

Banished



The Foresaken Chronicles

Rulebook

Version 2.1.4

Last edited 06/08/2023

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Mission Statement

The Banished Staff is dedicated to giving each and every player the opportunity and ability to be entertained. Our goal is to create a consistent, full, ever changing, and interactive world filled with action, excitement, and role play. Every staff member will remain impartial, unbiased, and will treat every player of this game fairly. The Banished Staff will always remember that it is the players who are the heart and soul of the game, and it is because of them that we are here.

Welcome to Banished!

Getting Started

What to Do First

For new players, we recommend checking out our [videos](#). We're working to cover the most frequently asked questions, address concerns, and offer tried and trusted advice from experienced LARPerS to help you get into the game as quickly as possible.

What to Expect

Arrival

Parking is limited and not near the play area. You'll want to make everything as easy to setup as possible without repeated trips to your vehicle. Most players will try to arrive as early as possible on the first day so they can drive to their cabin to unload, move their car to the parking area, set up their sleep area, and explore the site a bit.

Sometime around 5 or 6, other players and staff will begin to arrive in significant numbers. This is a good time to chat and get to know members of the Banished community. This is also a great time to make new friends or even find a LARP mentor or get some great costuming and makeup tips.

Setup and Check-In

At some point during this settling in phase, the trailer will arrive with all of the props, monster costumes, etc. for the event. This will begin an intensive setup period where players are encouraged to help unload the trailer and get everything set up prior to start of the game.

This time may also include a Check In period where staff members will ensure participants have their paperwork in order, provide character sheets and so on.

Once the trailer is unloaded and Monster Camp is set up, there is generally a meeting in the Tavern where staff will hit the highlights of recent in game history, make any announcements, and set a time for Lay On, or start of the game.

When that is done staff will set up the first Mods/Modules. These are the situation's your character will participate in. Mods can involve combat, roleplaying, solving puzzles, physical challenges, and more. They can vary significantly from one event to another.

Lay On

At the designated Lay On time, usually between 10 and 11 pm, the game will officially begin. From that moment until Lay Off, or the end of play, try your best to remain in character.

Lay Off

You will live in the game world as your character until Lay Off, which is the end of the event.

After Lay Off, which usually happens without much fanfare, usually late on the last night, most players and staff will go to bed. The following morning, clean up and move out begins.

Cleanup and Check-Out

Some early risers will take care of their clean up duties while the camp is quiet. Others prefer to pack their personal gear and load that up first.

Any yellow tag items should be returned to Monster Camp as early as possible so that they do not get lost. In addition to packing and loading your own gear, and doing your part to clean the site, everyone is encouraged to help pack up Monster Camp and reload the trailer.

The staff will then inspect the site to make sure nothing is left behind, nothing is left in a mess, and that any maintenance issues are reported to the site owners.

Post Event

It is not uncommon for a group of players and staff to meet at a nearby restaurant in town to enjoy each other's company and go over the events of the game.

Generally, there is some sort of post event survey which allows you to give feedback on the event. This gives you extra Character Points (CP) with which your character can grow and gain skills.

Whether you have never LARPed before or if you are just new to Banished, you should expect to be very tired when you get home

because you will be moving, feeling, and thinking a lot.

“LARP Hangover” is real, the wise plan will accordingly.

What to Bring

If you will be playing a character of your own, bring your costume pieces, weapons, and any make up you need for that. Your costume should include good shoes.

If you will be NPCing, bring dark, comfortable, and weather appropriate clothing and good shoes.

There are often ants, grass burs and stickers and so on at the site

Good shoes matter, a LOT!

Either way, you will need a sleeping bag, pillow and sleep attire, your own personal care items and so on.

You can bring snacks, but there will be food and goodies available for purchase in the Tavern.

You'll need to bring your signed Release of Liability or plan to complete one upon arrival.

If you think you might want to participate in the post-game lunch, bring money to pay for a mid-priced restaurant meal and maybe a change of comfy clothes that aren't part of your character's costume.

What to Know

For new players, we recommend you familiarize yourself with the Accelerant Core Rules first. This does not mean you need to memorize the entire section, but a read through can make it much easier to know how to react in a given situation and help ensure player safety.

We also recommend you read through the Duties and Expectations section and the Banished Policies section as well. This will give you info help you keep yourself and others physically and emotionally safe while roleplaying and tell you a bit more about the etiquette of Banished.

If you are ready to start making your character, you may also want to read through the character creation process in Appendix A. You can find more details of the species, Faith, skills, and other functional areas of the Banished world in the remaining Appendices.

To a large degree, you will choose which Mods you will do and which, if any, you will not do. We encourage you to join in as much as you can, for maximum enjoyment, but we understand people have different interests and personal limitations.

Please, don't hurt yourself thinking you have to do everything if that's not realistic for you.

If you aren't sure what kind of character you want to make, you can get help from our team, or even come NPC for us for an event or two to get a feel for what you might like and what your style of play might be.

Where to Learn More

You can find out more by checking out our website at www.banishedlarp.org, joining our Discord or Facebook page, or by reaching out to our staff.

Accelerant Core Rules

Welcome

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first chapter of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Rules of Etiquette

In an activity as fluid and full of unexpected circumstances as live action games, it is important that each player attempt to follow the spirit, as well as the letter, of the rules.

Although we have tried to create rules that are as cut and dry as possible, there are certain rules that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are often difficult or nearly impossible to quantify. We know this, and if players abuse them or become less than graceful when using them, the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful when dealing with Rules of Etiquette.

Abusive Language

The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory, or that are deemed to be harassment, are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

In Game Harassment

It is not our intent to remove a player's free will when choosing how their characters conduct themselves. In Banished, the expectation is that should an issue arise between characters, that an attempt is made

to resolve it character to character, or character to community. For example, we will not tell a player they cannot be a pickpocket, but those who have been robbed may seek out satisfaction in game or appeal to the town leaders and laws for the community to address. If for some reason those methods are not available or the in-game actions are complex, there is also the option to resolve the issue player to player, and bring that resolution in game, with the hope being that no one is actively intending to ruin another player's event.

With that being said, being in game does not excuse all actions. Use of real-world slurs are not permitted. It would be impossible to list every word that falls into this category, but if it is commonly used to insult and hurt a group of people in the real world, it doesn't belong in game. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed.

Cursing

As an 18+ game Banished does allow cursing, but players should make an effort to keep their expletives as in game as possible. Also, be aware that there is a very real distinction in general cursing and directing it at a character. We all know that some words are worse than others and you are expected to use good taste and common sense when choosing to speak to another person in this way.

Out of Game Harassment and Abusive Language

Out of game abusive language or actions are not tolerated in Banished. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game. Short of shouting a caution or safety issue, you should have no reason to raise your voice or yell at someone out of game.

Reasonable Expectation of Privacy

Banished players should have a reasonable expectation of privacy for their out of game

items and basic essentials that go with a typical weekend. Any container or tote that is blue is considered out of game. For bags and luggage, a visible blue tag with "OOG" on it can be used. These items are off limits to anyone other than the owner or someone given permission by the owner. After lay on, there should be no in game items in these containers. Also, there may be situations where you need a moment such as returning from the shower, taking medications, or any of the other real world out of game needs that have to be met. If for some reason an NPC or PC catches you in a compromised situation, you can use a Caution and let them know you need a moment of privacy.

Game Actions

The system is designed to keep the game running as smoothly and fluidly as possible. The game takes place in a site full of props, buildings, and other players. The rules define how you interact with the environment and other players. The game has removed from the gameplay any actions and effects that players cannot actually perform. There are no creatures stepping through solid walls, no flying creatures, and no activities that cannot be played without interrupting the flow of the game. Characters that step into rifts and turn into spirit, or characters that die and rise as spirits are still visible as they walk off. You cannot attempt actions, such as chopping up bodies or breaking down doors, that cannot be performed for logistical or safety reasons.

Always In Game

Players stay in game and in character from the start of the event, (aka "Lay On") to its end. There is no "out of game", except during an Emergency. There are no out of game indicators, such as white headbands, and no people should be wandering about, unless they are there in the actual game. The idea is to keep the game flowing so that players can stay in character and be immersed in the story. If you have a question, attempt to word it and ask it "in game". If you feel you must leave the game, walk to the edge of the game area, while remaining in character and leave the game for a time. You should never interrupt the flow of the game.

The system is also designed to minimize the times where you cannot act on what you see,

hear and feel. You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game, even under these conditions. If your eyes are closed then you might not see what is going on, but you could remember anything you hear, smell, and feel. Your character also will realize this and knows that sometimes dead men do tell tales.

There is no information that is out of game. If you don't want other players to know something in game, don't talk about it out of game. Keep your in-game secrets to yourself and, if you talk out of game about something, other players can decide they learned that information in game, if they feel that the conversation unfairly inflicts knowledge upon them that they did not want to know. If you want in game secrets, keep out of game secrets.

The only caveat is that sometimes players experienced with a game play a different character altogether. Perhaps you have lost a previous character to death and are now playing a new character. Perhaps, as a change of pace, you are participating as a non-player character, or you are playing a plot character for a time. If you play a different character, creature, or plot role within the same game world, we ask you do not transfer anything you learn during this time to other characters.

Non-Combat Participants

Certain characters will be denoted as being non-combat. Non-combat participants will wear a red sash visibly across the body, with a red light or glowstick attached, so their status may be easily identified, even in the dark.

Non-combat characters are identical to normal PC characters except that they **do not participate in boffer combat**.

If someone wishes to attack a non-combat character, they simply approach the individual to within weapon's reach (or if no weapon is present, within arm's reach) and

declare “*I slay you*”. If this occurs, the non-combat character is immediately reduced to zero Vitality, and is rendered Unstable. The non-combat character has no applicable defense to this, except to move away from the attacker before they are slain. Any other character within weapon’s reach of the non-combat character (who is currently capable of doing so) may simply say, “*I defend you*”, and the effect is negated.

NO ONE MAY STRIKE A NON-COMBAT CHARACTER WITH A BOFFER WEAPON UNDER ANY CIRCUMSTANCES!!!

If you are non-combat character and someone is attempting to strike you with a boffer weapon, simply state “*Caution non-combat*”.

Problems and Interruptions

To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution

This phrase indicates some condition that may threaten the health of a player. A Caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a Caution is still responsible to the game and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem. An example of use would be, “*Caution, don’t trip over that limb behind you.*”

See also Thumb Check.

Role Play Caution

This functions as a Caution, except for it extends to Role Play circumstances. Every other player engaged in the scene should respect this and not pursue or press the issue, except to determine if the person who called the Role Play Caution needs assistance out of game.

For example, if during a scene, you are feeling genuinely upset, afraid or angry, it

allows you to excuse yourself from the scene until you feel ready to resume play.

If a little quite time is needed, the player can retreat to the Atrium for a few moments to recover, out of game.

See also Thumb Check.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause, for up to three seconds, while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. Clarification is present primarily for new players, who may be overwhelmed and confused during their first game or two. As an example, “*Clarification, how long is a short root?*”

In Banished, seasoned players may also use this phrase when seeking additional information. It is also acceptable to use Clarification to convey information to a player, if they are using a game effect incorrectly, but the exchange should be limited. The intent is not to create an out of game rules debate during play. Anything beyond “*Clarification: Hey I think X does Y, not Z*”, should be resolved by staff.

Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. “*Let Me Clarify...*” cannot be used, unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game

play stops, and everyone who hears the Emergency called should drop to one knee to indicate that a real problem exists. "Emergency" should only be called when there is a real problem and someone could be or has been hurt.

Reporting Abuse and Violations of the Rules

Sadly, there are not enough members of Banished staff for us to be everywhere at all times, and we rely on our community to hold themselves to high standards and notify staff when the rules are being broken or abused. Due to the logistical needs of an event, we may not be able to address every issue immediately. For example, if addressing a small breach of the in-game rule would delay running a module, we will push forward with the encounter and handle the issue after the event. There are times when we are juggling many things at once and the details relayed to us may need to be recorded. In these cases, we will ask that you send us a detailed email with the issue.

Some rules do carry more weight than others. For example, we do hope that you try to encourage another player to stay in game, before seeking out staff. You do have the option to treat their out of game conversation as "slander and lies". To do this, simply utter the phrase "*Slander and lies!*" in character and act as if you have been insulted. Most players should see this as a reminder that they should stay in game or leave to a non-shared area, if they need to continue the conversation.

Some rules such as abusive language or harassment will be addressed as quickly as possible. If an issue has a high likelihood of ruining a person's entire event or driving them away from the community, it will need to be addressed sooner rather than later.

Corrective Actions

In most cases, our first attempt will be to talk to the player about what happened and why it is not ok. It is our hope that as adults, this is all that will be needed to correct the vast majority of issues. Should the same issue continue, the offending player will be banned from the next event held. If it happens again

after that, the player will be removed from the community and unwelcome at any future events. Staff can and will skip past the initial warnings and remove a player from the community for egregious violations.

Banished has a special committee to resolve any conflicts not addressed by the process described here.

Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

In Banished, many in game effects will also list an alternative effect that may be safer in some situations. It is a violation of the Spirit of the Rules to abuse these for in game benefit. Some examples would be using a caution but then delaying re-entering the action to arm yourself or taking a knee you are in fact playing opossum.

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a Boffer weapon, in a legal attack area, and you may contact another player by touching a Packet to their arm or shoulder to deliver a touch cast effect. Violators will be asked to leave the game.

Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead, you approach within searching distance, role play the searching motion with both hands held out above their body and tell them in a low voice "*I am searching you.*" You may have items in your hand during this process, but you may not block with weapons. The searched player then reveals items that have been found. The player may also make a pouch available for you to reach into and take items.

Search For <Item Type>

Some skills can give you the ability to use a special Search effect on a Dead or helpless creature, after you have finished your normal search. This searching attempt is represented by the verbal "*Search for <Item*

Type>" where the Item Type is specified in the skill. You cannot use this effect unless you have a skill or ability that allows you to do so. Using a skill with this Search effect might reveal additional items, or it might trigger a Search Response effect targeted on you. The Search Effect is the name for the special search attempt, and the Search Response is a resulting effect the searched character calls out when you search them.

As an example, after you search an elemental, you might have a skill that allows you to call out "*With Elemental Harvesting, Search for True Elements.*" That NPC might then give up additional items. It might reply, "*You find nothing.*" It might even use a counter effect, such as "*Refresh 1 Fire.*" Some creatures might even reply with a detrimental Search Response. Searching some creatures is dangerous.

It is also possible for games to create skills that let you use a defense against some or all search responses.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead, you simply tell the person you are picking them up and role play carrying them along. They must get up and walk with you, while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried, you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you will also take that effect, unless you "drop" the character immediately. If you are being carried and someone "drops" you, then you would role play falling to the ground. If you are being carried, you must role play an effect with a moan or grunt, even if you are paralyzed or dead, to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it, as soon as that body stops moving.

Personal Safety

Whenever you are required to role play an effect, you must always do so in a safe manner. If you must adjust your role play or position slightly to make the game safer for you or another player, we ask you to do so. You should take care before moving in crowded areas, even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect, if it removes you from an area that is detrimental to your health, such as a puddle or an area with too many other players.

No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game, unless the drugs are for medical use and have been approved by the staff. You cannot be under the influence of these items while on the premises of the game. Violators will be asked to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are four types of restrictions on your activities.

Environmental Restrictions

The first is an Environmental Restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

Effect Restrictions

The second is an Effect Restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect, for example, you cannot run. If you have the Maim effect, you cannot use the maimed limb. Effects can be inflicted upon you in a

variety of ways.

Skill Restrictions

The third is a Skill Restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop, unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them.

Prop Restrictions

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot, without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents, such as character or monster cards. Any attempt to use an in-game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

Most props have no in game worth. Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in, except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled, but must be put back where they are found, unless they have a sticker (aka Tag).

Small colored stickers (usually circles) indicate special rules about handling an item. Items such as rings, or on items where plot feels that a sticker would look bad or be difficult for the players to see, will likely be marked by attaching a short green, yellow, or red ribbon, to indicate the item's in game status. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with

specific skills to recognize. These ribbons replace the sticker and have the same meaning.

Red Tag Items

If an item has a red sticker or ribbon, it cannot be moved at all. It cannot be picked up or touched. It will not move. Special items may also have a red sticker with a rune, Trait, or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol, Trait, or number.

Yellow Tag Items

If an item has a yellow sticker or ribbon, it seems to be valuable. The prop may be taken, but it must be turned in at checkout. Some game effects will enhance an object, such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it, so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow tagged items. If you have an effect tag upon your weapon, that prop can be stolen from you. You should bring back up props, if you want to use item enhancements.

Green Tag Items

If an item has a green sticker or ribbon, it also seems to be valuable. A small green circular sticker or a green ribbon means you can take the prop and hold on to it.

Game Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries, unless the area is marked with a yellow information sign. Areas marked with information signs are either special areas with additional rules described by the sign, or they are out of game and impassable.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange signs (usually marked with a triangle). Often, there will also be text marking it Out of Game. You may not enter these areas. The text of the sign

indicates why, in game, this area cannot be entered. Some areas might be described as “collapsed and ruined piles of rubble that have no real interior”. Other areas might be marked as an “impassable swamp”.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs. This sign will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit, you cannot go through that portal.

The areas beyond gates are often marked with yellow information signs. Therefore, you should always look around after going through a gate. In game terms, Gates have a disorienting effect, to compensate for the time it takes to spot and read a yellow sign.

White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only special staff characters that control the gate may bring you through a gate with colored lights. If there is no guide, you cannot enter the gate, even if it is lit. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character, then you will become a Spirit. You will not be affected by any attacks and you must reply "*Spirit*" to any attack that strikes you. You cannot use any game skills or converse with anyone else. You are visible to others, but you cannot interact with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have resumed your normal form.

Turn Back Markers

Some games have locations in a game site are normally accessible to players but are sometimes closed for specific encounters or modules. While this is usually handled with yellow information signs, it is often difficult to spot and read information signs without entering the encounter area, especially at night. To make this easier, areas can be marked with circular information signs (rather than the usual octagonal signs) and at night these signs are lit with circular rings created with looped glow bracelets. If you spot these Turn Back Markers hanging in the area, it means that the area is inaccessible and you should stay away, unless you are led to the area by a spirit, a scout, or a similar guide.

It is often left to the player to explain why they cannot proceed when they spot Turn Back Markers. One common reason is that the area ahead is an "*impassable swamp*". Another is that a "*mist has risen*" and players cannot find their way through the area. Sometimes players simply state that the area ahead "*looks uninteresting*" and turn back. It is left to you and your companions to come up with a plausible reason that you cannot proceed when you spot a Turn Back Marker.

