intermediate	Explosive Basic	Continuous, Craft	1 recipe, components, and 5 units of reagent
Medicinal Intermediate	Medicinal Basic	Continuous, Craft	1 recipe, components, and 5 units of reagent
Poisons Intermediate	Poisons Basic	Continuous, Craft	1 recipe, components, and 5 units of reagent
Potions Intermediate	Potions Basic	Continuous, Craft	1 recipe, components, and 5 units of reagent
Tier 4 (6 build)			
Denature	Alchemic Experiment	-	-
Identify Compound	-	Energy	-
Mask Compound	-	Continuous, Craft	-
Transmutation	Synthesize	Energy	-
Tier 5 (7 build)			
Explosive Complex	Explosive Intermediate	Continuous, Craft	-
Medicinal Complex	Medicinal Intermediate	Continuous, Craft	-
Poisons Complex	Poisons Intermediate	Continuous, Craft	-
Potions Complex	Potions Intermediate	Continuous, Craft	-
Vaporize	Identify Compound	Energy	-
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	New Player Bonus
Tier 1 (3 build)			
Diagnose	-	Continuous, Physician	A physician's Kit
Stabilize	First Aid	Energy, Physician	-
Suture Wound	First Aid	Energy, Physician	-
Tier 2 (4 build)			
Dissect	-	Energy, Physician	-
Field Surgery	Stabilize	Energy, Physician	-
Internal Medicine	Diagnose	Continuous, Physician, Craft	See Medicine Crafting Chart in the <a href="#">Crafting Compendium</a>
Set Limb	-	Energy, Physician	-
Tier 3 (5 build)			
Administer Poison	-	Continuous	-
Apothecary	Internal Medicine	Continuous, Physician	-
Detect Poison	-	Continuous	-
Force-Feed	-	Energy, Physician	-





Tier 4 (6 build)			
Forensics	Diagnose	Energy, Physician	-
Reconstruct Limb	Set Limb	Energy, Physician	One surgical chamber kit
Resuscitate	Field Surgery	Energy, Physician	One surgical chamber kit
Tier 5 (7 build)			
Master Apothecary	Apothecary	Continuous, Physician	-
Treat Injury	First Aid	Energy	-
Triage	Stabilize	Continuous, Physician	-
Tier 6 (10 build)			
Peerless Mastery	*See Staff*	Capstone	-

Passive Skills		
Tier	Skill Name	Type
Tier 2	Efficient Surgeon	Continuous
Tier 3	Field Medic	Continuous
Tier 4	Master Surgeon	Continuous
Tier 5	Field Doctor	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	New Player Bonus
Tier 1 (3 build)			
Advanced Literacy	-	Continuous	-
Apprentice Artisan	-	Crafting AAR	NPB corresponding to the apprentice craft
Market Evaluation	-	Continuous	-
Tier 2 (4 build)			
Materials Contract	Market Evaluation	Continuous	One set of goods as outlined in the contract
Skilled Services	Apprentice Craft OR Apprentice Artisan	Continuous, AAR	4d6 starting copper
Smooth Talker	-	Mind-altering, Energy	-
Trade Contacts	-	Continuous, AAR	-
Tier 3 (5 build)			
Appraisal	Market Evaluation	Continuous	-
Detect Forgery	-	Energy	-
Journeyman Artisan	Apprentice Artisan	Crafting AAR	-
Wholesale	Materials Contract	Energy, Mind-altering	-
Tier 4 (6 build)			
Assess Hidden Worth	Appraisal	Continuous	-
Credit	Wholesale OR Skilled Services	Continuous, AAR	-
Generate Profit	Materials Contract	Continuous	-
Tier 5 (7 build)			
Market Trader	Skilled Services	Continuous	-
Master Artisan	Journeyman Artisan	Crafting AAR	-
Master Bargaining	Smooth Talker	Energy, Mind-altering	-
Tier 6 (10 build)			
Peerless Mastery	*See Staff*	Capstone	-





Passive Skills		
Tier	Skill Name	Type
Tier 2	Decoy	Continuous
Tier 3	Taunt	Once per period
Tier 4	Coward	Twice per period
Tier 5	Paranoid	Once 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	New Player Bonus
Tier 1 (3 build)			
Create/Repair Cloth Armor	-	Continuous, Craft	12 units of cloth
Fletchery	-	Continuous, Craft	3 units of iron, 3 units of wood
Forge/Repair Hand Weapon	-	Continuous, Craft	4 units of iron, 1 unit of wood





Tier 2 (4 build)			
Create/Repair Medium Armor	Create/Repair Cloth Armor	Continuous, Craft	16 units of iron
Forge/Repair Heavy Weapons	Forge/Repair Hand Weapon	Continuous, Craft	12 units of iron, 1 unit of wood
High Quality Smithing	-	Continuous	-
Hone Weapon	Forge/Repair Hand Weapon	Energy	-
Tier 3 (5 build)			
Bowcrafting	Fletchery	Continuous, Craft	6 units of wood
Bulk	-	Continuous	-
Refit Armor	Create/Repair Medium Armor	Energy	-
Work Special Materials	-	Continuous	-
Tier 4 (6 build)			
Create/Repair Plate Armor	Create/Repair Medium Armor	Continuous, Craft	20 units of iron
Gilding	Work Special Materials	Energy	-
Reinforce	Forge/Repair Hand Weapon	Energy	-
Tier 5 (7 build)			
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	Continuous
Tier 3	Waste Not	Continuous
Tier 4	Expert Efficiency	Continuous
Tier 5	Want Not	Continuous





Dwarven  
Kingdoms

Free  
Cities

Elven  
Kingdoms

# Occupations

Gulf  
of  
Torgos

The  
Fendenglade





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 eleven (11) occupations available to starting characters.

- Agriculture
- Brewer
- Cook
- Gatherer
- Jeweler
- Miner/Smelter
- Rancher
- Tailor/Tanner
- Toolcrafter/Locksmith
- Unskilled Laborer
- Woodworker



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 Public List occupation of the same trade, but this generally serves no mechanical benefit.

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







# Miscellaneous





# 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	25	2.5	1/4
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. During an AAR you may complete either a Story or a Crafting AAR, but not both, and a Shopping AAR.

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

Any questions about AARs should be sent to [wyvernrisinglarp@gmail.com](mailto:wyvernrisinglarp@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 thing, 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 can also be used inside an AAR, like Research or Crime.

You can also attempt to learn any skill from the public skill list within a Story AAR. To attempt 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

When attempting to learn a skill via AAR, you cannot do anything else in your Story AAR. No skill use (e.g. Research), and no other activities via Story AAR. Your entire month is dedicated to trying to find a teacher and learning the skill. Learning a skill via this method is not a guaranteed “success”. The determination of whether you actually learn the skill in your AAR will depend on in-game reasons. Generally, you will have a better chance at successfully learning a skill via AAR if:

- The skill is common and easy to learn (i.e. lower tier skill, or base skill)
- You are asking a specific NPC character your character has a relationship with, rather than asking a group or random person at a location
- Your character knows where/how to find this NPC, and has a good relationship with them (maybe make them a “Contact”)





- Your character has pre-arranged being taught by the NPC the last time they were in-game

## 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 crafts including Grower, Gatherer, 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.

## 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 rule book 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 intoxication 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.
- All weapon strikes do 1 less damage, including ranged weapons.
- Character is unable to cast/invoke any spell/prayer over rank 2 while intoxicated.
- 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.

### Effects of Blacking Out:

- The character falls Unconscious
- Amnesia for the duration
- Exhaustion for the duration
- -1 damage to all weapon strikes, including ranged (Minimum 1)
- 'Silence' for the duration (No casting, you are able to speak)
- Immune to Mind Altering Effects (You are considered Mindless)
- Unable to consume further alcoholic beverages at this stage

Intoxication Chart for Species			
Specie	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	1
Kraald Ale	2
St. Manton's Stout	2
Oelyte Citrona	3
Uruk Blood Wine	3
Vamdren Wine	1
Vivallen Mead	1
Dark Rum	3
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. A player who kills another player through PvP must show respect to the situation and be considerate of future interactions with that character for the remainder of the event. 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. Burgle at your own peril.





