

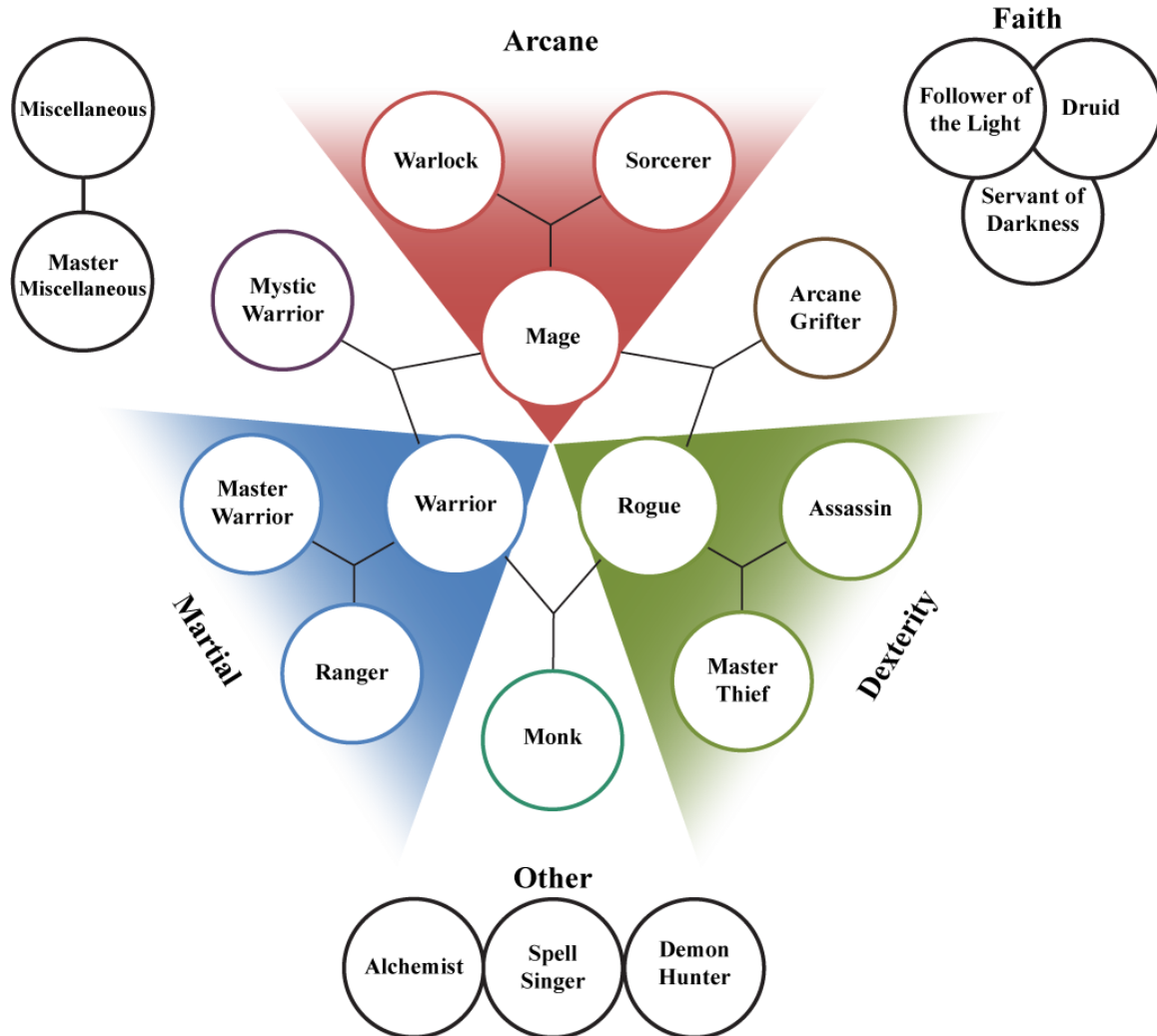
Welcome to Playtest 2.0!

This document contains all of the new rules we are currently playtesting. All players are responsible for knowing these rules in order to keep game play flowing. Any rule change in the past few years that does not show up in this document then it is no longer valid or being used. Hopefully, this will alleviate any confusion. When trying to figure out what rule is what, go by the 4th Edition Rulebook then this document.

Any skill that has changed rules will be played that way for all players. Any skill that has been removed from the game by this document is still in play for the time being, but you cannot learn more of it. For example, Assassins no longer gets the Poison Lore and Poisons skills. Character who currently have those skills can continue to use them for now, but may not learn more. A character can convert their character to the new rules by going to Logistics who will make the necessary changes.

This document is broken down into sections, much like the rulebook is, Career Skill Lists, Armor Rules, Skills, Spells, and General Rules.

Below is a chart that shows the relationship of all the basic and advanced careers.



Rules Change Summary List

This is just a quick list of changes. You should read the full skill/spell/rule description for details.

Category	Rule	Change
Arcane Grifter List	Arcane Proficiency	Added Staff and Thrown Weapon.
Arcane Grifter List	Glyph	Changed prereqs, mage them semi-permanent, changed cost of ink, changed cost of Power Points to charge.
Arcane Grifter List	Magic Knife	Lowered cost from 4 → 3 Build Points and 4 → 3 Power Points.
Arcane Grifter List	Magic Tools	Lowered cost from 3 → 1 Power Points. Changed how it works.
Arcane Grifter List	Power Strike	Lower cost from 5 → 4 Power Points. PP not expended if fails to connect to target.
Arcane Grifter List	Sense Trap	Lowered cost from 5 → 3 Power Points. Changed verbal.
Arcane Grifter List	Tools of the Trade	Added Thrown Weapons and shortened the name.
Armor	Armor Values	Increased soft leather, ridged leather, ring mail point values. You need to get your armor re-evaluated.
Assassin List	Changed Master Assassin	Changed prereqs.
Assassin List	Venom Master, Preserve Venom	Added new skills to list. Removed Poisons
Demon Hunter	Corruption	Increased Corruption Level, character now gains one CL point per endowment level learned.
Demon Hunter	Crit, Stun and Slay Demon	Lowered Build Cost. Changed Prereqs.
Demon Hunter	Demon Flesh	Increased duration of how long the demon flesh lasts.
Demon Hunter	Identify Demon	Added possessing demon.
Demon Hunter	Release Soul Endowment	Now instant and only 1 Rank.
Druid List	Thunder and Lightning	Updated damage value to match Low Magic damage increase. Now it does 30 points of damage.
General	Clarify Rule	Added new rule: Clarify.
General	Claws and Talons	Increased length of Claws and Talons
General	Got It! Rule	Added new rule: Got It!
General	Metagame Rule	Updated rule to include social media
Low Magic	Demonology	Added Shadow Aspect, changed damage type of Necromancy
Low Magic	Shadow Magic	Published spell list
Master Thief List	New skill	Added a new skill, Master Thief, which is the new gateway skill for the Master Thief ACSL.
Master Thief/ Assassin/ Arcane Grifter	Escape	Prereqs changed. Lower cost from 4 → 3. Increased what a character can escape from.s
Master Thief/Assassin	Dodge	Prereqs changed.
Master Warrior	Reposted	You now have to hit your target (original attacking character or any other nearby) with your weapon. You can use Speed with Riposte.
Miscellaneous	Torture Skill	Corrected example time
Monk List	Flurry of Blows	You need one tag skill per Flurry of Blow Tag used.
Mystic Warrior	Channeling	Channeled spells are stopped by weapons but not shields.
Mystic Warrior	Mystic Proficiency	Added new weapon categories, increased cost from 8 → 12.
Mystic Warrior	Mystic Weapons	Added: 2-Handed Edge, 3-Handed Blunt, Staff, Spear, Pole Arm. Increased cost from 8 → 10 Build Points
Mystic Warrior List	Rend Magic	Clarified, any magical defense that stops physical attacks.
Rogue List	Backstab	Also works when the target character is at a disadvantage. Also not hand specific.
Rogue List	Cheap Trick	Added new skill to list.
Rogue List	Poison Lore, Poisons	Remove skills from the game and list.
Rogue List	Side Step	Added Cheap Trick and Throat Punch to what can be dodged.
Rogue List	Throat Punch	Added new skill to list.
Sorcery Ritual	Ritual of Absolute Healing	Clarified what it works on what happens when cast.
Warrior List	Critical Attack	Added Cheap Trick and Throat Punch to what can be parried.

Careers

Rogue Basic Career Skill List

The Rogue Basic Career Skill List costs 10 Build to purchase and may only be purchased once. For a full description of the skill, see Chapter 5.

Rogue Basic Career Skill List						
Skill	Cost		Duration	Prerequisite Skill	Purchase	Tagged
	On-List	Off-List				
Weapon Skills:						
Small Weapon	0	0	Constant	None	Once	No
Thrown Weapon	2	6	Constant	None	Once	No
One-Handed Edged	2	6	Constant	None	Once	No
Crossbow	4	12	Constant	None	Once	No
Bow	3	9	Constant	None	Once	No
Florentine	3	9	Constant	None	Once	No
Pick Lock	2	6	Constant	None	Once	No
Disarm Trap	2	6	Constant	None	Once	No
Set Trap	1/2/3/4	3/6	Constant	Disarm Trap	4	No
Waylay	5	15	Constant	Small Weapon	Once	No
Blather	5	15	10 min, <i>Special</i>	Waylay	Multi	Yes
Backstab	6	12	Constant	Waylay	Multi	No
Disarm	4	8	5 Sec	Any Weapon Skill	Multi	Yes
Cheap Trick	3	9	10 Sec	Backstab	Multi	Yes
Throat Punch	5	15	30 Sec	Waylay	Multi	Yes
Side Step	5	15	Instant	None	Multi	Yes

Special Notes for the Rogue Basic Career Skill List

- The Build costs separated by slashes are the costs for each rank of the Set Trap skill. For example, the on-list cost is given as 1/2/3/4; this means that the first purchase of this skill costs 1 Build Point, the second costs 2 Build Points, and so on. A character can only purchase this skill twice off list.

Assassin Advanced Career

Below is the list of skills available to players who wish to play an Assassin. For a full description of the skill, see Chapter 5.

Assassin Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Master Assassin	8	Constant	Rogue Skill List, Side Step, 1 Backstab	Once	No
Assassin Proficiency	10	Constant	Master Assassin Skill	Multi	No
Assassinate	7	Instant	2 Assassin Proficiencies	Multi, <i>Special</i>	Yes
Assassin Strike	4	Instant	1 Assassin Proficiency	Multi	Yes
Blind Fighting	5	Constant	Master Assassin Skill	Once	No
Disarm	4	Instant	Master Assassin	Multi	Yes
Dodge	10	Instant	1 Assassinate, 2 Side Step	Multi	Yes
Escape	3	Instant	Master Assassin	Multi	Yes
Hypnosis	10	30 Min	Master Assassin Skill	Multi	Yes
Missile Deflection	3	Instant	Rogue Skill List	Multi	Yes
Paralyze Touch	5	10 Min	Master Assassin Skill	Multi	Yes
Resist Truth	3	<i>Special</i>	Rogue Skill List	Multi	Yes
True Aim	6	Instant	1 Assassin Proficiency	Multi	Yes
Weapon Accuracy	3	Instant	1 Assassin Proficiency	Multi	Yes
Venom Master	6	Constant	Master Assassin	Once	No
Preserve Venom	3	Constant	Venom Master	Once	No
Poison Immunity	5	Constant	Rogue Skill List, 20 Build Points of Dexterity Skills	Multi	No

Special Notes for the Assassin Advanced Career Skill List

- The Assassinate Skill requires an additional prerequisite for multiple purchases. A character needs two Assassin Proficiency skills to purchase their first Assassinate skill, and they need one Assassin Proficiency skill for each Assassinate. The player should read the skill description in Chapter 5 for a full description of this skill, or later in this section for these prerequisites.

The Assassin

The roles of the Assassin are numerous and can vary dramatically from person to person. An Assassin can be the good natured scout able to track down foes, or the typical killer for hire whose only allegiance is gold, or even the individual who kills for the thrill. Assassins have access to many skills, some of which are intended to deliver large amounts of damage or even kill in a single strike. They can learn to fight while blind and render a target helpless and paralyzed. Other skills allow the Assassin to strike without error from a distance or find the chink in armor. They have defensive skills as well, namely the legendary Dodge skill, which allows them to get out of most harm's way. They can learn a repertoire of skills that assist them in applying their trade such as making poisons and learning how to take control of another's will. The skills an Assassin can learn equip them to fulfill their clandestine operations.

Regardless of mindset, the Assassin is always a dangerous adversary. While stealth and cunning are their greatest weapons, Assassins can evade most situations others cannot and are skilled enough to hold their own in combat – for a short time at least. While most Master Warriors can dispatch an Assassin easily in single fair combat, it is the Assassin who will be at your back before you are aware of them striking you down before you are able to raise a cry of warning. Some of the Assassin's skills are difficult to perform and others are very situational. The deadliest Assassin is one who uses all their skills wisely and is cunning enough to ensure their victory.

Assassin Rules

Below are some special rules pertaining to the Assassin skills.

Prerequisites and Skills

As was mentioned before, the Assassinate skill has a prerequisite that differs for multiple purchases of this skill; for every Assassinate skill the character wishes to learn, they must have one Assassin Proficiency skill.

For example, Lascula wants to learn an Assassinate skill. He has already purchased two Assassin Proficiency skills and found a teacher. The following month, Lascula learns another Assassinate skill giving him two. Now if Lascula wishes to learn any more Assassinate skills, he will have to learn another Assassin Proficiency skill.

Using Assassin Skills

Some Assassin skills are not used if they miss their target, if the blow strikes the target character's shield, or the target character blocks the blow with their weapon. In order for the skill to be used the character must either strike their target or the target character uses an appropriate defense either magical or martial. The following skills follow this rule: Assassinate, Assassin Strike, Disarm, Paralyze Touch, and Weapon Accuracy.

Master Thief Advanced Career

Below is the list of skills available to players who wish to play a Master Thief. For a full description of the skill, see Chapter 5.

Master Thief Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Master Thief	10	Constant	Rogue Basic Career SL, Waylay, Pick Lock, Disarm Trap	Once	No
Escape	3	Instant	Master Thief	Multi	Yes
Master Waylay	5	Constant	Master Thief	Once	No
Missile Deflection	3	Instant	Master Thief	Multi	Yes
Resist Truth	3	Special	Master Thief	Multi	Yes
Critical Backstab	3	Instant	Master Thief 2 Backstabs	Multi	Yes
Trap Dodge	4	Instant	Master Thief, Set Trap Rank 3	Multi	Yes
Set Trap Rank 5	5	Constant	Master Thief, Set Trap 4	Once	No
Advanced Set Traps	3	Constant	Set Trap Rank 5	Twice	No
Quick Disarm Trap	5	Instant	Master Thief, Trap Dodge	Multi	Yes
Quick Pick Locks	5	Instant	Master Thief, Trap Dodge	Multi	Yes
Distraction	4	10 Sec	Master Thief, Trap Dodge	Multi	Yes
Dodge	10	Instant	Master Thief, 2 Critical Backstabs, 2 Side Step	Multi	Yes
Master Set Traps	5	Constant	Quick Disarm, Set Trap 4	Once	No
Pick Pockets	4	Constant	Speed Search	Multi	No
Poison Immunity	5	Constant	Master Thief, Set Trap Rank 3	Multi	No
Speed Search	6	Constant	Master Thief, Evaluate Item	Once	No
Tight Rope Walker	4	Constant	Master Thief Climb	Once	No

Special Notes for the Master Thief Advanced Career Skill List

- There are no special notes for the Master Thief Advanced Career Skill List.

The Master Thief

Master Thieves are skilled burglars, pickpockets, scouts and infiltrators. The varied skills of the Master Thief allow them to take advantage of almost any situation. No one is more adept at disarming traps and opening a lock than a Master Thief. Indeed, it is almost impossible to keep these skilled rogues out from where they are not wanted. While not good in a fight, they do possess the ability to silence a person and varied defensive skills to get themselves out of trouble.

Master Thieves have different motivations. Some steal from the rich to give to the poor while others steal from anyone and give it all to themselves. Regardless of their intentions, Master Thieves oft find themselves in trouble with the law. With abilities like Pick Pockets and Speed Search they can quickly get what they are after; with the ability to dodge, deflect arrows, distract and escape they are able to get away with the goods. Even the most secure and well guarded treasure box is emptied flawlessly in mere seconds.

In short, guard your purse, watch your treasure, and keep your valuables in a safe place for the Master Thief is out there and he has his eye on your most valued treasures.

Master Thief Rules

Using Master Thief Skills

The Master Thief skill, Critical Backstab, is not used if the character misses their target, if the blow strikes the target character's shield, or the target character blocks the blow with their weapon. In order for the skill to be used, the character must either strike their target or if the target character uses an appropriate defense either magical or martial.

The Arcane Grifter Skill List

Arcane Grifter Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Tools of the Trade	8	Constant	Rogue BCSL, Mage BCSL, Rank 2 in 3 Low Magic Schools, Waylay	Once	No
Arcane Proficiency	10	Constant	Tools of the Trade	Multi	No
Assassinate	7	Instant	2 Assassin Proficiencies ~ or~ 2 Arcane Proficiencies	Multi, <i>Special</i>	Yes
Disarm	4	Instant	Master Assassin ~ or~ Arcane Grifter	Multi	Yes
Missile Deflection	3	Instant	Rogue Skill List	Multi	Yes
Resist Truth	3	<i>Special</i>	Rogue Skill List	Multi	Yes
True Aim	6	Instant	1 Arcane Proficiencies	Multi	Yes
Poison Immunity	5	Constant	Rogue Skill List, 20 Build Points of Dexterity Skills	Multi	No
Escape	4	Instant	Magic Tools	Multi	Yes
Speed Search	6	Constant	Rogue Basic Career SL, Evaluate Item	Once	No
Power Strike ^D	3	Constant	2 Arcane Proficiencies	Once	No
Empower Assassinate	3	Constant	Assassinate	Once	No
Sense Trap	3	Constant	Disarm Trap, Arcane Grifter	Once	No
Resist Curse	4	Instant	Arcane Grifter	Multi	Yes
Magic Tools	3	Constant	Tools of the Trade, Pick Lock, Disarm Trap	Once	No
Magic Blade	4	Constant	Magic Tools, Arcane Proficiency	Once	No
Magic Knife	3	Constant	Magic Blade, 2 Arcane Proficiencies	Once	No
Glyph	10	<i>Special</i>	Magic Blade, Rank 3 in 2 Low Magic Schools	Multi	No
Spell Storing	10	<i>Special</i>	Glyph, 4 Arcane Proficiencies	Multi	Yes

The Arcane Grifter

[TBD]

Arcane Grifter Rules

[TBD]

Prerequisites and Skills

Using Arcane Grifter Skills

The flash effect is Green.

The Demon Hunter Skill List

Demon Hunter Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Demon Lore	5	Constant	Literacy, Herbal Lore, Tracking, 2 Weapon Skills**	Once	No
Track Demon	3	Constant	Demon Lore	Once	No
Identify Demon	5	Constant	Track Demon	Once	No
Crit Demon [†]	3	Instant	Identify Demon	Multi	Yes
Stun Demon [†]	3	Instant	Identify Demon	Multi	Yes
Slay Demon [†]	5	Instant	Identify Demon	Multi	Yes
Break Threshold [†]	6	Instant	Stun Demon	Multi	Yes
Harvest Demon Flesh	2	Constant	Demon Lore	Once	No
Preserve Demon Flesh	2	Constant	Harvest Demon Flesh	Once	No
Unnatural Health [†]	10	Constant	Any 14 Ranks of Endowment Skills	Once	No
Bane Endowment [†]	2/2/4*	10/20/60	Harvest Demon Flesh	Once	No
Shadow Bane Endowment [†]	1/1/2*	10/20/60	Harvest Demon Flesh	Once	No
Protection Endowment [†]	1/1/2*	10/20/60	Harvest Demon Flesh	Once	No
Clear Mind Endowment [†]	1/1/2*	10/20/60	Any 6 Ranks of Endowment Skills	Once	No
Release Soul Endowment [†]	2	Instant	Any 6 Ranks of Endowment Skills	Once	No
Battle Strength Endowment [†]	2/2/4*	10/20/60	Any 6 Ranks of Endowment Skills	Once	No

* The Endowment Skills are purchased in ranks. Each new rank allows the character to increase the maximum duration of the Endowment from 10 min, 20 min, and 60 min respectively.

** Any skill that gives you access to multiple Weapon Skills, for example Master Assassin, satisfies the 2 Weapon Skill prerequisite for Demon Lore.

† These skills require the character to undergo the Transformation to learn and use and requires Plot approval.

The Demon Hunter

The

Demon Hunter Rules

Prerequisites and Skills

Ranks of Endowments are purchased and learned like any other master skill. The character is limited to one new Endowment per Event. However, the second and third rank of the Endowment does not count as a new skill and the character can learn the second rank of an Endowment and another master level skill in the same Event.

Learning Demon Hunter Skills

In order to learn to be a Demon Hunter, the character must spend many weeks reading and memorizing a special tome, called the *Libro Creaturae Inferno* that contains detailed information about demons and some secrets of Hell. It is in this tome that the Demon Hunters keep their greatest secrets. This book is so vital and fundamental to a Demon Hunter that it is needed to teach. This tends to bring Demon Hunters together into groups, all sharing one copy of the book.

The book is written in a special un-decodable cipher known only to Demon Hunters. The *Libro* must be written in this code to correctly teach a person how to be a Demon Hunter. A character can be charmed or otherwise forced to decode the book, but they cannot be forced to teach another person how to decode the cipher without teaching them Demon Lore.

The information in the book is memorized by the character. It may not be memorized by the player, therefore, they may carry a copy of the *Libro Creaturae Inferno* out-of-game and refer to it in-game. They may not call a Hold to do so, but can read it during a Hold. However long the character takes to read the notes is how long it takes them in-game to recall the “memorized” facts.