Traits

A Trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of Traits.

Character Traits

A Character Trait is any Trait that is somehow given to a character. A Character Trait can be used to determine if certain effects worked against you. If you had the Undead trait, for example, then an attack that caused "*5 Damage to Undead*" would be effective against you.

A character's Species is always considered a character trait. Characters with no explicit species have the Human trait. If you have a sub- species then both your sub- species and your general species will be considered to be traits. So, a Wood Elf has the "*Elf*" trait as well as the "*Wood Elf*" trait.

Attack Traits

An Attack Trait is added to an attack Verbal and defines the flavor of that attack. An attack trait tells you which defenses can be used against that attack.

In Banished, these may include Elemental (Air, Earth, Fire, Water), Faith (Abyss, Moon, Sun) or other types of details, as appropriate to the attack.

Defense Traits

A Defense Trait is added to a defense call. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

Item Traits

An Item Trait is added to a tagged item and gives that trait to anyone carrying that item. An item trait can be used to determine if certain effects worked against an item.

Combat

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant consequences upon you. Each attack has a Verbal component that describes what the attack does and a Delivery that determines how the attack is used against the target. Some may also include a Trait that limits the Effect.

Verbals

A Verbal is a short phrase that is called out when an ability is used. The Verbal, sometimes referred to as a Call, serves to explain the effect of that attack. Each Verbal can have an Effect and a Trait for that attack. The Trait indicates the flavor of the attack, so you may role play the effects, and perhaps use a defense to negate the attack, if it strikes you. The effect indicates what the attack does to you.

A Verbal is an out of game phrase. You must call your Verbal even if you are affected by Silence. If you hear the beginning of a Verbal you must listen to the phrase and play out the effect.

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand or prop. You call out a phrase that takes the form of "[Effect] by [Trait]". For example, a poison that freezes you in place would use the verbal "*Paralyze by Poison*" and a bolt of fire that causes 5 points of damage would use "*5 Damage by Fire*" as the Verbal.

If you hear a Verbal, your character knows what happened. The Verbal not only tells you the effect out of game, but it represents the sight, sound and feel of the attack in game. You never have to play it dumb. The verbal "*4 Damage by Fire*" might represent a roar of flame. The verbal "*Maim by Lightning*" might represent a flash of light. The verbal "*Paralyze by Fear*" might represent the hairs rising on the back of your neck. However, you imagine it, the Verbal tells you what happened both in and out of game.

Verbals should not be confused with Incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have Incantations, but they also end with a Verbal.

Delivery of Effect

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability or effect has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee Attacks are delivered with a successful strike with a hand held weapon. Packet Attacks are delivered by throwing a bean bag like projectile and striking an opponent or object or by touching a packet to the target. Missile Attacks are delivered by throwing or firing a special foam weapon prop. Some games use packet-based arrows and bolts that are firing by aiming a missile weapon prop at an enemy and then throwing a packet prop and striking that opponent with the projectile.

It is always up to the defender to make the

final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary, asked to leave the game.

Too Fast to Register Effect

Within Banished, combat can become heated. Sometimes, a player may use an effect or series of effects quickly, without giving the target enough time to respond with appropriate roleplay or call a defense. This increased speed, in an attempt to overwhelm the target, results in the rapid spending of stats. A player deciding to only spend the stats on the first use, when rapid fire effects are not taken by the target due to lack of time to roleplay a response, is going against the spirit of the flow of combat.

As a rule of etiquette, if you use an effects in quick succession, so that the target is unable to roleplay a response or call a defense between effects, you are to consider those stats consumed, even if the target would have taken only first effect. For instance, if you have three Stun effects, delivered by weapon, and you utilize them back-to-back during the same Flurry, even if the target took the first Stun, and called no defenses to the second and third Stun effects, you have still spent the full cost for all three. This can be avoided by simply allowing some time for your target to respond to each effect.

Melee Attacks

Melee attacks require special hand-held padded weapons to deliver an attack. Melee weapons cannot be thrown. You must have both hands on a two-handed weapon in order to use it in combat, unless some game ability specifically states otherwise. These padded weapons, known as boffers, have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of role playing, we expect our players to role play in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of

their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack.

If you are unskilled with a melee weapon, you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon, as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items, as if you were unskilled in their use.

A Melee Attack that has no Verbal causes 1 point of damage. These are known as "uncalled attacks" and create uncalled damage. If an uncalled attack removes your last point of Vitality, you will fall unconscious but you will remain stable, as described in the Vitality section, below.

Valid Targets

Melee Attacks that are blocked by another weapon or shield (wielded by a character with the appropriate skill to use that shield) are not counted. Attacks to the head, neck, hands, or the groin are illegal and are not counted. Some attack skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits.

Called Attacks

A Melee Attack with a Verbal is known as a "Called Attack." A successful attack delivers the effect in the Verbal to the recipient. Remember that there are two rules that apply to all Called Attacks.

First, you must finish the Verbal for a Called Attack before launching a packet or missile attack. You call out the Verbal as you swing a Melee Attack. If there is an Incantation, it must be clearly spoken before the Verbal. This is true for all melee, missile and packet attacks.

Secondly, all called hits must be acknowledged with role play. If you don't role play the effect, the attacker may assume that you were not struck and the skill not used. Skills and abilities that allow you to use called Melee Attacks are only used up if the attack strikes a legal target area and the recipient acknowledges the hit by role playing the effect or calling out a defense to negate the attack. The Called Attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

If a called attack removes your last point of Vitality, you will fall unconscious and become unstable, as described in the Vitality section, below

Flurry Rule

A Flurry is a series of melee swings, delivered at an enemy in combat, with little or no pause. You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your Flurry, you must step out of weapon range and stop all attacks on your previous target for at least one second.

Blocked swings that contact a weapon or shield, and successful hits that contact the body, are counted as Flurry swings. Feints and swings that do not make contact against weapons, shield, or body do not count as a Flurry swing. You must reset your Flurry after you have made three swings with contact, before resuming attacks on that opponent.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their Flurry. The pursuer needs only to pause for a second while at a distance, just within their maximum weapon range.

An opponent can't try to prevent you from resetting your Flurry by advancing. If you have retreated in an attempt to get out of

weapon range, but your opponent's advance has prevented you from doing, so, then you may reset your Flurry after a full second pause.

Incidental weapon contact and aggressively engaging an opponent's weapon, with beat attacks or offensive parries for example, can make Flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a Flurry. As a rule of etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon, then count that as one of your Flurry strikes, even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.

Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand, you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon, so long as they cannot touch the torso of the opponent.

Natural Weapons

Some characters have the ability to use claws, fists, or other natural weapons instead of, or in addition to, ordinary weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack, since you

cannot drop the claw in response to the strike.

Ranged Attacks

Ranged attacks come in two primary forms, Packets or Missiles.

Packet Attacks

A packet is a small bean bag, which represents some sort of mystical, psychic, or supernatural Ranged Attack form. Packets have strict construction guidelines. See details in the weapon construction section. To make a Packet Attack, you call a Verbal and throw a packet at a target. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets overly hard. If you are winding up to throw the packet, you are throwing too hard.

To deliver a Packet Attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it, other than armor. You cannot deliver Packet Attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use, such as a Maim effect or shackles. Some packet-based skills have additional requirements.

Packets are not considered solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If you see someone is carrying packets, you can assume they have some sort of aura that makes you realize they are capable of something special. Because of this, you cannot carry or throw packets, unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit with role play or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

Packet Attacks cannot be used while you are being hit. Successful Melee Attacks interrupt your ability to throw Packet Attacks, forcing you to wait for one full second before attempting to throw again. It is impossible to

get off packet attacks during the Flurry pause. Missile and Packet Attacks will also interrupt your Verbal, if they land while you are speaking it, but you may begin a new Verbal immediately. You do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the Verbal again.

Like Melee Attacks, any Packet Attack that has no Verbal causes 1 point of damage. Packet Attacks with no verbal are uncalled strikes and cause someone to fall unconscious, but stable when they reduce Vitality to zero. Packet Attacks that use Verbals are called damage effects and cause enemies to become unstable when they fall unconscious, just like called Melee Attacks.

The Costume Rule

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming, such as wings, without adding an unacceptable disadvantage to the character in combat.

Concentrate

Concentrate is a special plot Verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out "*Concentrate*" and can throw a number of follow up packet attacks, including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks. Each skill or special ability that allows the use of Concentrate requires you to call out "*Concentrate*" when you use it.

If a character is using Concentrate in a swirling fight, where new combatants are coming into fighting range, then the caster should call out "*Concentrate*" each time

they willingly switch targets, so everyone in the fight knows what is going on.

Missile Attacks

Some games skills use specially constructed Thrown Weapons or foam darts for missile attacks.

Uncalled Missile Attacks can always be blocked by those skilled with weapons or shields, in a manner similar to Melee Attacks. Missile attacks with no Verbal are uncalled strikes but cause 2 points of damage and cause someone to fall unconscious but stable when they reduce Vitality to zero.

Missile weapons that use a Verbal cause called damage effects and cause enemies to become unstable when they fall unconscious, just like called Melee Attacks. Called missile attacks are not stopped by shields.

Aiming Ranged Attacks

In Banished, Ranged weapon attacks can be Aimed to do Called instead of Uncalled Damage. This rule only applies to Missiles or Packets from Ranged weapons (Vessel/Gun, Bow, Thrown Weapons), not to Magical attacks from a distance.

To Aim, an attacker can choose to spend 10 seconds not moving while Aiming with their ranged weapon. This allows them to take a single Called Range Attack for 3 damage.

Special Attacks

Special attacks are delivered in unusual ways, rather than using the regular melee, missile, and packet combat system. They generally represent large scale effects and atmospheric conditions. Special Attacks always begin with the person or area that the attack affects, and that is followed by a Verbal. If you have a defense that works against the Verbal of a special attack, you can use it to negate that attack. Once the Verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the Verbal to negate it. The individual types are detailed below.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and giving the Verbal

"*Affliction One, Affliction Two, Affliction Three*" clearly and slowly, followed by a Verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Infllict effect, in which case the player will give you an effect card.

Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "*By My Gaze*" followed by a Verbal. A vampire might whisper "*By My Gaze, Paralyze by Will.*" Other creatures might cause Fear or other effects.

Gesture

Someone points at you with a hand or a weapon and calls out "*By My Gesture*" followed by a Verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts as long as they point or Gesture at you.

Name

Someone calls out "*By Your Name*", states your name, part of your name, or some pseudonym that you have used, and calls out a Verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically, if you know they are talking about you, then you take the effect.

Room

Someone calls out "*In This Room*" or "*To the Room*" followed by an effect and everyone in that room will be struck by the effect. Doorways and Gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the Verbal is called.

In Banished, if an area has a clearly defined three dimensional cubic space, it counts as a room.

Search Response

Someone calls out an effect after you search them or use a special Search effect upon them. If multiple people are currently searching a creature, then all searching characters take the effect.

Voice

Someone calls out "*By My Voice*" followed by an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the Verbal with loud noise or by plugging your ears.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a Verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time, you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your one-minute death count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If Healing raises your Vitality above 0 then you will become conscious. A *Death Strike* successfully delivered to your torso will kill you.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute before Dying. A Stabilize effect will change your condition to stable and you will begin your five-minute recovery count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A *Death Strike* successfully delivered to your torso will kill you.

If someone begins to use First Aid on you, your count will be suspended, until they stop the First Aid. If they call "*Stabilize*" you become stable and start your five-minute recovery count. If they do not finish the First Aid, your one-minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end, unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a Spirit of the Dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" Traits will affect a Spirit of the Dead.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills, unless a skill explicitly explains that it can be used while unconscious.

Players who are unconscious close to combat may open their eyes to watch for out of game danger, if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons, then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above, in the Vitality section. Second, you can be killed if someone delivers a successful *Death Strike* to your torso. Third, you will be killed by an attack with a Death Effect that you cannot negate. Finally, special areas might cause your Death if you have a Mishap.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit, so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be

handled using an Imbue or Inflict effect. In these cases, you will be given an effect card that explains the results of the Imbue or Inflict effect.

Death Strike

A Death Strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying, "*Death Strike one, Death Strike two, Death Strike three*". This Verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a Death Strike.

To inflict a Death Strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a Death Strike on a body until it comes to rest after an attack, nor can you inflict a Death Strike on a helpless but struggling victim. If the victim can move, the victim can prevent a Death Strike. First you must render the victim unconscious or unmoving, and then you may inflict a Death Strike.

To interrupt a Death Strike, you must strike the person attempting to deliver the Death Strike with a melee, missile or packet attack. You may also interrupt the Death Strike by striking the weapon used to perform the Death Strike with a weapon of your own. You do not have to force the weapon away. A Death Strike that is interrupted is canceled and has no effect.

Death Effect

Any effect that successfully inflicts a Death Effect kills you immediately. Of all the various game effects, only the Death Effect will kill you outright. The Death Effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps and challenges, and Mishaps may occur in special areas that can cause you to perish, if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you, during the course of the game. These are basically instant Death, without a bleed out

period. All Death Counts are bypassed. Only a effect with "to Spirit of the Dead" can prevent the trip to Death's Gate.

Spirits of The Dead

After 5 minutes of Death, a dead character becomes a Spirit of the Dead. Your Spirit, with everything you still carry, is drawn to a special area of the game, marked as a Death Area. In Banished, this area is known as Death's Gate and is watched over by various Aspects of Death. Learn more about Death in Banished in Appendix G.

When you die, your Spirit will pick up your weapons, if they are within reach and no one else possesses them. When you rise as a Spirit, you must proceed directly to the Death Area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character, unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "*Spirit*" and continue on your way.

While you are a Spirit of the Dead, there are very few effects that will work on you. These effects include only those effects with "*to Spirit*" or "*to Dead*" in the Verbal. These are Bane effects specifically designed to affect Spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill while talking. You are not compelled to communicate, but you may do so. Other effects might include "*Imbue to Spirit*" and "*Inflict to Spirit*". If the description on the effect card states that it works on a Spirit of the Dead, then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a Spirit of the Dead, if they are appropriate for an attack that strikes or affects you.

Final Death

If the Spirit cannot return from the Death Area, the character passes beyond this world and is said to have taken a Final Death. Final Death means that you can no longer play the character in question and adds an air of danger to the game by threatening your in-game persona.

Passage of Game Time

As the game progresses during an event, players generally spend time interacting with other characters, moving from place to place, and engaging in combat and other game activities. Some skills or game effects require a specific passage of time, as a requirement of their use or removal. Players are expected to count out this time. This counted time is spent either to Rest or to Focus. Spending time to Rest or Focus must be obvious to those observing you; you cannot Rest or Focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

Many games have a set of skills or attributes that can be refreshed when you have a chance to Rest. Some games also define skills or resets that require you to be within a safe zone, workshop, haven, or sanctuary while you Focus or Rest. This prevents you from using these resets or skills while you are out in the field or away from these areas.

Focus

Focusing represents some task that requires your concentration. Focusing might be required to repair armor, mend wounds, or meditate or remove an effect. You must spend the time role playing in a manner appropriate for the skill or ability you are using. You may talk with others during this role play time if you wish, so long as the skill or ability description does not have additional restrictions which prevent this. Focusing requires that you stay in one area as you role play the activity. You cannot walk or run.

Skills and abilities which require Focus do not overlap; what this means is that if you have two different skills with a Focus requirement, the Focus time spent on one ability cannot be applied to any other activity. You have to role play each Focus time separately to use each associated ability. Effects that prevent you from using game skills also prevent you from spending time to Focus to use or refresh abilities. You cannot Rest while you Focus. The times cannot overlap.

Game skills will instruct you by saying "*Focus for...*" followed by a time period, followed by

the role play needed to act out the skill, followed by the result of the Focus.

"Focus for one minute, repairing your armor at a forge, to refresh your armor points."

"Focus for one minute, binding the limb of the wounded character" and call "Cure Maim" to tend to the broken limb.

"Focus for three seconds, shaking off your fear, to purge one Fear effect."

Using other game skills, using any attacks, blocking an attack, or using called defenses interrupts your Focus time. Focusing is interrupted if any game effect that is not beneficial affects you, regardless of the delivery. While you do not exhaust any costs associated with the skill or ability (unless the description explicitly states otherwise) you must start the entire process from the beginning.

Travis and Gerard, for example, each have a skill that provides armor points. Travis has a skill that requires Rest for one minute to refresh his armor points. Gerard has a skill that requires Focus for one minute, where he must role play repairing his armor to refresh his armor points. Both sit down to Rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard would still have to Focus for one minute to refresh his armor.

Rest

Resting involves spending time out of action where you have a chance to regain your energy and composure. Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are Resting. You cannot walk or run. You can interact with those nearby while resting. You are Resting if you are Dead, Paralyzed, Stunned, or Unconscious. Paralyzed characters are Resting even if they are standing or in some other Paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your Rest, calling out mandatory defenses does not interrupt rest. Calling out "Spirit," "No Effect," "Guard," "Elude," or "Shield," for example, would not interrupt Rest, unless the specifics of the skill or ability you were using somehow made the call optional.

Effects which require Rest can overlap; what this means is that a single Rest time can be used for multiple effects. If you had a game skill that allowed you to reset some kind of magical defense after a minute of Rest, and you were affected by a Root effect, and you were affected by a Weakness effect you could rest for five minutes and apply the time to all three benefits. The Root would end, the Weakness would end, and the skill could be used to reset the defense.

Game skills will instruct you by saying "Rest for..." followed by a time period, followed by the results of the Rest.

"Rest for one minute to end this effect."

"Rest for ten seconds and call out 'Heal 2 to Self'" to use this skill.

Physical Limitations

Players with bad knees or other physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field.

You Are Well Rested

If you are in the process of Resting, particularly when resetting skills or attributes, and a game character tells you "You Are Well Rested" then your Rest time is considered completed. Effects that end with Rest are removed, and attributes and skills that require rest are refreshed. This will not end Imbue or Inflict effects, or effects that last for an entire event or more. If a reset has, in addition to the Rest time, costs associated with it, then you are still responsible for paying those costs to gain the benefit of the rest.

Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any Verbal. Some effects target items, rather than characters. Each effect has a duration but curing or removing that effect will end it.

Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon

skills and use called defenses. Agony lasts for 10 seconds.