# Forced Entry & Doors

Home security could mean the difference between sleeping in relative safety or having intruders break inside. Otherwise, a player might wish to batter down a door to get at foes or treasures inside. Below are the rules pertaining to Doors and how they are safeguarded.

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. A tag or sign must be on the outside of the door to indicate whether it is locked or barred, and **MUST** have the stats of the bar and door clearly written on them. The sign may be folded in half with the term **BARRED** written on the outside of the folded paper facing outward. If the door is tagged as locked, please find an in-game marshal to assist if you wish to open the door. The absence of a sign, or if the sign is improperly placed, will indicate that the door is not barred or locked. Additionally, doors may be made of special materials found or harvested within the game. Please the crafting chart for specifications on crafting doors.

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.

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. Doors may be repaired through normal crafting means. Please refer to the crafting chart for specifics on crafting 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 Player Limit
Standard Door	100 body	Soak of 2 (reduce damage by two for every strike)	Max 2 people
Heavy Door	200 body	Soak of 4	Max 3 people





Standard Barred Door	+50 body	Soak +1	-
Heavily Barred Door	+100 body	Soak +2	-

For example, a standard door with a standard bar will have 100 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.

## What is a Bar?

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 a strength enhancement).

Each bar must be crafted in game using the crafting rules. Bars can be made out of special materials to increase their efficacy. As an in-game tagged item, bars may have glyphs and runes placed upon them, provided that the crafting follows both the arcane crafting and normal crafting rules.

## Battering Rams

A battering ram allows more participants to add their strength to the effort of forcing open a door. These can be something simple like a log with handles on it, or something more elaborate that rolls and has an iron cap on the striking surface. Standard rams deal damage equal to four (4) times the number of people wielding the ram. For example, if four people are attacking a heavy door with a battering ram, the damage done by the ram is 16 damage per hit. This is the only way to increase the number of people forcing a door open beyond its normal capacity. Each person is required to hold the ram with both hands. Also, all rams must be moved at a normal walking pace.

Battering rams have a maximum capacity of six (6) people unless a tag on the battering ram says otherwise.

Battering rams have an initial body of 200 and take double damage from fire. As with all tagged items in-game, battering rams may be composed of different materials and gain special effects accordingly.





## 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.





# Roguery & 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: Pick Pocket skill. Never actually place your hand in someone's pocket. This is a violation of personal space.

A character with the Crime 2: Pick Pocketing skill will be issued a few clothespins and/or a small red bead to use as tokens to represent the action of pick pocketing. 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. Pick Pocket 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, other than simply causing noise, 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. The mechanism and effect are only limited by your imagination. 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 director will give you a “TRAPPED!” card to attach to the mechanism. The director 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 by spending Energy. Please see the Sapper skill description in Appendix A: Skills & Descriptions for more details.

Characters may disarm any traps they have set themselves without the Sapper skill and at no Energy cost. They may also use the skill intermittently in order to locate traps. A player must find a staff member or game marshal who will tell the player, after they expend the appropriate Energy cost, if they find a trap.

Persons without the Sapper skill may not disarm any trap that has been created with the Sapper. 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 open, but are assumed to be locked. 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. An extra key should be deposited at Logistics. All locks will have a small envelope attached that has information regarding the rank of the lock and any other special properties.

All locks in Wyvern Rising are assigned a rank of difficulty. Lock ranks are designated by numbers and correspond to the Crime 1: Pick Locks skill. Locks may be rank 1-6 and may represent padlocks or more complicated integrated mechanisms. To pick a lock, you must possess the Crime 1: Pick Locks skill and have a set of lockpicking tools.

Only after a player has spent the required amount of time role-playing the lockpicking attempt should they open the envelope and determine the outcome. After opening the envelope, compare the rank of the lock to the Character's Crime Rating in your lockpicking attempt. If the Character's Crime Rating equals or exceeds the rank of the lock, then the lock pick attempt is successful. Return the envelope, and you may continue on your way.

A character may also evaluate the difficulty of a lock using the Crime 1: Evaluate Locks skill. A player must role-play examining and checking the lock mechanism and spend appropriate Energy before getting an answer from the marshal. Depending on the specific lock, this may not yield a specific result.

## Forgeries & Fakes

Another unique way of gaining wealth is through the Crime 5: Forgery of various items. 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. The quality of a forgery is directly dependent upon the amount of Energy invested in its creation. A director may give an Energy bonus for excellent role-playing of the forgery attempt or for a character's unique familiarity with the item being copied. On the other hand, characters attempting to reveal a forgery with the Detect Forgery skill will have the same advantages for role-playing and familiarity.







## Appendix A: Skills & Descriptions





# Common Occupations

List of Common Occupations	
Agriculture	Miner/Smelter
Brewer	Rancher
Cook	Tanner/Tailor
Hunter/Fisher	Tool Crafting/Locksmith
Jeweler	Woodworker

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

# Common Skills

Skill Name	Prerequisite	Build Cost	Ability Point
Body +2	-	3	-
Bow/Crossbow	-	3	-
Buckler	-	1	-
Contacts	-	4	-
Crafting 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	AAR
Crime 5	Crime 4	7	Continuous, Sacrifice
Find Club/Improvise 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	-
Research	-	4	-
Sapper	-	3	See Skill Description
Shield	-	3	-
Sleight of Hand	-	3	-
Small Weapon	-	1	-
Specialist	No Multiclass or Crafting Specialist	5	-
Thrown Weapon	-	1	-
Tracking	-	3	-
Unarmed Strike	-	4	-





# Skill Descriptions

## Administer Poison

[Alchemy 3](#), [Medicine 3](#), [Finesse 3](#)

A character with this skill has extensive knowledge of poison use, and they have the ability to apply poisons to weapons, projectiles, or food such that it becomes undetectable.

## 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.

## Aim 1

[Finesse 1](#)

Character lines up a shot on their target for increased accuracy. After an internal focus count to 3, the next ranged attack deals +1 damage.

## Aim 2

[Finesse 3](#)

Character lines up a shot on their target for increased accuracy. After an internal focus count to 3, the next ranged attack deals +2 damage

## Aim 3

[Finesse 5](#)

Character lines up a shot on their target for increased accuracy. After an internal focus count to 3, the next ranged attack deals +3 damage

## Alchemic Experiment

[Alchemy 2](#)

This skill allows an alchemist to attempt to create a new recipe, modify an existing recipe, or reverse engineer a compound using crafting time. First, during an AAR, 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. Staff will assign a crafting time necessary to accomplish this. The character will work with staff to develop the new alchemy compound's effect, recipe, and name.





## **Alchemical Efficiency**

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

A master alchemist brews at a reduced "Efficient" rate. See Alchemical Efficiency for details.

## **Alchemical Mastery**

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

A master alchemist brews at a reduced "Mastery" rate. See Alchemical Efficiency for details.

## **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.

## **Apothecary**

### [Medicine 3](#)

Medicinal alchemy compounds that affect Body Points that are administered by a physician have their effects multiplied by x1.5, rounded up. The physician must role-play administering the compound for 10 seconds for the effect to magnify.

## **Appraisal**

### [Mercantile 3](#)

Allows a characters' skilled eye to appraise the true value of rare goods. These prices aren't set in stone, and merchants and players alike may see your value differently. See game staff for a list of items and their worth.

## **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. Apprentice Artisan Goods may be sold at the General Store or in an AAR at 125% standard market rate.

## **Apprentice Craft**

### [Common](#)

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 Crafting Compendium for times. This skill may be purchased multiple times.





## **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](#)

Next Brand Weapon swing deals +2 Magic Damage. Personal. Instant.

## **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 Tethering Brand on a melee weapon and use it as a spellcasting focus. This Tethering Brand counts as a Rune of Focus for the purposes of casting spells with a free hand. You may now deliver any touch based spell that you have the ability to cast through a successful strike with your weapon. Each Tethering 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 Tethering Brand inscribed on them. It takes 10 minutes outside of combat to inscribe a brand on a weapon.

## **Armament**

### Martial 2

The User of this skill adds +10 Armor Points while wearing a shield. These are the first points lost in battle. If restored, the user cannot gain more than 10 armor from this skill at any given time. This skill costs 10 seconds to perform. Armament is not considered an Enhancement.