A Demon Hunter with the Teach Demon Hunter skill can create a new *Libro Creaturae Inferno* and use it to teach other players the Demon Lore skill. Without the teach skill, a character just does not have a firm enough grasp of Demon Lore and the cipher to recreate the book. However, they can create a personal copy. This copy can be an in-game copy of the *Libro Creaturae Inferno*, written in either their cipher or any other language the character knows. However, unless they have the teach skill it is not a “true” copy of the book and therefore it cannot be used to teach or learn Demon Lore from.

In order to make in-game copies of the *Libro Creaturae Inferno*, the character has to actually copy it physically in-game during an Event. They may not print out their out-of-game copy and bring that in-game. However, after copying or writing it out in-game from memory, they can then use a printed copy to make it look more in-game and nicer. The handwritten copy needs to be brought to a Plot Marshal who will then sign the printed version and take and destroy the handwritten version.

Using Demon Hunter Skills

Special Demon Hunter Martial Skills

The Demon Hunter learns all they can about their enemy. The predecessors to the modern Demon Hunter learned where the weak spots on a demon are and how to strike them just right to either break a limb, deal maximum damage, or outright kill the demon. When combined with the power gained by the Transformation, they can power these blows with supernatural, albeit demonic, force and perform amazing attacks. These very specialized marshal skills – Stun Demon, Crit Demon, Slay Demon – work very much like the standard martial skills, with a few exceptions. First, these skills only work on demons and characters with the Monster Type: Demon on their Character Card. Second, they require no proficiency skills as prerequisite, are not hand specific, and can – where appropriate – be used as a defense. Finally, these skills bypass any Damage Resistance the target character may have.

However, the character must know they are fighting a demon to use these abilities. Each demon has its own weak spots. Therefore, the Demon Hunter has to identify the demon before using them. This means that the player and character has to know the target is a demon to use this skill. Should they mistakenly strike a non-demonic character the skill has no effect and is not used. **Note, this skill cannot be used as a demon detector. Doing so is a Rules Violation.** So a player may not go around hitting people to find out if they are a demon. That is cheating and against the rules.

Demon Hunter Endowments

The Demon Hunter can consume the flesh of Demons to gain special abilities for a short time. These Endowments are activated as soon as the character eats their piece of demon flesh. The character should call out loud what Endowment they are activating and for how long. While this statement is out-of-game, just like a spell verbal, it has to be heard by at least one other person. The demon flesh tag should be held onto and given to a marshal when possible.

These Endowments will last either 10, 20 or 60 minutes depending on the rank the character knows and how long they determine when they activate the Endowment. For example, if a character has Rank 2 Bain Endowment, when they eat their prepared demon flesh, they may activate the Endowment for either 10 or 20 minutes. Since they do not have rank 3, they may not activate it for a 60 minute duration.

Endowments last as long as the character has chosen when they activate the Endowment. There is no normal means to end the Endowment early. Heal body or purify blood effects from magic, alchemy or even faith based effects will not end the Endowment's effects. A Demon Hunter may only have one Endowment of the same type active at the same time. For example, they may have activated their Bane Endowment: Ice Bane for 10 minutes. They may not activate a Fire or Rot Bane Endowment – or even another Ice Bane (see next paragraph) – until the Ice Bane Endowment ends. If the character eats a piece of demon flesh and tries to activate the Endowment, nothing happens and the dose of demon flesh is wasted.

The character cannot reset the Endowment's duration by activating it again. This means that the character must wait for the current Endowment to end before reactivating it.

The character may have any number of different Endowments active at one time, which at this time based on the current list is six. This is not an actual cap just an affective cap based on available skills.

The Demon Flesh Balance

Demon Hunters gain their supernatural abilities by consuming the flesh of Demons. This is a dangerous path, for while this gives them access to some of their enemies abilities, eating too much will corrupt their souls. This corruption will pass in time if the baneful malignance is allowed to pass from their systems. However, if the Demon Hunter is too far gone, they will not want to purge themselves and will seek demon flesh to maintain their state. The final fate of a Demon Hunter who has gone <need cool word> is to become a demon themselves. This will happen after a year if they are not forcibly purged. Once a Demon Hunter has become a demon, only the intervention of a Higher Power can bring them back.

As part of their training, the Demon Hunter will begin to consume demon flesh in small quantities <?? Along with special herbal concoctions??>. This has no in-game effect at first, but after 6 months the Demon Hunter's body changes and is ready to use the strength of their enemies against them. At this point their bodies have changed enough to be identifiable as a Demon Hunter by any character with either Battle Surgery or Dissection and the Identify Component skill.

Some of the Demon Hunter's extra ordinary skills – Stun Demon, Slay Demon, Crit Demon, Break Threshold, Unnatural Health, and all Endowments – are learnable only after the character has undergone their change. Endowments require the character to consume demon flesh to activate.

Demon Hunters and the Faiths

Demon Hunters use the flesh of their hated enemy to gain access to many of their skills and activate all of their Endowments (see the section on Corruption below). This corruption affects a characters ability to follow some of the faiths.

Followers of the Light will lose access to their faith skills – including the Cleric and Paladin skills – and any benefits they get from them after they undergo the Transformation. They may regain their gifts by purging themselves of the corruption they willingly take in, but then lose access to those skills from the Demon Hunter ACSL. How a character can do this must be learned about in-game.

Druids on the other hand may become Demon Hunters and even undergo the Transformation. However, they will lose access to their Druid skills – including Druid – if they have any Corruption Points. Therefore, if a Druid character activates an Endowment, they lose access to all of the skills on the Follower of the Mother ACSL until the end of the Event. Since the character starts an Event at 0 Corruption Points, they will start out with access to their Druid skills.

Followers of Darkness can become Demon Hunters, and those that do have no problems accessing their Followers of Darkness ACSL skills even after they go through the Transformation and have Corruption Points.

Collecting Demon Flesh

The Demon Hunter needs the flesh of demons to do what they do. This flesh is harvested from the corpses of the demons they kill using the Harvest Demon Flesh skill. Without this skill, the demon flesh will dissipate when the demon's corpse does. It takes the character 10 seconds to cut away a piece of flesh large enough to suit their purposes. Up to 10 pieces of flesh can be taken from one demon.

The flesh of demons is toxic to eat, therefore, the Demon Hunters have created a process using a simple solution called Umor Purgatio (oo-mur per-ga-she-o) to cleanse the flesh and make it safer to eat. The Demon Hunter applies the solution to the piece of demon flesh and lets it seep for 5 minutes, after which the bile and bad humors are squeezed out and the flesh is ready to consume. Unfortunately, the flesh will spoil and become harmful to eat. The demon flesh will only be viable for 3 months, the current Event until the end of the Event 2 months later. So if a character collects the flesh during the January Event, it will spoil at the end of the March Event.

Demons do not come when bidden and their flesh can be hard to find. The Demon Hunters have a solution for this also. They have created another solution called the Umor Tuendam (oo-mur to-en-dem), which, when applied to demon flesh already treated with Umor Purgatio, will preserve the demon flesh for 6 months longer. The demon hunter simply applies the solution to the piece of flesh and wraps it up. A chunk of demon flesh collected during one Event will last for 12 months (not Events). For example, if a Demon Hunter collects a chunk of demon flesh in April and uses a dose of Umor Tuendam, it will be usable until the end of the April Event the following year after which time it has spoiled and will no longer be useful.

The Umor Purgatio is made from: 2 doses of Pure Alcohol and 2 dose of Brine, which creates 10 doses of Umor Purgatio

The Umor Tuendam is made from: 1 Embalming Oil, 2 doses of Comfrey, and 1 dose of Pure Spring Water, which creates 10 doses of Umor Tuendam.

The solutions themselves will last indefinitely.

The physrep for demon flesh is jerky – which can be any type or flavor, even vegan.

Corruption

Each time a Demon Hunter consumes demon flesh to activate an Endowment, they increase their Corruption Level bringing them ever closer to losing themselves to the evil power they take into themselves. The amount of Corruption they can handle increases over time and with training. This is represented in game by the character's Corruption Level. A Demon Hunter's threshold Corruption is determined by the amount of Build Points spent on Demon Hunter skills given by the formula:

$$\text{Corruption Level Max} = \text{Round} \left(\frac{DH \text{ BP}}{5} \right) + 1$$

So if a character has spent 27 Build Points on Demon Hunter skills, they would have a Maximum Corruption Level of 6. Additionally, each rank of an Endowment learned gives the character +1 Corruption Level. The Unnatural Health skill will double the character's Max Corruption Level. This level is printed on the player's Character Card and does not need to be calculated by the player.

The corruption accumulated by the character is for the entire Event. Between Events, the corruption will slowly bleed away back to 0. Therefore, unless Plot specifies otherwise, each character will start an Event at 0 corruption.

Demon Hunter Corruption Max			
Level (Build)	5 (50)	10 (100)	15 (150)
Max Corruption Level	11	21	31
w/ UH	22	42	62

The table below shows the number of Corruption Points the character gains when they activate an Endowment.

Corruption Levels			
Endowment	Duration		
	10 min	20 min	60 min
Bane	2	4	6
Shadow Bane	1	2	3
Protection	1	2	3
Clear Mind	2	4	6
Release Soul ¹	2	-	-
Battle Strength	3	6	9

¹ The duration for Release Soul is Instant

Mystic Warrior Advanced Career

Mystic Warrior Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Mystic Weapons	10	Constant	Warrior Basic Career SL, 2 Proficiencies, Mage Basic Career SL Rank 2 of 3 Schools	Once	No
Mystic Proficiencies	12	Constant	Mystic Weapons	Multi	No
Channeling ^D	6	Constant	Mystic Weapons	Once	No
Recover Power	2	Instant	Channeling	Multi	Yes
Extension ^D	3	5 Min	Channeling, Recover Power	Multi	Yes
Combat Casting ^D	6	Constant	Channeling, Mystic Weapons	Once	No
Spell Parry ^D	6	Instant	Channeling, 1 Proficiency ² OR 15 Power Points per Spell Parries	Multi, <i>Special</i>	Yes
Redirect Spell ^D	8	Instant	2 Spell Parries per	Multi, <i>Special</i>	Yes
Dispelling Strike ^D	4	Instant	Spell Parry	Multi	Yes
Rend Magic ^D	10	Instant	Dispelling Strike	Multi	Yes
Imbue Weapon ^D	5	10 Min	Channeling	Multi	Yes
Shield of the Elements ^D	6	10 Min	Elemental Weapon	Multi	Yes
Expanded Focus	4	Constant	Channeling, Rank 1 of School to be Channeled	<i>Special</i>	No
Speed	6	Instant	Warrior BCSL, 2 Proficiencies ¹	Multi	Yes

Special Notes for the Mystic Warrior Skill List

- Skills with a 'D' can only be used with the Mystic Warrior's dedicated weapon.

The Mystic Warrior

[TBD]

Mystic Warrior Rules

The Mystic Warrior blends martial prowess and magical power into a formidable fighting style. This Advanced Career requires the character to maintain their warrior and mage skills and continue to improve them to advance as a Mystic Warrior. The character will need a Dedicated Weapon, which is a personalized focus that the character will need to make in-game in order to use most of the skills from the Mystic Warrior Advanced Career Skill List.

Prerequisites and Skills

As a general rule, any skill with a prerequisite of a Proficiency can be satisfied if the character has a Master Proficiency. Therefore, if a character has two Master Proficiencies, the character can Channel a spell through any weapon listed in the Mystic Weapons skill description. If the character does not have 2 proficiencies in a weapon, even if it has been dedicated in-game and is on the list of weapons in the Mystic Weapons skill description, they cannot channel or use any skill that has Channeling as a prereq. For example, if the character has two Proficiencies skills with One-Handed Edge and one Proficiency skill with Bastard Edge, they could not channel, Spell Parry, gain the benefit of Combat Casting, Imbue Weapon, etc. while wielding a bastard axe.

While the Master Proficiency skill will satisfy the proficiency requirement, no other proficiency skills, such as Assassin Proficiency, will.

As was mentioned before, some skills have prerequisites that differ for multiple purchases of a skill.

Skill	Extended Prerequisite
Spell Parry	1 Proficiency and 15 Power Points per 2 Spell Parries
Redirect Spell	2 Spell Parries per Redirect Spell skill

² A basic Proficiency, Master Proficiency, or Mystic Warrior Proficiency skill will satisfy this prereq.

A character must have the required number of Proficiency skills in the same weapon they wish to use the specialty skill in. For example, if a character has a Proficiency skill with One-Handed Edge and another one with One Handed Blunt, that character does not have the required prerequisite for the Redirect Spell skill.

Using Mystic Warrior Skills

The Dispelling Strike and Rend Magic skills are not used if the character miss their target, if the blow strikes the target character's shield, or the target character blocks the blow with their weapon. In order for the skill to be expended for that Tag Cycle, the character must either strike their target or the target character uses an appropriate defense either magical or martial. Channeling works slightly differently and is discussed below.

Channeling

Once a character purchases the Channeling skill they are able to channel a single elemental School of Magic, specified at the time the skill is learned, through any melee weapon listed in the Mystic Weapons skill. The character must use their dedicated weapon to use any skill indicated with a 'D' in the Advanced Career Skill List table. For more information on the dedicated weapon, see the next section below. A character may learn to channel additional schools of magic by learning the Expanded Focus skill which can be purchased once for each addition elemental school the character wants to be able to channel. The character does not lose the ability to cast any of the spells in the school they have learned to channel.

In order to channel a spell, the character should recite and successfully complete the spell's verbal then strikes the target with their weapon. The character may cast the spell of the school they are channeling with a weapon in their hand, but only if the spell is channeled. If the character is going to throw the spell normally, then all the normal rules for spell casting apply. If the character takes damage while they are casting the spell, the spell is lost and the Power Points are expended unless the character has the Combat Casting skill. As with the normal rules of spell casting, the first thing the character's weapon touches – even unintentionally such as a friend or a tree – will be affected by the spell. In other words, the character cannot choose to have the spell be released; the spell will automatically be released when it touches a valid target.

The character may strike the target character anywhere including their shield. A character cannot channel through another weapon, so their target may block the attack with a weapon. If the character misses the target, the spell is not expended and they may continue trying to strike the target for 5 seconds or 5 minutes if the Extension skill was used. Should the character drop their weapon for any reason after they have already cast their spell, the spell is lost. The character must have a weapon in hand – not in their scabbard – to channel a spell, use the Spell Parry, or Redirect Spell skills.

The target can use a martial skill, such as Crit Parry, Master Parry, Slay Parry, etc., to stop the channeled spell, but the spell is not expended. Similarly, a character can stop the attack for another character using a martial skill. A Dodge will prevent the channeled spell from landing but will not expend the spell.

Only the elemental schools of magic may be channeled. When the character learns to channel that school they gain the ability to channel the damaging spells and latent spell defenses of that school. The character does not lose the ability to throw spells from that school, and they can cast via a Spell Packet all of the spells they know in that school normally. Following is a table that outlines what spells the character can channel for each school of magic.

The character may channel any of the wall spells, but the character must use their weapon instead of their hand to trace out the wall. The same is true for the *Magic Sanctuary* spell, the character must hold up their weapon to maintain concentration.

For any spell that can only be cast on the character's weapon, the character cannot pass the weapon on to someone else; the spell will only work with the weapon in the character's hand if the spell was channeled.

Only spells cast by the character can be channeled. Spells invoked from items or read from scrolls cannot be channeled, but they can be thrown, depending on the item. If a Channeler has a sword with an invokable Fireball spell, they can invoke the spell and strike their target as per the invokable embedded spell rules. However if they have an item, either Castable or Invokable, that has an embedded Fireball spell in it, they could not channel that spell through their weapon using their skill. The same is true for spells read off scrolls; a character cannot channel a Fireball spell cast from a scroll.

School	Spell	Channel Effect
Enchantments	Shock	Channelable
	Giant Strength	Latent spell can be channeled
	Shatter	Cannot be channeled
	Lightning Bolt	Channelable
	Magic Weapon	Can be cast on own weapon only
	Blast	Cannot be channeled
	Lightning Shield	Latent spell can be channeled
	Wall of Force	See Above
	Electrocution	Channelable
	Magic Sanctuary	See Above
	Circle of Force	See Above
	Masterful Strength	Latent spell can be channeled
	Haven	See Above
	Electrical Storm	Channelable
	Healing	Detect Life
Heal Person		Channelable
Purify Blood		Self Only
Assess your Ailment		Self Only
Heal Body		Self Only
Heal Mind		Self Only
Heal Limb		Self Only
Heal Mortal Wound		Cannot be channeled
Return Spirit		Cannot be channeled
Return Ghoul		Cannot be channeled
Life		Cannot be channeled
Return Death Slave		Cannot be channeled
Heal Full		Cannot be channeled
Ice	Ice Dart	Channelable
	Frost Brand	Can be cast on own weapon only
	Ice Cast	Cannot be channeled
	Ice Shield	Latent spell can be channeled
	Ice Bolt	Channelable
	Preservation	Cannot be channeled
	Spear of Ice	Channelable
	Wall of Frost	See Above
	Artic Wind	Cannot be channeled
	Icy Imprisonment	Cannot be channeled
Artic Maelstrom	Channelable	
Pyrotechnics	Light	Can be cast on own weapon only
	Match	Cannot be channeled
	Flare	Channelable
	Fire Brand	Can be cast on own weapon only
	Fire Shield	Latent spell can be channeled
	Fireball	Channelable
	Inferno	Channelable
	Wall of Flame	See Above
	Dragon's Breath	Channelable
	Lava Burst	Channelable
Meteor Swarm	Channelable	
Volcano	Channelable	

School	Spell	Channel Effect
Death	Feign Death	Cannot be channeled
	Harm	Channelable
	Weaken	Cannot be channeled
	Maim	Channelable
	Agony	Cannot be channeled
	Take Your Sight	Cannot be channeled
	Drain Life	Channelable
	Cripple	Channelable
	Enfeeble Your Mind	Cannot be channeled
	Incapacitate	Channelable
	Spectral Weapon	Can be cast on own weapon only
	Wall of Enfeeblement	Cannot be channeled
	Kill Spell	Cannot be channeled
	Wall of Ash	Cannot be channeled

For any spell that says “Cannot be channeled” means that the character may not channel the spell through their Dedicated Weapon, but may cast the spell by spell packet normally.

The Bonds School, which would normally be able to be channeled, currently has no spells that can be channeled.

Auras, Charms, Demonology, Necromancy, Shadow Magic and Thaumaturgy, Schools can **never** be channeled. In addition, Nature Magic and Spell Singing can also **never** be channeled.

The Dedicated Weapon

When the character learns the Mystic Weapons skill, they learn how to create a dedicated weapon. In order to use most of the Mystic Warrior skills, those marked with a ‘D’ in the Advanced Career Skill list table, the character needs to create a dedicated weapon. This mystical process must be performed in-game. The ceremony takes 10 minutes and requires the character to draw a symbol upon the weapon using a special indelible ink. The mark is permanent and cannot be removed short of destroying the weapon or another Channeler placing their mark upon the blade via the ceremony. Any weapon may be dedicated, even magic weapons. The ceremony does not change any of the weapons properties, so a normal blade will still be normal after the ceremony, except for the indelible mark. The blade can be of any material and any crafting; even a normal steel weapon will work. Any weapon that has an elemental aspect, either through the Elemental Weapon, Greater Elemental Magic Weapon rituals or some other means, can be made into a dedicated weapon; however it can only ever be used to channel spells of that same elemental school of magic and cannot be used with the Imbue Weapon skill. So, for example, if a blade is enchanted with fire using the Ritual of Elemental Weapon, it can only channel spells from the Pyrotechnics school. Any spell may still be stopped with the Spell Parry skill and redirected with the Redirect Spell skill. Additionally, any weapon with a **permanent** Ritual of Elemental Weapon or Greater Elemental Magic Weapon will cost the character one less Power Point, minimum of 1 Power Point, to channel a spell of that school. This discount does not apply to casting the spell normally, only channeling it.

The character needs the following components to create the ink:

- White Ritual Powder, 1 dose (3 sp)
- Red Casting Powder, 1 dose (1 sp)
- Mithril Dust, 1 dose (2 sp)
- Cinquefoil Leaf, 1 dose (1 sp)
- The character’s own blood, dissected, 1 dose

The symbol drawn upon the blade is personal and chosen by the character when they make their first dedicated weapon. This symbol can never change after it is chosen. Out-of-game, the character needs to mark the weapon with the symbol using any legal weapon construction rules found in the weapon construction section of the rulebook.

The symbol must be of at least moderate complexity and the color must stand out on the weapon and be easily visible. This means that the color of the symbol can and will change from weapon to weapon as needed to stand out. Examples of unacceptable symbols would be a circle, a line, two parallel lines, a dot, the plus symbol, or anything that can be taken as offensive.