Cure

(Beneficial Effect)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait, except Imbue and Inflict, unless the Imbue or Inflict card specifically says otherwise. If the Cure Verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect and may be Touch cast. Cure will not interrupt Focus, can be refused, and does not consume Shield, Elude and Guard defenses.

For example, Travis, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove either the Slow by Disease or the Slow by Will, and Travis can choose which one will end. A Cure Will would remove either the Slow by Will or the Drain by Will, since they both have the Will trait. A Cure All Slow will remove both the Slow by Disease and the Slow by Will.

If a Cure Maim effect references a specific limb; the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the Cure Maim effect on a specific limb, you touch a packet to the specified limb to indicate which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A Cure Death effect will restore a dead target to life and leave them with 1 Vitality, unless that target has transformed to a Spirit of the dead. Once a character has transformed to a Spirit of the Dead, only the rare Cure Death to Spirit effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A Cure [Trait Name] effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a

permanent trait granted by species, skill, or the like.

Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a Death Strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by Death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Death area. This process is described in greater detail in the Spirits of the Dead section.

Destroy

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee delivered effects, the Verbal is simply "*Destroy*" and the strike will destroy the weapon or object it hits. For Missile and Packet Attacks, the Verbal will include the name of the item. Any strike with that Packet or Missile will destroy that named item carried by the target.

A Melee Attack that strikes your shield and uses the "*Destroy Shield*" Verbal will render your shield unusable. The effect is permanent, until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear. The prop represents the Broken item.

An attack that uses the "*Destroy Armor*" Verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally, as if they had been removed by damage. Melee Attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect, you would

call out "*Destroy Form*" as the Verbal.

Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damaged. To use Diagnose, touch the recipient with a packet and say "*Diagnose...*" followed by an effect, trait or game condition. The recipient says "Yes", if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise, they say "No".

Travis, for example, is lying on the ground, is unstable and has been inflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "*Diagnose Stable*". Travis says "No". She says "*Diagnose Unstable*" and Travis says "Yes". She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "*Diagnose Stun*". Travis says "No". She says "*Diagnose Paralyze*". Travis says "Yes". She has the ability to Cure Poison, so she says "*Diagnose Poison*". Travis says "No". She decides to wait until the Paralyze wears off.

If someone uses Diagnose Damage on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. For example, if you have taken two damage that has not been healed and someone uses Diagnose Damage on you, you may reply with a simple "Yes" or you may reply with a "Yes, two". The choice of how to respond is up to you.

Disarm

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it

stops moving. The Verbal will contain either "*Disarm right hand*" or "*Disarm left hand*".

If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but you cannot pick it up for a full five seconds. As a secondary option for breakable props, you may put it behind your back for a full 10 seconds. While the weapon is behind you, it does not protect you from attacks. Any attacks that hit it will go through to the user.

Delivering this effect with a Melee Attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "*Disarm Shield*" Verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of Disarm Shield.

Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the Verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack. You must be making an effort to strike at the weapon.

As a rule of etiquette, Disarm is not meant to be used as a way to deliver effects directly to a person by going through their weapon. For example, you should not swing Disarm with one weapon followed by a Repel in the second, knowing they have not had enough time to react to the Disarm. Once the Disarm is delivered, the target should be given a reasonable time to put the weapon down.

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with your weapon(s) and give the verbal "*Disengage*". You cannot move towards any target. Everyone who is attacking you and indicated by the Gesture of your weapon must move back out of weapon range, so that you cannot cross extended weapons. Targets that are Rooted or cannot otherwise move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the

space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. If the Verbal is followed by a skill or ability name, you cannot use that particular skill or any skill which depends on the drained skill. Drain can be used in this way to prevent the use of entire skill headers (aka Archetypes). If a header is drained, you cannot use any skill that falls under that header or any skill which depends on another skill within that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect, then no abilities from that item can be used until the Drain ends. Only simple Drain effects prevent you from running. The Drain effect will last until you Rest for five minutes.

Expose

The Expose effect is followed by one Trait. If you have that Trait and are subjected to this effect, you must cry out, revealing the fact that you have the Trait and your position. You must cry out as loudly as the Expose effect was called.

Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out, even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or other disabling effect.

You are not affected if you are Dead or have the Spirit defense, unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by Voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target, then that creature will become your new target. The Frenzy effect ends when you are rendered Dead or Unconscious.

Grant

(Beneficial Effect)

You receive a boon, blessing or magical buff that enhances you in some way. There are a number of specific Grant effects, each with their own benefit. All Grant effects end if you die and when the event ends. You can have no more than three Grant effects at one time. There are five types of Grant effects. Each type of Grant effect has its own additional limits.

Grant effects are negated with the Remove effect. A Remove Grant effect will negate one Grant effect of your choice, while a Remove All Grants will remove all existing Grant effects. Remove effects can also specify a type, such as Remove Armor Grant or Remove All Defense Grants. In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

... Armor

"Grant Armor"

"Grant 2 Armor by Inspiration"

This Grant adds additional Armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as *"Grant 2 Armor"* to indicate that a greater number of armor points have been granted.

You may only have one Grant Armor effect active.

... Attribute

"Grant Earth"

"Grant 2 Vitality by Magic"

"Grant 2 Karma by Inspiration"

This Grant adds to the total of one numeric Attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... Protection

"Grant Protection"

"Grant 3 Protection by Inspiration"

This Grant adds additional Protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the *"Grant"* in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points are not affected by Waste Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

You may only have one Grant Protection effect active.

... [Type] Defense

"Grant Poison Defense, Shield"

"Grant Defense by Inspiration, Elude by Blur"

"Grant Melee Defense by Magic, Parry"

"Grant Packet or Missile Defense, Avoid"

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack.

Once this defense is used, the Grant effect ends. Grant effects which give you Elude, Guard, or Shield effects must be used against the first appropriate attack that strikes you. Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense. The Purge defense requires you to wait for three seconds and call Purge to end an appropriate effect. Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type. You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you cannot only have one Grant Defense effect that is unspecified.

A "*Grant Defense by Shadow, Avoid by Shadow*" would give you one defense against any melee, missile, or packet attack. You could choose to take an attack and save the defense for later. You would call out "*Avoid by Shadow*" when you used the ability.

A "*Grant Poison Defense, Shield*" would give you one defense against any attack with the Poison trait. You would have to use this defense against the first Poison attack that strikes you. You would call out "*Shield*" when you used the ability.

A "*Grant Missile Defense by Wind, Avoid by Air*" would give you one Avoid defense against a missile attack. You could choose to take the attack and save the defense for

later. You would call out "*Avoid by Air*" when you used the ability.

Sylla has an active grant effect with the verbal "*Grant Poison Defense, Shield*" on her. She receives a new Grant effect with the verbal "*Grant Poison Defense by Faerie, Resist.*" Sylla cannot have two Grant Defense effects with the same type, so she must choose one and decides to take the resist and let the shield end. Later, Sylla receives a new Grant effect with the verbal "*Grant Disease Defense, Resist.*" Sylla can accept that Grant effect since her current Grant works against Poison and the new Grant effect works against Disease.

Travis has an active Grant effect with the verbal "*Grant Defense, Avoid.*" He knows he can call out "*Avoid*" to negate one melee, missile or packet attack because the type isn't specified. Travis receives a "*Grant Defense, Shield*" but decides to keep the Avoid and the new Grant effect is lost. Later, Travis receives a "*Grant Packet Defense, Avoid.*" He can keep that defense and his previous Grant because the type in the Grant verbal is not the same as one is unspecified and thus defaults to "*Melee, Missile and Packet*" and the other is specified as a Packet defense.

... [Delivery] Attack

"Grant Melee Attack, 2 Damage"

"Grant Missile Attack by Venom, Agony by Poison"

"Grant Packet Attack by Magic, Stun by Fear"

"Grant Attack by Arcane, 5 Damage by Fire"

"Grant Touch Attack, Heal 2"

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted, the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with role

play or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack is a beneficial effect the delivery can also be specified as "Touch."

As a default, you can have no more than one Grant Attack effect.

A "*Grant Melee Attack by Shadow, Weakness by Shadow*" would give you one melee attack with the Weakness by Shadow effect. You would call out "*Weakness by Shadow*" when you used the ability.

A "*Grant Packet Attack, 2 Damage by Fire*" would give you one packet attack and you would call out "*2 Damage by Fire*" when you used the ability.

A "*Grant Attack, Paralyze by Will*" would allow you to choose melee, missile, or packet as the delivery and you would gain one attack of that type with "*Paralyze by Will*" as the verbal.

"*Grant Touch Attack by Divine, Cure Poison*" would allow you to touch a packet to a willing subject to cure a poison effect. Like any beneficial effect, the recipient could refuse the effect.

... Extra...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.

Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.

You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.

You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.

You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.

Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

Travis has a "*Grant 2 Armor*" effect that brings his armor total to 4. A servant of his divine patron visits him before a big battle and gives him a "*Grant Extra Armor*" effect on him. He now has an armor total of 5, but he could not have an addition "*Grant Armor*" nor another "*Grant Extra Armor*" active.

Sylla has only a "*Grant Extra Magic Defense, Resist*" upon her. A friendly wizard gives her a "*Grant Magic Defense, Shield*" to her. She can accept this effect because her other "*Grant ... Defense*" effect is an "*Extra*" Grant effect.

In Banished, Grant Extra ... does not Refresh as a regular Grant does. Grant Extra Armor may take a player beyond the normal maximum of 4 Armor.

Double and Triple

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do 2 Damage, even though you are normally allowed only one Grant effect with the Skill trait. Since numeric effects do not stack, this is only relevant for Grant Attack and Grant Defense effects.

Heal

This effect restores one point of Vitality. If the Heal effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term "*All*", then all of your Vitality is restored. If you are unconscious with no Vitality, then healing will restore one or more Vitality points and you will wake immediately, unless some other effect is preventing you from regaining consciousness.

Imbue

This effect can be used in one of two ways. An Imbue effect with the verbal "*Imbue [Trait Name] Trait*" will give you the specified trait for the remainder of the event.

Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you when the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event. The effect card may describe some effect that lasts beyond the current event.

Imbue effect cards can have a wide variety of long-term plot effects. Examples include: granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities.

If a player can use an Imbue effect, the ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the use of the effect card. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict

This effect can be used in one of two ways. An Inflict effect with the verbal "*Inflict [Trait Name] Trait*" will give you the specified trait for the remainder of the event.

Usually, this effect is some affliction or detrimental effect that is described on an effect card given to you after the effect is used upon you. An Inflict effect with no Trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately. They have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.

Inflict effect cards can have a wide variety of long-term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate delivery or trait.

If a player can use an Inflict effect, the ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee. You cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh...

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Remove

Remove is used to simulate dispels or forced removal of effects. Remove works just like Cure, except it is not a beneficial effect. This means that, Remove cannot be Touch cast. It also cannot be refused, unlike a Cure. Remove will interrupt Focus and will be stopped by and consume Shield, Elude, and Guard. Otherwise, Remove works like Cure.

Repair

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching, you need not specify a target in the verbal. For other types of abilities, you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor points is lower than the indicated amount. Repair All Armor will restore your armor to its maximum value.

Repel

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker, unless doing so would

endanger you. If this is the case, you may move to a safer position, even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the defender using a repel. You cannot use melee, missile, or packet attacks on the person who hit you with repel in any case. The Repel effect will last until you rest for five minutes, unless the person strikes you with a melee attack that does not cause a Repel effect. If the person strikes you with a melee attack using an effect that is not Repel, then this effect ends immediately.

The person using repel is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures, so the person using repel should be careful to stay clear of other potential targets and avoid attacks launched at other targets.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. If you are affected by an Expose effect you must mime crying out but you do not make any actual noise. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

Some great force knocks you back and off your feet. When you are struck with this effect, you role play an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health, you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground as shake your head for three seconds.

Some Slam effects are so powerful they knock you back through a shield. If you hear

"Shield Slam" it works, even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

If you are at 0 Vitality and unstable this effect makes you stable. You start your five-minute count. Otherwise, you call "No Effect."

Stricken

You are unaffected by any beneficial effect, unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear. Items may be affected by Repair or Imbue effects while the person is afflicted with a Stricken effect. The Stricken effect will last until you rest for five minutes.

For example, if you have a Stricken by Poison and a Paralyze by Poison effect upon you, a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

Speak

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak

with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant move out of reasonable conversation range.

Waste

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill, then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name, then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name, then any charged abilities of the item are removed, as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points but is otherwise treated as a called Damage effect and will render you unstable, if it removes the last of your Vitality points.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Effect Traits

In Banished, Effects can be altered by Traits. These fall into several categories.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire.

The "by Weapon" attack trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the role play of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack, then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Bane Trait

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the species of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing. You will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses

that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Divine Traits

These include Faith, Sun, Moon, and Abyss. The effect is caused by a higher power. Abilities that work against Divine effects will work against effects with any of these traits. You may role play a Divine effect by crying out or stepping backwards as the effect is inflicted.

Elemental Traits

These include Air, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out, or stepping backwards, as the effect is inflicted.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The

effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

Self Traits

These traits indicate that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types.

When it is possible to apply multiple defenses to an attack, the defender decides which defense to use. Although Elude, Guard, and Shield defense must be used if an attack would affect you, it is possible, for example, to use a skill that provides a Resist defense, when an appropriate attack strikes you to "protect" your Shield type defense. You could, for example, use a Resist against Fear to save a Shield against any Mental trait.

Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely by Reduce or Absorb. The actual reduction is determined by the skill or ability that allows you to use this defense. Absorb indicates that the attack had a different effect entirely. The verbal for this defense might be followed by "to" and the modified effect such as "Absorb to Heal 2". You must role play the new effect

appropriately.

Avoid

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different Verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses (Avoid, Parry, Resist) work the same way. You must call out the defense when it is used.

Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack, then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the character using the chained defense, then the ability must use the Self trait and character must role play that effect as if they had been struck by it.

Examples include:

A Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense.

A strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, role plays for 3 seconds, calls out "Purge and 2 Damage to Self" and then role plays the damage effect.

A character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

A creature has an ability that can shoot attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Elude

You negate the first attack of the appropriate type that strikes you. Although different Verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses (Elude, Guard, Shield) work the same way. You must call out the defense when it is used.

Guard

You negate the first attack of the appropriate type that strikes you. Although different Verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses (Elude, Guard, Shield) work the same way. You must call out the defense when it is used.

Increased

While not exactly a defense, this call indicates that the effect had a greater than normal effect on the target. If the target calls "Increased" in response to a beneficial effect, the target might have an ability or skill that allows them to receive additional benefit from the effect in question. If the target calls "Increased" in response to an attack, the target might have a weakness or vulnerability to the effect or trait that was used against them. Some games might use "Increased to..." followed by an effect to specify extra information about the game effect.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Parry

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different Verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses (Avoid, Parry, Resist) work the same way. You must call out the defense when it is used.

Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain

relatively still. You cannot use game skills while role playing the Purge. You cannot use Purge while unconscious, unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits, so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different Verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses (Avoid, Parry, Resist) work the same way. You must call out the defense when it is used.

Reduce

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely by Reduce or Absorb. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is used to indicate the effect has been lessened. The verbal for this defense might be followed by "to" and the modified effect such as "Reduce to Maim". You must role play the new effect appropriately.

Shield

You negate the first attack of the appropriate type that strikes you. Although different Verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses (Elude, Guard, Shield) work the same way. You must call out the defense when it is used.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only Spirits of the Dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a Spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a Spirit. Some of these skills last until you move. In these cases, you cannot move or speak without ending the effect. If you turn into a Spirit in a place which blocks a portal or doorway then you are forced to move to allow someone through. Since this can end the effect, you must be careful to use these types of skills so as to not block confined areas.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing.

You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored, just as if they were exhausted by Damage.

For example, Travis is wearing a 2 point of suit of armor. He role plays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

In Banished, basic armor requires that you wear an appropriate prop. Our goal with armor props is to add to the look and atmosphere of the game. We do not require armor that adds a lot of weight, nor must armor provide real life protection. We would prefer to have armor props made from lighter materials that look good and add to the atmosphere of the game, rather than armor with weight that is hidden under a tabard or surcoat, where others cannot tell you are wearing armor. Plate mail pieces that look like rigid metal, but are created from lighter materials, with the appearance of metal armor are perfectly acceptable.

You must have a Safety/Armor Marshal or Staff Member evaluate your armor. If you remove parts of your armor, you **MUST** deduct the points. You may do this without a Marshall.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components, unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who sets them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap

affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly.

There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage and Maim arm to whoever sets them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap

When these traps are set off, you will hear a trap sound and a voice will call out a verbal associated with the trap. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial in which it was created.

Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the poison off of a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process.

An item coated with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in-game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop, if an out of game need arises.

Shackles can only be placed on a helpless or willing character, and only if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires the arms to be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own Shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove Shackles by taking a minute and using the appropriate

props and role playing. Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers

There are certain phrases that can be added to Verbals to change the effect. These can modify the duration or add additional effects to an attack. For simplicity, a single attack can only be modified by one verbal modifier.

Short Modifiers

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy, the effect will only last 10 seconds.

Permanent Modifiers

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting but may still be removed by the Cure effect.

Ambient Modifiers

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it. Although the effect itself remains unchanged, this indicates to the players that disabling the creature calling the effect will not prevent the effect. This modifier is usually used with plot deliveries to indicate plot driven effects.

If, for example, someone from plot called out "By My Voice, Ambient Agony by Fire" then the players would know that throwing a Silence effect or trying to paralyze the creature calling the effect would not prevent the plot person from calling the effect. A plot person could also call something like "By Your Name, Travis, Ambient Agony by Disease" to indicate that some plot condition is causing Travis pain but it isn't related to the creature calling the effect.

Double and Triple Modifiers

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while

"Triple" causes three attacks to be delivered. Each attack requires a separate defense.

For example, a wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Figure 1-Lock Tag

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait, then the trait is called only at the end of the attack. If both effects have different traits, then a trait is called for each effect. A defense that negates one of the effects or one of the traits, if they are different, would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack, so a defense that negates a hit from a specific delivery such as melee, missile, or packet, will negate the entire attack.

Examples include:

A spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

A wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

Special Rules

In Banished we have a few special rules to help with different effects.