## **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.

## **Assail**

### Finesse 2

This attack allows a character to deal +5 Damage on any physical attack dealt to the target's back torso. This skill cannot be used simultaneously with other Damage Skills and may only be used with a small weapon.

## **Assassinate**

### Finesse 5

This skill allows a character to strike a target with a physical attack to the back torso that causes virtually instant death. The target is immediately put into the third stage of their death count.

## **Assess Hidden Worth**

### Mercantile 4

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 reveal magical and divine properties only in general terms.

## **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 for free for 30 Seconds.





## **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 prevents the original spell and redirects the effect back on the original caster. No spell 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.

## **Backstab**

### [Finesse 1](#)

This skill allows a character to cause +2 Damage on any physical attack dealt to the target's back torso. This skill cannot be used simultaneously with other Damage Skills.

## **Battle Focused**

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

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

## **Bear Hug**

### [Martial 4](#)

Character may inflict 1 Body Damage after a 5-count on a Subdued target. +1 damage 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.

## **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. If no item tag is used, it is assumed that the character uses rope, which may be cut through using a blade and a 5 count. A player hit in the front torso with this skill suffers the effect of Bind arms. Bound characters may not use a shield or 2-handed weapons. They also must keep their wrists pressed together. These binds are broken by a feat of Strength. In order for this skill to be effective, the target must be within 5 feet of the attacker. Range: Spell packet, 5 feet.

## **Blind Fighting**

### [Martial 4](#)

Character may continue to fight normally even when blinded or in total darkness for 30 seconds. 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.

### **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 Body.

### **Bowcrafting**

#### Smithing 3

Character may construct bows and crossbows according to the smithing rules.

### **Bow/Crossbow**

#### Common

Bows and Crossbows shoot arrows that deal Body damage, represented with packet archery or boffer arrows and 20 lb. or lighter draw-weight bow.

### **Break Limb**

#### Martial 3

On strike, target limb is broken and rendered useless. This attack must strike an arm or leg to have effect. Cannot be used with unarmed strike.

### **Break Weapon/Shield**

#### Martial 5

This attack must impact an opponent's weapon/shield with your hand or heavy weapon. The weapon/shield is rendered useless and must be dropped immediately. Weapons broken in this manner may be repaired using the Create/Repair Metal Weapon or the Create/Repair 2 Handed Weapon skills, depending on the size of the weapon broken. This skill must be used with a hand or heavy weapon which is of the same size, or larger, than the target weapon.

### **Buckle**

#### Mage 3 (passive)

Upon a successful melee attack, the user of this skill sends a jolt of magical energy into the legs of the target, causing the target to trip. May be used 2 times per period. Weapon Strike, Branded Weapon.

### **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.

## **Bulk**

### [Smithing 3](#)

Through work in a forge, the Smith has developed scar tissue, muscle mass, and overall heft. This allows the character to push or Knock Back items of human size up to 5' outside of combat, 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 Knock Back distances, grappling checks or carrying bodies and adds +1 damage to unarmed strike.

## **Bulwark**

### [Cleric 4](#)

Through your force of conviction, you ground out preternatural energies. Negate any spell or prayer that strikes you or your equipment.

## **Callous**

### [Smithing 5](#)

A career in the forge has left your body apt to endure extreme heat. You gain a permanent soak +2 against all Fire Damage. Additionally, you may handle any item that is considered to be hot enough to burn flesh as though it was merely uncomfortably warm.

## **Cantrips**

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

Grants the player access to the cantrip spell list. Once the cantrip has been copied to the character's spell book, it may be cast once per minute with no mana cost.

## **Challenge**

### [Cleric 2](#)

Character projects their aura threateningly, leaving themselves open to attack and incites 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.

## **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 damage. Caster must use a 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.

### **Cheap Shot**

#### [Finesse 1](#)

A calculated maneuver intended to deprive your opponent's lungs of air, forcing them on the defensive. A player hit with a weapon strike in the front torso with this skill suffers the effect of Choke for 10 seconds. Players suffering the effect of Choke may not speak, cast spells/prayers, and may only defend themselves for the duration of the effect.

### **Choke-Out**

#### [Martial 1](#)

When used on a Subdued target, the target falls unconscious and is stunned for 30 seconds. Any damage dealt to the target while stunned will remove this effect. Requires a 5 count.

### **Classify Ambient Power**

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

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

### **Cleave**

#### [Martial 3](#)

Character makes a focus count to 3, the character then swings for +5 damage. This skill does not cost energy. Focus count for this skill requires the player to plant one foot.

### **Combat Mastery**

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

The character may resist a Break Weapon skill 2 times per period.

### **Combat Sense**

#### [Finesse 4](#)

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.

## **Combo Strikes**

### Martial 3

When a character makes consecutive unarmed attacks, the second attack deals +1 damage.

## **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.

## **Contortion**

### Finesse 4 (passive)

You can perform feats of contortion acrobatics such as dislocating body parts or fitting through unreasonably small spaces. Gain +1 grapple strength on defense and ignore durations on all trip effects. See staff to attempt other uses that may cost energy.

## **Courage**

### Martial 2

Character has strong self-discipline and may negate the effects of Fear or Interrogate, as well as spells and prayers which mimic Fear, for the duration of the encounter from the same source.

## **Cover**

### Martial 5

Target is considered to be under the effect of 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.

## **Coward**

### Mercantile 4 (passive)

Twice per period, after you are struck by any Physical Attack, you may touch any 3rd party within 5 seconds, they become the new target of the attack instead of you.





## **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.

## **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/Repair Cloth Armor**

### Smithing 1

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

## **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 Plate & Banded armor according to the Smithing Production Chart.

## **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.

## **Credit**

### Mercantile 4





Local money changers now see the prospect of investment in your services. Character can now use AAR or NPC Shift to borrow coin up to 1 gold. You sign a contract at the time of the loan, negotiate the terms of the contract with the moneylender at that time. Staff retains the contract.

### **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.
- *Evaluate Lock* - Spend Energy to determine the complexity of a lock in order to defeat it. Requires Lockpicking tools.

### **Crime 2**

#### Common

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

- *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. May also be used during an AAR to pick pockets for quick coin, at a risk.

### **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 skills:

- *Underworld Contracts* - Can be used during an AAR 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 skills:





- *Fence* - Your reputation, or your infamy, proceeds you. Purchasing this skill guarantees an underworld NPC to seek out the character in order to liquidate ill-gotten goods. NPCs sequestered in this manner will only do business with the character with the skill Fence.

## **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.
- *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, as well as a set of Lockpicking Tools.

## **Crit +2**

### Martial 1

A Critical Attack +2 allows a character to cause +2 Damage with any single weapon strike. This skill cannot be used simultaneously with Cleave, Haymaker, Backstab, or Assail.

## **Decoy**

### Mercantile 2 (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.

## **Defensive Mastery**

### Martial 5 (passive)

The character gains an additional +10 armor. This armor will refresh upon period change.

## **Deflect**

### Martial 4

Character may use a weapon or shield to avoid any physical attack directed at themselves, including physical ranged or flank attacks. Deflect may be used inside a Hold. Prayers and spells may not be deflected.

## **Defy Injury**

### Cleric 5





Character may negate any single status effect to his person from any source. Status effects include stun, displacement, broken/crippled limbs, exhaustion, blind, choke, silence, slow, mind-altering effect, bind. This skill has no effect on damage.

### **Denature**

#### [Alchemy 4](#)

An alchemist can unprocess a potion into its base ingredients. The Reagents are lost in the denaturing process. Denaturing to learn the components does not necessarily grant an alchemist the recipe for the process to recreate a particular concoction.

### **Detect Forgery**

#### [Mercantile 3](#)

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.

### **Detect Poison**

#### [Medicine 3](#)

With this skill, a character can detect the presence of any 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.

### **Detect Unholy**

#### [Cleric 1](#)

Allows a Cleric to determine the presence of Unholy 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 physical 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, Icarvoudo, 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 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, Icarvoudo, 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 prayer script.