Ranger Advanced Career

Ranger Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Ranger Weapons	8	Constant	Warrior Basic Career SL, 2 Proficiencies	Once	No
Ranger Proficiencies	10	Constant	Ranger Weapons	Multi	No
Armor Efficiency	4	Constant	Weapons Master ~ or ~ Ranger Weapons	Once	No
Blind Fighting	5	Constant	Warrior Basic Career SL, Any Weapon Skill, 1 Ranger Proficiency	Once	No
Master Florentine	4	Constant	Warrior Basic Career SL, Florentine, 1 Ranger Proficiency	Once	No
Master Parry	4	Instant	Warrior Basic Career SL, 2 Proficiencies	Multi, <i>Special</i>	Yes
Slay	10	Instant	Weapons Master, 2 Proficiencies ~ or ~ 2 Ranger Proficiencies	Multi, <i>Special</i>	Yes
True Aim	6	Instant	Ranger Weapons, 1 Proficiency with a Ranged Weapon	Multi	Yes
Far Shot	2	Instant	True Aim, 2 Ranger Proficiencies	Multi	Yes
Double Shot	4	Instant	2 Ranger Proficiencies	Multi	Yes
Fast Track	3	Constant	Tracking, Ranger Weapons	Once	No
Bump of Direction	3	Constant	Ranger Weapons	3 Times	No
Ghost Step	4	1 hour	Tracking, Ranger Weapons	Multi	Yes
Survival	2	Constant	Far Shot	5 Times	No
Marksmen	5	Constant	Far Shot	Once	No

The Ranger

Ranger Rules

The Warrior Monk

Warrior Monk Advanced Career Skill List					
Skill	Cost	Duration	Prerequisite Skill	Purchase	Tagged
Iron Hand <i>Special</i>	10	Constant	Warrior BCSL, Rogue BCSL, Weapon Skill, and either 1 Backstab ~or~ 1 Proficiency	Once	No
Spirit Palm ^H	5	Constant	3 Monk Proficiencies, Iron Hand	Once	No
Soul Palm ^H	3	Constant	4 Monk Proficiencies, Spirit Palm	Once	No
Mystic Fist ^H	2	Constant	5 Monk Proficiencies, Soul Palm	Once	No
Monk Proficiency ^H	10	Constant	Iron Hand	Multi	No
Flurry of Blows ^H	5	Instant	Spirit Palm	Multi	Yes
Paralysis Strike ^H	8	5 Minutes	Mystic Fist	Multi	Yes
Iron Skin ^H	8	Constant	Soul Palm	Once	No
Resist Disease/Poison	5	Instant	Iron Skin	Multi	Yes
Blind Fighting	5	Constant	1 Monk Proficiency	Once	No
Weapon Accuracy	3	5 Min	1 Monk Proficiency	Multi	Yes
Master Parry	4	Instant	1 Monk Proficiency	Multi, <i>Special</i>	Yes
Speed	6	Instant	2 Monk Proficiency	Multi	Yes
Tight Rope Walker	4	Constant	Iron Hand, 2 Monk Proficiencies	Once	No
Escape	4	Instant	Dodge	Multi	Yes
Missile Deflect	3	Instant	Rogue Skill List	Multi	Yes
Crit Backstab	3	Instant	Rogue Basic Career SL, 2 Backstabs	Multi	Yes
Dodge	10	Instant	Iron Fist, 4 Monk Proficiencies	Multi	Yes
Shatter Weapon	5	Instant	Iron Fist, 1 Monk Proficiency	Multi	Yes

Special Notes for the Warrior Monk Skill List

- Skills with a 'H' can only be used with the Warrior Monk's claws or talons.
- Special.* a Monk Proficiency counts towards the Iron Hand prereq, see the skill description for more information.

The Warrior Monk

<TBD>

Warrior Monk Rules

Warrior Monks are not a faith class and as such do not require the character to offer any special devotion to one of the three powers in the LAIRE game world. Though some of their abilities may look magical, they are in fact physical attacks based on centuries of knowledge and testing. This is not to say that the Warrior Monk does not perform some amazing things or relying on mystical forces to hone their bodies into weapons.

All of this training leads to some special requirements and rules for the Warrior Monk and these are listed below.

The Warrior Monk and Weapons and Armor

Warrior Monks require total mobility and freedom of movement to perform their feats of martial prowess. Therefore, the character may not use the Iron Fist skill, and the benefits that come from it or skills requiring it, while wearing any more than 6 total Armor Points derived from real physical armor (not counting magical Armor Points from spells or rituals or Alchemy). Additionally, the monk cannot wear armor on the head, neck, shoulders, torso, groin, or hands. Regardless of what your gloves are made of, the Monk never gains a material bonus or effect from them. For example, if the character is wearing mithril gloves they would not swing mithril damage. The monk character may wear costuming that looks like armor, but is not actual in-game armor, for example, a leather jerkin or a metal pauldrons.

The character may not hold or wield a weapon or shield in either hand. The character is not precluded from ever donning armor or wielding a weapon. They can freely draw a weapon and use it whenever they wish. When the character wants to return to using their Iron Hands skills – and the benefits that are derived from it and the skills that require it – the character needs to drop or sheath their weapon and remove any armor they might have on that exceeds their limits.

Note that Monk proficiencies and skills do not work with claws or talons derived from any other source such as a Druid claw, natural claw, natural talons, etc.

NOTE: Master Proficiencies and Assassin Proficiencies will work with the Iron Hand skill.

Prerequisites and Skills

When the character learns the Iron Hand skill they gain the ability to use LAIRE approved talons as weapons. Additionally, the character gains the ability to use some martial skills through their talons: Stun, Critical Attack, Disarm, Master Parry, Shatter Weapon, Speed, Slay, Weapon Accuracy, Waylay, Critical Backstab, Missile Deflection, Assassinate, and Assassin Strike, skills.

Armor Rules

Armor

While the weapons in LAIRE are made out of foam, we encourage players to wear real or real-looking armor. A good suit of armor can add a lot to the medieval look of the game. The defensive value of a character's armor is represented in the game by Armor Points. The Armor Point value of the armor that you wear is assigned by an Arms Marshal.

Definition of Terms

Armor Calculations:

Base Armor Points (BAP) = (Sum of all locations a piece of armor covers) × (Real Bonus)³

Special Armor Points (SAP) = BAP × (1 + Crafting Material Bonus or Enchantment Bonus)

Effective Armor Points (EAP) = (BAP or SAP) × (1 + Skill Bonus)

Current Armor Points (CAP) = (Effective Armor Points) - Degradation

Note: Degradation to armor comes off the Base Armor Points first. So if the armor is given to another character, they need to calculate their Effective Armor Points then subtract how many Armor Points has been lost to Degradation.

For example, Digger has Armor Proficiency and Armor Efficiency skills. This gives him a bonus to his Armor Points of +50%. If the total of all his pieces of armor comes to 30 AP, his Effective Armor Points would be:

$$30 \times (1 + 0.5) = 45 \text{ AP}$$

After several fights, his armor is now only worth 30 AP. His friend is going on an important mission and Digger lends him his armor. His friend does not have any armor related skills, so the armor is only worth 15 AP, the 30 BAP minus the 15 AP due to degradation.

Types of Armor

There are seven types of armor that may be worn by a player. Any type of armor worn by a player other than these types will be assigned to one of these standard categories by the Arms Marshal. The armor types are:

Armor Type	Description
Costume (C)	Medieval and fantasy clothing. This is worth 2 Armor Points. The character receives 1 more Armor Point for appropriate costume footwear.
Soft Leather (SL)	Real leather is 1/8" thick without studs. Padded armor with two layers of heavy cloth with padding quilted between.
Rigid Leather (RL)	Real leather more than 1/8 thick. Or, soft leather with metal studs no more than 2" apart, measured from the center, with each stud having a diameter between 1/2" to 1". Or, leather scale mail armor with each scale being no larger than 6" square and more than 1/8" thick. Two layers of soft leather sewn or riveted together counts as rigid leather. Wearing two separate layers of soft leather does not count. Scale mail made from wood at least 1/4" thick.
Ring Mail (RM)	Metal rings with an inner diameter of not more than 1" and an outer diameter of 3" mounted onto soft leather or better. Or, rigid leather with metal studs no more than 2" apart, measured from the center, with each stud having a diameter between 1/2" to 1".
Chain Mail (CM)	Metal rings with an inner diameter of at least 3/8" and no more than 5/8" diameter (4-and-1 chain weave, more dense weaves acceptable).
Light Plate (LP)	Metal with a thickness of 20 to 22 gauge. Scale mail made from metal plates at least 22 gauge.
Heavy Plate (HP)	Metal with a thickness of 18 gauge or more. Plate armor made of any material other than steel, regardless of thickness, can never be heavy plate.

Armor Points from costuming will reset at the beginning of every Tag Cycle. They cannot be repaired, do not benefit from any armor skills, and cannot be stolen.

³ The Base Armor Points are always rounded up. All other Armor Point calculations are rounded normally.

Armor Point Table

Armor Location ^{††}	SL	RL	RM	CM	LP	HP
Helmet, Full	3	4.5	5	6	7.5	9
Helmet, Partial	1.6	2.3	2.6	3	3.8	4.5
Neck	0.8	1.2	1.2	1.5	1.9	2.3
Shoulders *	1.6	2.3	2.6	3	3.8	4.5
Breast Plate	3	4.5	5	6	7.5	9
Back Plate	3	4.5	5	6	7.5	9
Belt Only [†]	2	3	3.3	4	5	6
Upper Arms *	1.6	2.3	2.6	3	3.8	4.5
Elbows *	0.8	1.2	1.2	1.5	1.9	2.3
Lower Arms *	1.6	2.3	2.6	3	3.8	4.5
Groin	3	4.5	5	6	7.5	9
Upper Legs *	1.6	2.3	2.6	3	3.8	4.5
Knees *	0.8	1.2	1.2	1.5	1.9	2.3
Lower Legs *	1.6	2.3	2.6	3	3.8	4.5

* Indicates that points should be halved if only one is worn; i.e., only one sleeve, or only one knee is covered.
 † Belts must be at least 5" wide. The belt does not stack with breast or back plate. If you have a breast or back plate and a belt, you only get the breast or back plate location value.
 †† At least two-thirds of a location must be covered to receive any Armor Points for that location.

Assigning Armor Points

The Armor Point system used at LAIRE allows the character to receive Armor Points for anything from a costume all the way up to real plate armor. If the point system seems complicated, do not worry; a trained Arms Marshal will evaluate your armor and assign the number of Armor Points you will receive. Armor Points are awarded for two aspects of your armor, the material type and the “realness” of the armor.

The In-game Strength of the Armor

The thicker and tougher the type of armor is, the more Armor Points it will receive. This reflects the in-game ability of the armor to protect a character. Points are given for each individual piece of armor by an Arms Marshal according to the Armor Point Table above. For example, if a character is wearing a rigid leather breast plate that covers the front, back, and shoulders, the Arms Marshal would sum $3 + 3 + 1.5 = 7.5$ Armor Points.

Real Armor Adjustment

The suit of armor will also receive more Armor Points for real armor than for a substitute. For example, the character will get more Armor Points for real leather armor than for a piece of studded naugahyde. This reflects the fact that real armor is heavier than “costume” armor, and so the players who bear the extra weight receive Armor Points in compensation and that real armor adds to the fantasy feel of the game and looks better.

The Real Armor Bonus is partly subjective on the part of the Arms Marshal; the Marshal judges how realistic the armor looks and whether it would protect the character in real combat. The bonus listed in the below table determines what the Arms Marshal will use for the Real Armor Bonus.

Class	Penalty	Description	Example
Real	100%	Real leather of the correct thickness. Real steel or iron metal armors.	Chain mail made with real metal and correct gauge and size. Studded leather made from real leather and metal studs.
Replica	75%	Plastic armor that looks real. Aluminum instead of steel	Scale mail made from plastic rain barrel riveted to ¼" leather, scale mail made from plastic plates riveted to heavy fabric, chain mail links that are excessively small (“shark” mail).
Imitation	50%	Armor that can easily be seen as fake, but still looks like armor.	Chain mail made with binder rings, painted hubcaps or garbage pail lids, naugahyde or “pleather”, plastic costume armor
Poor	20%	Costuming made to look like armor.	Cloth that looks like chain, toy armor, rubber armor, cardboard covered in aluminum foil, plastic rings sewn to pleather, sporting equipment* like football shoulder pads, hockey goalie masks

* If the sports equipment has been modified so it is unrecognizable as sports equipment, then it can be considered Replica armor.

In the above example, if the armor was naugahyde leather scale armor that looks real, the Arms Marshal might award the Imitation penalty and suit of armor would be worth $7.5 \times 0.5 = 3.75$ Armor Points.

Rounding the Sum

Finally, any fractional amount in the Base Armor Point total is rounded up to the nearest whole number. In the above example, the 3.75 Armor Points would be rounded to 4; this would be the final Base Armor Point value of the armor in the example. Had the total come to 3.25, the final BAP would also be 4 AP.

All other armor point values are rounded normally, except the BAP which always rounds up. So, the SAP and EAP are rounded using standard rounding rules, i.e., round down to the nearest whole number if the decimal is 0.4 or less and round up if the decimal is 0.5 or up.

The Armor Card

The Marshal will record each of these numbers on your Armor Card for each piece of armor:

- the Armor Point value of your armor,
- the Real Armor Bonus,
- the Material and Crafting Bonus if applicable, and
- the total number of Armor Points.

A piece of armor is defined as one contiguous piece of armor that cannot be separated. For example, a chain mail shirt, a vambrace, a pauldron, etc. If the armor can be separated but not worn separate, it would also count as one piece of armor. For example, a ridged leather breast and back plate may be held together with straps and buckles, which can be taken apart, but if the two pieces cannot be worn apart, then it is one piece of armor. If say the ridged leather torso armor also comes with pauldrons held on with straps and buckles but the torso armor can be worn without the pauldrons, then they are two pieces of armor.

The Armor Card is your permanent record of the value of your armor, and you should bring it to each LAIRE Event. It establishes that your character has that armor in-game. If you lose the Armor Card, then you have lost the armor; keep your card in a safe place. If your armor is lost

in-game, then you must give up the Armor Card. If you do not recover your armor again in-game, you will have to go to the Armory, have your armor reevaluated, and pay a fee to purchase new armor.

If you make any changes to your armor, such as adding a new piece, you must go to an Arms Marshal to have the new item evaluated and either indicated on your card or have a new card issued. Similarly, if you acquire an entirely new piece of armor, you must have that reevaluated by an arms marshal. **You do not receive any Armor Points for these new pieces of armor yet.** You must purchase these new pieces of armor in-game, typically by visiting the Armor's Guild and purchasing the new armor with in-game money. You are allowed to have as many suits of armor as you like, as long as all the pieces of armor remain in-game.

Armor Points and Skills

After you have had your armor evaluated, you may end up with a number of Armor Cards because you will receive one for each separate piece of armor. If you only have one piece of armor then it is easy; you simply multiply your BAP or EAP by your skill bonus (plus 1) and that is now your Effective Armor Points.

However, if you have two or more pieces of armor, you will have to take an extra step to figure out what your EAP are. First, add up all of your different pieces of armor. Then use the formula in the definitions section to calculate your EAP. Then round to the nearest whole number. Assuming your armor is fully repaired, this is also your CAP.

For example, your character has a helmet worth 8 AP, a mithril chain shirt worth 41 AP, and leather greeves worth 2 AP. The total would be 51 AP. If your character has the Armor Proficiency and Armor Efficiency skills, your EAP would be 77 AP.

Armor Point "Tags"

When you first get your suit of armor – either as part of your starting equipment or when you purchase a new piece of armor – you will start off with full armor points equal to the number of Armor Points on your Armor Card. **These Armor Points do not reset in between Events and, when the armor is reduced to 0 Armor Points it must be repaired.**

When you take normal damage, the points of damage are first taken from your Armor Points. Only when all your Armor Points have been expended does your character take Body Point damage. When you lose Armor Points, you should note how many Armor Points you are down.

Resetting Armor after Combat

The character's armor is not used up entirely after each combat they get into. After the armor has taken enough damage to reduce it to 0 Armor Points, the character may spend 5 minutes in-game "resetting" the armor. The armor is reduced by 5 Armor Points every time the character resets the armor. For example, if a character has a suit of chain mail worth 15 AP and then gets into a fight that reduces the armor down to 0 AP, the character may spend 5 minutes in-game, out of combat, resetting the armor. The armor now has 10 AP to protect the character in their next fight. **Some skills will lower the armor's Degradation Number, but the minimum is always 1.**

It is possible to walk away from a long fight and reset armor, but if the character is interrupted while doing so they do not have any armor available and must start again later from the beginning spending the full 5 minutes to reset the armor.

When determining what Armor Points are lost first and how much your armor degrades, the outer layer goes first, then the next layer, then the armor of quality, then the enchanted armor. Each layer degrades according to its material and the character's skills. So if you are wearing chain mail over ridged leather, the chain mail would lose its points and degrade first. If you are wearing enchanted chain mail over ridged

leather, the leather armor points would be lost first and degrade first as well.

While resetting armor, the player should role-play their character adjusting and fixing the armor so it is obvious to everyone what they are doing.

If your armor is not reduced to 0 Armor Points but has been damaged, then resetting the armor will still degrade it by 5 Armor Points.

Note: Degradation to armor comes off the Base Armor Points first. So if the armor is given to another character, they need to calculate their Effective Armor Points then subtract how many Armor Points has been lost to Degradation.

For example, Digger has Armor Proficiency and Armor Efficiency skills. This gives them a bonus to his Armor Points of +50%. If the total of all his pieces of armor comes to 30 AP, his Effective Armor Points would be:

$$30 \times (1 + 0.5) = 45 \text{ AP}$$

After several fights, his armor is now only worth 30 AP. His friend is going on an important mission and he lends him his armor. His friend does not have any armor related skills, so the armor is only worth 15 AP, the 30 BAP minus the 15 AP due to degradation.

When your armor reaches 0 AP or less after accounting for the degradation, it is not destroyed, it merely affords you no protection. Your character will have to have it repaired in-game during an event by someone with the Armor Skill. The Armorer's Guild is a good place to look for armor repair or to purchase a new piece of armor.

The Helmet and Waylay

If your armor includes a helmet, the helmet will protect you from a Waylay. In order for a Waylay to knock your character unconscious, the blow must do more damage than the number of Armor Points in your helmet.

For the purposes of Waylay, it is assumed that the Armor Points in your helmet are the last Armor Points expended. For example, assume you wear a suit of armor worth 20 Armor Points, including a helmet that is worth 3 Armor Point. If you are hit for 5 points of damage, you have 15 Armor Points remaining; your helmet is still worth 3 Armor Point. If you are then Waylaid with a blow of "Waylay one," you are *not* knocked unconscious, you have 14 Armor Points left, and your helmet is still worth 3 Armor Point. If someone else then strikes you with "Waylay 5," you *are* knocked unconscious, you have 9 Armor Point left, and your helmet is still worth 3 Armor Point. However, if someone does nine or more points of additional damage to your character, you will have no Armor Points left, and no helmet protection against a Waylay.

When layering armor, your head armor is always the last of the last to be lost.

Armor Repair

If your armor has been damaged, there are two ways to have it repaired during an Event. The first way is for a character with the Armor Smith skill to repair your armor. The second way is to go to the Armory, which will repair your damaged armor for an in-game fee. It is not possible to repair armor above the Armor Point maximum listed on your Armor Card.

Layering Armor

Wearing Multiple Pieces of Armor

A player may layer different types of armor on one location, but, you may not stack the same Armor Type. The maximum number of layers you may wear is three, one from each of the following categories:

- Soft Leather and Ridged Leather
- Ring Mail and Chain Mail
- Light Plate and Heavy Plate

Therefore, you could not wear a piece of soft leather breast plate over a ridged leather breast plate. You would only receive the Armor Points for the highest valued piece, which based on Real Armor Bonus and crafting, may not be the ridged leather breast plate.

Given this, you can, for example, wear a heavy plate breast plate over a chainmail shirt over a soft leather coat. You would receive all of the armor points for all pieces of armor.

Evaluating Pieces of Armor with Different Materials

When evaluating a piece of armor made from different materials or sections with layered materials of different type, only the highest valued material is counted. This material still needs to cover two-thirds of the location to count. If it does not, then the next highest valued material is considered and so on. For example, if a breast and back plate is made from soft leather with light plate scales sewn onto it, the armor will only receive the light plate Armor Points.

In order for a character to layer armor and receive the extra armor points, the layers must be distinct, separable, and able to be worn correctly separately. For example, a character has pauldrons which are made from a leather base layer and metal plates attached to it. If the two pieces could be taken apart, and both have all the needed means to be worn apart and function, the character would get two Armor Cards, one for each piece, and would be able to layer the armor and receive the AP for both pieces. A second example, if a character has a chain shirt with small, light plate scales riveted to the chains, the shirt would only receive one Armor Card and only receive the armor point values for light plate since the two pieces are not separable.

Armor Notes

Gauntlets with sharp points, edges, rivets, studs, or metal gloves are forbidden. Any armor with sharp edges or points that might come into contact with other players is also forbidden. Do not include spikes or sharp edges anywhere on your armor, you are likely to injure someone or damage someone's weapon.

Changes to Armor Crafting and Ritual of Armor Enchanting

Armor Crafting Rule Changes

	Armor Bonus	Degradation #
Bone Armor, Copper, Silver, Gold	-25%	6 (base)
Cold Forged Armor	-25%	5 (base)
Normal Metal (coated with C/S/G)	0%	5 (base)
Elven Crafting	25%	5 (base)
Dwarven Crafting	0%	-1
Mithril, Elysium Steel and Demon Steel	25%	-1
Moonfire, Starfire, Sunfire Mithril	25% (50%)	-1 (-2)
Special Alloy (Adamantine, etc)	50%	-2

Ritual of Enchanting Rule Changes

	Armor Bonus	Degradation #
Bone Armor, Copper, Silver, Gold	0%	5 (base)
Cold Forged Armor	0%	5 (base)
Normal	25%	4 (base)
Enchantment Quality	50%	4 (base)
Mithril	100%	3 (base)
Special Alloy	150%	2 (base)
Elven	+25%	+0
Dwarven	0%	-1

Skills

Advanced Set Traps

Build Cost: 3 **Purchase:** Twice
Tagged: No **Duration:** Constant
Skill Type: Dexterity
Prerequisites: Set Trap Rank 5
Skill List: Master Thief

Normally, only one trap may be attached to one trigger. This skill allows the character to add an extra trap tied to the same trigger for each purchase of this skill up to a maximum of three traps, one extra per purchase of the skill. The extra trap must be added when the trap is set and cannot be added to an existing trap. Each slot can be filled with any trap as per the set trap rules, and can be the same or different trap types. All in-game costs must be paid for each trap the character sets.

When the trap goes off, one defense is needed for each trap set. So, for example, if a trap is set with three 10 damage fire traps in a 10 foot radius, the affected character(s) would require three separate defenses. One Trap Dodge skill will stop all the slot in a trap.