Disarming

When a PC or NPC comes across a willing or incapacitated target, they may spend 30 seconds of Focus roleplaying breaking the weapon. At the end of the 30 seconds, they call "Destroy Weapon". The weapon must stay within touching distance the whole time. If at any time, the item is moved out of the range of the person destroying it, or if the person destroying it calls out any defenses, takes any damage, or becomes incapacitated, the effect does not occur.

Claws and Fists can also be incapacitated in this way. As per normal claw/fist rules they will suffer a Maim effect but the call is still Destroy Weapon. Note you cannot Maim someone who does not have claws this way.

Note- All weapon phys-reps (physical representations) are considered red tagged and should not be handled without the express permission of the owner. Should you gain clear permission from the owner prior to you interacting or touching the weapon, you may role play with it directly or take the weapon away from the player. This should never disrupt the flow of the game, nor should it involve out of game discussions during the event. It is not uncommon for one player to say to a incapacitated player "I wonder if I can take this weapon", should the incapacitated player clearly give a nonverbal agreement (thumbs up, nod of the head) then it is okay. If it is not clear, then the player shouldn't proceed. When in doubt, the answer is no.

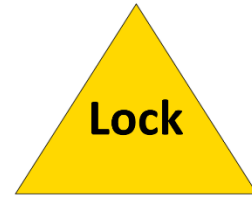
Possuming / Faking Death

If a player is pretending to be dead when they are not, simply taking a knee will not suffice. They must lie on the ground. In most situations, it is considered a Rule of Etiquette to not hit someone who is on a knee as they are "down". So, a player may not take a knee when faking death.

However, there is also a safety rule of etiquette where a player can take a knee but that is ONLY when combat is happening right next to them or on top of them. Once it moves past them or away from them, if they are faking, they must fall over at that point.

Locks

In Banished, we allow player to use locks. Locks are a Smith production item (you must have the blueprint). Each phys-rep must be three small locks connected together by a string or latch, these three locks cannot be separated and are considered a single lock. Players may only use Banished approved locks, which must be easily pick-able by a member of the plot staff. These are typically simple luggage locks. Each lock is considered a red tag item. You must have lock-picking skill to open/close a lock unless you have the key. Locks are considered in game items and must be purchased or made with production. Some skills require all three locks to be unlocked before the lock is considered 'unlocked'. Some rare skills and abilities may bypass the lock completely, as such, locks should never actually prevent access to the container or building.



For a player to use a lock (as described above with three luggage locks on a carabiner/string/connector), the lock must have an effect card (player provided) and the lock item tag. It should display a triangle and the word 'lock' on it. This is meant to help ensure that NPCs easily know that the item is locked. If the lock is placed on a door, it must be placed outside, where it is easy to see and access. NPC/Plot specific items do not follow these rules. This is only for player locks.

To unlock/lock a lock, the key (or appropriate skill, such as Pick Lock) must be used. You CANNOT open a door that is locked while the lock is closed. You must unlock the lock first. If you are inside a cabin with a 'PC lock' you are able to leave the room without unlocking the lock, but you will not be able to reenter unless the physical lock is unlocked or the door is left open. As long as someone is in the room, they are able to open the door to allow someone inside.

Doors cannot be locked while in combat. In other words, you cannot open the door with NPCs outside, lock the door, then close it, as this can potentially cause an unsafe environment.

Spirits cannot pass through a locked door, unless they have a specific effect that says they can. If they have a key and are able to physically unlock the door with the key, Spirits can pass through the locked door, though not many skills/spells allow you to do this. Most specifically say you can't do anything other than run/hide/or stay still. To open a lock as a spirit, you must be able to manipulate the lock while in spirit form.

To be clear it is CHEATING if you open a locked door without the key (or without using the appropriate skill), even if it is your cabin. You must have the key and MUST unlock the physical lock before you can enter.

One last note on doors: you can never physically hold a door shut, or attempt to shoulder a door open, as this creates an unsafe environment. If there is a question, the door opens.

OOG Areas in Cabins

In Banished, all items can be search within a cabin without a Marshal with the exception of under a bed OR behind a 'sheet wall'. These areas are considered Out of Game. A sheet wall, is any material, usually fabric, which clearly separates the In Game (IG) and the Out of Game (OOG) area. OOG areas are meant for OOG items, such as luggage, non-costume clothing, etc. You should NOT sleep in an OOG area. All IG items must be kept out of these OOG areas. It is CHEATING to put an In-Game item in an Out of Game area. If for some reason someone searching an area sees an IG item in an OOG area, they are not allowed to touch or interact with it. Consider it red tagged. They should inform plot staff as soon as they are able. This can be done via Courier or Atrium interactions.

Red tagged items cannot be touched or used as per normal rules. As with any yellow tagged item, at the end of the event, the stolen item should be returned to plot. If this item was purchased and owned by the original PC, rather than by plot, then the new owner may be responsible for purchasing or making a new rep for his or her own use. The thief cannot simply keep the prop.

It's important to know that your cabin can be searched without a member of staff present. As such, it's important that any items of real value should be left home or locked in your car. Banished staff is not responsible for your OOG items. If for some reason you believe someone is really stealing, as opposed to IG stealing, alert the plot staff right away.

Lighting

In order to keep a certain amount of atmosphere, Banished only uses filtered lights. You may not use the cabin lights if they are 'white' light. Common lighting is using colored rope lights hanging from the ceiling or changing the bulbs to a colored bulb. Note if you change a bulb you need to replace it when the event is over.

Flashlights also need color filters at all times, white light should never be used. The one possible exception to this when doing appropriately tagged color-based puzzles that specifically states white light may be used. Should this apply, every effort should be made to keep the light from bleeding out of the puzzle area.

Essence Refresh

Unless noted in the skill all Grant and Imbue abilities are lost when Essence is refreshed.

Weapon Damage

All Uncalled Melee strikes do 1 Damage and the recipient is Stable, if dropped this way.

All Uncalled Ranged attacks (Vessel/Gun, Bow, or Thrown weapons) do 2 Damage, and the recipient of the attack is Stable if dropped.

See Aiming for details on Range Attacks that can do 3 Called damage.

Shields will stop Uncalled ranged attacks.

Shields will NOT stop Magic (Packets) or a Called Ranged attack.

Mastering an Archetype

When every skill has been bought in an Archetype the player gains the [Archetype] Master Trait and gives them access to that Archetype's Karma Ability for no cost.

Note: If a player possesses a skill from Racial ability that is an exact duplicate of the skill in the Archetype, they do not have to purchase the skill a second time to Master it. Contracts do not count toward gaining the [Archetype] Master, even if all skills are possessed this way.

By Voice Effects

Unless otherwise noted in the text, offensive By Voice Effects do not affect the person using that ability. They still gain the boon of beneficial By Voice Effects.

Render Aid

The phrase "Render Aid" is used to note a skill that pauses a player's bleed out count, so long as the player aiding them maintains the roleplay.

Linger

The phrase "Linger" is used to notes a skill that pauses a player's death count, so long as the player aiding them maintains the roleplay.

Deck of Blessings

The Deck of Blessings is a special card draw based on Event Attendance. It may grant a boon to a player.

Character Traits

In Banished, there are several types of character traits. This can change based on how many character points you have spent, what skills you have, and what species you are. These traits may limit what items a character can interact with. Many times, these traits will be listed on the effect card or envelope.

Here is a breakdown of traits you automatically gain based on species:

Species

A character's Species is always considered a trait. Some species can have additional traits.

Element

Trumar have an elemental trait representing their specific element, either Air, Water, Earth, or Fire.

Ethereal

Seraph, Erubi, and Inanis also have the Ethereal trait.

Human

Wardens, Imperials, and Dragonlords have the Human trait.

Living

Seraph, Erubi, Inanis, Trumar, Wardens, Imperials, and Dragonlords have the Living trait.

Slavebound

Trumar who are bound to an Imperial have the Slavebound trait.

Slavemaster

Imperials who are bound to one or more Trumar have the Slavemaster trait.

Undead

Revenants have the Undead trait.

Effigy

Effigy have the Effigy trait.

Character Points

This trait is based on the total CP that has been spent.

Initiate

0 CP – 49 CP gain the Initiate trait.

Adept

50 CP – 99 CP gain the Adept trait.

Experienced

100 CP + gain the Experienced trait.

Skills

Learning certain skills can give you other Traits as well. The specific Trait will be listed in the Skill write up.

Faith

Lost

To be Lost, a creature must be capable of worship and have chosen not to have faith.

Sun

Order & Creation

Moon

Chaos & Life

Abyss

Death & Decay

Weapon Construction

Constructing a boffer weapon requires time and patience, but it is not that hard, once you have practiced a bit. We describe the steps to create the various weapons below and include the details along the way. One problem with weapon materials is that they vary wildly, even within the same brand name. Even if you follow the suggestions, it is remotely possible that a weapon could fail because of a strange inconsistency in the core or foam. Also, be aware that with use, weapons will break down and need to be repaired or remade.

Choose Your Weapon

First, you must figure out what type of weapon you are making and determine the length and construction requirements. The various weapon types are explained below. Two handed weapons are marked with a "*" in the length table. You cannot use a two-handed weapon with one hand unless you have a skill which specifies otherwise. Each weapon type requires its own skill, but anyone can use small weapons under 24" in length.

Melee Weapons

Melee weapons come in various forms, but generally are handheld during combat and are not thrown. You must choose the size category to determine total length, then choose the weapon's form to determine construction specifications.

Sizes

All melee weapons in Banished must conform to these size limitations.

	Minimum- Maximum
Short/Small	12"-36"
One Handed	37"-49"
Polearm	60"-78"
Spear	48"-65"
Staff/Glaive/Banner	50"-72"
Two Handed	50"-72"

Forms

All melee weapons in Banished will fall into one of several broad categories, as described below:

Axes

These weapons represent hatchets and all types of axes. The striking surface is a

head of open cell foam at least 8" in length that extends at least 4" from the shaft and looks like an axe blade. The handle maybe 1/3 of the total length of the weapon, with any space between the handle and striking surface covered in 1/2" closed cell foam Safety/Courtesy padding. Axes can be one or two handed, depending on the length.

Battle Standards

Battle Standards, or Banners as they are sometimes called, are to be made using the standard staff rules with the following changes: Banners are a one-handed weapon. The main portion of the banner is a 14" by 11" rectangle (154 square inches) and have at least 25 square inches of flair on it. Flair is anything other than that extends beyond the base rectangle. Examples are available upon request.

Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a cross guard or hand guard, but the guard must be made entirely of Closed Cell Foam.

Blades can be Short/Small, One Handed or Two Handed, depending on the length.

Claws/Unarmed

These weapons represent some kind of natural weaponry. A claw needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip. The striking surface must be red. Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Review these skills and racial rules for max size of claw/unarmed weaponry that your skill allows.

- Effigy-Unbroken Hands follows Short/Small Sword rules.
- Effigy-Improved Unbroken Hands follows One Handed Sword rules.

- Marital Artist-Martial Training follows Short/Small Sword rules.
- Erubi-Animal Claws follows One Handed Sword rules.

Clubs

These weapons represent weapons made entirely from wood. A club weapon has a striking surface of ¾" closed cell foam that covers at least 2/3 of its entire length. Players are encouraged to consider safety when adding additional padding to the tip/head of the club, as too much additional weight can cause the weapon to be unsafe.

Glaives/Staff

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its entire length. The middle section of the staff must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 3/4" is used for the striking surfaces. Because both ends of the staff are striking surfaces, the staff must have a thrust tip on both ends.

Hammers

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. The striking surface is a head of open cell foam at least 8" in length that extends at least 4" from the shaft, and looks like a hammer head, although this could be 2" on both sides for a mace and could be just a second layer of foam on both sides of the weapon. The handle may be 1/3 of the total length of the weapon, with any space between the handle and striking surface covered in ½" closed cell foam Safety/Courtesy padding. Hammers can be one or two handed depending on the length.

Polearms

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have at least 12" of ¾" Closed Cell foam as the striking surface. At most, 1/3 of the length of the weapon may serve as the handle, any space between the handle and the striking surface should have ½" closed

cell Safety/Courtesy padding. Polearms are two handed weapons.

Spears

The spear is the only long weapon that may be used one handed without a specific skill. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire length. You cannot fight with a spear and another weapon if that weapon is longer than 36", without a specific skill. If you are using a spear, one handed you may not thrust at any target above the arm pit of the opponent.

Ranged Weapons

All weapons that are thrown or that fire projectiles, as well as magical attacks are considered ranged weapons.

Bows/Crossbows

We allow non-electric, *non-magazine NERF type bows/crossbows, if they are deemed safe. Players are allowed to remove "Air Restrictors" and plug any air vents in the dart chamber. Spring upgrades are possible, but the player should check with Staff before making any changes to spring. They should be painted mostly natural tones (wood, hide, etc.) and the blaze orange tip should be left unpainted. Physical Reps that hold more than one dart can be used, but a player may only have a single dart loaded unless they have a skill that states otherwise.

*Depending on the rep we may allow it with only one magazine. Check with staff.

Djinn Vessels

We allow non-electric, non-magazine NERF type blasters, if they are deemed safe. Players are allowed to remove "Air Restrictors" and plug any air vents in the dart chamber. Spring upgrades are possible, but the player should check with Staff before making any changes to spring. Vessels should be painted mostly natural* tones with metal accents (wood, hide, etc.) and must have a black gem somewhere on the blaster. The blaze orange tip should be left unpainted. Physical Reps that hold

more than one dart can be used, but a player may only have a single dart loaded unless they have a skill that states otherwise.

*These are not to be Steampunk in appearance. Think of it as a well-crafted item in which the Djinn lives. It may have fine wood, polished metals etc., but it is not a machine. It lacks gears or other mechanisms.

Elastic bows/Zing Bows

We are going to playtest these; players should not make any alterations to the bands. We would prefer that only the “pointed” arrows are used as the large “suction cup” arrows can land in such a way that the shaft is pointing straight up. (A player could use contact cement to add a soft cell foam ball to prevent this if they were inclined.) Players should avoid using a full draw on these. A person can lose the right to use these reps, if they continue to use it unsafely (face shots, over draw, etc.)

When it comes to additional arrows, refill arrows with a flexible shaft will stand up better to being stepped on and general LARP abuse better than those with rigid shafts.

Packets

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds. Millet, available from feed stores, is an excellent choice. Packets with any other material inside will not be allowed. A square of fabric is pulled around the birdseed and its corners are gathered to form a “tail” and closed up with strapping tape or rubber bands. You may choose to sew a packet shut. Sealing the packet with other types of tape will be allowed on a case-by-case basis, and the packet should have “give” in any case, pack them loosely. They should not do real-life physical damage upon impact.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the closure should not be longer

than 4 inches. The fabric must be stretchable and cannot be pulled so tight that the packet no longer has “give”. You should be able to squeeze the center of the packet and almost touch your fingertips together.

Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 4” in length and made from open cell foam or low density closed cell foam.

Larger thrown weapons may be weighted with birdseed, but at least 1/2” of foam must be between the weight and the surface.

The following are some guidelines that should be followed:

1. There should be no sharp edges.
2. The weapon should be made totally out of padded foam.
3. The weapon should not be able to knock someone back when thrown.
4. Thrown Weapons must be no less than 4” and no more than 12” in length.

Other than that, everyone is free to come up with his or her own designs, and we shall look forward to seeing your creative ideas.

Shields

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are constructed from light wood, plastic, or heavier density foams and all exposed edges must be protected with ½” closed cell Safety/Courtesy padding. Most shields use a handle and an arm strap, but light shields might only have a single handle. A standard sized shield must fit completely inside a 24” circle during check-in (i.e. 24” or less in diameter). Legionnaires may use larger shields that fit within a 30” circle (i.e. 30” or less in diameter).

Creating your Weapon Weapon Cores

Next, you must create the weapon core. For thrown weapons you will omit this step. Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be ~5” shorter than the overall length of the weapon

depending on your build. Each end must be capped with a coin or strapping tape so there is no hole at the end.

3/4" PVC

This common core can be used for one-handed weapons. You will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make safe weapons. This core can also be bent into bows by applying very hot water or filling loosely with sand (which helps to prevent collapsing) or softening with a heat gun. When creating a bend, it is advised to shape the pipe in an oval to prevent the core from shattering.

Graphite Golf Club Shafts

This type of core is beneficial in that, should the weapon break, the core will shatter rather than splinter. Many players consider this a safer alternative to PVC. These can be ordered new or salvaged from golf pro shops (with the added bonus of a grip already attached). Care should be taken when capping golf shafts as the narrow tip is prone to punching through the tip of the weapon.

.505 Ultralight

The core this refers to is called spiral wound fiberglass tubing or kite spar and can be purchased from a company called Good Winds Kites, Tap Plastics, or Warlord Sports. Intended to be used as a kite pole, the core is light, durable, and flexible enough to avoid shattering. One-handed weapons use the .505 diameter pole.

.602 Ultralight

This core is a thicker version of the spiral wound fiberglass tubing that is purchased from the company called Warlord Sports, if you intend to make ultralight two-handed weapons. The additional diameter helps to reduce "whipping" in the final weapon.

Because ultralight weapons are so light, wielders should be especially careful to ensure to role play their swings properly. Though we allow the use of these cores, this is considered a privilege and players who perpetually swing from the wrist and "machine gun" shots will lose this privilege.

Role Play your swings as if the weapon had realistic weight.

Bamboo

Heat treated bamboo is suitable core material but lacks a uniform quality and may not last as long as other cores.

Adhesive

Contact Cement (Dap/Barge)

This is the preferred adhesive because it is durable and flexible. Please, PLEASE, wear a respirator when working with this material.

Double Sided Tape

Double sided carpet tape can yield a sturdy weapon that can later be disassembled if the player wishes to salvage the core. The tape does add additional weight to the weapon.

Hot Glue

Hot Glue can be used in weapon construction, but builders should avoid using hot glue for striking surfaces. In cold weather hot glue between layers of foam can strike as if there is insufficient padding between the core and surface. Basically, if a cool/cold weapon allows you to feel the glue through the foam it likely will not pass.

Padding the Striking Area

Next you will have to add the padding to the striking surface of the weapon. The padding must be at least 3/4" closed cell foam.

Common Strike surface foams include:

Pipe Insulation Foam

This is a type of small cell polyethylene foam. It will often require two layers for striking surfaces. Available at most hardware stores.

Blue Camp Pad Foam

This is the basic foam sleeping mat found at most Walmart stores. The foam is just shy of 1/2" thick and will require two layers for striking surfaces.

Cross Linked Polyethylene

Also called XLPE, can be sourced from online vendors such as Foambymail.com

EVA Floor mats

Auto/Gym/Puzzle mats. These are too firm for striking surfaces. Do not plan to use them.