## **Diagnose**

### [Medicine 1](#)

Allows a physician to ascertain specific knowledge about a living target. Physician must spend time role playing in order to obtain this knowledge. Time requirements are: Body: 15 seconds, Unconsciousness: 15 seconds, Energy: 30 seconds, Poison: 30 seconds, Disease: 5 minutes, Mortal Wound: 1 minute. Other uses of this skill must be approved by a staff member or a marshal.

## **Disengage**

### [Finesse 5](#)

Upon calling this skill, the user is immune to all normal 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. Cannot attack while disengaging, and you are still vulnerable to special attacks.

## **Disarm**

### [Finesse 2](#)

This physical attack must strike a target weapon instead of an opponent. The opponent must drop the Disarmed weapon, and may not retrieve it for 5 seconds. If used upon a shield, the target must release the shield's strapping for 5 seconds. In the case of using a Bow or Crossbow to Disarm, the attack may strike the target's weapon/shield or body to succeed, and the target must then drop the largest weapon currently being held.

## **Dispatch**

### [Finesse 4](#)

Allows a character to eliminate a sleeping, unconscious or completely immobilized victim. Dispatch puts the target into the third stage of their Death Count.

## **Dissect**

### [Medicine 2](#)

Allows a character to extract organs or other biological material from the recently deceased. A physician's kit or alchemy lab is required.

## **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.

### **Divine Shield**

[Cleric 4](#)

Once per period, you may resist one Break Shield or disarm aimed at your shield from any source that targets a shield you are wielding.

### **Divine Strike**

[Cleric 2](#)

Allows the character's next weapon strike to swing for base weapon +1 Divine Damage. This cannot be combined with Crit, Cleave, Backstab, or Assail.

### **Dodge**

[Finesse 2](#)

Character may avoid any Ranged Attack. This includes prayers and spells. Area-of-effect or point-and-click attacks may not be dodged. Effects that limit movement restrict the use of Dodge.

### **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 many minus 1 to the target's character card. Each participant takes 1 Body damage in the process. This skill takes 1 minute to complete. This skill cannot be used on a target in the death count or on a dead target. You may not use this skill while charmed or under any other mind-altering effect. This effect can only be used once per target per lifetime.

### **Duelist**

[Finesse 3](#)

When a character wields a hand or small weapon with an empty offhand, the character deals +1 damage.

### **Efficient Scribe**

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

When Scribing Prayers, you receive a 25% time discount when you scribe a single prayer all in one session (Either AAR or In Game)





## **Efficient Surgeon**

### Medicine 2 (passive)

Reduce the crafting time on Physician crafting by 25%.

## **Efficiently Armored**

### Martial 3

Character is accustomed to their personal armor. When wearing this armor they gain +1 AP per area, or +12 AP if it is a Suit of Armor. These are the first AP lost in combat. These are restored each time the armor is repaired or refitted. These AP are non-transferable, even if someone else wears the armor. It takes a month (AAR) to adjust to new personal armor. Any piece of armor may only be the personal armor for one person at a time.

## **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.

## **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.

## **Endure**

### Martial 5

Character's body has become particularly resistant to harm. Character may negate any single source of damage. Endure may be used inside a Hold. This skill can not be used if the character is under any strength diminishing effect.

## **Escape**

### Finesse 1

With the use of this skill, a character can make their way out of Bound or Pinned.

## **Evade**

### Finesse 5

Character may avoid any ranged attack directed at them, including prayers, spells, flank, HOLD skills, and area-effect attacks. A maximum of 10' AOE may be avoided using Evade.





## **Exhausting Defense**

### [Martial 2](#)

Character may use their skill at blocking to tire out an opponent. After successfully blocking any skill with a Shield, the attacker is Exhausted for 10 seconds. Target may not suffer the effects of Exhaustion again for 30 seconds.

## **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.

## **Explosive Basic**

### [Alchemy 1](#)

Allows an alchemist to brew simple explosive and volatile compounds. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

## **Explosive Complex**

### [Alchemy 5](#)

Allows an alchemist to brew the most complex explosive and volatile compounds.

## **Explosive Intermediate**

### [Alchemy 3](#)

Allows an alchemist to brew explosive and volatile compounds of intermediate complexity. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

## **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.

## **Faith Blade**

### [Cleric 4](#)

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

## **Faith Shield**

### [Cleric 5](#)





Negate the effect of one ranged spell or prayer that is blocked by your shield. Your shield is then able to block spells and prayers for 1 minute.

### **Fear**

#### Martial 4

Target is overcome with dread and must flee for two minutes. Delivery: Point-and-Click.

### **Feint**

#### Finesse 3

Your next attack is considered a flanking attack regardless of where the attack lands.

### **Field Doctor**

#### Medicine 5 (passive)

A physician is able to deputize an assistant while they perform Physician Skills. If the physician is assisted in skills that require a surgical chamber, 2 uses of the skill expend 1 use of the surgical chamber, mobile or stationary. Additionally, if assisted in performing Field Surgery, the target revives without an injury.

### **Field Medic**

#### Medicine 3 (passive)

The role play time for the skill Field Surgery is reduced by 2 minutes and the effects of Stabilize are increased by 2 minutes.

### **Field Surgery**

#### Medicine 2

With this skill, a physician may treat a patient who is in the second phase of his/her Death Count. Field Surgery requires 5 minutes of treatment with a physician's kit. During administration of field surgery, the patient's Death Count is suspended. The patient revives and is at one body with a moderate injury.

### **Find Club/Improvise 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

Character may administer assistance to a dying humanoid who is at 0 Body. Character must role-play binding wounds for 1 minute, and must use a First Aid kit. The target will regain 1 Body point and have a minor 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 determine which phase of the Death Count a victim is in. This skill may not be used to discern unconsciousness from consciousness.

### **Flank 1**

#### Finesse 2 (passive)

Proficiency in flanking attacks. +1 damage when attacking from behind.

### **Flank 2**

#### Finesse 5 (passive)

Proficiency in flanking attacks. +2 damage when attacking from behind.

### **Fletchery**

#### Smithing 1

Character may construct arrows, bolts, and thrown weapons.

### **Florentine**

#### Common

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

### **Forage**

#### Alchemy 2

This skill allows a character to recognize most alchemical ingredients. Many components can be found in the real world natural environment. In such a case, the character may collect components directly from the wild. A character with forage may 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.





## **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.

## **Force-Feed**

### [Medicine 3](#)

A physician may administer an imbibed alchemic compound to a dying, unconscious, or Subdued 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 Phases of the Death Count. The physician must role-play administering the compound for ten seconds for the effect to magnify.

## **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.

## **Forge/Repair Hand Weapon**

### [Smithing 1](#)

Allows a smith to construct or repair weapons of Small and Hand length, 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.

## **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





## **Frenzy**

### Martial 5

Your next 5 swings increase in damage by 1 stacking to 5 once the 5 attacks have been made. Attacks must be made within 3 seconds of each other (+1, +2, +3, +4, +5)

## **Frugal**

### Mage 3 (passive)

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

## **Gather Power 1**

### Mage 1

Add one 'rank one' spell slot to your character, allowing the slotting and usage of a rank one spell. Usage of the spell requires the proper Arcane knowledge. A player can only purchase this a total of 7 times.

## **Gather Power 2**

### Mage 2

Add one 'rank two' spell slot to your character, allowing the slotting and usage of a rank 2 spell. Usage of the spell requires the proper Arcane knowledge. A player can only purchase this a total of 6 times.

## **Gather Power 3**

### Mage 3

Add one 'rank three' spell slot to your character, allowing the slotting and usage of a rank 3 spell. Usage of the spell requires the proper Arcane knowledge. A player can only purchase this a total of 5 times.

## **Gather Power 4**

### Mage 4

Add one 'rank four' spell slot to your character, allowing the slotting and usage of a rank 4 spell. Usage of the spell requires the proper Arcane knowledge. A player can only purchase this a total of 4 times.

## **Gather Power 5**

### Mage 5

Add one 'rank five' spell slot to your character, allowing the slotting and usage of a rank 5 spell. Usage of the spell requires the proper Arcane knowledge. A player can only purchase this a total of 3 times.