To set the trap, the character should place the three separate trap tags onto the trap and set the trigger accordingly. If the trap is disarmed, the character may take the trap tags, but may only set the same trap if they have the same number of purchases of the Advanced Set Traps skill as was originally used.

Arcane Proficiency

Build Cost: 10 **Purchase:** Multi
Tagged: No **Duration:** Constant
Skill Type: Dexterity
Prerequisites: Arcane Grifter Tools of the Trade
Skill List: Arcane Grifter

For each purchase of this skill a character gains a Damage Bonus with all Tools of the Trade weapons according to the table below.

Weapon Type	Damage Bonus
Thrown, Small, One-Handed, Staff, and Crossbow	+1
Bow	+1.5 ⁴

This skill may be combined with other Damage Bonuses. The Arcane Proficiency skill is not hand specific.

Armor Efficiency - REVISED

Build Cost: 4 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Warrior Basic Career Skill List, Armor Proficiency
Skill List: Master Warrior

Normally, after every battle, a character wearing armor will lose Armor Points after spending 5 minutes resetting their armor. With the purchase of this skill, the character gains three advantages. The first grants the character 25% bonus to their Base Armor Points or Special Armor Points – whichever is appropriate for any armor that they wear. The character should total all of their separate armor pieces then multiply the total by 1.5 (this includes the 25% bonus for the Armor Proficiency skill, if the character only has the Armor Efficiency skill,

⁴ Note: The bonus is rounded down so one purchase give a +1 Damage Bonus and two purchases give a +3 Damage Bonus.

then multiply by 1.25) and round the number normally to nearest whole number.

The second ensures that the character will always have 25% their starting Base Armor Points or Special Armor Points – whichever is appropriate – after resetting their armor. The character must still spend the 5 minutes in-game resetting their armor after a battle to gain this benefit.

Third, the amount the armor degrades decreases by 1 point. After all skills, crafting and enchanting bonuses, the minimum Degradation number is 1 point.

Torso armor must be worn to use this skill. The character may remove the other parts of their armor: their helmet, greaves, gauntlets, etc. but still has to wear their torso armor.

For example, Sir Derrick has a chain mail shirt, studded leather vambraces, and light plate greives totaling 20 Armor Points. With this skill he gains a bonus of +10 Armor Points totaling 30 Armor Points. After a battle he adjusts his armor and is now at 27 Armor Points. Over the course of the Event his armor is lowered to 6 Armor Points. Once more Sir Derrick gets into a battle, but at the end of this battle when he resets his armor he will have 5 Armor Points, the minimum he can have with this skill.

This skill does not augment magical Armor Points from an *Armor* spell, an alchemical item, magic items, rituals, or similar magical effects. It **will** increase the Armor Points from a Ritual of Armor Enchantment.

Armor Proficiency

Build Cost: 4/12 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Armor Skill
Skill List: Warrior Basic Career Skill List

This skill increases the character’s knowledge of how to effectively wear armor. It grants them a 25% bonus to their Base Armor Points or Special Armor Points – whichever is appropriate - for any armor that they wear. The character should total all of their separate armor pieces then multiply the total by 1.25 (1.5 if they also have the Armor Efficiency skill) and round the number normally to nearest whole number.

Armor Reset

Build Cost: 2/6 **Purchase:** Multi, *Special*
Tagged: Yes **Duration:** *Special*
Skill Type: Martial
Prerequisites: Armor Skill
Skill List: Warrior Basic Career Skill List

Normally, a character must spend 5 minutes adjusting and resetting their armor after it is damaged to reset their Armor Points. With this Tagged skill, the character can do this in 10 seconds. The character must be able to use skills, not be engaged in combat, be able to see, and have free, unfettered hands and legs. The player should role play quickly adjusting their armor in-game for 10 seconds so it is obvious to anyone watching what they are doing. While resetting their points, the player should say, “Resetting Armor 1, Resetting Armor 2, etc.” to a count of 10. This is an out-of-game count and does not require the character to be able to speak. If the character is interrupted, the skill is not used.

After using this skill, the armor will still degrade normally based on crafting, enchanting, and skill bonuses as if they had spent the whole 5 minutes resetting their armor.

Armor Skill

Build Cost:	2/6	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	None		
Skill List:	Warrior Basic Career Skill List, Rogue Basic Career Skill List		

This skill improves the characters ability to wear armor. It lowers the degradation number by one, so for a suit made of normal materials, it will lose 4 Armor Points instead of 5. This effect stacks with all other crafting, enchanting, and skill bonuses with a minimum of 1 point.

Assassinate – REVISED

Build Cost:	8	Purchase:	Multi, <i>Special</i>
Tagged:	Yes	Duration:	Instant
Skill Type:	Dexterity		
Prerequisites:	2 Assassin Proficiency Skills		
Skill List:	Assassin		

This skill allows a character to strike down a target character with one strike. The character hit with this skill is Mortally Wounded and requires the appropriate healing. This skill ignores armor and does not damage it. The character must strike the arm between the elbows and the shoulders, or the body between the shoulders and the knees of the target character. The character must call “Assassinate” after the blow is delivered suffixed by any special damage modifiers, such as “Magic”, “Silver”, etc. Unlike other skills, this skill only requires the character to call the effect loud enough for the target to hear. However, anyone who hears the word “assassinate” is aware of the attack.

Only non-blunt weapons gained with the Master Assassin skill can be used to assassinate a target character.

If the character using this skill surprises their target, the target character may not use any martial skills to block the attack. As a general rule, if the target character is surprised by the attack, the assassinate works. The most common way to achieve surprise is by attacking from behind, but a character need not do that. They can walk up to their target, shake their hand and assassinate them with their other. The target character is not surprised if the character is fighting them. The character may assassinate someone by surprise if they are fighting another opponent, however. Even if the target turns their back and runs, you can assassinate them, however the attack still has to be a surprise.

A character may use this skill while actively fighting their target. In this case, the target character may use any martial or magical defense that would stop an Advanced skill, such as Dodge, Master Parry, Slay Parry, Invulnerability, etc.

A character must have one Assassin Proficiency skill per Assassinate skill they wish to purchase, after the first purchase. So, a character that wants three Assassinate skills must have three Assassin Proficiency skills.

This skill is not used if the character misses their target or the attack is blocked. If they succeed in striking their target or if the target calls an appropriate defense the skill is used.

Backstab - REVISED

Build Cost:	6/12	Purchase:	Multi
Tagged:	No	Duration:	Constant
Skill Type:	Dexterity		
Prerequisites:	Waylay		
Skill List:	Rogue Basic Career Skill List		

When this skill is purchased the character gains a +1 Damage Bonus to all their attacks from behind with any weapon. This skill is not hand specific and applies to both their right and left hand weapons. The character must be approximately 90 degrees behind their target to be considered behind them. The character cannot reach their arms around the target to gain their Damage Bonus.

Additionally, if the target character is at a disadvantage, the character gets their Backstab Bonus. A character is considered to be at a disadvantage if they are under the following effects: Stunned, Paralyzed, or any time you are able to deliver a Killing Blow. A character is not at a disadvantage if they are: bound, unarmed, surprised, etc.

This skill is stackable with itself and all Backstabs learned are cumulative. So a Backstab +4 would allow the character to cause 6 points of damage with their long sword.

Battle Surgery – Revised

Build Cost:	4	Purchase:	Multi
Tagged:	Yes	Duration:	<i>Special</i>
Skill Type:	Miscellaneous		
Prerequisites:	First Aid		
Skill List:	Miscellaneous Skill List		

For every purchase of this skill, the character can spend 1 minute to restore Body Points to a character. The character may use this skill any time they wish on any living character, including themselves so long as the character is awake and not restrained. For every purchase of this skill the character can restore 12 Body Points. No matter how many Body Points restored, the character need only take 1 minute to use this skill. The character can restore any amount of Body Points they wish with this skill up to their maximum amount. To use this skill, the character can use any available cloth, like tearing a piece of their costume, to bandage the wound. If a character uses clean white bandages that are at least 2 feet long and 2 inches wide will gain a bonus of 50%, rounded down, to the Body Points restored. One area of the body per use of this skill (or per 12 Body Points restored) is required. The player using this skill is responsible for providing the bandages, which are an in-play item and do not require a tag. The target character must keep the bandages on for at least 1 minute. If the bandages are removed or fall off before the 1 minutes are up, the Body Points healed with this skill are lost and the use of this skill is still expended.

One complete (12 Body Points) use of this skill can be used to indefinitely stabilize a living character who is Mortally Wounded or at the Brink of Death. The character should place their hand on the target character’s torso and call “Battle Surgery”. As long as the character maintains contact, the target character’s Death Count stops.

Thirdly, if a character wishes, they can restore Body Points when using their First Aid skill. When using First Aid on a target character, the character can opt to use points of their Battle Surgery Body Point Tags to heal the target character. Combining the use of these skills takes 1 minute and the target character will wake up at the end of the minute, bypassing the 5 (or 2½ with bandages) minutes of wake up time normally required with the First Aid skill.

Lastly, the character can use 6 points from their Battle Surgery Body Points to splint a leg that is broken – NOT SEVERED!!! – and allow the injured character to slowly walk on the leg moving no faster than

one step per second. A character may not walk on two broken legs, without help, even if both are splinted.

A character can only be battle surgeried by one character at a time and a character can only battle surgery one character at a time. The use of this skill requires the character to concentrate while they are using this skill. The player should look at the character they are using this skill on and can only talk and invoke Latent spells while battle surgering someone.

The bandage is in-game, does not have to be purchased, must be white, and must be larger than 2 feet by 2 inches. The character must either have their hand on the target character or be bandaging to use this skill.

Blather

Build Cost: 5 **Purchase:** Multi
Tagged: Yes **Duration:** *Special*
Skill Type: Dexterity
Prerequisites: Waylay
Skill List: Rogue Basic Career SL

When this skill is used, the target character cannot take any actions or use any non-defensive skills, abilities, or items. While the target is under the effects of the Blather, they may do nothing but stand there and look at the character. The target character is unaware of their surroundings for the duration. The effects of the Blather ends should the character stop talking for more than 3 seconds, the character or target character is attacked, or there is combat within 20 feet of the target character. The target character may use any defensive ability if they are attacked, i.e., Crit Parry, Dodge, *Vigilance*, Spell Shield, etc.

To use this skill, the character needs to engage the target in a conversation for 5 seconds and the target needs to acknowledge the character by either looking at the character or verbally acknowledging the character. The Blather skill will last so long as the character continues talking. They do not need to be saying anything intelligent or sensible, but they do need to be speaking words not just mumbling sounds. The maximum duration is 10 minutes.

This skill is stopped by Iron Will. Any character that is immune to charms (i.e. has the Immunity: Charms ability) is immune to this skill. The target character needs to be able to hear the character, so people who are deaf cannot be effected, and understand the character, so animals (unless the character can speak to animals) are not affected. If the target does not speak the character's language, this skill still works on the target Character.

This skill can only be used on one character at a time. While this skill forces the target character to pay attention to the character, it does not prevent the target character from maintaining their concentration for purposes of spells like *Magic Sanctuary*.

Break Threshold

Build Cost: 6 **Purchase:** Multi
Tagged: Yes **Duration:** 5 Minutes
Skill Type: Martial
Prerequisites: Stun Demon
Skill List: Demon Hunter

This skill will temporarily remove a target character's Threshold or Soak for 5 minutes. The character needs to hit the target in the torso, knees to elbows, just like a Slay, with their weapon.

This skill will work on any Character, not just ones with the Monster Type: Demon. It will not affect Thresholds or Soaks from magic spells, alchemy, rituals or skills and only affects Thresholds and Soaks gained from abilities. This skill is not stopped by any amount of Threshold, Soak, or Damage Resistance.

To use this skill the character should call "Break Threshold". If the character fails to connect with the target, the skill is not used. This skill can be stopped by any defense that stops Martial attacks.

Bump of Direction

Build Cost: 3 **Purchase:** 3 Times
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Ranger Weapons
Skill List: Ranger

This skill prevents the character from getting lost in any above ground, underground, or underwater aquatic setting. This skill will also allow the character to return to any place they have previously been from anywhere so long as they know where they are. This skill can be purchased up to three times, once for each environment and the type of environment must be specified at the time of purchase. Unlike other multipurchase skills, the teacher must have purchased a Bump of Direction for that environment.

This skill is subject to a Plot Marshal's ruling and may not always work.

Channeling

Build Cost: 6 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Mystic Weapons
Skill List: Mystic Warrior

This skill allows a character to channel a school of magic through their weapon. For the character's strike, the weapon acts as a spell packet, but the character needs to make contact with the target. A spell cannot be channeled through another weapon but will go through a shield, thus the target can block with their weapon but not their shield and stop the spell from going off. The full spell verbal for the spell must be recited and the casting can be interrupted normally, however the character can cast the spell with their weapon in hand for that school only. The channeled spell costs the normal amount of Power Points.

Upon learning this skill, the character learns to channel one school of magic. The character may channel any damaging spell from that school plus a small number of spells specified on the table on page XXX. The character can cast and channel a spell while holding a weapon in their hand. To cast a spell normally, they must have a free, unfettered hand as per the normal casting rules.

Channeling a spell replaces the normal damage the weapon would do, even if the typical weapon damage is more than the spell's damage. Channeling strikes cannot be combined with any specialty martial attacks except the Speed skill. Channeling strikes also cannot be combined with any Warlock skills except the Speed Cast skill.

The character can channel through any weapon they have dedicated. Any attempt to channel a spell using a normal weapon fails and the Power Points are expended. In the special case of weapons enchanted with an element, only that element can be channeled, though any spell can be spell parried or redirected. Additionally, channeling a spell from that school of magic with a permanent Ritual of Elemental Weapon or a Greater Elemental Magic Weapon will lower the cost of the channeled spell by 1 Power Point with a minimum of 1 Power Point. This discount only applies to spells channeled and not a spell cast normally.

If a character misses their target, they can continue to try and strike their target until they connect with a blow or 5 seconds elapses. If the character accidentally strikes the ground or some other viable object, the spell is lost. The target can use a martial skill, such as Crit Parry, Master Parry, Slay Parry, etc., to stop the channeled spell, but the spell is not expended. Similarly, a character can stop the attack for another

character using a martial skill. A Dodge will prevent the channeled spell from landing but will not expend the spell.

The character can learn to channel other elemental schools of magic, but these must be learned separately with the Expanded Focus skill, see page XXX.

Only Low Magic Schools can be learned to be channeled, therefore, Spell Songs and Nature Magic cannot be channeled. This skill can only be used with a spell cast by the character and not when invoked from an item or read from a scroll.

Cheap Trick

Build Cost:	3/9	Purchase:	Multi
Tagged:	Yes	Duration:	10 sec
Skill Type:	Dexterity		
Prerequisites:	Backstab		
Skill List:	Rogue BCSL		

This skill renders the target character blind for 10 seconds by using some dirty combat trick such as a flash of light in the opponent's eyes, flicking sand, dirt or rocks in their eyes, throwing powder, etc. Out-of-game, the character does not throw anything at the target player. To deliver the attack, the character must strike the target character with any melee weapon they know how to use in any legal combat location but must be delivered to the target character's front 180° arc. Attacks from the side or back fail and the skill is used for that Tag Cycle. The character should call, "Cheap Trick" when they use this skill. Cheap Trick is not stopped by Damage Resistance and therefore does not rely on the quality of the weapon being used.

There is nothing that will reduce the duration of this attack, the target is blinded for a full 10 seconds once the attack lands successfully. The skill will not work on characters that do not have a normal humanoid physiology, like most undead.

The skill is not used if the character fails to connect with the target, but is used once it successfully hits the target or if the character attacks the target character's side or back. The skill is stopped by any defense that stops physical attacks.

Cleave

Build Cost:	3 ⁵	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	1 Proficiency Skill		
Skill List:	Warrior BCSL		

Cleave will allow you to deliver damage to an opponent within weapons reach if you reduce your primary target to 0 Body Points or less with a melee attack. The damage delivered to the secondary target is the same as what you dealt to the primary target. The target has to be dropped by damage only – no effects.

Should the primary target character drop, but not be at 0 Body Points or less, ie they are playing possum, this skill can still be used.

To use this skill, after the primary target is dropped, the character should point to the secondary target and call, "Cleave, X Damage", substituting any damage modifiers like fire, silver, magic, etc. The cleave attack does not require the character to hit the secondary target, just be in normal weapon's reach. The only two skills that will work with Cleave are Speed and Critical Attack.

For example, Onyx is fighting three Orcs. She swings 4 Silver with her sword and gambles that the Orc Grunt she has been fighting is near dying. She uses her Crit and lands a blow on the Orc calling, "Crit, 12 Silver!" The Orc drops to -1 Body Points and the NPC falls to the

⁵ This skill cannot be purchased off list.

ground. Onyx turns to the second Orc and calls, "Cleave, 12 Silver", dropping that Orc too.

You may not chain cleaves with the same attack. If the secondary target drops from the damage of the Cleave attack, the character may not then turn to a tertiary target and continue the cleaving. This skill only works if your primary target drops from damage delivered by a melee attack. Skills like Slay, Stun, Disarm, Assassinate, Assassin Strike, Channeling, etc do not work with a Cleave attack.

This skill is stopped by any defense that stops physical attacks.

Combat Casting

Build Cost:	6	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Arcane		
Prerequisites:	Channeling		
Skill List:	Mystic Warrior		

This skill allows a character to channel spells while they are taking damage. Once purchased, this skill is always in affect. This skill does not protect a character from taking damage; it only allows them to ignore the damage for the purpose of casting spells. Combat Casting does not prevent a character from being paralyzed, knocked unconscious, affected by a *Bind* spell, or otherwise rendered physically unable to cast spells.

This skill works only with the schools of magic the character can channel and only while channeling those spells. If the caster casts a spell from another school or casts a spell normally, the spell will be interrupted if they take damage.

The character's Dedicated Weapon is needed to use this skill.

Critical Attack - REVISED

Build Cost:	5/10	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Any Weapon Skill		
Skill List:	Warrior Basic Career Skill List		

This skill triples the total damage – Base Damage, Damage Bonus, Strength Bonus, alchemy, etc. – done by a weapon for one attack. This skill is not weapon or hand specific and can be used with any weapon the character has an appropriate Weapon Skill for. This skill **cannot** be combined with itself ever. The player should suffix the damage they call with the word "Crit".

For example, Corvale has Weapon Proficiency +3 with One-Handed Edge weapons. Additionally, he uses a +3 Giant Strength potion and a Giant Strength spell giving him a +6 Strength Bonus for one swing. The sword he is using has been enchanted for magical elemental fire with a Damage Bonus of +1. All together he would swing "12 Magic Fire" but he decides to use his Critical Attack skill and now he would call "36 Magic Fire Crit" for one attack.

Additionally, the character can use his Critical Attack skill to block one martial attack which can either be Damage, Critical Attack, Disarm, Stunning Blow, Cheap Trick, Throat Punch, or Critical Backstab skills. The character may block ranged physical attacks but not those that have been used with the True Aim skill. Faith skills, spells or abilities cannot be blocked or stopped with this skill.

A character can use this skill to parry even if it is delivered from behind, but not if from a surprise attack; therefore it is impossible to parry the Waylay skill. It is also possible to parry an attack directed against someone else as long as they are within weapons length.

The character can choose to block a spell with this skill for another person; however they will take the effect of the spell and must call the appropriate defense against spells if they wish not to take the spell's effect. The character may not block a spell that has been augmented with the Perfect Aim skill.

To use this skill as a parry the player should call "Crit Parry".

When this skill is used offensively, it is not used if the character misses their target or the attack is blocked. If they succeed in striking their target or if the target calls an appropriate defense, the skill is used. This skill is always used once used to parry an attack. This skill does not double any additional damage from the Heal Wounds skill, Wounding skill, or Elemental Pool Points.

Crit Demon

Build Cost:	3	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Identify Demon		
Skill List:	Demon Hunter		

This skill works just like the Critical Attack skill with the following exceptions:

- It can only be used as an attack and can never be used to parry any attack by any character,
- It can be used with any weapon the Character is proficient with, in either hand,
- It will affect any demonic Character regardless of Damage Resistance, and
- It will only work on a Character with the Demonic Monster Type (this is primarily demons, but the character's card will have this information).

The player has to know the target character is a demon to use this skill. If the target is actually not a demon, this skill is not used. **Note, this skill cannot be used as a demon detector. Doing so is a Rules Violation.**

Double Shot

Build Cost:	4	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	2 Ranger Proficiencies		
Skill List:	Ranger		

This skill allows a character to shoot two arrows at the same time. The character fires their bow or crossbow normally and throws one arrow packet or shoots one arrow at the target. The character may combine any Martial or Dexterity tag skill with the attack, but they must use two purchases of every Martial or Dexterity skill they use to augment their Double Shot. It is not possible to augment only one of the arrows with a skill.

One defense that stops physical attacks must be used for each arrow. This is true even when using a Dodge skill to stop the attack.

For example, Rain is fighting some Superior Skeletons and one of them attacks him. Rain uses his bow to take the undead down before it can get within weapons range. He decides to use a True Aim to make sure he does not miss. He calls, "Double Shot, True Aim, Slay Magic!" The Superior Skeleton calls his Invulnerability, but has nothing to stop the second Slay attack so drops. After the encounter, Rain marks off one use of his

Double Shot skill, two uses of his True Aim and Slay skills.

To use this skill, the character must prefix the damage verbal with "Double Shot...".

Disarm – Revised

Build Cost:	4/8	Purchase:	Multi
Tagged:	Yes	Duration:	5 Seconds
Skill Type:	Martial		
Prerequisites:	Any Weapon Skill		
Skill List:	Warrior Basic Career Skill List, Rogue Basic Career Skill List		

A character can use this skill to disarm another character's weapon or any other in-game or in-play (you cannot disarm a coffee cup or a spell packet for example) item held in that arm. To use the skill, the character only has to hit the weapon or target character – but not their shield if they are wielding it – to disarm the character.