Adding the Thrusting Tip

Open Cell Foam Method

2" of open cell foam longer thrusting tips tend to bend. Cut the foam to cover the tip. Take a length of tape and place it so it goes across the end of the tip and down both sides, attaching the tip to the weapon. If the tip is round, use a razor to cut the corners so the tape conforms to the tip. Now add another piece of tape so it goes across the end and down the exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip. Finally, poke many tiny holes all over the tip so the air can escape, and the tip can contract and expand freely.

If the weapon uses other open cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage or a plastic grocery bag before taping over the foam.

Closed Cell Method

Allowing construction from a single foam material, so long as the tip does not risk folding to the side 1" of closed cell foam can be used with a properly capped core. While this yields a safe weapon, it is not as "comfortable" as the open cell method. Players who do not watch the force of their thrusts can lose the privilege of this build type.

Ensolite/Marine Foam

Often sold as stadium seating, or gardening knee pads. This soft foam can be used to build a "comfortable" tip with less length compared to the open cell method. The tip should have at least ½" of closed cell foam followed by a ½" layer of Ensolite. Players should be aware that this foam becomes very firm in the cold and may not pass inspection during cold weather events.

Adding Cross Guards

Cross guards and hand guards may be added to blades using closed cell foam (including EVA Foam). All guards must have "give" and be deemed safe by the staff.

Adding the Pommel

Banished does not have any skills requiring a player to be struck with a pommel. The end should be capped in closed cell foam at least ½" thick. A common Pommel/cap are EVA foam butt caps for fishing rods.

Covers

The cover is the final finish of the weapon. This is where your sense of style and the "feel" of the weapon and its fit to your character can be best brought to life.

Cloth/Rip Stop Nylon

A cloth cover/sock makes for an excellent and replaceable cover.

Duct Tape

The tape should run down the length of the weapon and have a slight overlap. It should not be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, light tape.

Latex

Banished allows for the use of homemade Latex weapons. Before starting construction, please research your build. Latex can be applied too thickly which can cause a safety failure. Also, it is a good idea to seal the weapon to reduce issues with latex allergies. Please, PLEASE, wear a respirator when working with this material.

Nylon Kite Tape

The tape should run down the length of the weapon and have a slight overlap. It should not be wrapped in a spiral around the blade.

Plastidip

Banished allows for the use of plastidipped weapons. Before starting construction, please research your build. Plastidip can be

applied too thickly which can cause a safety failure. Please, PLEASE, wear a respirator when working with this material.

Armor Construction

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner like Vitality. Armor points are lost before Vitality points.

In Banished, you must be skilled in the use of armor to wear any. You may wear a prop worth points without this skill, but the protection it will provide will be limited by your armor skill.

A character with the Smith Trait can restore physical armor. The Smith must role play for one minute at a Forge to restore Armor points to armor or restore a destroyed suit.

Armor Types

In Banished, armor is awarded points based on its type and its coverage. Armor is divided into light armor and heavy armor. Light Armor covers the majority of Torso *or* the Limbs. Heavy Armor covers most of the Torso *and* Limbs. Any Armor must be free of sharp protruding edges or other dangerous features.

Light Armor

Light leather, faux light leather, thick suede, hides made of fur, and micro chain mail.

Heavy Armor

Plate, faux plate, scale, thick chain mail. Micro chain mail and thick leather can be upgraded to heavy armor, if they have additional articulation or heavy pieces such as pauldrons, bracers, or greaves. The more the appearance of the armor adds to the atmosphere of the game, the more likely it will be evaluated in the heavy category, this includes armor that maybe crafted to appear as a "hard" material (for example faux wood, faux bone).

Magical Armor

If the armor is from a single source such as a *Grant 5 Armor* effect, you may go beyond the normal maximum 4. If someone casts a *Grant 5 Armor* on you, and you choose to accept this effect, you immediately exhaust all other previous armor and will need to repair it or reset it when the 5-armor effect wears off.

Banished Policies

Banished requires, a signed Release of Liability form is required for all participants. You can get a copy of this form at <http://banishedlarp.org/wp-content/uploads/2022/07/Liability-Waiver.pdf> or you can sign online at <https://banishedlarp.org/about/> in the Liability Waiver section.

Duties and Expectations

Dangers and Concerns

White the Banished staff makes every effort to ensure a safe environment and props, we cannot be everywhere at once. Should you discover any dangerous equipment, facilities, or areas, please report them to the staff promptly.

If the dangerous situation is caused by an item, please set it aside and mark it to distinguish it from similar items, if appropriate and possible, so that it will not be used until repaired.

If wildlife or terrain presents an immediate threat, please warn others who are nearby.

See also [Caution](#) and [Role Play Caution](#).

Thumb Check

Banished has a system available during role play. If you are ever unsure if the person you are interacting with is ok in real life, you can make a specific gesture to inquire if they are roleplaying or if they are truly upset and the roleplay should stop.

This gesture is a flat hand over a thumb to the side fist.

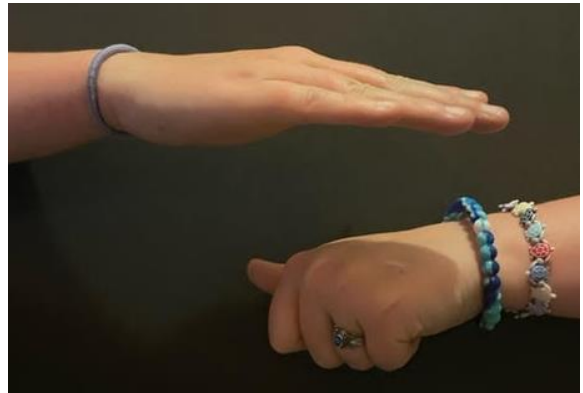


Figure 2 Thumb Check Gesture asking if the other player is OK



Figure 3 Thumb Check Response "Yes, I'm good!"

There are two answering gestures the person can make to let you know if the situation can continue or should end. The intent of this is to allow players to "read the room" without relying solely on their own understanding of the interaction, so that genuine conflict between players can be minimized.



Figure 4 Thumb Check Response "No, I am not OK. Please Stop"

If you cannot tell if the person is actually not ok or if they are just really good at roleplaying, please check in with them.

Everyone deserves to feel safe and to have fun so if you aren't sure, please use this system to check in.

It is absolutely fine if *characters* scare or enrage one another, but the *players* in a given interaction both need to be ok with the roleplay for it to be fun. If you get a negative response to your Thumb Check, end that roleplay.

Banished Interpersonal Policy

Any interpersonal concerns not resolved as described in the "[Reporting Abuse and Violations](#)" section, that are brought to staff attention will be reviewed by a committee consisting of at least 3 of players and 2 plot members. This will be arranged as soon as is practical. Issues will be addressed as privately as possible and, on a case-by-case basis.

The committee members will work to achieve a fair and equitable outcome for all persons involved so that everyone can feel safe at Banished. To ensure biases do not impact the outcome, players and plot members may voluntarily recuse themselves from a particular committee based on personal biases or connection to those involved.

The committee may take any action it deems reasonable and necessary, including those listed in [Corrective Actions](#), to handle the situation at hand. Any action is to be taken without malice and based solely on concern for player safety and well-being.

By participating in Banished events, you agree to comply with any decisions the committee may make in regards to your ongoing participation.

NPC Shifts

All players are required to perform a 2-hour NPC shift each event. This can be suspended if we have sufficient weekend NPC volunteers. NPC shifts can be bought out with SP when sufficient NPCs are available. Failure to participate in assigned NPC shift can result in forfeiture of CP.

Monster Camp Etiquette

All participants are expected to help us all keep the NPC areas and Module locations safe, clean, and organized. To that end, please be sure to clean up any spills, throw away any trash, and properly store any equipment you used during your shift before returning to the game. There will be designated areas for returning equipment and costumes.

If your time in Monster Camp involves the use of masks, please wipe them with a disinfectant towelette before leaving or set them aside so that Plot staff can clean them. Please be sure to place them in a way that they will not be lost or damaged and can be used by another player later without concerns for safety.

If you make use of the community makeup kit, please be sure to only use clean, single use applicators. Do not "double dip" into the makeup or leave your applicators laying around when you are done. If you would prefer to supply your own makeup and applicators for NPC shifts, you may do so. Contact a plot team member for details on what basic items this kit should include.

When your shift includes costumes, please be sure they are stored properly, or, if applicable, set aside to be laundered before the next event.

Weapons should be returned to the armory. Packets should go back into the bucket, unless they are wet. Wet packets may be placed near the bucket but not inside it. They must be discarded at the end of the event or they will decay and ruin the entire bucket full. It is therefore critical to keep wet packets out of the main supply.

Site Cleanup

Site cleanup will be mandatory. If you have to leave early or travel long distances, please see the site marshal so that you can be given a task that can be performed prior to lay off. Many hands make light work. Failure to assist in site cleanup can result in denial of CP for the event.

Annual Blessing

Each player who has played in 3 of the last 6 events is allowed a free draw from the Bag of Blessings, once per year. A Player may also choose to buy a replacement Blessing using SP. A Blessing lasts for one year, or until replaced by a new Blessing, unless it is specifically described as Permanent.

Event Rewards

Character Points

- Long weekend event-5CP
- Regular weekend event- 3 CP
- Event PEL-2CP
- Tavern Night- CP will be based on individual events
- Adventure Day- CP will be based on individual events

Service Points

Service Points are award for making donations of time, money, props or anything else that makes Banished better. The amount awarded varies based on the need, so players should discuss donations with the plot team prior to making them. The exact amount will be impacted by the donation, so the final number will be decided after receipt of the donation by plot, though a reasonable expectation range can be discussed before the donation is acquired.

Number of SP	How Earned
100	Setup Event
Various	Arranged and agreed with by plot prior to commencement of service or donation.

Service Points can be used to buy additional CP, as detailed above to a maximum of 400SP per event attended. However, they can also be spent directly in exchange for the following:

Number of SP	Benefit Gained
100	1CP up to the maximum allowed per event.
200	Skip an NPC shift if available. There are limited slots per event, first come first served during registration.
300	Skip Site <u>Cleanup</u> for event. There are limited slots per event, first come first served during registration.
100	Re-draw from <u>Bag of Blessings</u>
500	Bring a friend to an Event for free (limited slots, must be pre-approved)
500	Attend an Event for free (limited slots, must be pre-approved)
500	Bag of Blessings draw (can only be purchased once per year. Expires in one year. Overwrites and overwritten by any other boons from the Bag of Blessings.)

Community Tokens

Community Tokens are a way of rewarding players for building a sense of comradery with other players. Community Tokens are a resource that may be gathered by in game activities in order to provide a collective reward.

There will be a number of group activities where 10 or more players spend at least 30 minutes all interacting together, and at the end of it, the town will receive 1 Community Token to be collectively spent toward a goal. The town may earn 1 Community Token per activity, per event.

One person must be the "organizer" of the activity. They will write up a card, similar to the way production is done, with the following information: The activity done, the names of all people involved, and the time started and finished. This card may then be exchanged for a Community Token. An additional Community Token may be awarded for every additional 10 players who participate beyond the first. The town may accumulate Community Tokens over multiple events.

Example Activities:

Group Tactics Training

Troll Ball

Archery Training

Combat Practice (one-on-one as opposed to a group)

Card Tournament

Examples of Benefits that may be purchased with Community Tokens

1x By Voice Refresh All Animus and Corpus to Denizen

1 Minor storyline truth revealed by Plot.

May call upon 1 minor favor from an NPC.

No Maintenance for 1 event.

1 Draw from "Bag of Blessings"

Appendices

- A. Making a Character
- B. Species of Karn
- C. Skills and Archetypes
- D. Known World
- E. Faith of Karn
- F. Harvesting Skills
- G. Crafting Rules
- H. Death
- I. Glossary



A. Making a Character

Creating a character in Banished has just a few steps.

Select a Species

Karn is full of magical creatures and twisted nightmares. Of those various creatures, there are nine playable species.

Most of the playable species within Banished are grouped into two categories: Outsiders and Natives. Those within the Seal tend to refer to those who come in using those terms. These two categories reflect how your career in Banished begins. No Native will know an Outsider before their first event. Of course, once the game starts, they are easily able to become friends. That process is up to them.

The species in Banished give access to a host of Traits and Abilities. Those abilities are usually free. Each species has specific species requirements that must be present at all times. Here are brief descriptions of each species. For more details, see [Appendix B-Species of Karn](#) and the appropriate species packet for the species you have chosen to play.

Outsiders

The Outsiders are those who grew up and remember the world outside the Great Seal. Most have lived in relative peace with a high standard of living. Most have spent time in some sort of school (with the exception of the Trumar) and many had a relatively happy, normal life, up until their incarceration in the Seal. Outsiders typically start Banished outside of the Seal, usually in Imperial custody.

Imperial

Imperials are the owners of the world, these humans can be anything from Senators to Legionnaires. Nearly all are educated and expect a certain level of deference from others.

The unseen magic that flows within the blood of Imperials surged when the Cataclysm washed over the world. Their bond to magic has now deepened so that they can connect with and understand magic and magical devices on an intuitive level. How this bond manifests varies from person to person, some experience magic as a “pins and needles”, some as a beautiful sound, some as a sweet taste in the air or a pleasant scent, while others even see a pale glow.

Dragonlord

Dragonlords are an honorable species of Humans who tattoo the sides of their faces with scales. This group values honor and martial combat above all else.

In the aftermath of the Cataclysm, all Dragonlords, both inside and outside the Seal, began to sense something, a tingling in the back of their mind, like a connection or a presence. Eventually it became apparent that, after a millennium, there was a new Emperor or Empress. Except for perhaps a few very old Revenants, no one remembered what it was like to have a true Dragonlord Emperor (or Empress). All Dragonlords (and Revenant Dragonlords) find themselves connected to this source, though none are yet fully aware of what this new connection means.

Effigy

As pitiable broken dolls, the Effigy constructs were once simple villagers until a mad sorceress dragged them away and locked their souls into beautifully crafted dolls to be her slaves. A lucky few had found freedom from her control prior to the Cataclysm.

With the death of the Sorceress Maruna, at the close of the Battle of the Great Tree, all Effigy, both free and enslaved, felt their magical connection with her snap. Recently, this connection has been replaced by something else, something even larger than the Sorceress's presence, the collective awareness of other Effigy. It is not known if this was caused by the release of magical and

elemental energy, or if it always existed and the Effigy were simply not aware of it due to Maruna's powerful magic. Regardless, all Effigy now feel a magical connection joining them to each other.

Revenant

Revenants are those who have died yet live again. Feared and persecuted, Revenants are not inherently evil, but they are hard to trust.

Through their unnatural state, the Revenants have felt a disturbing truth reverberate deep within their core...the Cataclysm didn't just release unfathomable amounts of magical and elemental energy, it somehow effected the very nature of Death itself. Exactly how it was changed and what those changes mean for the world are unknown.

Trumar

The Trumar are a species of Imperial slaves. These elemental creatures were bound to the Imperials outside the Seal, but here, there are no rules. The Trumar may either follow as a servant or rebel.

Of all those effected by the Cataclysm, none are so changed as the Trumar, who now feel their core element as true extensions of themselves in the world. Some feel this connection to a lesser extent, with other elements as well. What exactly this means for the Trumar is uncertain, but each can feel they are fundamentally different.

Natives

The Natives of the Great Seal do not remember or have never lived in the world 'Outside'. The Seal is the only home they know. They tend to be uneducated (Wardens being the exception) and have struggled every day of their lives. For them, those who come from the Outside are seen as naive and weak. Natives start Banished inside of the Seal, usually with the Wardens.

Seraph

When the Ethereals take a Human host and the host is going to die, sometimes the Archon is able to save the host by ejecting their divine essence from the mortal body. The touch of the divine changes the human in profound ways. Because of this hint of divinity, Seraph are unable to tell a lie.

Just as water may seep through the cracks in a dam, the memories of who they were before the Archon released them may spring unbidden into the minds of Seraphs after the strange effects of the Cataclysm occurred. These memories sometimes bring insight into the lives the Seraph lived before, but sometimes, they lead to insights of the Archon that possessed them.

Erubi

As exalted animals, the Erubi are wild creatures given human features in order to be a perfect host for the Ethereals known as the Erune.

As the energy of the Cataclysm washed over them, they felt their connection to their Erune deepen, to the point they gain insight or even power from their Erune. A few can even communicate, to a limited extent, with animals.

Inanis

These dark and twisted humans were once mortals whose body was stolen; broken and twisted by a Fiend. The unfortunate Inanis is the result of the Fiend being exorcised out of the host. All that remains is a husk of a mortal, trying to come to grips with the evil that was inside of them.

Whatever psychological barrier exists in the minds of Inanis to shield them from the memories and emotions of their existence as host to the Fiend was cracked by the wave of elemental and magical energy that washed over the world when the Cataclysm began. Memories and feelings of their former life now flow forth periodically, affecting the Inanis in often unforeseen ways.

Warden

The original humans who stayed behind, luring the Ethereals to the Great Seal, are known as Wardens. They, and their descendants, have always been the guardians of the Seal and all of those who reside within it. The magic of The Seal has changed them over time, allowing them to merge with various plants, though they are still very much Human.

Whether due to the Cataclysm itself or the restoration of the Great Tree is unknown, but Wardens now experience their innate connection to nature more deeply. They can hear the whispering of plants as though it was a mother's lullaby, even sometimes sending messages through the "root network" of greenery to other Wardens.

Select Skills

Characters start with 30 Character Points (abbreviated as CP) to buy skills. Skills are broken into several Archetypes, including a general Denizen Archetype that is open to everyone. With the exception of Denizen, each Archetype has a specific Gateway skill, which may have its own pre-requisites. Those pre-requisites are typically found in the Denizen header.

For example, if you wanted to get into the Priest Archetype you would need to buy the Gateway skill of Prayer. Prayer has a pre-requisite skill of Evaluate Wound. So, to get into the Priest Archetype you would need:

- Evaluate Wound - 2 CP
- Prayer - 10 CP

A new player starting with 30 Character Points (CP) would spend 12 of the starting 30 points to become a Priest, leaving 18 points to spend on other skills and attributes.

For more details on each Archetype and its related skills, pre-requisites and gateway skills, please see Skills and Archetypes.

Select Attributes

Attributes power all the skills. The easiest way to think of attributes is to understand that skills are what you can do and attributes are how often you can use those skills. These points are broken into five main attributes

Animus

Animus typically powers mental or magical skills. Everyone starts off with zero ranks in Animus.