## **Gather Proficiency**

### Alchemy 3 (passive)

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





## **Generate Profit**

### Mercantile 4

Allows the merchant to pay 20% less than the agreed upon price for the Materials Contract.

## **Gilding**

### Smithing 4

Smith may apply a thin layer of material to a weapon to temporarily change its material. Spend 10 minutes and 1 unit of a material. A weapon is treated as being made of that material until End of Period. Cannot be used in an AAR.

## **Goad**

### Finesse 1

Use of this skill allows an ally to ignore the effects of Break Limb, Choke, Cripple 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.

## **Grapple**

### Martial 1

Used to restrain an unarmed target. The attacker must keep both hands in contact with the target to maintain restraint. The target may not escape unless his/her strength exceeds that of the attacker. Must use your hands to subdue a target. Each use of subdue lasts for a maximum of 30 seconds.

## **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 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.

## **Grit 1**

### Martial 2 (passive)

Grants the character an additional +5 armor. This effect will refresh on period change.

## **Grit 2**

### Martial 3 (passive)

Grants the character an additional +5 armor. This effect will refresh on period change.

## **Hand Weapon**

### Common





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.

### **Haymaker**

#### Martial 5

Allows a character to deal +3 damage, Stun 5 seconds with any single Unarmed Fighting strike.

### **Heavy Weapon**

#### Common

Character may wield a claymore, halberd, great axe, maul, or other large weapon of length 44" to 96". Heavy Weapons require two hands to attack at all times.

### **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.

### **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 and are immune to Mind-Altering effects that originate from Unholy. Duration: 5 minutes.

### **Hone Weapon**

#### Smithing 2

Character may sharpen or otherwise refit a weapon. By spending 1 minute of role-playing time and 1 unit of oil at a forge or grindstone, they confer +1 damage to the weapon until End of Period. This skill may not be used in an AAR.

### **Identify Compound**

#### Alchemy 4

An alchemist can identify any potion or alchemical compound, even in small amounts. This skill requires the use of an alchemical lab, and 10 minutes of role-play time.





## **Improved Glyph**

### [Mage 4](#)

Allow 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.

## **Increased Efficiency**

### [Smithing 2](#)

The smith is well-trained in his/her 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.

## **Incredible Strength**

### [Martial 5](#)

A character with this skill has strength that surpasses human norms. The character may deal +1 Damage with all melee attacks. This allows the character to push or Knock Back items of human size up to 5' outside of combat, 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 Knock Back distances, grappling checks or carrying bodies.

## **Inlay**

### [Smithing 5](#)

You can reforge a metal weapon or shield to inlay a second material. You do so by having a base item that's already crafted, and 2 units of metal for the inlaid material. Inlaid material gives new effects based on material type. These effects are permanent. Any item may only have 1 inlay.

## **Inner Voice**

### [Mage 2](#)

This skill allows the Mage to ignore the next Silence, Stun, or Choke effect. Latent Triggered, End of Period (EOP). 30 sec casting time. Defensive Enhancement.

## **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. This skill also allows the mage to safely destroy runes without suffering negative consequences. 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. Please refer to the Arcane Crafting Chart for the crafting specifics.

### **Inspire**

#### [Finesse 1](#)

Target ally swings +1 Damage for 30 seconds. Target must be friendly toward the user of this skill. Target may not be under the effect of Inspire from multiple sources. Any additional uses of Inspire on the target, from the original user or a different source, will overwrite the previous use. Delivery: Touch

### **Instill Confidence**

#### [Cleric 4](#)

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

### **Internal Medicine**

#### [Medicine 2](#)

Allows a physician to diagnose diseases and poisons. It also allows them to craft and administer tools and 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.

### **Intercept**

#### [Martial 2](#)

Character may use his own physical being to redirect any non-Flank Attack from its intended target onto themselves. Character calling Intercept is the new target of the attack. The character must touch the intended target of the attack with his/her hand or a boffer fist within 5 seconds for the skill to be successful.

### **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

### **Interrogate**

#### [Finesse 4](#)





Target of this skill must be restrained. Target must answer the next three yes/no questions truthfully. The questions must be asked within 5 minutes. Each use of Interrogate is considered an encounter for the use of other skills.

### **Invigorating Presence**

#### [Finesse 5](#)

The mastermind'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.

### **Journeyman Artisan**

#### [Mercantile 3](#)

You are considered to have the Journeyman level of the same Occupation identified by Apprentice Artisan. Journeyman Artisan Goods may be sold at the General Store or in an AAR at 150% standard market rate.

### **Journeyman Craft**

#### [Common](#)

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.

### **Keen Sense**

#### [Finesse 2](#)

The character is particularly aware of their surroundings. They may negate any single flank attack. 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. A player struck with a weapon in the leg with this skill suffers the effect of Cripple Limb for 30 seconds. Players suffering the effects of Cripple Limb may not use that limb for any purpose for the duration of the effect and are under excruciating pain.

### **Last Stand**

#### [Martial 4](#)

Character ignores damage dealing strikes delivered to the front 180° of them. These strikes are considered blocked by the user's shield. The user of this skill may not use any offensive skills or deliver any weapon strikes





for the duration of this skill. They may move at a Slowed pace for the duration. Duration: 30 seconds. This skill may not be paused by the user and may not be used again for 30 seconds after the duration is up. This skill does not mitigate any effect that would not normally be blocked by a shield, such as damaging spells.

### **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.

### **Major Rites**

#### [Cleric 4](#)

Allows a Cleric to be the Celebrant of a Major Rite. Just because a Cleric can officiate over a Rite does not mean that they have the Minimum Devotion required to power that Rite.

### **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. Mana Coating is not considered an enhancement AND MUST be the first Armor point deducted as the character takes damage. Personal, Cast Time: 30 Seconds.

### **Market Evaluation**

#### [Mercantile 1](#)

Allows a player to judge the basic "street value" of common items. These prices aren't set in stone, and merchants and players alike may see your value differently. See game staff for a list of items and their worth.

### **Market Trader**

#### [Mercantile 5](#)

Allows a merchant to buy and sell items at a profit in-between events. You may use Skilled Services to gain 1d4 silver per event.

### **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.

### **Martyr's Grace**

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

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. 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.

### **Mask Compound**

[Alchemy 4](#)

Allows an Alchemist to mask a poison or other potion. 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 Apothecary**

[Medicine 5](#)

Medicinal alchemy compounds that affect Body that is administered by a physician has its effects doubled. The physician must role-play administering the compound for ten seconds for the effect to magnify. This does not stack with the effect of the skill Apothecary.

### **Master Artisan**

[Mercantile 5](#)

You are considered to have the Master level of the same craft identified by Apprentice Artisan. Master Artisan Goods may be sold at the General Store or in an AAR at 175% standard market rate.

### **Master Bargaining**

[Mercantile 5](#)

A merchant uses this skill immediately after an agreement is reached on a monetary transaction. The merchant may call the skill and alter the agreed upon price by 10% in the merchant's favor. For example, Merchant Mike agrees to pay Seller Sam 10 silver pieces for a lovely necklace. Merchant Mike uses his skill Master Bargaining to





pay Seller Sam only 9 silver for the item. This skill represents the merchant's bargaining abilities and is a valid legal contract. The contract may not be canceled after the skill is used.

### **Master Craft**

#### [Common](#)

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.

### **Master Florentine**

#### [Finesse 3](#)

Character may use two weapons of Hand 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.

### **Master Gatherer**

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

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.

### **Master Surgeon**

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

Reduce Crafting time on Physician crafting by 50%

### **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.

### **Materials Contract**

#### [Mercantile 2](#)

This skill allows a character to draw up a contract with a supplier for a specific list of materials. The character is guaranteed a fair market deal and a set amount of materials to be supplied each month. If the character is unable to make full payment upon the delivery of the goods the contract will be voided.

### **Medicinal Basic**

#### [Alchemy 1](#)





Allows an alchemist to brew simple medicinal healing compounds. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

### **Medicinal Complex**

[Alchemy 5](#)

Allows an alchemist to brew the most complex medicinal healing compounds.

### **Medicinal Intermediate**

[Alchemy 3](#)

Allows an alchemist to brew medicinal healing compounds of an intermediate complexity. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

### **Meticulous**

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

Reduce the Jonquil requirement by one unit when crafting. Reduction can only occur to a minimum of one.