If your target is wielding a one-handed weapon or holding an object in one hand, you only have to hit them once, and use one purchase of the Disarm skill to disarm them. If the target character is wielding a two-handed weapon or holding an object with two hands, you would need to hit them twice, and use two purchases of the Disarm skill. However, one limb is still unusable for 5 seconds, but the target character can still hold their weapon with the other hand.

To use this skill, the character must call "Disarm" after the blow is delivered followed by any special damage modifiers, such as "Magic", "Silver", etc., and the arm – either left or right. For example, "Disarm Magic, Right Arm". If the character does not designate an arm, then the target can choose which limb – even if there is nothing in that hand – and, if struck multiple times with multiple disarms, can choose the same arm for all attacks.

A character that has been disarmed must drop what is in that hand and cannot use that arm for 5 seconds. They cannot pick up their weapon nor do any other in-game action with that arm for 5 seconds. The character should drop their weapon at their feet; they cannot throw the weapon behind them or to another character.

If the item in the character's hand is attuned to the character, then the character does not have to drop the item, but they still cannot use that arm for the full 5 seconds. An *Attachment* spell or a *Paste of Stickiness* will not prevent the character from losing the weapon or item in their hand.

This skill can be used with ranged attacks. The same rules as above apply, so you only have to strike the target in a legal combat location to disarm a limb.

Shields cannot be disarmed if wielded, but if the character is simply holding the shield then it can be disarmed by striking that character.

This skill can be used to parry a Disarm skill. It cannot be used to parry any other martial attack or for another character. The character should call "Retain" when they use this skill to stop a disarm attempt. This skill is stopped by any defense that stops martial attacks.

When this skill is used offensively, it is not used if the character misses their target or the attack is blocked. If they succeed in striking their target or if the target calls an appropriate defense the skill is used. This skill is always used when used to parry a Disarm skill.

Dispelling Strike

Build Cost: 4 **Purchase:** Multi
Tagged: Yes **Duration:** Instant
Skill Type: Martial
Prerequisites: Spell Parry
Skill List: Mystic Warrior

This skill will dispel one active spell on a character or spell effect struck instead of dealing damage. For example, this spell can cancel the effects of most Bond spells, Charm spells, wall spells, etc. The Dispelling Strike skill can be used on the effect of the spell as in the case of *Wall of Force* or *Lock* spells or at the character affected by the spell. When the skill is used against a character directly, the character should make an out-of-game comment indicating which spell is being canceled; if the wielder does not specify one, then the target player must choose one active spell to be removed.

This skill does not work against latent spells. It also does not work against *Imprisonment* or *Magic Sanctuary* spells, and it cannot undo the creation of undead by the Necromancy School.

This skill is stopped by any defense that stops physical attacks, Master Parry, Slay Parry, Dodge, etc. The character should call "Dispelling Strike". If the character misses, the skill is not used.

The character's Dedicated Weapon is needed to use this skill.

Demon Lore

Build Cost: 5 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Literacy, Herbal Lore, Tracking, 2 Weapon Skills**
Skill List: Demon Hunter

** Any skill that gives you access to multiple Weapon Skills, for example Master Assassin, satisfies the 2 Weapon Skill prerequisite for Demon Lore.

This skills gives the character the basic knowledge the need to be a Demon Hunter. First, it teaches the character a secret cypher that is only known to Demon Hunters with this skill. The code cannot be broken by people without the Demon Lore Skill. Since it is not a language, extraordinary means of reading languages will not decode the script.

Second, it gives the character an intimate knowledge of demons. The character has access to an out-of-game book that describes the basics of each kind of standard demon found in LAIRE's Codex of Monstrous Creatures. This book can be acquired from the Head of Plot. The information in the book is ingrained in the character and cannot be normally forgotten – though magic, alchemy, etc. can make the character forget. This allows the player to review the notes during play. They may not call a Hold to read them and however long it takes them to look it up is how long in-game they take to remember the information. If the character comes across a demon they do not know, they may know enough about demons that some information may be imparted to them by a Plot Marshal. This is at Plot's discretion.

Empower Assassinate

Build Cost: 3 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Dexterity
Prerequisites: Assassinate
Skill List: Arcane Grifter

This skill allows the character to empower their Assassinate skill so that it will deal double damage to any character that would normally take damage instead. For example, if an NPC's Character Card says they

take 50 points of damage from an Assassinate, they would take 100 points of damage if the character used the Empower Assassinate skill. Additionally, the attack counts as magical damage for that swing only.

To use this skill, the character must have a use of their Assassinate skill and expend 6 Power Points. No in-game verbal is required to activate the skill. The Assassinate skill works normally, except for the above mentioned change. The character would call, "Empower Assassinate Magic" and strike their target. Regardless if the Assassinate is used, blocked, or misses, the character loses their 6 Power Points.

Endowment – Bane

Build Cost: 2/2/4 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Harvest Demon Flesh
Skill List: Demon Hunter

Learning this skill allow the character to activate the Bane Endowment by consuming specific kinds of demon flesh. Once activated, the endowment allows the character to swing normal fire or normal ice damage with any melee weapon held in either hand. The character must swing the selected element and suffixes the damage type to the damage called in addition to any other damage modifiers. For example, if the character is using a normal one-handed edged weapon and chooses the Ice Bane option, they would call "...Fire". If they then picked up a magic one-handed edge weapon, they would call "...Magic Fire".

Depending on the type of demon, different effects and detriments are gained. See the table below.

Type	Effect	Demon Type
Ice Bane	Swing Normal Fire	Fire
Fire Bane	Swing Normal Ice	Ice
Rot Bane	Swing Normal Healing	Undead

Each purchase of this skill increases the amount of time this endowment is active and amount of corruption gained by activating it. The character may choose how long the endowment will last in the standard increments of 10, 20, or 60 minutes, up to maximum rank of this skill learned. For example, a character with Rank 2 can consume the correct type of demon flesh and have this endowment last for either 10 or 20 minutes. They could not choose to have it last 60 minutes since they do not have Rank 3. The duration of the endowment must be chosen when the skill is activated and cannot be changed once set.

The character many not end the effect of the endowment early. The character cannot activate another Bain Endowment while they have a Bain Endowment active. They do not stack.

Endowment – Battle Strength

Build Cost: 2/2/4 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Any 6 Ranks of Endowment Skills
Skill List: Demon Hunter

Learning this skill allow the character to activate the Battle Strength Endowment by consuming a specific kind of demon flesh. Once activated, the endowment gives the character the following bonuses:

- +2 Strength Bonus. This is a racial bonus and does not stack with other racial bonuses. The greater bonus takes effect.
- +12 Body Points. These Body Points are healable and are the first to be lost. They are temporary and are not affected by anything that affects the character's Base Body Points. When the affect ends, the character will lose 12 Body Points unless

they have already have taken more than 12 points of damage. For example, if a character has 20 Body Points and activates this skill. They then have 32 Body Points. They take 16 points of damage and are currently at 16 Body Points. When the endowment ends, they will not lose any more Body Points. Had they been at 24 Body Points when the endowment ends, they would be at 20 Body Points.

- +20 points of Natural Armor. These Armor Points do not reset and are the last to be lost after all spells, rituals, and real armor.

The Battle Strength Endowment requires the flesh of any battle demon to activate.

Each purchase of this skill increases the amount of time this endowment is active and amount of corruption gained by activating it. The character may choose how long the endowment will last in the standard increments of 10, 20, or 60 minutes, up to maximum rank of this skill learned. For example, a character with Rank 2 can consume the correct type of demon flesh and have this endowment last for either 10 or 20 minutes. They could not choose to have it last 60 minutes since they do not have Rank 3. The duration of the endowment must be chosen when the skill is activated and cannot be changed once set.

The character many not end the effect of the endowment early. The character cannot activate another Protection Endowment while they have a Protection Endowment active. They do not stack.

Endowment – Clear Mind

Build Cost: 1/1/2 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Any 6 Ranks of Endowment Skills
Skill List: Demon Hunter

Learning this skill allow the character to activate the Clear Mind Endowment by consuming a specific kind of demon flesh. Once activated, the endowment makes the character immune to Demonic Charm and Demonic Possession for the duration. Note that the charm effects of Hierarchs is not the same and the character will be affected normally. Similarly, any other charm effects like *Enslavement* spell, *Dominant* spell, Hypnosis skill, etc. cast or used by a demon is not stopped by this Endowment.

The Clear Mind Endowment requires the flesh of any guile demon to activate.

Each purchase of this skill increases the amount of time this endowment is active and amount of corruption gained by activating it. The character may choose how long the endowment will last in the standard increments of 10, 20, or 60 minutes, up to maximum rank of this skill learned. For example, a character with Rank 2 can consume the correct type of demon flesh and have this endowment last for either 10 or 20 minutes. They could not choose to have it last 60 minutes since they do not have Rank 3. The duration of the endowment must be chosen when the skill is activated and cannot be changed once set.

The character many not end the effect of the endowment early. The character cannot activate another Protection Endowment while they have a Protection Endowment active. They do not stack.

Endowment – Protection

Build Cost: 1/1/2 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Harvest Demon Flesh
Skill List: Demon Hunter

Learning this skill allow the character to activate the Protection Endowment by consuming specific kinds of demon flesh. Once activated, the endowment makes the character immune to either fire, ice, or rot damage – but not effects. Therefore they would take 0 damage from an attack dealing “12 Magic Fire/Ice/Rot” but would take full effect from any spells or martial attacks that have an effect like Plague Spell, Death Slave Spell, Slay, Stun, Disarm, etc. **This will not protect the character from Eldritch attacks, and Eldritch attacks will do double damage for the detrimental element.** Additionally, the character will take double damage from the opposite element, or half effect of healing in the case of Rot Protection.

Depending on the type of demon, different effects and detriments are gained. See the table below.

Type	Effect	Detriment	Demon Type
Ice Protection	Immune to Ice	Double Damage from Fire	Ice
Fire Protection	Immune to Fire	Double Damage from Ice	Fire
Rot Protection	Immune to Rot	Half Effect from Healing*, Double Damage from Elemental Healing	Undead

* This includes Heal Person spell, Paladin Healing, Druid Healing, but no change to Spell Singer healing or Alchemical healing.

Each purchase of this skill increases the amount of time this endowment is active and amount of corruption gained by activating it. The character may choose how long the endowment will last in the standard increments of 10, 20, or 60 minutes, up to maximum rank of this skill learned. For example, a character with Rank 2 can consume the correct type of demon flesh and have this endowment last for either 10 or 20 minutes. They could not choose to have it last 60 minutes since they do not have Rank 3. The duration of the endowment must be chosen when the skill is activated and cannot be changed once set.

The character many not end the effect of the endowment early. The character cannot activate another Protection Endowment while they have a Protection Endowment active. They do not stack.

Endowment – Release Soul

Build Cost: 1/1/2 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Any 6 Ranks of Endowment Skills
Skill List: Demon Hunter

Learning this skill allow the character to use the Release Soul Endowment by consuming a specific kind of demon flesh. Once activated, the endowment allows the character to do two things.

- The character can draw out a demon possessing another character. To do so, the possessed character must be restrained, unresisting, or unconscious. The character then spends one minute of roleplay coaxing, cajoling, insulting, and/or tempting the demon out. Once out, the demon character must initiate combat with the character using this endowment, but then is free to act as it wishes. The demon may not repossess the same character for 5 minutes, but may

possess any other character it wishes, including the character using this endowment!

- The character may free another character of the effects of their Demonic Charm by taking the affect upon themselves. The target character must be restrained, unresisting, or unconscious. The character using this skill must touch the target character for 10 seconds in a manner consistent with the rules. The character then becomes demonically charmed including any orders the target character had. The demon that charmed the target character now has control over the character using this skill and can issue new commands. Out-of-game, the target character should inform only the character using this skill what their commands, if any, are and who the demon that charmed them was.

If the character using this skill has the Clear Mind Endowment active or is otherwise immune to the Demonic Charm, then the Demonic Charm has no effect and both characters are free of any control. Note that the character using this skill may not use an Iron Will to resist the Demonic Charm, only being immune protects them.

The Release Soul Endowment requires the flesh of any arcane demon to activate.

Each purchase of this skill increases the amount of time this endowment is active and amount of corruption gained by activating it. The character may choose how long the endowment will last in the standard increments of 10, 20, or 60 minutes, up to maximum rank of this skill learned. For example, a character with Rank 2 can consume the correct type of demon flesh and have this endowment last for either 10 or 20 minutes. They could not choose to have it last 60 minutes since they do not have Rank 3. The duration of the endowment must be chosen when the skill is activated and cannot be changed once set.

The character many not end the effect of the endowment early. The character cannot activate another Protection Endowment while they have a Protection Endowment active. They do not stack.

Endowment – Shadow Bane

Build Cost:	1/1/2	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Miscellaneous		
Prerequisites:	Harvest Demon Flesh		
Skill List:	Demon Hunter		

Learning this skill allow the character to activate the Shadow Bane Endowment by consuming specific kinds of demon flesh. Once activated, the endowment allows the character to swing Shadow Lock at will with any melee weapon they wield in either hand. The Shadow Lock effect, when used against any kind of demon, will prevent that target character from using Shadow Walk, Shadow Meld, Hide in Shadows, or any other kind of similar shadow based ability. The character may swing Shadow Lock at will for the duration of the endowment or they may swing their appropriate weapon damage not both at the same time, even if wielding two weapons. The Shadow Lock effect lasts for 10 seconds, is stopped by any defense that stops martial attacks, and cannot be dispelled or ended early. The character should call, "Shadow Lock, 10 seconds" when using this Endowment. Shadow Lock is not affected by Damage Resistance, Soaks or Thresholds.

The Shadow Bane Endowment requires the flesh of any shadow demon to activate.

Each purchase of this skill increases the amount of time this endowment is active and amount of corruption gained by activating it. The character may choose how long the endowment will last in the standard increments of 10, 20, or 60 minutes, up to maximum rank of this skill

learned. For example, a character with Rank 2 can consume the correct type of demon flesh and have this endowment last for either 10 or 20 minutes. They could not choose to have it last 60 minutes since they do not have Rank 3. The duration of the endowment must be chosen when the skill is activated and cannot be changed once set.

The character many not end the effect of the endowment early. The character cannot activate another Shadow Bane Endowment while they have a Shadow Bane Endowment active. They do not stack.

Escape - REVISED

Build Cost:	3	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Dexterity		
Prerequisites:	Dodge		
Skill List:	Assassin, Master Thief		

This skill allows the character to skillfully escape from any mundane restraint that bind their arms and/or legs. This includes ropes, shackles, webs, Paste of Binding, Tangler Trees, Engulf attack of an Earth Elemental, etc. This skill will not allow the character to escape from magical bindings such as Pin, Bind, being paralyzed, etc.

Only one use of this skill is needed to free both the character's arms and legs.

The character must call "Escape" when they use this skill. The player may, if they wish or need to, call a Hold to remove the bonds.

Expanded Focus

Build Cost:	4	Purchase:	<i>Special</i>
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	Channeling, Rank 1 of School to be Channeled		
Skill List:	Mystic Warrior		

This skill allows the character to channel one additional School of Magic per purchase. The character can purchase this skill multiple times, once for each elemental school available to the character.

Far Shot

Build Cost:	2	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	True Aim, 2 Ranger Proficiencies		
Skill List:	Ranger		

Once purchased, the character may use this skill with their True Aim skill to no longer have any range limitation on their True Aim augmented attacks. So long as the character has an unobstructed line of sight to the target, the attack lands. However, the target, or someone near them, has to be able to hear the attack. This skill does not permit silent kills, the attack is loud and obvious. A marshal cannot be sent to the target with the intention of marshaling the attack. However, if a marshal is present and they hear the attack and the target did not hear it, the marshal can inform the player they were hit by the attack.

The Far Shot skill can be used with bows and crossbows only. It can be combined with any other Martial or Dexterity skill the character knows.

If the character wants to make a far shot attack they should prefix their damage with, "Far Shot...". The character must expend one True Aim tag and one Far Shot tag each time they make a far shot.

Fast Track

Build Cost:	3	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Miscellaneous		
Prerequisites:	Tracking, Ranger Weapons		
Skill List:	Ranger		

This skill allows the character to track an opponent at a jogging pace. It is still up to the marshal whether the tracking is successful or not and all the other rules for the Tracking skill apply. This skill improves the character's chance to track their target, even if the target is using the Tracking Skill to cover their tracks.

Using this skill, the character can outpace another character who is using their Tracking skill to cover their tracks, thus allowing a greater chance for the character to catch their target. It does not make it any easier to detect concealed tracks. Also, a character using this skill will have a better chance of catching their target who is trying to get away by reaching them before the target can reach safety. This is all up to the marshal's discretion.

Flurry of Blows

Build Cost:	5	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Dexterity		
Prerequisites:	Spirit Palm		
Skill List:	Warrior Monk		

By use of this skill, the character can make multiple attacks with only one swing. For each use of one of these tagged skills, the character will deliver damage equal to their Talon damage. For example, if the character deals 8 damage with their Talons and uses 2 Flurry of Blows tags, they will hit their target with 8 damage 3 times. This skill cannot be combined with any other skill except the Speed and Weapon Accuracy skills. The character will need one Speed tag for each use of a Flurry of Blows tag, so if the character uses 3 Flurry of Blows tags, they will need 3 Speed tags as well. You only need one Weapon Accuracy tag since it has a duration of 5 minutes. The character may only use five Flurry of Blows tags at one time in one attack.

This skill is stopped by any master skill that stops physical attacks, for example, Master Parry, Slay Parry or Dodge, or any magical defense that stops physical attacks, but one defense is required for each strike. Therefore, in the above example, the target character would need three defenses to stop all the damage.

This skill is not used if the character misses their target, does not hit the appropriate area on the target, or the attack is blocked. If they succeed in striking their target or if the target calls an appropriate defense, the skill is used.

To use this skill, the character should call "Flurry of X Blows, X Damage". If the character misses their target all of the tags used to perform the strike are not consumed.

The Damage Bonus from instantaneous Strength Bonuses does not add to the damage of this skill. For example, Giant Strength spell, Feat of Heroes spell, Feat of Strength skill, etc. would not add to the damage done by the Flurry of Blows skill.

Ghost Step

Build Cost:	4	Purchase:	Multi
Tagged:	Yes	Duration:	1 Hour
Skill Type:	Miscellaneous		
Prerequisites:	Tracking, Ranger Weapons		
Skill List:	Ranger		

This skill allows a character to move through natural settings without leaving any trace of their passing which includes foot prints, broken

twigs, ect. The skill does not mask their odors and therefore, the character can be tracked by scent.

This skill also allows the character to try and track another character using this skill. Using the skill this way does not use one of their Tags and if the character has used their tag for that Tag Cycle, they still can still try and detect a character using Ghost Step.

The skill lasts one hour, after which time, the character must either use another purchase or begin leaving a trail.

This skill is subject to a Plot Marshal's ruling and may not always work.

Glyph

Build Cost:	10	Purchase:	Mutli
Tagged:	No	Duration:	Special
Skill Type:	Arcane		
Prerequisites:	Magic Blade, Rank 3 in 2 Low Magic Schools		
Skill List:	Arcane Grifter		

This skill allows the character to store a low magic, un-augmented spell they personally cast into a unique personal Glyph that they must draw before the time this skill is used. Once drawn the character can then cast any spell they know into the Glyph by reciting the spell verbal and expending 50% more Power Points rounded up. The character must be the caster of the spell, so they cannot place spells from scrolls, items, spells stored with spell storing skill, etc. Only spells they personally cast can be placed in a glyph. What spells they can cast and into what kinds of items is given by the table below:

Object	Use Type	Spells
Weapon	Invokable	Any Spell
Any Other Item, Shield, or Self	Invokable	Any Healing or Aura School Spell
	Castable	Any School except Healing or Auras

The maximum number of Power Points that a character can store in a glyph is 20 PP. Any spell with more Power Points than 20 will not be stored and ALL of the Power Points used in casting and empowering the glyph will be lost. For example, if a character tries to store a *Heal Person* Spell for 90 Body, the character will lose 45 Power Points, 30 for the spell and 15 more for the cost of activating the Glyph.

The character may have one Glyph charged per purchase of this skill. A Glyph will detect as magical and if identified, will reveal what spell is in the Glyph. A Dispel Magic spell cast on the Glyph will empty it and render it inert. Only the character who drew and charged the Glyph may activate it. In another character's hands, even another character with the Glyph skill, it is useless.

The Glyph will last until it is destroyed. A Glyph will be destroyed if the object it is drawn up on is destroyed, the limb is severed, or if a character actively removes the skin the Glyph is drawn upon. In the latter case, the character must either be willing or unresisting to have their Glyph removed from their body. If a Glyph is destroyed, the character has to redraw the Glyph expending using another dose of Glyph Ink. The spell stored in the Glyph will last until used or the end of the Event. The Glyph Ink can usually be purchased in-game or made by a character with the Glyph skill. Making the ink requires 10 minutes in-game and the following components to create:

Component	Doses
White Ritual Powder	1
Red Casting Powder	3
Essence of a Memory Moss	1
Crush Emerald	5 sp worth

This will yield 3 Doses of Glyph Ink.

If a Glyph is drawn on the person, it must be in a place that can be exposed in public legally and it must be accessible without undressing. A Glyph cannot be put on a character's feet unless the player does not wear shoes.

A player may reapply their glyphs for free if the Glyph becomes washed out or smugged.

A Glyph can be drawn on oneself, weapons, shields, armor, clothing, or even a piece of paper. However, if the rune is not on the player's skin, they must touch it with their hand to activate. The Glyph must be at least 2" by 2" and as big as the player wants so long as it fits on the item.