Cost:

- 1 CP per rank up to 20 ranks
- 2 CP per rank from 21-30 ranks
- 3 CP per rank for all ranks higher than 31 ranks.

Corpus

Corpus typically powers physical skills. Everyone starts off with zero ranks in Corpus.

Cost:

- 1 CP per rank up to 20 ranks
- 2 CP per rank from 21-30 ranks
- 3 CP per rank for all ranks higher than 31 ranks.

Essence

This attribute can be used any time during the event, with five minutes of roleplay. This will refill all the Corpus or Animus used for the event. Essence is not refilled this way. Everyone starts off with 2 Essence.

Cost:

Each additional rank of Essence is 5 CP.

Essence use has different requirements than other attributes. To spend a point of your Essence attribute, you must spend 5 minutes of Rest, roleplaying a ritual that is thematically correct for your character. Be creative when designing your essence refresh ritual.

Examples would include a character who is a Blacksmith tinkering around in their shop for the five minutes, a Martial Artist could work through a Kata, or a Priest may spend the time praying.

After this ritual is completed, all effects on the character, positive or negative, unless stated otherwise, will be removed. By performing the ritual, both Corpus and Animus are refreshed back to full. The ritual can be interrupted by you choosing to stop, by taking damage, or if any adverse condition should affect you. If this occurs, you do not refresh your attributes and may start again. Note that the ritual can be slightly modified, depending on the situation, but the base of the ritual should remain the same.

Example: A character that chooses cooking as their ritual might carry a bowl with them and use the bowl to make sugar water by adding water and then stirring in sugar for the 5 minutes. They could also prepare a snack. They could not choose to stretch for 5 minutes instead of cooking, as this is a fundamentally different activity.

Vitality

Vitality represents the amount of damage a person can take in combat. Everyone starts off with 2 Vitality.

Cost:

- 6 CP for 3rd Rank
- 8 CP for 4th Rank
- 15CP for 5th Rank
- 18 CP for 6th Rank

Karma

This attribute represents special, per event, abilities. Very few abilities use this attribute. Karma is not refreshed with essence. Everyone starts off with no ranks of Karma and cannot raise additional ones with character points. Karma is granted character by character through in game actions. New ways to acquire Karma may be discovered in game. Players may create an item tag for a Karma Point as with any other item.

Log your character

Send a copy of your characters species, skills, attributes, name, back story, etc. to records@banishedlarp.org to prepare to enter the game. Similarly, you may send changes to your character to the same email account for verification and approval to use in game.

Register to attend an event

Sign up at www.banishedlarp.org and register to attend an event. If you'd like to get a feel for the Species and Archetypes, we recommend you join us as an NPC to experience the world of Karn for yourself before beginning your character creation.

B. Species of Karn

Each Species in Banished has a species packet which contains a large amount of information about the species and its culture. You can find this species packet linked below each Species on the following pages. These are intended only to be viewed by those playing that Species. Please only read the one that applies to your character.

Spirit of the Rule

Before moving to species and classes unique to Banished, I would like to explain staff's stance on the Spirit of the Rule (SOTR) Vs. Read as Written (RAW). We have tried to create many interesting skills for players, but we cannot list everything a skill does not do, and in doing so there may exist opportunities to "bend" a rule/skill for a wholly new effect. When SOTR and RAW conflict we will side with SOTR. A good rule of thumb is, if an effect seems too good to be true, it likely is. Please double check with staff on anything that seems out of bounds of a skill's original intent. This is not to say players cannot synergize with the skills of other players. We encourage the creative use of team work when tempered with common sense and good sportsmanship. Purposely hiding and abusing an unintended effect can result in a player no longer being welcome at events.



Species are described in the following format:

Species Name

"Species Quote"

Information about the species as it is seen by other species. Including a brief overview of the history and culture of the species, as it is commonly understood.

Species Traits

Any traits acquired or possibly acquired because of the species being described

Abilities

Any special abilities or skills that come with choosing this species. If there is a power pool for the species, the ability which grants the pool will be described first.

Costume Requirements

A general description of any costuming considered standard for this species.

A link to the species packet with more details, intended to give more background for those who choose to play as this species.

Dragonlord

“Life is not so important when forced to choose between life and integrity.”

Dragonlords are humans, just like Imperials, but they have a very different culture. Their culture is based primarily the Code of the Dragon, the Seven Tenants of which represent Courage, Courtesy, Duty, Honesty, Compassion, Sincerity, and Honor. This code is seen in all aspects of their life and is seen in most of their actions. It is because of this that many Imperials view the Dragonlords as rigid and archaic, but the Dragonlords care little for the opinions of Imperials.



Dragonlords come from a kingdom known as Tatsuoku and are in a state of constant war with the Imperials who are stationed on their borders. While there is an armistice, the two nations have never truly reconciled.

Another major aspect of the Dragonlords is fact they have tamed animals known as dragons. These upright reptilians are used as beasts of burden, as well as mounts. Imperials would say they are pets but such words infuriate the Dragonlords. These animals have given the Dragonlords considerable military power. Extensive training for war by every last man, woman, and child within the kingdom has made them a formidable species.

While the Imperials send their criminals and those they don't want into the Seal, the Dragonlords take a different approach. These people believe that the Fiends have taken something from them, and as such they continue a war against the Fiends, each family sending their second born child into the Seal as a soldier, upon maturity. Technically, all those who go in are volunteers, but no family would accept a child who would turn his back on his or her family obligation, and so all second born Dragonlord know their fate from an early age and are treated with great respect. They are constantly prepared for whatever dangers they may face when they enter the Seal and generally enter well prepared to cope with the danger. Whether this custom will continue now that the Empress has been freed of the Fiend remains to be seen.

Species Traits

Human, Living, Dragonlord

Abilities

Warrior's Center

Breath Pool

Dragonlords practice or meditate in every spare moment, in order to reach perfection. This ability gives the Dragonlords a 5-point Breath Pool. Breath can be thought of as internal energy. This Pool can be refilled by spending 1 minute of Focus per 1 point of Breath either meditating or doing martial arts katas. Each additional person actively involved in the kata or meditation increases the number being generated by 1.

For example, if three people participate with the Dragonlord, doing similar Kata's, then they will gain three points of Breath per minute.

Discipline of the Mind

With constant focus, Dragonlords are hard to control. Their mind is always focused on the enemy at hand. By spending a point of Breath, a Dragonlord is able to Resist a Frenzy effect.

Cost: 1 from Breath Pool

Verbal: “Resist Frenzy”

Inner Force of Will

Dragonlords may use a single point of Breath in place of a point of Animus or Corpus (but not both) when switching Elemental Styles. (The style will still cost 1 Animus or Corpus.)

Cost: 1 from Breath Pool and either 1 Animus or 1 Corpus

Verbal: Same as stated under the specific Elemental Style

Sword and the Arrow

It takes many years for a Dragonlord to perfect this ability. It's usually taught by firing padded arrows at the young ones until they can easily knock them from the air with their hands. Once that is mastered, real arrows are used. In exchange for one Breath, this ability allows the Dragonlord to Parry Uncalled Ranged Attacks (such as arrows and thrown weapons).

Cost: 1 from Breath Pool

Verbal: "Parry"

Trained Since Birth

Every man, woman, and child within the Dragonlord society has learned to fight. As a result, Dragonlords start the game with the following skills without spending CP to buy them:

- Bow Training
- Shield Training
- Thrown Weapon Training
- Two Weapon Training

Unstoppable Force of the Dragon

Dragonlords seem to know the exact place to strike someone. They are able to spend 1 point of Breath to raise their Called Damage by 1 point (+1) for a melee single swing.

Cost: 1 from Breath Pool

Verbal: "[1 added to the total of damage caused by a called damage attack]" and the non-numerical portion of the original verbal of the called damage.

For example, if using this with the "Evoker" skill "Draw Forth", the call would be "2 Damage by Magic" instead of the original "1 Damage by Magic" since this skill adds one to a single use of a called damage attack.

Notes: This cannot be used to upgrade Uncalled to Called damage. This will only expand on a Called damage ability. This ability does not raise all uses of a skill, just a single swing of that skill.

Costume Requirements

Dragonlords are known for the tattooed scales on the sides of their face. The more scales that are present, the more honor their family has. The more honor their family has, the more that is expected of them. These scales are uniform in color, with a few exceptions. The color of these scales each represent some different value in the Dragonlord culture. Dragonlords are based heavily on ancient Chinese, Korean, and Japanese cultures. As such, they tend to dress in ancient Asian attire.

For Dragonlord Characters, see more details at: Species Packet: Dragonlord Eyes Only

Effigy

"This curse does not define who we are, only what we have become. We will endure...forever."

Stolen from their homes, imprisoned, and used in experiments, these once happy villagers were captured and then turned into something else. They were manipulated by pain and sorcery in darkness to become the tormented creations they are now. The Effigy endure forever as trapped souls within constructs of straw, metal, wood and porcelain. They are powered by gems and unknown alchemy, to be fueled by dark magicks for eternity. Shattered, tormented, and constantly striving to become the flesh and blood people they once were; these broken beings long to be truly freed from this everlasting horror. This is what it is to be an Effigy.



The Effigy were once normal, happy people from three villages in the Empire. They lived simply, worked hard, and were content...until the night they were taken by force by the Evil Sorceress Maruna's other twisted creations. These unfortunates became the newest additions to her collection. They became her "toys." The ones lucky enough to retain their own free will and not succumb to her mindless worship became the focus of her obsession in her quest for eternal life. Many escaped, only to be seen as abominations by everyone around them. Many more were either destroyed or cast into the Seal by the Imperials.

Now they survive, enduring for eternity, searching for a way to break the sorcery which keeps them trapped within the confines of the construct. They exist as a living doll, a freak of nature, a monster, unable to feel, taste or smell ever again. This form has become their prison, which most have come to see with irony, in comparison with the Great Seal itself. In this state, Effigy try to fit in wherever they can. The villager they once were that remains inside of them, but in the end, they often solitary or form communities with others like themselves; those who may share, or in the least understand, their pain, without reminding them of what they are missing.

In the seal, the Effigy still feel the pull of Maruna's magic and the edge of her control, as she too lives within the seal, continuing her experiments on creatures of all kinds, creating new monstrosities of all shapes and sizes to satisfy all of her own twisted need for complete power. Fighting the urge to become one of her mindless slaves, most still struggle to come to terms with what they are. Regret, anger, and resignation are very common. A precious few have accepted what they are and try to move on while still suffering daily from the pain of the loss of their former lives. An Effigy is constantly reminded of what they can never do again, at least not until the magic holding them together is unraveled. The inability to feel the warmth of the sun, a gentle kiss, taste food and drink, smell the flowers... every fond memory is a constant gnawing reminder of what was lost, and is therefore tainted by regret and anguish.

In this constant internal struggle, the Effigy have come to find out how to modify their new form, creating enhancements to improve their own natural abilities. This comes in handy as they find new functions within the communities of the Seal, as well as in their fight against Maruna herself. They often console themselves by becoming truly adaptable, enduring in both spirit and physical form. Now that Maruna has been defeated, the Effigy must struggle to define their own culture and develop a community.

Species Traits

Effigy, Construct

Flaw

Blasphemy Of the Abyss

The weakness of being a porcelain construct is that the Effigy are unable to be healed by normal means. Their body rejects most forms of healing. Curing effects work like normal, only the Healing effect doesn't work on them.

An Effigy is immune to all healing delivered by the Magic, Faith, or Alchemy traits. The main form of healing for them is potions (which would heal by 'Potion') or by Smiths who are able to do healing by Smith.

Abilities

Stroke the Magical Flame

Porcelain Pool

Effigy have access to a magical power source called Porcelain. These is a 5-point Pool that is used to power the Effigy's various abilities. This Pool starts out full and can be refreshed at the Forge with one minute of focused roleplay per point of Porcelain by the Effigy (or a Smith) roleplaying hammering and working on the Effigy's body. Each additional Smith or Effigy working on an Effigy will increase the amount of Porcelain refreshed to a max of five. Away from the Forge, this can be refreshed by a Smith expending one point of Scrap per 1 Porcelain and one minute of roleplay working on the Effigy.

Awake While Dying

The dark gifts the Mistress gave the Effigy include the power to talk while their body is on the edge of death. Effigy are able to speak, no louder than a normal speaking voice, while they are under the effects of a Stun, Paralyze, Dead, or when they are Dying or Unconscious. They are not required to close their eyes. If they are hit with a Silence, they will not be able to talk, even if Dead, though the Silence will go away when they are given a Cure Death.

Hard To Kill

Effigy are incredibly sturdy and they do not bleed. As such, Effigy just fade into death. All Effigy have a +2 minutes to Bleed Out count.

Magic Is the Key

When the Sorceress made the Effigy, she wanted to make sure they were useful to her. So, she was able to imbed some knowledge into their form. This allows the Effigy to Pick Locks without buying the skill. (Effigies essentially get Pick Lock for no CP cost.) It also allows them to need to only open 2 of the 3 locks on a phys-rep to consider it unlocked. An Effigy who is a Reaver still needs to open 1 of the 3 locks on the phys-rep.

Manipulate The Body

Effigy are magical constructs who are able to adapt their body to whatever is needed. This gives them great flexibility. An Effigy can adapt to the situation by using different Runes, which must be clearly visible at all times when active. These Runes correspond species advantages the Effigy wishes to have at the time. The Effigy can only have 5 Upgrade Points of abilities active at a time. An Effigy can be reconfigured only once per essence refresh. They can only be reconfigured at the Forge. It takes 10 minutes of Focus and roleplay at the Forge to change these abilities. If a Smith, including the Effigy, manipulates the body, it only takes 5 minutes of roleplay. Each additional Smith participating in the roleplay cuts that time down by one minute, to a minimum of one minute.

Armored Plates

This gives the Effigy 2 points of Armor (as Light Armor) without having to wear Armor phys-reps or buy the skill. This can be stacked with Light Armor, but not with Heavy Armor, to a maximum of 4 points of armor. This functions as physical armor for interacting with Grant and Grant Extra effects.

Upgrade Cost: 2 Upgrade Points

Porcelain Cost: 0 from Porcelain Pool

Required Rune: shield with three vertical lines below it.

Improved Armor Plates

This grants an additional 2 points of Armor, but is not stackable with anything other than Effigy Species abilities. The maximum of 4 points of armor still applies, but this ability allows this to be achieved without phys-reps or buying the Heavy Armor skill. This functions as physical armor for interacting with Grant and Grant Extra effects.

Upgrade Cost: 2 Upgrade Points

Porcelain Cost: 0 from Porcelain Pool

Required Rune: diamond with swirls around it

Broken Sword Method

This gives the Effigy the ability to “Resist” vs Weapon Trait.

Upgrade Cost: 3 Upgrade Points

Porcelain Cost: 2 from Porcelain Pool

Required Rune: broken sword

Cracked Fist

Grants a single 2 Called damage attack with either a melee weapon, bow, thrown weapon, or Vessel.

Upgrade Cost: 1 Upgrade Point

Porcelain Cost: 1 from Porcelain Pool

Required Rune: clenched fist with cracks

Unnatural Limbs

Effigy are able to move their limbs in unnatural ways. This grants a melee weapon delivered Disarm.

Upgrade Cost: 1 Upgrade Point

Porcelain Cost: 1 from Porcelain Pool

Required Rune: open palm

The Effigy Gives of Themselves

By saying a 10 syllable incant, spending 2 Porcelain, and touching their target they are able to give the target Shield effect against magic.

Upgrade Cost: 1 Upgrade Point

Porcelain Cost: 2 from Porcelain Pool

Call: “Grant Defense, Shield Vs Magic”

Required Rune: three shields within a circle

Focused Energy

Packet delivered 3 Damage by Magic

Upgrade Cost: 2 Upgrade Points

Porcelain Cost: 1 from Porcelain Pool

Required Rune: skull wrapped in twisting lines

Soul Form

While staying still and not moving from location- Become a Spirit as long as the Effigy uses not abilities and does not move.

Upgrade Cost: 1 Upgrade Point

Porcelain Cost: 5 from Porcelain Pool

Required Rune: cracked human face

Hidden Form of a Doll

Resist any Expose Effect that does not specifically target the Effigy trait. An example that would not work would be an "Expose Effigy by Magic". The resist must still be said but can be done in a whisper.

Upgrade Cost: 1 Upgrade Point

Porcelain Cost: 1 from Porcelain Pool

Required Rune: theatric style (comedy/tragedy) mask

Unbroken Hands

Unbroken Hands grants two Short/Small sized Claws.

Upgrade Cost: 2 Upgrade Points

Porcelain Cost: 0 from Porcelain Pool

Required Rune: two crossed clinched fists

Improved Unbroken Hands

Improved Unbroken Hands grants the use of two One Handed sized Claws.

Upgrade Cost: 2 Upgrade Points

Porcelain Cost: 0 from Porcelain Pool

Required Rune: Two Crossed Open Palms

Costume Requirements

An Effigy can be identified by their porcelain doll-like makeup and costuming reflecting the materials of the construct they are trapped within, made of straw, metal, wood and porcelain.

For Effigy Characters, see more details at: Species Packet: Effigy Eyes Only

Erubi

"Trust your instincts...instincts never lie."

Wild, free and untamed, these denizens of the natural world thrived and excelled in their element, displaying hunting prowess, resourcefulness, wisdom, and the lack of bias, along with the sheer joy of simply living. Erubi make choices as they were needed, not for reason but just because that's the way things are. Kill or be killed. Survival of the ones best equipped for the task is the rule of life. This fitness for purpose is the primary reason that each Erubi was selected by the Erune as a vessel. Fully manifesting their chaotic nature, the Erune chose creatures of the natural world that best suited their own natures and needs for the moment, and as such, each Erune remains in tune with the creatures they've touched and reformed, in case they may need to call upon them again. In this manner, released from their duty, they awake as wild things reborn a new being. This is what it is to be an Erubi.



Unique among the Ethereal creatures, the Erubi retain their memories, as well as their connection to their Erune, remaining in tune with their Ethereal in case they are called upon to serve again. It is their new way of life. They have become a new being with a new existence, changed forever.

Erubi, created from the merge with an Erune, started life as an animal. Once chosen each was reformed to resemble humanoids, in order to combat the Fiends during the war. Along with their instincts and traits retained from their previous forms, be it courage and wisdom or wit and cunning, they are also marked by features of their still wild brothers and sisters, such as tooth and claw, feather or fur, depending on their original species.