### **Minor Rite**

[Cleric 1](#)

Allows a Cleric to be the Celebrant of a Minor Rite. Just because a Cleric can officiate over a Rite does not mean that they have the Minimum Devotion required to power that Rite.

### **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, Sorcery, Cleric.

### **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.

### **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 4 \(passive\)](#)

Next three swings with a branded weapon deal +2 magic damage. 3 mana per use. Personal, Latent Invoked, 30 second cast time.

### **Nightprowler**

[Finesse 5](#)

To the night prowler, the darkness is his closest ally. Between the hours of 7PM and 7AM, night prowlers deliver flank attacks with Small Weapons at +3 damage. (This does not stack with the skills Flank 1 or 2)

### **Obstinate**

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

Reduce all Knockback effects down to only 5 feet.

### **Overpower**

[Martial 5](#)

Player's next attack swings for +3 damage. This attack can not be blocked, parried, or deflected.

### **Paranoid**

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

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

### **Parry**

[Martial 2](#)

The character may use a weapon or shield to avoid any normal physical melee attack directed against themselves from 180° to the front. Prayers, Spells, and Flank Attacks may not be Parried.

### **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.





## **Pierce Armor**

### [Finesse 4](#)

This skill allows a character to deal an attack that pierces the target's armor. The target takes Body Damage from the attack. This skill may be combined with other physical attacks.

## **Piercing Strike**

### [Finesse 3](#)

This skill allows a character to deal an attack that pierces the target's armor. The target takes +1 Body Damage from the attack, i.e. base weapon damage +1 Body damage total. This skill may be combined with other physical attacks.

## **Piety 1**

### [Cleric 1](#)

Spell Slots for prayers. A character builds a pyramid for each god you have Devotion towards and slot their prayers. A Character can have a total of 7 Piety 1 slots for the Gods, Diakonoff, Icarvoudo, 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.

- *Meditate* - A character meditates at an altar of their god to change their prepared prayers for other prayers they have access to. Any number of prayers may be changed by spending 3 minutes per piety tier, meditating. The player must have a staff member or marshal sign off on any changes.

## **Piety 2**

### [Cleric 2](#)

Spell Slots for prayers. You build a pyramid for each god you have Devotion towards and slot their prayers. 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](#)

Spell Slots for prayers. You build a pyramid for each god you have Devotion towards and slot their prayers. 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](#)





Spell Slots for prayers. You build a pyramid for each god you have Devotion towards and slot their prayers. 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

Spell Slots for prayers. You build a pyramid for each god you have Devotion towards and slot their prayers. 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.

### **Pocket Sand**

#### Finesse 2

A calculated defensive maneuver meant to distract your opponent, temporarily depriving them of his sight. A player hit in the front torso with this skill suffers the effect of Blind for 10 seconds. This skill is unblockable. In order for this skill to be effective, the target must be within 5 feet of the attacker. Range: Spell packet, 5 feet.

### **Poisons Basic**

#### Alchemy 1

Allows an alchemist to brew simple compounds designed to harm and weaken. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

### **Poisons Complex**

#### Alchemy 5

Allows an alchemist to brew the most complex compounds designed to harm and weaken.

### **Poisons Intermediate**

#### Alchemy 3

Allows an alchemist to brew compounds designed to harm and weaken, of an intermediate complexity. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

### **Potions Basic**

#### Alchemy 1

Allows an alchemist to brew simple compounds meant to enhance performance. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.





## **Potions Complex**

### Alchemy 5

Allows an alchemist to brew the most complex compounds meant to enhance performance.

## **Potions Intermediate**

### Alchemy 3

Allows an alchemist to brew compounds meant to enhance performance, of an intermediate complexity. Characters who choose this skill during character creation also receive 1 recipe, components, and 5 units of reagent.

## **Provoke**

### Finesse 2

Character gestures threateningly, leaving themselves open to attack and inviting 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. No effect on Unholy, Soulless, or Fey. Duration: 1 minute.

## **Pummel**

### Martial 2

Character may use the heft of their weapon/unarmed strike/pommel to deliver a blow squarely to their opponent, knocking the wind out of them. Target suffers the effects of Choke for 10 seconds.

## **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. Character must role-play meditation for 1 minute to nullify the effects of any poison. 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.

## **Push Back**

### Martial 3

Character may use their mass and expert deflection in order to repel an attacker. When struck on a shield, the attacker is Knocked Back 5ft directly backward, perpendicular to the shield.





## **Quick Shot**

### [Finesse 4](#)

The Marksman may skip focus count for next ranged ability

## **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.

## **Rapid Strike**

### [Finesse 1](#)

The Character's next 3 weapon swings deal +1 damage. They need not all come from the same weapon. Weapon swings must happen within 10 seconds of one another. Cannot be used with a heavy weapon or unarmed strike.

## **Reconstruct Limb**

### [Medicine 4](#)

Physician may administer repairs to a severed or crushed limb. A severed limb must be present to perform this skill. The limb must be allowed to heal before it can be used. Natural healing will require one month. Requires a surgical chamber and ten minutes of role-play. After this skill is used, the limb is considered to be Broken and Set.

## **Redirect Spell**

### [Mage 4](#)

When Invoked 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 spell packet is required when choosing a new target. The new target must be within 20 feet of the original target.

## **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 10 minutes of role-play time and 3 unit of the appropriate material, they can restore up to 50% of a broken suit of armor's AP. 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 5 minutes 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. Can't be used in an AAR.

## **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 Break Limb, Choke, Cripple 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: Break Limb, right arm". Delivery: Touch.

## **Research**

### Common

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 most often conducted between events, if doing so, please say where you are researching, what you are researching, and your total sphere ranks where applicable.

## **Resist Break Limb**

### Martial 3

Character may negate the effects of Break Limb or spells and prayers that mimic the effect.

## **Resuscitate**

### Medicine 4

A physician can administer treatment and revive a victim who is near death (in the third phase of Death) or suffering from an avulsion (under the effect of Mortal Wound). Resuscitate requires 8 minutes of role playing. The Death Count is temporarily suspended while Resuscitate is being administered. At the conclusion, the player is revived at 1 body with a Major Injury.

## **Retain**

### Martial 1

Allows a character to ignore the effect of a Disarm and maintain control of a weapon or shield.

## **Reversal**

### Martial 2

Reverses the effects of a Subdue, Throw, or Trip back upon the attacker.





## **Riposte**

### Martial 3

Character uses the skill Parry to avoid a melee attack and causes base weapon damage to the attacker.

## **Sacrament**

### Cleric 3

Character may Sacrifice your 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

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. Has no effect 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. Requires 1 minute of concentration.

## **Sanctuary**

### Cleric 4

The Cleric stands with arms outstretched. Anyone within the radius of his/her reach is temporarily sheltered from 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.

## **Sapper**

### Common

With this skill, a character has the ability to rig a trap device on objects such as chests and doors. Upon activation, the device will cause a predetermined effect. It costs 1 energy to set a trap that simply sets off an alarm like ringing a bell. It costs 2 energy to set a basic snap such as a snare or deadfall trap. Setting a trap involving alchemy costs 3 energy to set. A director must approve the trap and assign its effect. The trap requires an in-game representation that is actually set off when the trap is sprung. This skill also lets the user utilize Trap alchemy as the intended Effect for any trap. The character also has the ability to discern the presence of a trap that is invisible to the naked eye. It may be used on a single object up to the size of a normal door. Detecting a trap costs 1 Energy. Once a trap is found, this skill allows a character to determine either the approximate intricacy (Energy level) or the general effect of a specific trap. The player must designate which bit of information is being evaluated. May be used multiple times to determine additional information. Evaluating a trap costs 1 Energy. Finally, the character has the knowledge to safely bypass the trigger





mechanism of a trap. The success of the attempt is dependent upon the amount of Energy expended, which equal or greater to the energy that was used to set the trap. A game director is required for use of this skill.

### **Savage Grip**

#### [Martial 3](#)

Character may use two weapons of Hand or smaller simultaneously. The character must possess the Weapon Skill for each weapon utilized in this manner.