Greater Disarm

Build Cost: 7 **Purchase:** Multi
Tagged: Yes **Duration:** Instant
Skill Type: Martial
Prerequisites: Disarm, Master Prof
Skill List: Master Warrior

This skill works just like a Disarm skill, except:

- 1) The skill can be used to disarm a shield. Therefore shields are now a legal target for this skill. The character can choose to disarm the shield or other limb. Just like the Disarm skill, if the character does not specify which limb is affected, then the target character chooses.
- 2) A weapon wielded in two hands is disarmed with one use of this skill.
- 3) If a weapon (not a shield) is disarmed, the target character must gently and safely toss the weapon underhanded to the character. The character can opt to catch the weapon or allow it to fall safely to the ground. No other character may attempt to interrupt the weapon in transit and must wait for the weapon to be caught or fall to the ground before interacting with it.
- 4) To clarify, a Greater Disarm can be used to stop a Disarm or Greater Disarm and the player should call "Greater Retain".

Since this skill is a Master Skill, it is only stopped by Greater Disarm, Master Parry, Slay Parry, Dodge, etc. and any magical defense that stops physical attacks.

Identify Demon

Build Cost: 5 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Miscellaneous
Prerequisites: Track Demon
Skill List: Demon Hunter

The Demon Hunter spends many hours studying their hated enemy and have learned to recognize them on sight – even through their trickery and disguises. A Demon Hunter can identify the type of demon that is not shape changed instantly. If the demon is shape changed, the Demon Hunter can identify it after 1 minute of study. In either case, the character has to be able to see the target character to use the skill. So if the target is in the inn or in a field during the day this can easily be accomplished. However, it would be impossible to identify a demon down a path or hidden in woods on a dark night. The Demon Hunter has to be able to see, hear, and be conscious to use this skill on a non-shape changed demon and, additionally, if the target character is shape changed, they must be within 10 feet. Engaging in close combat – in other words, weapons length – is generally sufficient to identify the character.

This skill will also allow the character to identify if a demon is possessing another character in the same manner as identifying a shape changed demon, in other words, they must be within 10 feet and spend 1 minute studying the target character.

The Demon Hunter will learn the type and relative strength of the demon. So for example, identifying a character would tell them if it is a Minor Fire Demon, Greater Battle Demon, Icey Hellhound, etc.

This skill is blocked by the Cloak Undead skill, any demon cloaking ritual effect, or similar magic or ability – not including a demon's shapechange ability. This skill has no effect on identifying demonically charmed characters.

Imbue Weapon

Build Cost: 5 **Purchase:** Multi
Tagged: Yes **Duration:** 10 Minutes
Skill Type: Arcane
Prerequisites: Channeling
Skill List: Mystic Warrior

This skill allows the character to imbue one of their weapons with the power of a single element. The element can be any element they can channel, i.e. the element from the school you can channel plus each additional school leaned with Expanded Focus. The weapon will swing for the type of damage given in the table below. The character should suffix their damage by the effect in the second column.

Element	Effect Called
Fire	Fire
Water	Ice
Air	Lightning
Earth	Mithril
Life	Life
Death	Body

So if a character invokes this skill and chooses fire as their element, they would suffix "...Fire" to their damage.

For example, Vendric's Dedicated Blade is an enchanted long sword, which he has purchased 4 Weapon Proficiency skills with. Normally he would call "8 Magic", but after using the Elemental Weapon skill, he now calls "8 Magic Fire" or he could call "8 Fire Magic".

It takes 10 seconds to activate this skill, the effect is active after that time, and has a duration of 10 minutes. If a character has two uses of this skill and wishes to imbue two weapons with an element, they only need to spend 10 seconds, but still expends two purchases of this skill. The element for each weapon can be different. Therefore, the character can imbue fire in one weapon and ice in another other so long as they are both dedicated weapons. This uses two purchases of the skill, and the character spends only 10 seconds of in-game time to activate the skill. Once this skill is active on the character's weapon, it can be dispelled with a *Dispel Magic* spell or similar affect cast on the character or on the weapon if the character is not holding it.

Since dedicated weapons are personal, the elemental affect is only active for the character invoking this skill. If they lose their weapon for any reason, they can reclaim the weapon and use the elemental effect until the duration expires. Regardless how long the character is in possession of or uses their weapon, the total time this skill is active is never more than 10 minutes.

To use this skill, the character has to take a knee, kneel, or sit, hold out their weapon(s) in a manner obvious they are performing some in-game

action. This skill can only be used on a weapon the character has previously dedicated.

Indomitable Warrior

Build Cost:	10	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	4 Master Proficiencies, 2 Slays		
Skill List:	Master Warrior		

Once purchased, this skill changes how the character interacts with certain damaging attacks.

- *Kill Spell* (or life effect if the character is effected by healing instead) mortally wounds the character instead of bring them to the Brink of Death. If they are already Mortally Wounded, they are brought to the Brink of Death.
- The Slay and Assassinate skills bring the character to -1 Body Points instead of Mortally Wounded.
- When the character reaches 0 or -1 Body Points from damage, they may invoke this skill by calling out, "I shall not die!" The character may continue fighting normally or perform any other action for 10 seconds. At the end of the 10 seconds, the character will be Mortally Wounded. The character is not immune to other skills, effects or spells, so a Kill spell or Slay skill, for example, will still stop the character. The character becomes immune to Ice Cast, Pin and Bind spells for the 10 seconds after activating this skill. The character cannot be healed until the effect ends.

An Eldritch Attack will bring the character with this skill to Mortally Wounded. A second Eldritch attack will bring the character to the Brink of Death and destroy their items, just like standard Eldritch attack definition.

Interrogate – Revised

Build Cost:	3	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Miscellaneous		
Prerequisites:	None		
Skill List:	Master Miscellaneous		

This skill allows the character to interrogate another character and force one truthful answer from them. It takes 5 minutes to use this skill and during that time the character should roleplay his interrogation of the target character. For every purchase of the Stamina skill the target character has, they can prolong the time it takes to use this skill by 10 minutes. So a character with three purchases of the Stamina skill could hold out for 35 minutes. This skill can be countered by the Courage skill. No other skill or spell will stop this skill.

Paladins and Dark Paladins are immune to the Interrogate skill.

Iron Hand

Build Cost:	10	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	Warrior BCSL, Rogue BCSL, Weapon Skill, and either 1 Backstab ~or~ 1 Proficiency		
Skill List:	Warrior Monk		

This skill allows the character to use Talons to represent their hands in combat. All the standard rules for claw combat apply, i.e. they may not touch cast, the base damage is 1 point, etc. However, they gain the ability to use the following skills with their hands (talons): Stun, Critical Attack, Disarm, Master Parry, Shatter Weapon, Speed, Slay, Weapon Accuracy, Waylay, Critical Backstab, Missile Defection,

Assassinate, and Assassin Strike, skills. Additionally, any prerequisite for the aforementioned skills that requires Proficiency, Master Proficiency, or Assassin Proficiency skills are met with Monk Proficiencies and allows the character to use that skill. Monk Proficiencies DO NOT count as prerequisites for learning those skills not otherwise indicated in the skill description. For example, a Warrior Monk with 2 Monk Proficiencies can learn and use a Shatter Weapon skill, but could only use a Slay or Assassinate skill they learned through other means.

Once they learn this skill, the character can choose to sell back up to 2 of their basic Proficiency skills or up to 3 Backstab skills and then immediately buy up to 2 Monk Proficiency skills.

This change must take place once the skill is learned and can only take place when the skill is learned, not later on. Also, once the change is made, the player may not turn them back. Further, any skills learned that depend on those prereq's will not be usable with the character's weapons unless they still have the needed prerequisites to use that skill. For example, the prerequisite for the Stun skill is 1 Proficiency. Let's say the character has one purchase of the Stun skill and two Proficiency skills before they purchase the Iron Hand skill, they can turn one or both of their Proficiencies into Monk Proficiencies. If they turn both of their Proficiencies into Monk Proficiencies, they can no longer use their Stun with their weapon, but can use it with their Talons.

Note, a Monk Proficiency counts towards the Iron Hand prereq, so if the character has no Proficiency skills after converting, they may still use the Iron Hand skill so long as they have at least 1 Monk Proficiency.

NOTE: Master Proficiencies and Assassin Proficiencies will work with the Iron Hand skill.

Iron Skin

Build Cost:	8	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	Soul Palm		
Skill List:	Warrior Monk		

With their mastery of their spiritual energy, the character permanently gains 20 points of armor. These armor points are lost after all other types of magical armor. The character can reset their armor points by sitting or kneeling and meditating for 5 minutes.

There is no visible effect to this skill. These armor points do not count as physical armor and therefore do not stop poisons.

Magic Blade

Build Cost:	4	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Arcane		
Prerequisites:	Arcane Grifter Tools of the Trade, Arcane Proficiency		
Skill List:	Arcane Grifter		

When activated, this skill will empower any weapon the character holds to swing for magical damage for 10 minutes. This skill is hand specific and once invoked, only weapons in that hand will be augmented. There is no Damage Bonus or other effect from the use of this skill. The weapon can still be shattered.

To active this skill, the character should call "Magic Blade" and expend 10 Power Points. The verbal is out-of-game, but, has a visible in-game flash that can be seen by anyone that can hear it. The verbal must be called at a normal conversational tone.

This effect can be dispelled with the *Dispel Magic* spell. *Sever Magic* spell has no effect.

Magic Knife

Build Cost:	3	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Arcane		
Prerequisites:	Magic Blade, 2 Arcane Proficiency		
Skill List:	Arcane Grifter		

Using pure magical force, the character creates a clear blue throwing knife, which is obviously not a real blade, that they can then use as they would a real throwing knife. The attack is a magical, physical attack and stopped by any defense that stops physical attacks. The character expends 2 Power Points and prefixes their damage with "Magic Knife, ..." and suffixes with "...Magic". The character then throws a spell pack and calls their damage. They may use any Damage Bonus or skill applicable to a throwing dagger. So if a character had a +1 Strength Bonus, +2 Arcane Proficiencies, +1 Assassin Proficiency, and decided to use a True Aim skill, they would call, "Magic Knife, True Aim 5 Magic." Once the packet lands, the magical knife disappears.

The Power Points are expended when the character throws the packet, so they can abort their attack at any point before the spell packet is thrown without losing any Power Points. The martial defense needed is determined by the attack type, not this skill, so a Crit Parry will stop a straight damaging attack, a Master Parry will stop a True Aim or Assassinate attack, and so forth.

A Magic Knife cannot be disarmed because it only comes into being when the character powers the knife which is just before they throw it.

Magic Tools

Build Cost:	3	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Dexterity		
Prerequisites:	Arcane Grifter Tools of the Trade, Pick Lock, Disarm Trap		
Skill List:	Arcane Grifter		

This skill allows the character to conjure up magical thief tools they can use to pick a lock or disarm a trap. The tools can be anything the character can image, but the player must carry an out-of-game physrep for each tool he wishes to use. No tool physrep, no tool.

Alternatively, if the character has no out-of-game tools, they can expend 3 Power Points and use as many Quick Pick or Quick Disarm Trap Tags as they have and need to get past each lock or trap. So, if a box has 1 trap and one lock, the character would need to spend a total of 6 Power Points and one or each tag to open the box.

To use this skill, the character must expend 1 Power Points and use the in-game verbal, "With my Arcane Power, I conjure Magic Tools" at a normal conversation volume, which has a visible in-game effect that any character nearby can see. The tools will last as long as the character concentrates. This means they may not speak at all, move faster than a slow walking pace, engage in combat, use other skills, cast spells or take damage. They may invoke magical defenses on themselves or in items if they are struck to maintain concentration.

This effect can be dispelled with the *Dispel Magic* spell. *Sever Magic* spell has no effect.

Marksman

Build Cost:	5	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	Far Shot		
Skill List:	Ranger		

Once purchased, the character will gain a +2 Damage Bonus from each of the following skills: Weapon Proficiency, Master Proficiency, and Ranger Proficiency instead of the normal damage bonus with Bows and Crossbows ONLY.

For example, a human character has 2 Weapon Proficiencies, 1 Master Prof, and 3 Ranger Profs. Normally the character would deal 12 points of damage with their bow, but when they purchase the Marksman skill they would deal 15 points of damage with each shot.

Master Thief

Build Cost:	10	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Dexterity		
Prerequisites:	Rogue Basic Career SL, Waylay, Pick Lock, Disarm Trap		
Skill List:	Master Thief		

When a character purchases this skill they gain the ability to use: Waylay, Pick Locks, Disarm Trap Skills, Small Weapons, and Thrown Weapons.

Additionally, any Build Points the character may have spent on these skills are refunded when this skill is learned. So, if a character has Waylay, Pick Locks, Disarm Trap skills, the character would get back a total of 8 Build Points.

Monk Proficiency

Build Cost:	10	Purchase:	Multi
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	Iron Hand		
Skill List:	Warrior Monk		

When this skill is purchased the character gains a Damage Bonus to their attacks with their Talons. This skill is only usable with the character's Talons and is applied to both of the character's hands at the same time.

This skill is stackable with itself and all Monk Proficiencies learned are cumulative. So a character with 5 purchases would swing 6 damage with each hand.

Note that Monk proficiencies and skills do not work with claws or talons derived from any other source such as Druid claw, natural claw, natural talons, etc.

Morale Boost – NEW

Build Cost:	4 ⁶	Purchase:	Multi
Tagged:	Yes	Duration:	5 Minutes
Skill Type:	Martial		
Prerequisites:	Warrior BCSL, 1 Proficiency Skill		
Skill List:	Warrior BCLS		

This skill allows the character to make a rousing soliloquy and inspire up to five friends or allies to fight harder for five minutes. Each character, if they accept the inspiration, gains +1 Damage Bonus for the duration. A character may willingly refuse to accept the bonus. The character using this skill does not gain the damage bonus.

⁶ This skill cannot be purchased off list.

This skill does not stack with itself, either from the same character or another character using the same skill. One character can only be under the effects of one Morale Boost at a time. Should a character under the effects of a Morale Boost be brought to 0 Body Points or worse, feared or fall unconscious, the effect will end for them. Should the character using this skill be brought to 0 Body Points or worse, feared or fall unconscious, the effect ends for everyone. Should characters gaining the benefit of a morale boost move out of Line of Sight with the character using this skill, the effect ends. Once the effect ends, it ends and should the character want the benefit of the skill, another use of Morale Boost must be expended for that Tag Cycle.

To use this skill, the character needs to make a 13 syllable, including the name of the skill, rallying speech. It should be obvious to other characters that this skill is being used, it cannot be used quietly or subtly. It does not have to be yelled or shouted, it can be delivered at a conversational tone so long as all of the friends and allies can clearly hear the words. For example, "My friends, rally to me and smash our foes, Morale Boost!" or "For our homes, for our friends, for Avalon, Morale Boost!" or "Avalonians, drive these fools into the dust and show them your furry, Morale Boost!" An example of a bad and unacceptable verbal would be, "Blah, blah blah, blah blah, blah blah blah, blah blah, blah, Morale Boost!" Not only will this not work, but the marshal is likely to give you lots of negative roleplaying points.

This skill is used once the verbal is finished, even if there is no one around to hear it any longer. A Plot Marshal may rule that a speech is not rousing enough and the skill does not activate and the tag is not used.

Mystic Fist

Build Cost: 2 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: 5 Monk Proficiencies, Soul Palm
Skill List: Warrior Monk

By learning to further channel their spiritual energy into their fighting style, the character is able to swing for Magic Damage with their Talons. To use this skill, the character should suffix their damage with "...Magic". There is no cost to use this skill and they can choose to use it or not when they attack and they do not have to call Magic Damage if they do not want to.

The character's hands do not really turn into magic, but when the skill is used there is a visible magic aura around their hands.

This skill allow the character to swing for magic damage and should suffix their damage with "...Magic".

Mystic Proficiency

Build Cost: 12 **Purchase:** Multi
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Mystic Weapons
Skill List: Mystic Warrior

For each purchase of this skill a character gains a Damage Bonus with all weapon skills in the Mystic Weapons skill according to the table below.

Weapon Type	Damage Bonus
Small Weapon, One-Handed Edge, One-Handed Blunt, Staff, and Spear	+1
Two-Handed Edge, Two-Handed Blunt, Pole Arm	+1.5 ⁷

This skill may be combined with other Damage Bonuses. The Mystic Proficiency skill is not hand specific.

Mystic Weapons

Build Cost: 10 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Warrior Basic Career SL, 2 Proficiencies, Mage Basic Career SL, Rank 2 of 3 Schools of Magic
Skill List: Mystic Warrior

This skill allows the character to use the following weapons: One-handed Edge, One-Handed Blunt, Bastard Edge, Bastard Blunt, Spear, Two-Handed Edge, Two-Handed Blunt, Staff, Pole Arm and Small Weapon. Additionally, they gain a limited form of Master Florentine and can use any combination of these weapons in either hand. Any Build Points spent on the weapon skills listed above (and **only** those skills) and the Florentine skill are refunded when this skill is learned. For example, if a character has One-handed Edge, Bastard Edge, and Florentine skill the character would get back a total of 9 Build Points. The character does not get his build back for the Master Florentine skill.

Can use any weapon to Channel, but the skill only gives you weapon proficiencies listed above. However, you cannot channel with a bow, crossbows, or thrown weapons.

This skill also allows the character to create a dedicated weapon. The character needs the following components to create a dedicated weapon:

- White Ritual Powder, 1 dose (3 sp)
- Red Casting Powder, 1 dose (1 sp)
- Mithril Dust, 1 dose (2 sp)
- Cinquefoil Leaf, 1 dose (1 sp)
- The character's own blood, dissected, 1 dose

The components are mixed together and used to draw a mark upon the weapon in a 10 minute ceremony. The mark must be at least 2 in² Out-of-game, the player needs to mark the weapon with a design using any legal weapon construction rules. While the design may be anything the character wants, it can never change once chosen.

Paralysis Strike

Build Cost: 8 **Purchase:** Multi
Tagged: No **Duration:** 5 Minutes
Skill Type: Dexterity
Prerequisites: Mystic Fist
Skill List: Warrior Monk

By further mastering their control over their spiritual energy, the Warrior Monk can cause temporary paralysis in their opponents. To use this skill, the character needs to strike their opponent with their Talon in a viable martial target and call "Paralysis Strike". The target is then paralyzed for 5 minutes. A heal body effect will end the paralysis effect. The character can release their own paralysis effect at will. They can also release the effects of a Paralysis Strike or Paralysis Touch skills with a use of one of their Paralysis Strike tags. The character

⁷ Note: The bonus is rounded down so one purchase give a +1 Damage Bonus and two purchases give a +3 Damage Bonus.

must touch the effected character with their talon and, therefore, cannot release themselves from the effect.

This skill is stopped by any master skill that stops physical attacks, for example, Master Parry or Dodge, or any magical defense that stops physical attacks.

This skill is not used if the character misses their target, does not hit the appropriate area on the target, or the attack is blocked. If they succeed in striking their target or if the target calls an appropriate defense, the skill is used.

Power Strike

Build Cost: 3 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Dexterity
Prerequisites: 2 Arcane Proficiencies
Skill List: Arcane Grifter

This skill gives the character a +10 Damage Bonus for one swing and augments their attack with magic. To use this skill, the character must expend 4 Power Points, prefix their damage with “Power Strike...” and suffix their attack with “...Magic”. For example, if a character normally deals 5 points of damage with their weapon and they used this skill, they would call “Power Strike, 15 Magic”. This bonus is added to the base damage of the character’s attack, therefore anything that increases or decreases the character’s damage affects this bonus. For example, using the numbers from the prior example, if the character used a Critical Attack skill, they would swing “Power Strike, 45 Crit Magic.”

The Power Points are expended when the skill is successfully used, so if the character misses their target or fails to connect with the blow, the Power Points are not lost. The Power Points are expended if the target character calls a defense to the attack.

Preserve Venoms – NEW

Build Cost: 3 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Dexterity
Prerequisites: Venom Master
Skill List: Assassin

Normally, a venom only lasts for 3 months. By use of this skill and a preservative, the character can make the venom last 1 year from the month it was extracted (not 1 year from when it was preserved). Therefore, a venom extracted during the June Event in 2019 will last until the end of the June Even in 2020.

To acquire the preservative, the character can either purchase it or make it themselves. To make the preservative they must spend 10 minutes in-game mixing the following components:

- 1 Embalming Oil, 1 doses of Cup of Alcohol, 1 dose of Brine, which creates 1 dose of Preservative

When they are done, they can get a tag from Treasure or an appropriate marshal by handing in their component tags. The preservative has an indefinite shelf life and can be used at any time after it was created – just like Alchemy.

Ranger Proficiency

Build Cost: 10 **Purchase:** Multi
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Ranger Weapons
Skill List: Ranger

For each purchase of this skill a character gains a +1 Damage Bonus weapon skills in the Ranger Weapons skill according to the table below.

Weapon Type	Damage Bonus
One-handed Edge, One-Handed Blunt, Bow, Crossbow, Thrown Weapon, Small Weapon	+1
Bow	+1.5 ⁸

This skill may be combined with other Damage Bonuses. The Ranger Proficiency skill is not hand specific.

Ranger Weapons

Build Cost: 8 **Purchase:** Once
Tagged: No **Duration:** Constant
Skill Type: Martial
Prerequisites: Warrior Basic Career SL, 2 Proficiencies
Skill List: Ranger

This skill allows the character to use the following weapons: One-handed Edge, One-Handed Blunt, Bow, Crossbow, Thrown Weapon, and Small Weapon. Additionally, they gain the ability to use the Florentine skill. The character gets a rebate on any of the weapon skills on this list, including Florentine.

Redirect Spell

Build Cost: 8 **Purchase:** Multi, *Special*
Tagged: Yes **Duration:** Instant
Skill Type: Martial
Prerequisites: 2 Spell Parries per
Skill List: Mystic Warrior

This skill allows the character to channel a spell they were hit with through their weapon into any target. Once successfully hit with a spell attack, the player must call “Redirect” and then has 5 seconds to channel the spell away from them into their target upon a successful weapon strike.