In this new form, the Erubi find themselves within the Seal, where they continue to adapt and survive. When found, they are taken under the wing and tutelage of the Wardens, in order to teach them how to manipulate their newfound abilities and to instruct them about their new world, as they will come to know it, and how to live with the human population and other eccentricities.

Due to the lack of history in the traditional sense, Erubi tend to stick together outside of main human civilizations as their unique "other" viewpoint and sense of what matters can cause tension or awkward situations. They still listen to the voice of their instincts, and thus they don't seem to care about things the same way as most humans. Their motives remain mysterious and unpredictable, especially since they still feel the pull of the moon and their Erune's voice. They are frequently seen as unreliable to most of the rest of the population within the Seal.

However, if one thing is certain, if you ever create a bond of trust with an Erubi, you can trust them with your life, even the Erune who shares their memories when bonded usually respects the blood oath. If that bond was ever broken, one might find themselves on the wrong side of the Great Hunt when the time comes, and the Erubi always find their prey.

Species Traits

Living, Ethereal, Erubi

Abilities

Animal Claws

The Erubi are granted two one handed weapon sized Claws as animal claws.

Call of the Moon

Moon Pool

Erubi always feel the call of the moon no matter the time of day. The Moon calls to them like a long-lost home beckoning them to return and giving them strength. An Erubi has access to a 5-point Moon Pool. This is used to power their various abilities. To refill this Pool the Erubi must spend time outside under the sky. They must pick an area they will call their Territory. This Territory must be clearly marked with symbols of the Animal the Erubi comes from and does not usually change. To regain points the Erubi must go to this area and roleplay their inner animal usually doing something that reminds them of who they used to be. This roleplay takes one minute per point, each additional Erubi involved will shorten this time by half to a minimum of one.

Deflecting the Darkness

An Erubi is able to easily cast attacks with the Abyss trait aside with their claws. They must have a Claw rep in hand and ready to use in order to do this. This Parry can be used against any packet, melee, or missile delivered effect with the Abyss trait.

Cost: 1 from Moon Pool

Verbal: *"Parry Abyss by Sun"*

Lick Wound

With some preparation an Erubi is able to prepare their body to heal even while in combat. In order to do that they must spend five minutes of Focus do roleplay based on their animal type and is up to the Erubi. After finishing they call *"Imbue by Nature"*. This grants them 5 uses of *'Heal 1 to Self'* that can be delivered with 3 seconds of Focus roleplaying licking their wound.

Cost: 1 from Moon Pool

Verbal: *"Imbue by Nature"* to grant heals to be used later and *"Heal One to Self"* with role play to use the stored healing ability at a later time.

Primal Senses

With heightened senses, an Erubi is able to detect the presence of different species. With 3 seconds of roleplay sensing the area based on their animal type they are able to spend 3 of any stats and then call *By Voice Expose <species trait> by Nature*. The animal sensing roleplay should be based on their animal type, for example a Wolf Erubi might sniff the air while an Eagle Erubi may look around intently.

Cost: 1 from Moon Pool

Verbal: *"By Voice, Expose <species trait> by Nature"*

Notes: Species Traits will be any current PC-able species in the rulebook, examples are Revenant, Imperial, Seraphs, etc.

Regenerate Body

The Erubi are able to heal themselves when they bask under the night's moon. To do that, they must spend one minute of Focus under a night sky with the moon visible overhead. At the end of this time they can call *'Heal All by Moon'*.

Cost: 1 from Moon Pool

Verbal: *"Heal All by Moon"*

Regrow Limbs

The gifts of the Erune are plentiful. An Erubi is able to roleplay three seconds working on their limb and purge any maim effects.

Cost: 1 from Moon Pool

Verbal: *"Purge Maim"*

Scent of the Animal

Erubi are able to use the portion of the Ranger gateway skill, Hunter's Knowledge, that allows them to study a creature without buying the skill. The skill must be purchased (with its pre-requisite), to gain the bow hunting benefits and to interact with Ranger specific items. If the skill is purchased, it is 3 CP cheaper for an Erubi (7CP vs the usual 10CP), due to their natural propensity to hunt (or be hunted).

Costume requirements

When in their natural form, Erubi can be identified by their animal features and makeup. These will also make it obvious to tell which species the Erubi originated from. However, when their true nature is fully suppressed, the Erubi will appear as a normal human being.

For Erubi Characters, see more details at: Species Packet: Erubi Eyes Only

Imperial

"We are the rightful lords of Karn. All others should kneel before us."

Imperial citizens have conquered almost all of Karn. The Empire of Marati houses several different peoples, all former nations once crushed under the might of the Emperor's army.

Bassira– the Northern region, prone to harsh winters and sturdy logical folk.

Ria– the South Western region, home to large islands and deep oceans.

Ralicus– the Western region, home to harsh jungles and contested territory.

Lucitius– the most arid region of the Empire, home to many of the wealthy and those who serve them.

Dominus– the center of the empire, home to the Senate and the most "civilized" of all regions.

Cilaria– This region was mostly swallowed by the Great Seal. The few remaining lands are home to those engaged in criminal black markets.



No matter what region you hail from, Imperial citizens are known to favor wealth, power, and are thought to be prone to hubris. Many citizens see it as their duty to serve their family in its various affairs in the world.

Even the regions outside of Dominus have over time accepted the magic and comfort provided by the great sorcerer artificers. Things most people in the Seal struggle with (clean water, food preservation, travel) are relatively easy for those who call the Empire home. Even the minimalistic communities in Bassira and Ralicus are far better off than any denizen of the Seal.

As the Empire grew, so did the Church of Light. The largest faith in the Empire centers on worship of the Sun, with worship of the Moon a far second, and while worship of the Abyss is not illegal, few dare to do it in the open.

The last thing to remember about the Imperials is the reason they are cast into the Seal. ALL Imperials who have been cast in The Seal are considered criminals. Each time, they are marked with the symbol of their crime with a special magical tattoo that will pass on, even to their descendants. It doesn't matter their station, from farmer to Senator, they are all treated the same within the Seal. Because the criminals are cast into The Seal like trash, it has been 'easy' to get rid of rivals or anyone who poses a threat to those who run the Empire. This has led to considerable corruption, but all those who would rise up against it have long since been cast into the Seal. All that's left outside is the sheep who follow where the wolves point.

Species Traits

Human, Living, Imperial, [Slavemaster, if Bound to a willing Trumar]

Abilities

Power over Humanity

Magic Endurance Pool

The world within the Seal is very different then outside. The magic that flows here is almost too much to handle, this overflow of magic causes extreme pain to the Imperial that they must bleed off. The Imperial's each have a Magic Endurance Pool of five points. As this Pool drains, the Imperial is more and more uncomfortable. Once it reaches zero, they feel as if they are overwhelmed by the magic in the area. To bleed off this excess magic and allow the Imperial to regain control, they must do one of the following:

- They may go to the Magic Siphon Node and do the magical node puzzle purposely, without gaining the magical component. If they do this, they will completely refresh their Magic Endurance Pool at the end.
- For those who do not enjoy puzzles, they can instead spend five minutes of Focus roleplaying to bleed off the magical energy. When doing this, they must stay in motion the whole time. This will refresh the Magic Endurance Pool completely.
- Having a Bound Trumar creates a third option via the Granted Power Clause in the Deed of Sworn Servitude.

Cheers

While roleplaying in the tavern, the Imperial must tell a story to at least two other people. The Imperial must then call for a toast, if at least one of the other people drink with them, the Imperial can refresh 2 of their own Animus. This can only be done twice per Essence Refresh Cycle and must be done in the Tavern.

Cost: 1 from Magic Endurance Pool

Verbal: *"Refresh 2 Animus to Self"*

Imperials Do It Better

The magic Imperials have has given them a powerful edge. Imperials are able to do their Essence Ritual in 3 minutes, instead of the normal 5. To do this they must spend one point of Magic Endurance when they are doing their ritual.

Cost: 1 from Magic Endurance Pool

Mystic Blood

Magic courses through the Imperial's veins. Because of this connection, an Imperial is able to dissipate magical energy that hits them. Unfortunately, it interrupts their ability to heal for a short time. After being hit by a Magical effect (an attack with the Magic Trait), an Imperial can spend 1 Magic Endurance to lessen a magic effect and call *"Absorb to Short Stricken"*

Cost: 1 from Magic Endurance Pool

Verbal: *"Absorb to Short Stricken"*

Punish the Servant

Trumar were created by the Imperials to serve them. In order to keep the Trumar from rebelling, their creators were given the ability to cause pain, just by gesturing. While there is some effort for an Imperial who is doing it to Trumar who is not bound to the Imperial doling out the punishment, if the pain is targeted to a Trumar Bound to the Imperial, there is no cost. See Deed of Sworn Servitude for details on Binding a Trumar to an Imperial.

Cost: 1 from Magic Endurance Pool (Trumar not bound to the Imperia)/ No cost if done to their Bound Trumar)

Verbal: *"By My Gesture, Agony to Trumar"*

Note: Binding a Trumar requires a properly executed Deed of Sworn Servitude, a blueprint for which may be found in the Crafting Rules under the Fate Scribe section.

Costume Requirements

An Imperial citizen within the seal will must have a facial Tattoo that marks the crime they committed. Those symbols are found in the species packet on the Banished Webpage. Additional ancient Roman or Egyptian costuming is recommended, but not required.

For Imperial Characters, see more details at: Species Packet: Imperial Eyes Only

Inanis

“Do not confuse me for a nihilist; it is not that I do not believe there can be value in life. It is simply that I have lost all of the things I valued.”

Tortured and broken, everything they valued or cherished stolen from them, leaving them unprotected, yearning for an end, but left to be overtaken by a Fiend. The Fiend, a dark divine being that is so evil and driven to the destruction of the human race that ghost stories and nightmares are told about them, but we all wake up eventually, if one is lucky enough. Left with a searing pain, and a sense of smoldering hatred, shattered as the Fiend is driven out of them, they awake, reborn a new being. This is what it is to be an Inanis; at least that is what everyone thinks of them.



No recollection of what or who they were from before their domination by a Fiend, and only lingering imprints of sensations of what they had become during the possession, now left only with what they have become. A new being with a new existence changed forever.

Inanis are created from the forced removal of a Fiend, starting their new life as a broken vessel. They still retain a piece of the Fiend's essence, its craving for destruction and to inflict suffering. Without the knowledge and empowerment of who they once were, and the lingering pain of what they have become, Inanis maintain a relatively muted emotional state. The value of their own life and positive emotions no longer seem to affect them the same way, while greater stresses seem to strike a match to ignite memories of their pain, tormenting them even still.

In this new state of existence, the Inanis find themselves within the Seal, forced to survive, to eke out a new way of life. When found, they are taken under the wing and tutelage of the Wardens in order to teach them how to manipulate their newfound abilities and to instruct them about their new world, as they will come to know it. In this effort the Wardens take extreme care, as they do not want the Inanis to become shades of their previous possessed state or to embrace their darker tendencies without control.

Due to the lack of history, Inanis will adopt the practices and belief systems of communities that they choose to settle with. Most Inanis will still decide to remain separate, especially due to the fact that Inanis cannot feel emotions as a normal person does. This trait tends to make social interactions difficult or can lead to awkward situations.

In this fashion some Inanis may come to accept this new state of being or even revel in it, while others may resent the loss of what was and vow to hunt down any that ally with their tormentors. Whatever their motivations and their view of their new beginnings, all Inanis have an unnerving need for destruction in some form. This is the only time they truly feel like themselves, amidst the moments of pretending to care, for the benefit of their adopted community.

Overall, Inanis, regardless of the direction they choose for their new lives, and apart from new beliefs, still strive to live a normal life, they secretly yearn to feel the way they used to or to relearn their past, even when it causes them even more torment. In the end, they all find joy in returning the favor whenever they run into any Fiend, payback can be brutal, especially when it's premeditated.

Species Traits

Living, Ethereal, Inanis

Flaw

The Blasphemy of the Abyss

Inanis are cursed were effect linger on them longer then on others.

All the following effects last +2 Min longer when Resting to Cure (7 minutes instead of 5 minutes)

- Drain
- Essence Refresh
(Ritual takes 7 minutes instead of 5)
- Paralyze
- Repel
- Root
- Silence
- Slow
- Stricken
- Stun
- Weakness

Abilities

Curse of the Land

An Inanis was born through the defeat of a Fiend. The Fiend's taint is still strongly present on them. It gives them several powerful abilities in the form of a 5-point Pain Pool. This Pool can only be refilled and is refreshed 1 point each time the Inanis successfully delivers an Agony and the target takes the effect. The target can be a friend or foe, after all pain is pain.

Numb

An Inanis has already reached the point where they can no longer be hurt. They are Immune to all Agony Effects

Verbal: *"No Effect"*

Empathic Curse

With a flick of a hand, an Inanis can share a piece of the pain they have felt. This packet delivered Agony by Abyss requires no incant and can be done while silenced. To charge, this ability it takes 30 seconds of focus. If interrupted the Inanis will take a Short Stricken.

Cost: 0

Verbal: *"Agony by Abyss"*

Quiet the Voices

Pain can do strange things to people. Sometimes delivering enough pain will shut someone up. To do that a 6 syllable incant must be said berating the opponent's ability to talk then a packet delivered Silence by Abyss

Cost: 1 from Pain Pool

Verbal: *"Silence by Abyss"*

Note: Requires 6 syllable incant

Glory to the Void

With a few choice words an Inanis can drain the willpower of an opponent. To do that, a 6 syllable incant must be said berating the opponents fighting ability, then a packet delivered 'Weakness by Abyss' can be delivered.

Cost: 1 from Pain Pool

Verbal: *"Weakness by Abyss"*

Note: Requires 6 syllable incant

Boon of the Void

When not under the cursed sun, an Inanis is able to heal themselves. To do that the Inanis must spend one minute of Focus meditating. This cannot be used if under open sky where the sun or moon is overhead.

Cost: 1 from Pain Pool

Verbal: *"Heal 2 to Self"*

The Void Devours the Sun

Fiends are able to absorb the damage of the sun by pulling its light into the darkness. Inanis are able to do something similar allowing them to resist effects delivered with the Sun trait but it leaves their body unable to heal.

Cost: 1 from Pain Pool

Verbal: *“Absorb to Stricken”*

The Void Consumes the Moon

Fiends have two enemies; one calls upon the Sun and the other calls upon the Moon. Inanis are also able to resist effects delivered with the Moon trait but it leaves their body unable to heal.

Cost: 1 from Pain Pool

Verbal: *“Absorb to Stricken”*

Costume requirements

Inanis can be identified by the presence of horns and the red makeup around eyes. Some have scarring or other telltale marks from the torture they endured before becoming overtaken by a Fiend. It's rumored that the more powerful the Fiend was, the more inhuman they appear.

For Inanis Characters, see more details at: [Species Packet: Inanis Eyes Only](#)

Revenant

"The Hunger remains, as do we..."

The Hunger is overwhelming need to feed...on something, anything. It is a craving so insistent; it is the very essence of a Revenant. This Hunger is their constant companion, once they awaken. No one truly knows why people sometimes rise as a Revenant after death, whether caused by some remaining piece of their soul or the body is simply driven by an unfinished task of importance or revenge. This is what it is to be a Revenant.



Revenants are what are created when someone still rises after their Final Death. This occurs in about 1 of every 10 humans who has died their final death, and of these, only about ten percent rise sentient, still having conscious thought that is their own.

It is both a blessing and a curse to be a sentient Revenant, both deathless and in control of one's own thoughts, while being forever trapped within the rotting shell of their previously thriving body. Treated as monsters by the living, and trusted by none, due to their tenuous control on their ever-present Hunger, they exist on the edge on society, always on the outside, feared, sometimes pitied, but treated with a nervous deference. This causes most revenants to form their own communities within the Seal, or live alongside those with whom they form alliances.

Many Revenants choose to accept the terms of their new existence. Some use the guise of a returned ancestor to complete some personal quest or need for atonement. Others choose to fully embrace the monster and revel in the fear and mistrust of the rest of the population to further their own current goals and wealth before they Fade completely.

The final Death is the only future that all share. For most, this is when one passes through Death's Gate and fate decides their story is completed. However, with the Revenants, this process is a bit different. After they pass on and rise as a Revenant, they start a new story, an altered reality. At this point in their existence, a Revenant can still "die" each time they are defeated. They still visit Death's Gate. Each time they return, they are decayed a bit more, becoming even less of themselves, until such time as body has decayed too far to carry on living. This is why they call it the Fade. Death after Death, they slowly become a shadow of their former selves as bit by bit, they are worn away even more, until one day they will rise no more. Dust to dust, ashes to ashes, one day, that is what everything will become, even the Revenant.

Species Traits

Undead, Revenant, (Ghoul, if following a certain path of decay)

Abilities

Hunger

Carnage Pool

Revenants have a 5-point Pool of Carnage. This is used to power many of their species abilities. This pool starts off each event as empty and must be filled before use.

Consume Scraps of the Living

The Revenant kneels next to the Scrap Pile. This should be located behind the Tavern. As long as the Revenant has contributed at least a single body part prop/phys-rep to the pile for the event, they are able to refresh their Carnage Pool. This takes one minute of roleplaying chewing or zombie-like behavior per point. Each additional Revenant eating at the same time gains an extra point of Carnage. For example, 3 Revenants consuming at the Scrap Pile will gain 3 Carnage each minute, up to their maximum Carnage Pool.

Gorge

When the player Gorges, the player kneels next to a helpless or dead NPC and spends 10 seconds roleplaying eating on the body or inhaling the soul, after which they call “*Search Life*”. The NPC will respond with “*You find nothing*”, “*Refresh 1 (Carnage)*”, or in rare cases you may receive a refresh and a “*Frenzy to Undead*”

Verbal: “*Search Life*”

Hunger Fueled Determination

Revenants are able to heal themselves, using the energy of those who have died.

Cost: 1 from Carnage Pool

Verbal: “*Heal 1 to Self by Carnage*”

Regenerate Bones

The Revenant can quickly regenerate attacks upon their limbs. Unfortunately, the nature of such regeneration can leave those limbs sore. This ability grants a Resist Maim. When calling this effect, the Revenant must roleplay for 30 seconds as if there is some kind of damage on the limb. This could be things like weak arms, limping, or difficulty moving quickly. This is only roleplay, so it will not require any specific focus or rest.

Cost: 1 from Carnage Pool

Verbal: “*Resist*”

Corpse Physiology

It's hard for diseases or poison to affect the dead as they do the living. This ability grants the Revenant a Resist disease or a Resist poison but it interrupts the Revenants ability to heal for a short time.