### **Scribe Prayer**

#### [Cleric 3](#)

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 1](#)

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.

### **Set Limb**

#### [Medicine 2](#)

The physician can set a bone in a broken limb. The physician must role-play 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.

### **Sever/Cripple Limb**

#### [Martial 4](#)

On weapon strike, target limb is removed from the body or otherwise crushed and rendered completely useless and deal your base Body damage. This attack must strike an arm or leg to have effect. This may not be combined with other damage dealing skills. Cannot be used with unarmed strike.

### **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 divine armor. This ability has a 30-second cast time.





## 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. A shield may block any melee or ranged physical attack that does specifically bypass shields. A shield may not block ranged spells or prayers of any type or Poison Alchemy delivered via Packet.

## Signature Spell

### Mage 4 (passive)

Choose one Gather Power 1 spell from the school that the character has selected as their Arcane Knowledge - Specialty. This spell may now be cast as though it were a cantrip.

## Signature Glyph

### Mage 4 (passive)

Choose one glyph from the glyph list, this glyph can be produced 50% faster.

## 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

## 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.

## 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.

## Skilled Services

### Mercantile 2

Your character has developed a service skill to the point where they can reliably make money off it if given enough time. 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 roll 4d6. You make that many Copper plying your trade in that time period.

### **Sleight of Hand**

#### Common

Able to perform small parlor tricks and cantrip-like effects of up close, stage magic.

### **Slippery**

#### Finesse 3 (passive)

Time spent pursuing targets in the underworld has prepared you to move unimpeded. Any effect that would slow your movement, or pin you, is ignored.

### **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.

### **Smooth Talker**

#### Mercantile 2

Target becomes non-hostile and at most indifferent toward the user for 30 seconds. Target may attack other targets and defend themselves. The Charm is broken if attacked by the user of this skill. Point and Click

### **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 your Energy Cap.

### **Spell Purge**

#### Mage 3 (passive)

Allows the caster to spend 15 minutes and swap spells on their card as they would during the period refresh. This may only be done once per period. All spells must be approved by a marshal. Requires the use of an Enchantry.

### **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 for the first minute using a physician's kit. When the 5 minutes have expired, the victim





continues his/her 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.

### **Stagger**

#### Martial 1

When struck on the shield, the attacker is Stunned for 5 seconds.

### **Standard Rites**

#### Cleric 2

Allows a Cleric to be the Celebrant of a Standard Rite. Just because a Cleric can officiate over a Rite does not mean that they have the Minimum Devotion required to power that Rite.

### **Strength Rush**

#### Martial 1

A player may summon temporarily enhanced strength and perform feats beyond his/her normal abilities. This allows the character to push or Knock Back items of human size up to 5' outside of combat, 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 Knock Back distances, grappling checks or carrying bodies and adds +1 damage to unarmed strike. Duration: 1 minute.

### **Stun**

#### Martial 1

Target is shocked and immobilized for 5 seconds. Any damage inflicted will remove the stun effect on the target. This is delivered with a weapon strike. Deathblow may not be used on a stunned person.

### **Sunder Armor**

#### Martial 3

On strike, the benefit of suit of armor is disabled. The target no longer has the ability to resist Body damage or Throw effects because of wearing a Suit of Armor for 1 minute. Cannot be used with unarmed strike.

### **Surefooted**

#### Finesse 1

Use of this skill negates the effect of Trip or Knock Back/Throw.

### **Sure Hit**

#### Finesse 5

This attack cannot be avoided or blocked by any means. This attack may still be negated. This skill must be delivered via melee weapon strike.





## **Suture Wound**

### Medicine 1

This skill can be used to restore one point of body to an injured victim. The physician must role-play for one minute using a physician's kit for each body restored. A physician's kit is required to suture wounds. This can heal a character up to 2 less than their Maximum body. Suture Wound can not be used on a character in the Death Count.

## **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.

## **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. This is a mind-altering effect.

## **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). 30 second cast time. Personal, Latent Triggered, Defensive Enhancement.

## **Throw**

### Martial 1

Target is pushed back 5 feet plus 5 feet for each level of strength you possess. The target tumbles and stumbles back, losing their balance. The character must be wielding boffer fists.

## **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.

## **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.





## Tracking

### Common

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.

## Tracking Evasion

### Finesse 4

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.

## Trade Contacts

### Mercantile 2

Generates a list of items that is provided to the player upon use of the skill in an After Action Report. The player may choose to purchase the amount given at the price given. This list generally contains items hard to find in the game environment or for a lower price than is typically available. Wholesale and Master Bargaining may not be used in conjunction with this skill.

## Transmutation

### Alchemy 4

You can turn 1 raw material into another through a complex, alchemical processes. Every time a raw material is transmuted, it loses half of its mass. Refer to the transmutation chart below:

Cotton	→	Salt
Salt	→	Wool
Wool	→	Oak
Oak	→	Glass
Glass	→	Leather
Leather	→	Oil
Oil	→	Iron
Iron	→	Tin
Tin	→	Copper
Copper	→	Silver
Silver	→	Gold
Gold	→	Orichalcum





## **Treat Injury**

### [Medicine 5](#)

The physician uses this skill at the same time as First Aid, Field Surgery, or Resuscitate. If they are both used together, the target is brought to 1 body with no injury.

## **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 for the first 30 seconds using a physician's kit. When the 10 minutes have expired, the victim continues his/her death count from the point at which Triage was started. Triage can be administered at any time during the Death Count.

## **Trick Shot**

### [Finesse 4](#)

User of this skill may perform an out-of-combat feat of skill with his/her exceptional precision throwing or shooting. See Staff or a Marshal for use.

## **Trip**

### [Martial 3](#)

On weapon strike, the target falls to the ground and drops any weapon/item being carried and may not get up for 3 seconds.

## **Turn Undead**

### [Cleric 1](#)

Target Lesser Unholy and other Undead must flee from the attacker when possible. This does not prevent the target from attacking the user of this skill or anyone else. Duration: 1 minute. Delivery: Point-And-Click

## **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.

## **Unarmed Mastery**

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

This will allow a character to increase the size of a 'fist' boffer weapon to a max length of 24".





## **Unarmed Strike**

### Common

Allows use of Boffer Fists with dusters up to 18" to fight Unarmed. This allows the character to wield both boffer fists with dusters in each hand and block standard weapon strikes. Players with this weapon type may be disarmed.

## **Unbreakable**

### Mage 5 (passive)

Gain one use of the skill Resist Break per period on branded weapons only. Personal, Latent Triggered.

## **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.

## **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".

## **Unshakable**

### Cleric 2

Character's mind is resistant to shock. The character may call this skill to negate sources of the effects of Stun, Waylay, or Fear.

## **Unskilled Labor**

### Common

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 character may not always receive the same amount of coin, based on a multitude of variables. The base wage for Unskilled Labor is 1d10 Copper.

## **Vaporize**

### Alchemy 5





The alchemist converts any compound into an aerosol, at the cost of compromising its longevity. By spending 5 minutes of role-play time, the target compound can be delivered via thrown packet, no matter its former delivery method. The compound evaporates and is destroyed at the end of the event.

### **Vestment**

#### [Cleric 2](#)

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 has a 30-second cast time and must be prepared outside of battle. Vestment expires at the end of the period. Vestment does not count as an Enhancement.

### **Wall of Steel**

#### [Martial 5](#)

For the next 30 seconds, you are unable to attack, but you are able to use Deflect without spending energy.

### **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.

### **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 in to a staff or crafting marshal counts as 20 minutes toward a weapon, shield or armor creation. Can not be used to lower a given project below 50% of crafting time.

### **Waylay**

#### [Finesse 3](#)

This is an attack used to render a target unconscious. With the pommel of a weapon, tap the target on the back between the shoulder blades while calling the skill. The target immediately falls unconscious and suffers the effect of Stun for 5 minutes. If the target takes any damage during this time period, they wake up immediately.

### **Wholesale**

#### [Mercantile 3](#)

Allows a character to negotiate the price of a singular item down to the price listed in the Assess Worth list. May not be used in conjunction with Materials Contract.