The character can redirect a spell augmented by Warlock skills, however the spell loses all of its augmentations and only the base spell is redirected. A character can only redirect a spell if they are wielding their Dedicated Weapon (not just in their hand) at the time. If the character has two Dedicated Weapons, not including a shield, they may redirect two spells.

If no target is available to redirect the spell into, then the character may redirect the spell into the ground or some other inanimate object. If a character does not ground the spell, after 5 seconds the spell will harmlessly go away.

The character may parry and redirect a spell for another character that is within weapon’s reach just like other martial parry skills except spells augmented by Perfect Aim.

Only low magic schools and Nature Magic can be redirected, therefore, Spell Songs, sorcery, and magical abilities cannot be redirected. A

⁸ Note: The bonus is rounded down so one purchase give a +1 Damage Bonus and two purchases give a +3 Damage Bonus.

character must have two Spell Parry skills per Redirect skill they wish to learn. This skill is always used once called and requires the character's Dedicated Weapon to use.

Rend Magic

Build Cost:	10	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Dispelling Strike		
Skill List:	Mystic Warrior		

This skill allows the character to do one of three effects per use of this skill: remove all latent spells on the target character as per the *Destroy Magic* spell, dispel a *Magic Sanctuary* spell, or dispel an *Imprisonment* spell. Only one of those effects can be used per use of the Rend Magic skill. The character does not have to call the effect when the skill is used, but the character can only target a *Magic Sanctuary* or *Imprisonment* spell if their target is under those effects. So if the target is in a *Magic Sanctuary*, the character cannot remove the target's latent spells, bypassing the *Magic Sanctuary*. They would have to use one use of the skill to remove the *Magic Sanctuary* and another to remove the target's latent spells. To use this skill, the character needs their Dedicated Weapon, and must strike the target character with their weapon. The character should call, "Rend Magic" when using this skill.

To dispel a *Magic Sanctuary* or *Imprisonment* spell, the character has to strike any legal combat area on the target character, even their weapon, shield, or cloak since the *Magic Sanctuary* or *Imprisonment* spell is the primary target not the target character.

This skill is stopped by a magical defense that stops physical attacks, Master Parry, Slay Parry, Dodge, etc. This master level skill is only stopped by master level parries, therefore Crit Parry, etc. will not work. Note the target cannot use a martial defense if they are under the effects of an *Imprisonment* or *Magic Sanctuary* spell; they may use any magical defense that stops physical attacks, such as an *Invulnerability* or a *Ritual of Defense* to stop the attack while they are in a *Magic Sanctuary* or *Imprisonment*.

Resist Curse

Build Cost:	4	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Arcane		
Prerequisites:	Arcane Grifter Tools of the Trade		
Skill List:	Arcane Grifter		

This skill allows the character to resist any curse – lesser or greater – that tries to affect them once per Tag Cycle per purchase of the skill. The character would call "Resist Curse", which is an out-of-game verbal but has a visible effect in-game to anyone who hears the verbal.

The character has to be conscious to use this skill. They do not have to use this skill, but once they are cursed they may not use this skill to break the curse.

Resist Disease/Poison

Build Cost:	5	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Miscellaneous		
Prerequisites:	Iron Skin		
Skill List:	Warrior Monk		

The character can learn to harness their spirit energy allowing them to resist the effects of all diseases – normal or magical – and any poison once per purchase per Tag Cycle.

To use this skill, the character would call "Resist Disease" or "Resist Poison", whichever is appropriate.

Riposte

Build Cost:	10	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Slay, 2 Master Parries per Riposte		
Skill List:	Master Warrior ACSL		

This skill allows the character to reflect, or riposte, any melee attack back to the attacker. The character using the Riposte skill does not have to meet the requirements to use the attacking skill, but they do have to land a successful blow on the desired target. The attacker is automatically affected by his own attack. The character has 5 seconds or 1 swing to try and land the attack being riposted. If the character fails to land a blow, the Riposte is used, the original attack is stopped, but it is not target is affected. The character using the Riposte skill may target the attacker or any other character they can reach.

A Speed skill can be combined with a Riposte by prefixing "Speed..." with the defensive call. So the character would call, "Speed Riposte..." and the name of the attack they are riposting. You do not need a Speed to riposte an attack delivered with a Speed skill. Also, you do not riposte the Speed, just the main attack.

For example, Wayson is fighting a Death Knight who hits him with a Slay skill. Wayson uses his Riposte and strikes back at the Death Knight calling, "Riposte, Slay". The Death Knight calls, "No Effect", since he is not affected by normal weapons, but Wayson is safe and does not take the Slay. The Death Knight again hits Wayson with a Slay. This time Wayson decides to take out the Necromancer who is healing the Death Knight and uses a second Riposte and his Speed skill calling, "Speed Riposte, Slay" and tags the Necromancer.

The attacker may call a defense to the riposted attack as usual, even another Riposte.

Any melee attack can be riposted, such as: damage, Critical Attack, Stun, Shatter Weapon, Speed, Slay, Flurry of Blows (one per blow tag), Decapitate, a channeled spell, etc. In the case of faith skills, the attack is stopped, the faith skill is not used and the faith skill is not redirected. If an attack is defined as an area affect melee attack, the Riposte will stop the damage or effect for the character but not reflect the attack back to the attacker or protect any character in the area of effect.

The skill requires the character to be wielding a melee weapon and not be surprised, therefore, you may not riposte a Waylay or Assassinate that is used from surprise. Additionally, the attack must come from the front 180° of the character, so attacks from the rear cannot be riposted. If the attacker is standing behind the character, but hits the side, that is from the back. If the attacker is standing in front of the character and hits their side, that is from the front and the skill can be riposted. If the Assassinate skill is used in combat, you may use the Riposte. This skill cannot be used with a shield. The skill is used once called.

Side Step

Build Cost:	5/15	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Dexterity		
Prerequisites:	None		
Skill List:	Rogue Basic Career Skill List		

This skill allows the character to side step the following melee, non-ranged attacks: Damage, Waylay, Critical Attacks, Disarm, Stun, Cheap Trick, or Throat Punch. The character must have both feet free and able to move, so if they are under the effects of a Pin spell, Bind spell, Ice Cast spell, Paste of Binding, etc, they cannot use this skill.

To use this skill, the character must call, “Side Step” and is used when called. The character cannot Side Step ranged attacks like spells, arrows, thrown weapons, etc., or area effect attacks.

Shield of the Elements

Build Cost:	6	Purchase:	Multi
Tagged:	Yes	Duration:	10 minutes
Skill Type:	Arcane		
Prerequisites:	Imbue Weapon		
Skill List:	Mystic Warrior		

When this skill is used, the character becomes immune to damage from one element. They are still affected by effects of that element. Therefore if a character using this skill to protect themselves from the element of death was hit with a *Maim* spell, they would not take any damage, but if they are hit with a *Take Your Sight* spell, they would not be protected and would be blind for the duration of the spell. This is also true of martial attacks, so the character would be immune to any physical damage but not protected from special attacks such as Slay, Stun, Disarm, etc.

This skill is purchasable multiple times, however, only one Shield of the Elements can be active on the character at one time. This skill creates a magical affect around the character which is visible to other characters when they make an appropriate attack. Whenever affected by an attack of the appropriate element, the character must call, “Shield of the Elements, <element>” and not “No Effect”. Once this skill is active on the character, it can be dispelled with a *Dispel Magic* spell or similar affect.

The element can be any one of the six and is chosen when the skill is used. Currently, there is no damaging effect in the Bonds School, but using this skill to protect themselves, the character can be unaffected from damage from the Elemental Pool skill, the Elemental pool from Elementals, Ritual of Elemental Energy: Earth, and similar affects.

It takes 10 seconds to activate this skill. To use this skill, the character has to take a knee, kneel, or sit and requires the use of their Dedicated Weapon to activate. If the character loses their weapon after activating this skill, the Shield of the Elements effect remains active for the duration of this skill.

Sense Trap

Build Cost:	3	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Dexterity		
Prerequisites:	Disarm Trap, Arcane Grifter Tools of the Trade		
Skill List:	Arcane Grifter		

The Sense Trap skill allows the character to magically detect traps on objects by touching them. The object can be a box, book, door, window, etc. but not an entire room or building. If the character suspects a section of floor is trapped, they would need to touch each section separately.

Once used, the skill will reveal if the object is trapped by either a mundane trap or a magical one such as a rune. The character also learns what the trap does. For example, for a mundane trap, the skill would reveal if it was damaging or a gas trap but not what kind of damage or gas. For a magical trap such as a rune, the skill would reveal the kind of rune (Fire Rune) but not its true name or effect.

To use this skill, the character must touch the object and expend 3 Power Points. The character would call “With my Arcane Power, I Sense Traps”, which is an in-game verbal and has a visible flash in-game that is visible to anyone who can hear the character. They must speak the verbal at a normal conversational tone. The marshal would then inform them of any information they have learned or they may read the marshal notes if present.

Spell Storing

Build Cost:	10	Purchase:	Multi
Tagged:	Yes	Duration:	Tag, Special
Skill Type:	Arcane		
Prerequisites:	Glyph, 4 Arcane Proficiencies		
Skill List:	Arcane Grifter		

This skill allows the character to catch any low magic, Spell Singing, or Nature Magic spell that affects them cast by another character. The character **CANNOT** store spells they cast themselves with Spell Storing. A character can have as many purchases of the Spell Storing skill as they wish, but can only store one spell at a time. Therefore, if the character has three purchases of the Spell Storing skill, they can capture and store one spell at a time, three times per Tag Cycle. The stored spells are not detectable by any means and cannot be dispelled. Even if the character dies, they retain the spell when they resurrect. Should the character attempt to store a spell already stored, the new spell takes effect and the currently stored spell is lost.

Once stored, the character can release the spell without the use of any in-game or out-of-game verbal. The character will deliver the spell using a Spell Packet with a free and unfettered hand. The character should call the common name of the spell suffixed by the word “...Spell”, for example, “Take Your Sight Spell”.

Any Spell Songs stored with this skill are released and delivered by a Spell Packet. The character can store a Warlock augmented spell, but will only “store” the following augments: Total Power, Double Power, Spell Binding. Any other Warlock skills are not stored and are lost. Only one spell delivered with Double Cast can be store. The second spell will still affect the character.

The stored spell is lost at the end of the Tag Cycle and does not carry over to the next Tag Cycle.

Slay Demon

Build Cost:	5	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Identify Demon		
Skill List:	Demon Hunter		

This skill works just like the Slay skill with the following exceptions:

- It can only be used as an attack and can never be used to parry any attack by any character,
- It can be used with any weapon the Character is proficient with, in either hand,
- It will affect any demonic Character regardless of Damage Resistance, and
- It will only work on a Character with the Demonic Monster Type (this is primarily demons, but the character’s card will have this information).

The player has to know the target character is a demon to use this skill. If the target is actually not a demon, this skill is not used. **Note, this skill cannot be used as a demon detector. Doing so is a Rules Violation.**

Soul Palm

Build Cost:	3	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	4 Monk Proficiencies, Spirit Palm		
Skill List:	Warrior Monk		

By learning to channel their spiritual energy into their fighting style, the character is able to swing for Mithril Damage with their Talons. To use this skill, the character should suffix their damage with "...Mithril". There is no cost to use this skill and they can choose to use it or not when they attack and they do not have to call Mithril Damage if they do not want to.

The character's hands do not really turn into mithril, but when the skill is used there is a visible mithril aura around their hands.

Speed - REVISED

Build Cost:	5	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Warrior Basic Career Skill List, 2 Proficiencies		
Skill List:	Master Warrior		

Using this skill, a character may automatically strike their opponent with a single blow. To use this skill, the character must strike at the opponent and hit any part of them – a legal body part, weapon or shield. The character prefixes the attack with "Speed", followed by either weapon damage or a specialty attack such as the Disarm or Slay skills. This skill can only be used with hand to hand weapons and not with ranged attacks.

Since Speed is a master level skill, only a Master Parry or a Slay skill will stop this attack. Even if the Speed skill is used with a Disarm, for example, the targeted character must use a master level skill to stop the attack.

This skill is always used once called.

Spell Parry

Build Cost:	6	Purchase:	Multi, <i>Special</i>
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Mystic Weapons, 1 Prof OR 15 Power Points for every Spell Parries		
Skill List:	Mystic Warrior		

The character can use the Spell Parry skill to stop (negate) any low magic spell or Nature Magic spell cast at the character except ones augmented by Total Power. Once successfully hit with a spell attack, the player must call "Spell Parry" to indicate the spell has been stopped.

The character can stop a spell augmented Warlock skills except Total Power. A character can only stop a spell if they are wielding their dedicated weapon (not just in their hand) at the time. If the weapon is merely held or sheathed, the character cannot use Spell Parry.

Only low magic schools and Nature Magic can be stopped, therefore, Spell Songs, sorcery, and magical abilities cannot be negated with this skill.

The character may parry a spell for another character that is within weapon's reach just like other martial parry skills except spells augmented by Perfect Aim.

A character must have 15 Power Points OR one proficiency for every 1 Spell Parry skills they want to learn. This includes the 25 Power Points needed to learn the Channeling skill, therefore if the character has 27 Power Points and 2 Proficiencies, they may learn 3 Spell Parries.

This skill is always used once called. The character's Dedicated Weapon is needed to use this skill.

Spirit Palm

Build Cost:	5	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Martial		
Prerequisites:	3 Monk Proficiencies, Iron Hand		
Skill List:	Warrior Monk		

By learning to channel their spiritual energy into their fighting style, the character is able to swing for Silver Damage with their Talons. To use this skill, the character should suffix their damage with "...Silver". There is no cost to use this skill and they can choose to use it or not when they attack and they do not have to call Silver Damage if they do not want to.

The character's hands do not really turn into silver, but when the skill is used there is a visible silver aura around their hands.

Stun Demon

Build Cost:	3	Purchase:	Multi
Tagged:	Yes	Duration:	Instant
Skill Type:	Martial		
Prerequisites:	Identify Demon		
Skill List:	Demon Hunter		

This skill works just like the Stun Skill with these exceptions:

- It can be used with any weapon the Character is proficient with, in either hand,
- It will affect any demonic Character regardless of Damage Resistance, and
- It will only work on a Character with the Demonic Monster Type (this is primarily demons, but the character's card will have this information).

The player has to know the target character is a demon to use this skill. If the target is actually not a demon, this skill is not used. **Note, this skill cannot be used as a demon detector. Doing so is a Rules Violation.**

Survival

Build Cost:	2	Purchase:	5 Times
Tagged:	No	Duration:	Constant
Skill Type:	Miscellaneous		
Prerequisites:	Far Shot		
Skill List:	Ranger		

This skill allows the character to survive off the land. With this skill the character can provide the basics they need to live. They can hunt or scavenge for food, find or collect water and build a shelter. Out-of-game, if the character chooses to live off the land, they do not need to pay their upkeep at the end of the Event (which is typically 1 silver piece).

With this skill the character can also help others survive in the wild. When purchased, this skill will allow the character to take one additional person with them. With each purchase of the skill, they can take an additional person. While the character can stay in the wild for an indefinite period of time, character's without this skill can only stay out in the wild for one month (between two Events regardless of how many weeks there are) before they must return to civilization to recuperate.

Surviving off the land takes all of the character's time and effort, therefore they are limited to what other activates they can perform in between Events at Plot's discretion. However, they cannot learn any

skills while they are living off the land due to the amount of time it takes them to practice those new skills, unless it is another purchase of Survival, which they can learn while taking advantage of this skill.

Throat Punch – NEW

Build Cost:	5/15	Purchase:	Multi
Tagged:	Yes	Duration:	30 Seconds
Skill Type:	Dexterity		
Prerequisites:	Waylay		
Skill List:	Rogue BCSL		

A character can deliver a blow with a melee weapon to another character and render them mute for 30 seconds. **While the skill indicates the target is struck in the throat, the character must NOT hit the target in the throat!** The head is not a legal combat target! Instead, the blow needs to hit the target in elbow to knees.

To use this skill the character should call, “Throat Punch X...”, where X is the amount of damage dealt and suffix the verbal with the damage type of the weapon. For example, a character using their silver sword and normally deals 2 points of damage, they would call “Throat Punch, 2 silver”. The skill will not work on characters that do not have a normal humanoid physiology, like most undead.

This skill is stopped by any defense that stops physical attacks. Additionally, neck armor will also protect against a Throat Punch. When armor is evaluated by an Arms Marshal, the armor is assigned a certain number of Armor Points. In order for a Throat Punch to silence a character, it must do more damage than the Armor Points in the neck armor. For example, if the target is wearing a gorget worth 2 Armor Points, and you call “Throat Punch 1 damage”, then the target is not silenced but still takes 1 point of damage. The Armor Points in the neck are the second to last ones to go for purposes of Throat Punch protection.

Tools of the Trade

Build Cost:	8	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Dexterity		
Prerequisites:	Rogue BCSL, Mage BCSL, Rank 2 in 3 Low Magic Schools, Waylay		
Skill List:	Arcane Grifter		

When a character purchases this skill they gain the ability to use: Thrown Weapons, Small Weapon, One-Handed Edge, Bow, Crossbow, Staff, and the Florentine skill. The character also gains the ability to use a staff in their off hand. This allows them to block only, just like with the Master Florentine skill and a two handed weapon.

Additionally, any Build Points the character may have spent on these weapon skills are refunded when this skill is learned. So, if a character has One-Handed Edge skill, Florentine skill and Thrown Weapon skill the character would get back a total of 8 Build Points, effectively getting the Tools of the Trade skill for free.

Torture – Revised

Build Cost:	3	Purchase:	Multi
Tagged:	Yes	Duration:	Special
Skill Type:	Miscellaneous		
Prerequisites:	None		
Skill List:	Master Miscellaneous Skill List		

This skill allows the character to interrogate another character and force one truthful answer from them using physical harm and pain **so long as it conforms with the decency standards of LAIRE**. It takes 30 minutes to use this skill and during that time the character should roleplay his torture and interrogation of the target character. For every purchase of the Courage skill the target character has, they can prolong

the time it takes to use this skill by 10 minutes. So a character with three purchases of the Courage skill could hold out for 60 minutes. This skill can be countered by the Iron Will skill. No other skill or spell will stop this skill.

To use this skill, the target character must be restrained and unable to resist. The character may either inflict pain without causing Body Point damage or cause damage if they wish at any point while using this skill; they may even deliver a Killing Blow.

The character using this skill may also force the target to perform one action provided it does not cause the target character to lose permanent Body Points or Power Points or takes longer than 30 minutes. This action can be anything the character is capable of performing. For example, a character can be made to cast a spell or lower a Ward. They can be forced to pick a lock or disarm a trap so long as they have the appropriate skill. If the character cannot perform the action they are directed to do, the skill fails and the Tag is used. The action does not have to be performed immediately. The character may bring the target character to a location where the action will be performed, but they must always be present, the target character must remain restrained, and 7 the action has to occur within 30 minutes.

For example, Illium is captured by some Servants of Darkness and tortured. After 30 minutes they want him to lower the Ward on his barracks. They take him to the building and the torturer orders him to lower the ward. Illium must comply unless he has an Iron Will. Also, if the torturer wanders away from Illium, he frees himself from his bonds, he runs away, or the trip to the building takes over 30 minutes, Illium does not have to lower the ward. Finally, if Illium does not know the word to the ward or is not a caster of the ward and has no ability to lower the ward, the torture fails. In all of these instances, the Tag is used for that Tag Cycle.

This skill **does not** allow a character to mutilate the target character without doing damage or magically preserving the character in anyway. For example, a character cannot remove an internal organ or bone without delivering a Killing Blow. They can remove fingers or toenails but not hearts, intestines, or spleens. This skill does not allow the character to alter the target character’s physiology in any way, the Evisceration skill is used for that.

The character can use this skill to inflict pain upon an unresisting target character without doing damage and without using a Tag for that cycle provided they do not try and force the answer to a question or perform an action.

Track Demon

Build Cost:	3	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Miscellaneous		
Prerequisites:	Demon Lore		
Skill List:	Demon Hunter		

In order to successfully use this skill, a Marshal must be present. This skill allows the character to track any demonic character, even Shadow Demons, using physical and supernatural signs that may be invisible to others. While using this skill the character must move at a slow walking pace. The Marshal has final say as to the successful use of this skill. If no Marshal is present, this skill fails. In addition, the Marshal must know the whereabouts of the character(s) being tracked. If the Marshal does not know, or cannot discover the whereabouts in a reasonable amount of time, the attempt fails.

The character can recognize the impressions left by a demon gating to or from Hell. They can also track a demon to the point where they

Shadow Meld or Shadow Walked. They cannot discover the demon or force them out of the shadows and in the case of Shadow Walking, they can tell where they used the skill but not where they will have appeared. They can also track a demon that has shapechanged. However, they cannot use this skill to detect a demon. The character has to be actively using the skill to track a demon who then uses one of the three aforementioned abilities. If the character is walking along they do not know that someone passing by was a shapechanged demon. This skill is not foolproof. A demon who enters a city and starts changing and hiding in a crowd can eventually lose the Demon Hunter. This is at the discretion of the Marshal.

This skill cannot be used to cover tracks.

Unnatural Health

Build Cost:	10	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Miscellaneous		
Prerequisites:	Any 14 Ranks of Endowment Skills		
Skill List:	Demon Hunter		

After many seasons of consuming the flesh of demons, the characters physical stamina has increased making them better able to withstand the rigors of the corrupting effects of the demonic flesh they consume. Once purchased, this skill conveys the following benefits:

- They gain a permanent +10 bonus to their Body Points. This raises their Base Body Points, so anything that effects their Base Body Points affects this bonus.
- The character's Maximum Corruption Points are permanently doubled. See the table in the Demon Hunter's section under Corruption on page .

Venom Master

Build Cost:	6	Purchase:	Once
Tagged:	No	Duration:	Constant
Skill Type:	Dexterity		
Prerequisites:	Master Assassin		
Skill List:	Assassin		

This skill allows the character to extract poisons from creatures and use them on their weapons. To use this skill the character must first remove the poison sac from a character that has one. Creatures such as poisonous spiders, giant scorpions and the like all have suitable poisons. The character's poison sac must have a natural poison or venom attack with a number of uses per Tag Cycle. Therefore, characters with magical or supernatural poisons that are continuous, like a Ghoul's paralysis poison, cannot be extracted.

To extract the venom or poison, the character needs a dissection knife and spend 1 minute cutting out the gland. The character will then receive one use of that poison for every charge the creature has left. The player should have the NPC sign a Venoms Tag with the monster's name, poison type the NPC's initials and Player Number. Creatures with gaseous or spore attacks cannot be extracted. The extracted poison will last until the end of the third month (not Events) from the time it is extracted. So if a character extracted an Instant Death Poison during the June Event, the venom can be used until the end of the August Event, regardless of when that Event takes place. A character can extract a poison sac and dissect a part from the same creature – unless the component is the poison sac itself.

A character with the Venom Master skill can use this extracted poison on their weapon only. It cannot be thrown or used to poison food or objects. It also cannot be used in Alchemy or made into a gaseous poison. To use the venom, the character places it upon their weapon and the player must mime the action of placing the venom on their weapon in-game. The next blow that deals damage also delivers the

venom. Therefore, a blow that strikes a weapon or shield does not use the venom on the weapon. A blow that lands, but is blocked by a martial or magical skill, does expend that use of the venom. Only one venom may be applied to a weapon at a time. A venom may be used in a venom type weapon.

Only a character with the Venom Master skill may use a venom or a weapon coated with a venom. Any other character can use the weapon as normal, but will not gain the benefit of the venom nor will they expend any venom on the blade. Any character can wipe the venom off of a weapon, however.

These venom coated weapons are stopped by anything that would stop the attack that delivers them, additionally, anything that would stop the poison of the same type will also stop the venom (but not the damage from the weapon). For example, a Sleep Venom will not affect any character immune to Sleep Poisons, poisons, or by the Resist Alchemy skill.

Waylay – Revised

Build Cost:	5/15	Purchase:	Once
Tagged:	No	Duration:	5 Minutes
Skill Type:	Dexterity		
Prerequisites:	Small Weapon Skill		
Skill List:	Rogue Basic Career Skill List		

This skill will render a target character Unconscious by striking them with a small weapon. The character should tap the target player between the shoulder blades with the weapon and prefix their damage with the word "Waylay". All Damage Bonuses and Strength Bonuses will add to the damage done by a Waylay. The character must call damage to be effective; a "Waylay Zero" or less has no effect.

This skill must be delivered from behind. The character must be approximately 90 degrees behind their target to be considered behind them. The character cannot reach their arms around the target to use their Waylay skill. A Waylay does not have to be delivered from surprise, but cannot be delivered against a character who is currently engaged in combat. Once a character has been hit with a Waylay, they are considered to be in-combat, therefore you cannot hit the same character with another waylay immediately after. A character cannot Waylay two characters simultaneously even if they have the Florentine skill. Additionally, a character cannot use the Waylay skill with a ranged attack, even if it is augmented by the True Aim skill.

A defense that stops physical attacks will protect the character from both the effect and damage done by a waylay. Additionally, a helmet that covers the back of a character's head **and** neck will also protect against a Waylay. When armor is evaluated by an Arms Marshal, the helmet is assigned a certain number of Armor Points. In order for a Waylay to knock a character unconscious, it must do more damage than the Armor Points in the helmet. For example, if the target is wearing a helmet worth 2 Armor Points, and you call "Waylay one", then the target does not fall unconscious but still takes 1 point of damage. The Armor Points in the helmet are the last ones to go for purposes of waylay protection.

In-game, a Waylay should be perceived as a strong, hard blow to the back of a character's head, accompanied by a meaty "thunk". It is not possible to make this a quiet attack; the character must say – not whisper – the word "Waylay"; everyone who hears that word knows that a strong blow has been struck.

A character can be woken up by healing them at least 1 Body Point by any means.

Weapon Accuracy - Revised

Build Cost:	3	Purchase:	Multi
Tagged:	Yes	Duration:	5 Minutes
Skill Type:	Martial		
Prerequisites:	Warrior Basic Career Skill List, 1 Proficiency ~ or ~ 1 Assassin Proficiency		
Skill List:	Master Warrior, Assassin		

Using this skill, a character can pinpoint the “chink” in their opponent’s Armor, and hit their Body Points directly. The character must suffix the word “Body” after the amount of damage. This notifies their opponent that such damage is to be deducted from their Body Point total. This skill may be used with other damage skills such as Critical Attack and Speed, as well as being an effective way to deliver blade poisons. This skill will work against mundane or magical Armor Points, even those from an Armor spell.

This skill cannot be used with an attack that does not do damage.

Once the character makes their first attack, they can continue to make direct body damage attacks for 5 minutes.

Spells

As a general rule, all fire, ice, and enchantment spells that deal damage now deal 5 points of magical damage per Power Point instead of 4.

The damage of wall spells have increased from 14 to 48 points of damage and is reflected in the table below.

To save space here is a quick reference table:

Demonology			
Rank	PP	Spell	Damage/Effect
2	5	...Scourge Your Hands	Deals 10 points of <Aspect> damage and must drop everything in both hands.
3	9	...Burn Your Soul	Deals 30 points of <Aspect> damage and a 5 sec Torso Stun
Enchantments			
1	1	...Shock	5 points of magical damage due to lightning
2	4	...Lightning Bolt	20 points of magical damage due to lightning
Ice			
1	2	...Ice Dart	10 points of magic damage due to ice
2	4	...Ice Bolt	20 points of magic damage due to ice
3	6	...Spear of Ice	30 points of magic damage due to ice
3	6	...Wall of Frost	10 foot by 10 foot wall that causes 48 points of magical ice damage to anyone who touches or crosses wall
Pyrotechnics			
1	2	...Flare	10 points of magical damage due to fire
2	4	...Fireball	20 points of magical damage due to fire
2	6	...Inferno	30 points of magical damage due to fire
3	6	...Wall of Flame	10 foot by 10 foot wall that causes 48 points of magical fire damage to anyone who touches or crosses wall
3	8	...Dragon's Breath	40 points of magical damage due to fire
4	12	...Lava Burst to Burn My Enemies	60 points of magical damage due to fire
Nature Magic			
3	9	...Strike You Down with Thunder and Lightning	30 points of magical lightning damage and 5 second Torso Stun

Wall Spells

All wall spells now do not require the caster to maintain concentration on them by holding up their hand. Instead, the caster only needs to maintain the spell by staying with in Line of Sight of the wall they are maintaining. The caster can perform any other action they like such as cast other spells, use skills or even cast other wall spells.

If the caster leaves Line of Sight, falls unconscious or enters their Death Count, the wall spell will go down.

Death School

...Cause Harm **Duration:** Instant
3 Body Points per 1 Power Point,
Variable

This spell does 3 points of magical direct body damage for every Power Point spent by the caster. When the spell is cast, the caster must state the amount of damage being done; for example, "I Call Upon Darkness to Cause Harm... Fifteen Body Points" cause 15 Magic Body Points and means that the caster spent 5 Power Points.

This spell will heal undead (and some other characters) at the same rate as it damages non-undead.

Demonology School

Shadow has been added to as a viable aspect to the Demonology School. All of the spells that summon demons now also summon shadow versions if that version is chosen by the character where applicable.

The four <Aspect> verbals would be:

- From the *Unending and Fiery* Pits of Hell I...
- From the *Unending and Icy* Pits of Hell I...
- From the *Unending and Undying* Pits of Hell I...
- From the *Unending and Shadowy* Pits of Hell I...

...Scourge Your Hands. **Duration:** Instant
5 Power Point

This spell does 8 points of damage to the character with the effect listed below depending on the Demonologists Aspect. Additionally, the character must drop whatever is in their hands. They may pick up the item immediately after they drop the items. This is not a charm effect.

Aspect	Damage
Fire	8 Magic Fire
Ice	8 Magic Ice
Undeath	8 Magic Rot*
Shadow	8 Magic Ghost
* Note this does not heal undead.	

...Burn Your Soul. **Duration:**
9 Power Point

This spell does 24 points of damage to the character with the effect listed below depending on the Demonologists Aspect.. Additionally, the character is affected by a 5 second Torso Stun.

Aspect	Damage
Fire	24 Magic Fire
Ice	24 Magic Ice
Undeath	24 Magic Rot*
Shadow	24 Magic Ghost
* Note this does not heal undead.	

...Summon Dark Energies to Power Me. **Duration:** *Special*
15 Power Point

This spell grants the caster a demonic energy pool of the type listed below. The caster can throw the pool at any rate up to the total of their current points or empower their weapons or claws to swing for +1 for each pool point put into the attack. This requires no verbal to use.

The pool will fade away after 1 hour if not used.

Aspect	Pool
Fire	40 Magic Fire Pool
Ice	40 Magic Ice Pool
Undeath	40 Magic Rot Necromantic Pool*
Shadow	40 Magic Ghost Pool

* Note this does heal undead.

This spell is not stackable with itself.

Thaumaturgy School

3rd Rank Thaumaturgy

Spell Verbal: I Pierce the Veil of Force *and Energy* to...

...Transfer Magic Power **Duration:** Instant
8 Power Points

This spell will transfer Power Points from the caster to the target character. Any number of power points up to the casters current number of Power Points can be transferred. The caster needs to spend the 8 Power Points to cast the spell, plus the amount of Power Points being transferred. The caster should suffix the spells verbal with amount of Power Points they are transferring. For example, "I Pierce the Veil of Force and Energy to Transfer Magic Power...20 Power Points." The caster would lose a total of 28 Power Points and the target would gain 20 Power Points.

The actual transfer happens after the spell hits, so if a character were to invoke an absorption spell or effect, they will only get the 8 Power Points of the spell and the caster would only lose the power to cast the spell, not the amount they intended to transfer. However, if the caster throws the spell and it hits an unintended target, that character would gain the Power Points stated when cast. If the packet hits an invalid target like a door, floor, rock, etc. (ie not a character), then no power is transferred.

The caster cannot transfer more power than they have; trying to do so means the spell fails and the Power Points used to cast the spell are expended.

General Rule Changes

Clarify

Sometimes during game play, especially in a large scale battle, a skill, attack, effect, ect. is called and a Player or Players may need to clarify what happened. This might occur when one Player is attacked by multiple people or a group of people are affected by a special attack. It does not matter how many people are involved, but this rule is intended for a small subset of a larger scene.

When a Player or Players need to get a clarification on what happened, one of the players should call "Clarify" as they would a Hold and raise one of their hands up in the air like they would asking a question in school. Everyone around them should likewise raise their hands to show they are involved in the Clarify. The question and issues are then quickly resolved and a Lay-on is called and play resumes.

A Clarify may not last more than 10 seconds. If it is taking longer than 10 seconds, call a Hold. All action stops, just like a Hold, so Death Counts, spell durations, cool downs, etc. are stopped for the duration of the Clarify.

Any bystanders who accidentally move into a Clarify have the option of stopping and raising their hand or moving on by and ignoring the Clarify.

The point of the Clarify rule is keep the flow of the game going and reduce game wide Holds, not to substitute for an actual Hold. If there is a good reason to call a Hold, like someone is about to fall or someone is hurt, call the Hold. The Clarify rule should only be used to get a quick clarification on a rule or effect that was used.

Additionally, on a Module or small encounter of about 12 players, call a Hold. Most of the people involved in the encounter will probably also need to know what is going on, plus, with such a small number of players involved, it could potentially change the flow of the combat or actions of the few people on in the Clarify.

Got It! Rule

During combat it can often be confusing if your attack landed. This is fine if you are just calling damage, but using a skill that is not used until the target character is affected by it or calls a defense. This issue is especially a problem when the target is not affected by the attack. Therefore, you must call "Got IT!" whenever an attack lands that you do not call a defense, No Effect, or if it has an immediate, visible OOG effect, like falling down dead.

Got IT! does not have to be called if it would prevent you from using an in-game verbal or calling an out of game effect. For example, if a character is hit with a Slay and calls a Slay Parry, they do not have to call Got IT! If two characters are fighting and they are both calling martial skills, they do not have to stop and call Got IT!, thus preventing them from calling skills. Got IT! is intended to be used to diminish confusion during combat, not "stun lock" someone out of using skills or spells.

Dealing with Out of Game Knowledge

Sometimes you know something out-of-game that your character would have no knowledge of. For example, you may be on a module where you know the answer to a riddle, the secret word to open a box, or the solution to a puzzle box. This is especially common with Plot Marshalls or players who play a recurring NPC.

If you are playing one of your PC's and someone asks you a question or shows you something that you only know the answer to out-of-game, you would say "That doesn't look/sound like anything to me." This will let the other players around you know that you have out-of-game knowledge that prevents you from assisting them in the problem at hand.

You cannot use rule this to get out of roleplaying a situation you do not want to. For example, Brick is asked about the Alchemists Guild and he says, "That doesn't..." so he does not ever have to talk about it again would be a misuse of this game mechanic. Just like you do not call a Hold to catch your breath, you do not say the line to gain an advantage.

Claws and Talons

The length of claws and talons has been increased as per the table below.

Weapon	Grip	Total Length		Padded Length		Blade Length		Weapon Damage
		Min	Max	Min	Max	Min	Max	
Claws**	5 ± 1	22	24	-	-	15	17	1
Talons††	5 ± 1	26	28			18	20	1

** Claws have no cross guards and are all white. The handle maybe any color.

†† Talons have no cross guards, are all white, and have a ¾" to 1" black stripe down the full length of the blade down opposite sides.

In-Game and Out-of-Game Information

(see Playing the Game in the rulebook for a full description)

The flowing changes and updates have been made to the "metagame" rules to take into account modern technologies, namely social media.

Discussing out-of-game information is not limited to in person or phone conversations. It also includes emails, chats, forum posts, Facebook, Twitter or any other electronic communications. These are the "cans" and "cannots".

- You can bring in the information you gain from any medium **if** the person talking/typing about themselves.
- You cannot talk about Plot stuff, NPC stuff or 2nd hand information. For example, if someone tells you what they overheard in the parking lot.
- You cannot bring in in formation passed through screen shot. You should also not be sharing in-game information from a chat or forum via screen shots and have that count as "hearing" it.
- You cannot use the information you gained out-of-game in-game until you are actually at an Event and in-game as your character. For example, if Suzie tells you that she got to use her necromancy on a module to save the party, you cannot tell anyone about this or act on this information until the next Event you attend and play your character. You may then feel free to tell anyone else in-game about Suzie's character's actions.

This rule may seem harsh, but it is based on 20+ years of experience with metagamers and players with poor sportsmanship who use out-of-game information to either ruin another character's fun or protect themselves from ramifications of their in-game actions.

LAIRE understands that you want to talk about your adventures – as a PC or NPC with your friends after the Event. It's part of the fun! However, this information can have a negative effect on many other

players of the game. When you are talking with your friends, be cognizant of what you are saying and do not ruin another player's fun by divulging things you saw as an NPC. Similarly, if your friend tells you something about their character, do not just jump at the chance to ruin their fun by bringing it in-game.

We are all supposed to be friends, a community of like minded gamers. Let us keep that in mind and treat each other how you want to be treated yourself.

Ritual of Absolute Healing

This ritual heals the target character, whose body or heart must be present, of ALL ailments and affects. The character is resurrected if dead, automatically drawing a white marble but otherwise follows all normal rules for resurrections. If the character has only a red marble left, this ritual will not resurrect the character. This ritual will not resurrect a character that is over 20th Level or is un-resurrectable.

The ritual also restores the character to their full Body Points including any lost permanently due to magic effects but not Golem Creation, removes all curses, heals all limbs, restores all senses even to someone born that way, cures insanity both natural and magical, and cures all diseases affecting the character.

The target of this ritual can be at the Brink of Death and will act as a Draconic Life. If the target of this ritual is alive or not at the Brink of Death, it will still work as described above, but note that it does not affect the character with a Draconic Life effect, therefore they can still get that life effect that day. Finally, while only the head or torso needs to be present, it will only work once on either the head or torso. You cannot cast two rituals, one on the head and one on the torso, and get two living people from it. (I can't seriously believe I have to write that last sentence! You people!)

This ritual has no effect on an undead. This ritual will not return Build Points or skills lost by any means.

Shields and Spells

How a shield interacts with a spell depends on the type of spell being cast. When a damaging spell hits a character's shield of any type they are affected by the spell. When an effect spell hits a shield of any type the spell is blocked and the character is unaffected by the spell.

Damaging spells are any spells that deal damage to a character's Body Points. Some examples are *Fire Ball*, *Shock*, *Harm*, *Lightning Bolt* and *Heal Person*. Effect spells are any spell that does not deal damage directly but has an effect on the character in other ways. Some examples are *Paralysis*, *Sleep*, *Destroy Magic*, *Detect Life*, *Death Slave* and *Kill Spell*. In the later example, even though the *Kill Spell* reduces a character to -1 Body Points and brings them to the Brink of Death, it is considered an effect and not a damaging spell.

The two exceptions to this rule are the *Shatter* and *Blast* spells which are not stopped by shields as these spells are designed to effect objects and not the character. Note that an unshatterable shield is still not affected by the *Shatter* and *Blast* spells.

Addendum

Since this does not appear in the Player Version of the rulebook, it is reproduced here for easy reference.

Shadow Magic School

Special Rules for the Shadow Magic School

This school of low magic is only usable from sundown to sunup, 7 pm to 7 am. Additionally, most spells in this school will dissipate with the sun rising instead of the end of the Event.

Damage done in this school is suffixed by the word "...Ghost" and is the same effect as an *Oil of Ghost Blade*. Ghost damage harms a character's Body Points directly and bypasses Armor Points. A character with Damage Resistance: Silver or better will not be harmed by the attack (ghost is not better than silver damage). There is one exception to this rule; undead are affected by ghost damage regardless of their Damage Resistance.

1st Rank Shadow Magic

Spell Verbal: By the Shadows of Night I...

...Grant a Phantom Strike. **Duration:** Latent
2 Power Point

This spell is cast upon a weapon. Once invoked, this spell will cause the weapon's next strike to swing for ghost damage. This spell does not add any extra damage to the swing and will only work for one swing.

The player should suffix the damage called with the word "...Ghost".

...Wrack Your Spirit. **Duration:** Instant
2 Power Point

This spell does 8 points of ghost damage.

...Form a Black Shield. **Duration:** Until Used Up
3 Power Point

This spell gives a character an additional 6 Armor Points. These extra Armor Points are the first to be lost when a character is damaged, even before an *Armor* spell. Regardless of when the spell is cast, the effect ends after 7 am.

2nd Rank Shadow Magic

Spell Verbal: By the *Unending* Shadows of Night I...

...Rend Your Soul. **Duration:** Instant
4 Power Point

This spell does 16 points of ghost damage.

...Summon a Black Mantle. **Duration:** 5 Minutes,
6 Power Point Self Only

This spell is active as soon as it is cast. This spell provides a 2 Soak and can only be cast upon the caster.

...Grant a Phantasmal Fury. **Duration:** 1 Minute
6 Power Point

This spell is cast upon a weapon and is active as soon as it is cast. This spell causes the weapon to swing for ghost damage for 1 minute. The player should suffix the damage called by the word "...Ghost".

3rd Rank Shadow Magic

Spell Verbal: By the *Unending* Shadows of Night I...

...Bar This Creature from Shadow. **Duration:** 1 Hour
6 Power Point

When cast upon a target character that possesses the ability to Shadow Walk, Turn to Shadow, or similar ability, that character cannot use those abilities for the next hour. Note that this effect cannot be dispelled by a Low Magic spell. Regardless of when the spell is cast, the effect ends after 7 am.

...Cloak this Form in Darkness. **Duration:** 1 Hour
6 Power Point

This spell covers the target character in shadow causing the target to appear as an undead Shadow. The spell takes as long to cast as the character takes to put on the shadow costume. All of the character's items and weaponry are also concealed by this spell and are covered in black. The character detects as normal. This spell can be dispelled and, regardless of when the spell is cast, the effect ends after 7 am.

...Form a Wall of Terror **Duration:** While
7 Power Point Concentrating

This spell creates a 10 foot by 10 foot by 1 foot wall of shadow; if anyone touches or passes through the *Wall of Terror* they are affected by a Fear effect. This spell has no effect on characters immune to fear. Characters affected by this spell must run out of line of sight of the wall for 10 minutes or until a Heal Mind effect or *Dispel Magic* is cast upon them.

...Temper this Weapon. **Duration:** 5 Minutes
8 Power Point

This spell is cast upon a weapon and is active as soon as it is cast. This spell causes the weapon to gain a +1 Damage Bonus for 5 minutes.

4th Rank Shadow Magic

Spell Verbal: By the *Unending* Shadows of Night I...

...Cause You to Flee in Terror. **Duration:** 10 Minutes
10 Power Point

This spell causes the targeted character to run away in fear. The affected character is under a Fear effect. This spell has no effect on characters immune to fear. Characters affected by this spell must run out of line of sight of the caster for 10 minutes or until a Heal Mind effect or a *Dispel Magic* spell is cast upon them.

...Enhance this Being with Phantom Grasp **Duration:** 5 Minutes
10 Power Point

This spell makes the target character immune to the Disarm skill and *Fumble* spell and effects for 5 minutes. The player should call "No Effect, Phantom Grasp spell," when hit by a Disarm or Fumble spell.

...Silence Your Thoughts and Still Your Mind. **Duration:** Until Sunrise
12 Power Point

This spell causes the target to fall unconscious until sunrise. The effects of this spell can be ended with a *Dispel Magic* spell. Causing damage to the character or a Heal Mind spell will not awaken target character.

This spell only affects living characters.