## **Willpower**

### Cleric 3

Character has an exceptionally strong spirit and may negate the effects of any single mind-altering skill, spell, prayer and the effects of Fear.

## **Work Special Materials**

### Smithing 3

Allows a smith to forge items from unusual materials such as silver, ironwood, or magnetite.







## 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"><li>- ½" PVC piping (or ¾" PVC for 2 Hand and larger)</li><li>- ½" or 5/8" thick closed-cell foam pipe insulation (sized to fit ¾" copper pipe)</li><li>- Open cell (spongy) foam</li><li>- Duct tape (assorted colors)</li><li>- Electrical tape</li></ul>	<ul style="list-style-type: none"><li>- Scissors or hobby knife</li><li>- Hack saw</li><li>- Measuring tape</li><li>- Sandpaper</li><li>- Marker</li><li>- Safety pin</li></ul>	<ul style="list-style-type: none"><li>- Goop® or Shoo Goo® style adhesive</li><li>- Racquet grip wrap</li></ul>





# 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 handgrips 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 12"	Up to 144 square inches	Up to 12" x 12"
Shield	Greater than 12"	Greater than 144 sq inches	Greater than 12" x 12"







## Appendix C: Glossary & Keywords





**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 effects 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.

**Attack:** Attack is used to describe any attempt by a character to deal Damage or deliver an Effect to something other than themselves

**Avoid:** An attack that has been Avoided fails to connect with the target.

**Bind/Bound:** When a target's hands are bound, they must keep their wrists pressed together, may not wield a heavy weapon, and can't use any offensive weapon skills. When a target's feet are bound, they must keep their ankles pressed together, and may not walk, hop or in any way use their feet. They also may not use any skill that allows them to move in a hold, Surefooted, Dodge, or Evade. Characters may crawl, scoot or "do the worm" while their feet are bound.

**Blind:** Blind renders the target unable to see and cannot attack or defend, and the target can't run.

**Block:** Used to denote when a Weapon Strike is blocked with a physical Weapon or Shield.

**Blood Lust:** A Mind Altering Effect that puts the target into an uncontrollable violent state. Blood Lusted characters must Attack any character that is in the closest proximity to them for the duration of the effect.

**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.

**Build:** The currency used to purchase Skills for your Character.

**Character:** An in-game persona/avatar.

**Charm:** Mind Altering Effect. Character becomes non-hostile toward whomever Charmed them. Charmed characters cannot be compelled to harm themselves.

**Choke:** Choke causes a target to be unable to speak, cast Spells or Prayers, and renders them unable to deliver any form of Attack. Choked characters may still defend with standard weapons or shields.

**Components:** In-game items required to craft something.





**Concentration/Uninterrupted:** A skill or power that has this keyword is broken if: the character attacks/defends, the character takes damage/status effect, the character uses another power/skill, and if the character ceases to focus on the task at hand.

**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.

**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.

**Crippled:** A limb that has been rendered Crippled can't be used for any purpose. A Crippled arm may not hold any objects or manipulate any object, and a Crippled leg can't be used for movement of any kind.

**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. Damage codes are delivered verbally after an attack. (Ex. "Five damage". "Two Fire". "Eight Silver" etc.)

**Death Count:** Death Count is the status a character enters when their Body is reduced to zero. Characters are Disabled during the 2nd and 3rd stage of the death count. See Rule Book for more information.

**Disable:** A character is Disabled when they are in Death Count or are unable to attack, defend, or move. Characters that are sleeping, unconscious, or bound hand and foot are examples of being incapacitated. Stunned characters are not considered disabled.

**Disarm:** The character must drop whatever is being held in the limb that is disarmed.

**Displacement:** An Effect that forces a character to physically move.

**Duration:** The amount of time until an Effect expires.

**Effect:** An Effect is any loss or change in control of a character (Ex. Fear, Cripple, Blind, Revive)

**Engaged in combat:** A character engaged in combat is actively attacking or defending from an attack.

**Exhaustion:** Exhaustion renders the target unable to use Skills that cost Energy, Mana, or Faith. They may still cast spells and prayers.





**Fear:** A Mind Altering Effect. A character who experiences fear is overwhelmed with terror towards the source of the fear. Fleeing from the source of the fear becomes the character's highest priority.

**Fey:** Creatures that maintain the magical order of the world. Rarely directly interact with its inhabitants.

**Flank:** An Attack made to a character's back torso.

**Grappled:** The character is locked in a physical struggle. They cannot disengage unless they can Break Grapple. The target cannot move and cannot defend. The target may not use any skills, prayers, or spells that do not target themselves. Any latent effects that are active at the time of the grapple may be triggered.

**Hide:**\*\*\* In Beta Test Development\*\*\*

**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.

**Incorporeal:** While a character is incorporeal, their body does not interact physically with the world around them. Immune to physical damage. Able to travel through physical barriers with a vocal three count, followed by a hold.

**Item Tags:** A card written by Staff describing and representing an in-game item. See Rule Book for more information.

**Knockback:** A Knockback effect forces the target to move the indicated movement (ex: 5 feet) directly back from the source of the Knockback.

**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.

**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.

**Local Effect:** Effect that is Unavoidable by characters.





**Madness:** Mind Altering Effect. Character must role-play derangement or insanity. Player chooses how to role-play this. The character cannot use Skills, but can attack with Weapon Strikes.

**Marshal:** Players there to answer your questions, observe in-game thievery, and help staff keep the game on track.

**Mind-Altering:** An Effect that forces a character to alter their behavior or personality in specific ways.

**Negate:** Negate stops Damage and Effects from occurring. An Attack that is Negated is considered to have hit its target, but had no effect.

**Non-Hostile:** A Non-Hostile target will not attack or use offensive actions unless attacked, threatened, or provoked.

**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. Attacking or defending will break a count. If the character suffers damage, a negative status effect, or loses concentration while counting, then the count is broken and 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.

**Paralyze:** Effect that causes a character to be unable to move, use skills, or speak. Any latent effect cannot be invoked by the character, but may be triggered.

**Passives:** Bonuses earned by progressing to milestones on Adventure and Crafting Paths.

**Pin:** Effect that anchors a character's limb(s) to a surface, rendering them unable to move.

**Player:** A person playing a character at Wyvern Rising.

**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.

**Revive:** Effect that brings a character out of their Death Count.





**Salvage Tag:** Tags found in-game that represent time spent looking for loot. Each salvage tag represents one unit of time and can be combined when turned in to “find” normal or basic quality equipment.

**Severed:** A limb that has been Severed can't be used for any purpose and has been torn or severed from the torso.

**Skills:** Skills are abilities a character can perform. They represent actions that a character makes that the player cannot. Ex. Character is hit with a Weapon Strike, then calls the skill Parry. Calling the skill Parry represents the character Blocking the Weapon Strike, even though the Player did not.

**Slow:** Slow forces the target to move at a walking pace and move/attack/defend slowly for the duration.

**Soak:** An effect that reduces damage taken by a set value. For example, a Soak of 2 reduces all instances of damage received by 2.

**Soulless:** Creatures of the gods' creation sent to the world to do the gods' bidding.

**Staff:** The people behind the scenes at Wyvern Rising.

**Stun:** Stunned characters cannot attack, defend, speak, or perform any action. Taking any sort of damage or status effect will shake a character out of being stunned. Stunned characters may move at a walking pace. Stunned characters are not considered incapacitated and cannot be dispatched, since they are easily shaken out of the stun.

**Sure Hit:** This attack cannot be avoided or blocked by any means. This attack may still be negated. This skill must be delivered via melee weapon strike.

**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.

**Triggered:** An Effect that occurs when a certain condition is met.

**Trip:** The character falls prone and drops everything they are carrying. Alternatively, characters can take a knee instead of falling prone.

**Undead:** A corpse of any kind that has been reanimated with magic. Undead are not considered Unholy unless specified.





**Unholy:** A creature that is the result of twisting and altering a holy soul with magic, then giving it a physical form.

**Unstoppable:** Effect that grants Immunity to all other effects until said character enters their Death Count, or Unstoppable's Duration ends.

**Vocal:** 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. Attacking or defending will break a count. If the character suffers damage, a negative status effect, or loses concentration while counting, then the count is broken and must be restarted.