Cost: 5 from Carnage Pool

Verbal: “*Absorb to Short Stricken*”

Curse/Gift of the Abyss

Revenants may choose to skip the card draw when visiting Death's Gate and instead take a path of decay. They still must sign the Book of the Dead, even if they choose to use this ability.

Paths of Decay

If the Revenant resurrects without a card draw, you must start (or continue) down a Path of Decay. You can have up to two paths “in progress”. This means, on your third Death, for example, you will have to pick a stage two Decay. Once you have ten Decay effects, you will cease to return from Death's Gate.

Rotting Mind

1. The player is unable to perform an Essence Refresh unless they have a full Carnage Pool
2. All Agony effects are converted to Short Frenzy
3. All Agony effects are converted to Frenzy

Rotting Body

1. The player must wear skeleton hands/gloves. They must be visible.
2. The player wears bloody mouth/teeth makeup, so it looks like they have been eating raw meat
3. Player's Vitality cap is lowered by 1

Hunger Pain

1. The player must stop and perform Gorge on any fallen NPC they see (unless they know for sure it does not yield any Carnage)
2. The player must Gorge, and call “no effect” to the refresh 5 times before they can keep any refresh/carnage points. Basically, they have to fill their Pool once to even unlock the Pool for use during the event.
3. The player must Gorge and call no effect to the refresh 10 times before they can keep any refresh/carnage points. Essentially, they have to fill their Pool twice to even unlock the Pool for use during the event. They cannot use the Scrap Pile for the first 10 points.

Agent of decay

1. You gain the Ghoul Trait and all Sun based effects also cause you to suffer an Agony
2. All Sun damage effects also cause +1 damage
3. All Sun damage effects are Increased to Death

Monument of the Damned

The Revenant craft a Tombstone using 1 magical (X1) and 1 mineral (M1). They then set up their grave site, requiring 10 minutes of role play preparing the site and setting up the Tombstone. If placed next to another Tombstone, the time maybe reduced to 5 minutes. Once placed a Tombstone may not be moved. Tombstones must be placed outside. After creating a Tombstone, the player must refresh the enchantment for 9 Soul Shards (labeled, bagged and placed in the Forge per production rules) each event and 10 minutes, this is reduced to 5 minutes if another Revenant's Tombstone is next to theirs.

While at their Tombstone the Revenant gains the following abilities:

- The ability to touch their Tombstone and focus for 10 seconds, spend 1 Carnage point and call "*Heal ALL to self*"
- While within 10 feet of their Tombstone, Unlimited Packet Delivered – "1 Damage by Abyss"
- The ability to store up to 5 points of Carnage in their Tombstone, and later touch the Tombstone and withdraw the points. The call to do this is "*Imbue by Abyss*" when touching and loading their Carnage Pools into the Tombstone. This will remove it from their total. Then, when taking it out of the Tombstone they call "*Refresh <number> Carnage by Abyss*". This will remove it from the Tombstone. The Revenant can never go higher than his max Carnage Pool.
- The ability to plant your feet, touch their Tombstone, lower their head and turn into a Spirit. The effect end if you move the Revenant moves their feet, talks, uses any skills or abilities, or removes their hand.
- The ability to leave Death's Gate as a spirit and reform at your Tombstone. To do this, when the Spirit leaves Deaths Gate, they can walk directly to their Tombstone to reform. They must go to the Tombstone, touch it and then call "*Imbue by Abyss*". Once they do that, they will lose the "Spirit of the Dead" trait. This can only be done by Spirits of the Dead leaving Death's Gate and the Revenant must proceed directly to their Tombstone. The one exception is if they must add makeup that can be done before reforming. While they are doing this, they are still considered a Spirit of the Dead and cannot interact with anyone.

Cost: Initially – 1 x M1 and 1 x X1. For each event after the initial setup, 9 Soul Shards

Call: "*Imbue by Abyss*" – (All Tombstone abilities have their Verbal listed)

Notes: When being created a Tombstone must have an effect card showing that it is an enchanted Tombstone. The Tombstone does not need to have the Revenants name on it, but no Revenant can use someone else's. A Revenant can only have one active Tombstone at a time. If, at any time, the Effect Card is not present, then the Tombstone is considered disenchanting, this can be done by an Exorcist. Before any abilities are used the Revenant should make sure the Effect card is still present. If it has been disenchanting, the Revenant will need to create a new one using components.

Costume Requirements

A Revenant can be identified by their white faces and black makeup around their eyes along with other additional signs of various states of decay as they Fade.

The older and closer to their final death they become, the more decomposed they appear. The Fade occurs each time a Revenant dies and goes to Death's Gate. The Revenant usually leaves with additional makeup requirements.

For Revenant Characters, see more details at: Species Packet: Revenant Eyes Only

Seraph

"The Light is pure; our fires burn bright and the truth is all we speak. May the Dark Ones quake at our passing."

Protected by the light within and armed with weapons of fire, the war wages on. Constant battles are fought by creatures of light to defeat the darkness and restore balance and order to the world. Stalwart warriors fighting with such prowess that legends and epic stories are written about them, fading as the light leaves to form lingering memories of another time as they awake, reborn a new being. This is what it is to be a Seraph.



Seraphs are created by an Archon. The Archon leaves a shard of their essence behind to heal their vessel, the new Seraph. This process changes them forever. Leaving behind a bit of themselves allows the Seraph to always call upon the light to protect them in times of need. This is most evident when a Seraph reaches inside of themselves to summon their divine weapon. Drawn from the light within, this manifests as a weapon formed of fire, pure and bright, to fight the darkness and keep evil at bay. These weapons are commonly called Sun Blades.

In the moment when the bond is broken, the transformation leaves the newly created Seraph without any knowledge of their past. In this state, they find themselves within the Seal, forced to forge a new existence. When found, they are usually taken under the wing and tutelage of the Wardens in order to teach them how to control their newfound abilities and to instruct them about their new world, as they will come to know it.

Some Seraph may come to accept this fate as a new challenge, while others may resent the broken bond or even feel unworthy. Whatever their motivations and their view, all Seraph have a natural sense of loyalty to each other and can always be relied upon to come to the aid of a fellow Seraph, even as they choose new communities to settle with.

Due to the lack of personal history, Seraph will adopt the practices and belief systems of communities with whom they choose to settle. Most Seraph will still decide to remain separate, especially due to the fact that Seraph cannot lie. This trait tends to make high society occasionally awkward or can lead to difficult social interactions, especially when even the right combination of small truths can be misleading.

Overall, Seraph, regardless of the direction they choose for their new lives, and apart from new beliefs, still strive to restore balance. They feel the healing fires of the Sun as it continues to course through their veins, forever feeling the influence of their inner light, and the shard of essence of the Archon who created them.

Species Traits

Living, Ethereal

Flaw

Speak No Untruthful Word

Seraphs are unable to lie. Specifically, to speak a word that is untrue with the intent to mislead.

Notes: Seraphs can mislead using gestures and writing, they can also keep quiet or give half-truths. They are just unable to speak a falsehood.

Abilities

Heart of Holy Fire

Sun Pool

Seraphs are part of the sun. Its power gives them life. The Seraph have 5 points called a Sun Pool. These points are used to power a Seraph's various powers.

The Seraph is able to refresh these points by creating elaborate sun designs to focus their energy. These designs are called a Solis Pattern. Each event, the Seraph must designate an area to work on their design. They are unable to change this location, once established for the event. To refresh the Sun Pool, they must start making a pattern using only straight lines to draw an image of the sun. They are unable to change the pattern they are making unless the sun has set. It is not required to change designs and the same drawing can be done all event. If they run out of room before the sun sets then they are unable to refresh their Pool till the sun sets and they can start a new pattern. To be clear, a Seraph can work on the same pattern multiple times during the event, it is the act of working on it. They must spend five minutes working on this pattern to refresh their Pool.

Each additional Seraph working on the pattern will cut this time down by one minute for each one with a minimum of 1 minute. An example, more than one Seraph can work on the same Solis Pattern during the event, this same pattern can be worked on over the event with it being concluded at the end of the event. If it is completed BEFORE the sun goes down the Seraph must wait till the sun goes down to start a new pattern.

Harness the Sun

The Seraph is given an ability to enchant a weapon with the power of the sun. In order to do that they spend 1 minute of focus roleplaying energizing their weapon or meditating, afterwards they call "*Imbue by Sun*". This attunes them to the weapon making it Sun-Forged and giving the weapon the Sun-Forged trait. While it has the Sun-Forged trait, it is immune to any Disarm effects and many of the Seraph's species abilities can be used on it.

Verbal: When making: "*Imbue by Sun*", If Hit with Disarm: "*No Effect*", when handing it off or un-attuning: "*Destroy Sun-Forged by Sun*"

Notes: It can be any melee or ranged weapon from dagger to polearm to crossbow. Note that Shields cannot become Sun-Forged. Some yellow tagged items are immune to the Sun-Forged trait and cannot be energized. The weapon being transformed can have the destroyed effect on it and still be attuned, but it must be repaired to use. A Seraph can have as many Sun-Forged weapons as they can carry but may not put them down without un-attuning first. These Sun-Forged weapons are commonly referred to as Sun Blades.

Reforging the Sun

If a Sun-Forged weapon is destroyed, the Seraph can spend 5 seconds of focused roleplay harnessing the power of the sun. This skill repairs the Seraph's personal weapons and has no effect on the weapons of other players.

Cost: 1 from Sun Pool

Verbal: "*Repair Sun-Forged by Sun*"

Notes: This can only be used on their Sun-Forged Weapon, remember if the weapon is un-attuned it takes the Destroy effect so this cannot be used to repair other people's items.

Deflecting the Darkness

The Seraph is able to easily cast darkness aside with their Sun-Forged weapon. They must have the weapon in their hand in order to do this. This Parry can be used against any packet, melee, or missile delivered effect with the Abyss trait.

Cost: 1 from Sun Pool

Verbal: "*Parry Abyss by Sun*"

The Sun Burns the Wicked

By channeling the Sun through their Sun-Forged weapon, the Seraph is able to change the method of delivery on an effect. This allows any melee skill that is delivered using the Sun-Forged weapon to gain the 'Sun' trait instead of the 'Weapon' trait.

Cost: 1 Sun

Note: Death Strike can be delivered by the Sun for free and does not cost a Sun point.

Cast the Sun

When calling up on the light a Seraph is able to project the sun towards their enemies. To do this, the Seraph speaks a 6 syllable incant asking the sun for power, then throws a packet for 1 Damage by Sun.

Cost: 1 from Sun Pool

Verbal: *"1 Damage by Sun"*

Incant: 6 Syllable

Bound in Order

Archons are typically seen in sets of two. The Seraphs gain an ability when they are bound to another. This ability allows them to grant 4 Protection to the person they are bound to. For the Seraph to bind to another person they must enter a Sworn Oath per the Preacher ability.

When binding to another person they are making a personal commitment to them. This ability ties their souls together.

Binding requires a 10 minute ritual were both parties declare their commitment to be Bound. This could be as elaborate as the Seraph wants. Each must give the other an item that must be displayed continuously to show that the two are connected. This item should be personal in nature. A Seraph can only bind once per year. If they want to change during the year they can do that by spending a Karma point, which will remove the person they are bound with and then they can start this with someone new.

Cost: 5 from Sun Pool to Bind, 3 from Sun Pool to Grant Protection

Verbal: *"Imbue by Sun"* to bind, *"Grant 4 Protection by Sun"* to grant protection

Note: A Seraph can only be bound to a single person. Some plot effects may affect Seraphs who are bound. When bound to someone, between events the plot team should be notified of to whom the Seraph is bound.

Costume requirements:

Seraph can be identified by the sun mark around one of their eyes. This needs to be either white or yellow and MUST be visible. Highlighting colors will help make sure it stays visible. Typically, any designs are very ordered and symmetrical.

For Seraph Characters, see more details at: [Species Packet: Seraph Eyes Only](#)

Trumar

"We were born as slaves, but here in this new world, we have found freedom!"

Born to slavery and designed to be the perfect, submissive servant and accessory for the Imperial household, the Trumar were created to fill the ever-increasing need for manual labor in a decaying world after the Revenant wars. They live in fear of reprisal and are driven by necessity to please their masters to survive, trapped and labeled by the collars they wear, even if only to maintain their existence. This is what it means to be a Trumar.



Invented through a cruel twist of fate by an enterprising Wizard, the Trumar are an amalgamation of a pure elemental for its raw power, a canine for its obedience and loyalty, and human for resourcefulness and adaptability, as well as the need to communicate with its Imperial masters. But this combination, even though successful, turned out to be highly unstable. This is why this Wizard also invented a collar which serves to stabilize the form and essence of the Trumar into one being for its entire life, as well as to remind them of their purpose.

Due to being possessions of the Imperials from birth, a Trumar is fitted with their stabilizing collar and then taken to be raised by a family community of other Trumar. This is so that they do not bond directly with their birth parents and also to prevent these bonds from exceeding the symbiotic bonds with the Masters. Because of this practice, all Trumar consider each other family.

Community life becomes the way of things for the Trumar, maturing quickly and having short life spans. It is rare for older individuals to exist. In this way all Trumar know each other as brother and sister, and when the rarity does occur, the elder Trumar are revered and called Mother/Father or in the extreme circumstances even Grandmother or Grandfather. These elders are always treated with respect and are often sought for advice or leadership. An elder Trumar, known as the Shepherd, is looked to specially to protect the community when dealing with the Imperials during their daily life of servitude.

Another significant aspect of Trumar life is the Imperial oath bond. This bond is inherent to the very essence of a Trumar. Created to serve, a Trumar can become severely ill and even driven to a state of madness that many call "The Rage" without such a bond. The Rage is a state of insanity that is difficult, if not impossible to return from, and turns the Trumar into a truly feral creature, dangerous and driven by instinct. It is rumored that there is some sort of herb that can be taken that will keep off the Rage, but most Trumar believe this is fake.

Overall, due to their circumstances of creation and being constantly trained to serve, their nature drives them to serve their Imperial masters. It is constantly a love/hate relationship. The need to survive and be provided for versus the disgust and degradation of being required to serve, to never to know true freedom or be acknowledged as an individual and not as a pet, can be frustrating for a Trumar. This existence motivates the Trumar to cherish what they do have within their community, to mourn or celebrate moments of loss and fond memory, to truly share their lives with their brothers and sisters, to serve those they care for as family, and to dream of the day when all may be genuinely free.

With the events of the Cataclysm, Trumar are more connected to the elements than ever before. How this will impact their fate is up to them.

Species Traits

Living, One Element [Air, Earth, Fire, or Water] depending on the Element on which the Trumar was created, [Bound, if bound to an Imperial via Deed of Sworn Servitude]

Abilities

Power of the Elemental Soul

Elemental Pool

Calling upon their own elemental nature, a Trumar can channel vast elemental powers. This grants the Trumar a 10-point Elemental Pool. This Pool is used to power various species abilities. All elemental powers are based on the Trumar's type. So, for example, a Fire Trumar can only throw Fire.

To recover this Elemental Pool the Trumar must go to the Elemental Node and solve the puzzle. Each time they do this without taking a Magic component, they can instead recover 2 points of their Elemental Pool. They can do this or meditate at the Elemental Node while holding some sort of physical representation of their element in each hand for 1 minute per point.

Curse of Servitude

The Trumar were designed to need the Imperials. For every event that a Trumar is not part of a Deed of Sworn Servitude, the Trumar will slowly turn Feral. The base instincts of the creatures used to make them will gradually take over and their Elemental Pool cap is lowered by two per event without a Deed of Sworn Servitude in place. When it reaches zero, the Trumar will be fully Feral and the character is no longer a valid PC. If you can somehow calm a Feral Trumar into signing a Deed of Sworn Servitude, their Elemental Pool returns slowly, two points per event, until they can rejoin civilization. Somehow Feral Trumar are able to still use their abilities, but no one is sure how they are able to power them.

Gift of the True Elements

Trumar are formed from various elements, this is called their True Element. Each Trumar of a different type gains a different ability. These are packet delivered and cost one elemental point for each use.

Air: Short Root by Air

Earth: Short Stun by Earth

Fire: Short Repel by Fire

Water: Short Paralysis by Water

Cost: 1 from Elemental Pool

Verbal: "*Short Root by Air*" or "*Short Repel by Fire*" or "*Short Stun by Earth*" or "*Short Paralysis by Water*"

The Power Within

The Trumar is able to extend their internal power and cast it at their opponents. They are able to deliver via packet up to three damage using elemental points. For example, if the Trumar uses 3 elemental points they can throw "*3 Damage by <Trumar Element>*", but if they only spend 2 from their Elemental Pool, they would be able to throw "*2 Damage by <Trumar Element>*",

Cost: 1-3 (1 point per damage dealt) from Elemental Pool

Verbal: "*[number matching the Element Pool Cost, minimum 1, maximum 3] Damage by <Trumar Element>*"

Strength of the Elements

A Trumar is partially immune to any physical attack of their Elemental type that hits them. So, a Fire Trumar is able to shrug off many Fire effects that hit them. This can only defend against Melee, Missile, and Packet delivered effects. Voice, Gesture, and Effect Card magic are too strong to be resisted this way and are not negated by this ability.

Trumar Community

A Trumar has their life based around their community. This has given them an ability to grant defenses to other Trumar, but this defense can only be given to another Trumar. To do this, the Trumar touch another Trumar and call '*Grant Defense Shield vs <Trumar Element> by Magic*'.

Cost: 0

Verbal: "*Grant Defense Shield vs <Trumar Element> by Magic*"

Notes: This can be given to as many Trumar as desired but can only be given to the same Trumar once per event.

Costume Requirements

Trumar can be identified by their extra-long ears, collars and tendency to show colors or markings representative of element which they were born to, as well as clothing associated with their purpose and duties of service under their previous Imperial masters.

For Trumar Characters, see more details at: [Species Packet: Trumar Eyes Only](#)

Warden

"These lands are our burden and our reward"

Proud watchers and self-appointed guardians of the Seal, their entire lives are spent in service. They are born with their essence from the Great Tree and undergo their first graft ceremony, where a seed from the Great Tree is grafted into the base of their neck. This anchors their power and tie them forever directly to the Great Tree itself, and by extension, to the protection of the entire world. This is what it means to be a Warden.



From the moment they can walk, they begin their training, guided by their family, friends, and community. Young Wardens learn many lessons: tenets which will lead them throughout their life, knowledge that will keep them alive and help them conduct their duties. Wardens study, observe and document all they experience of the world as diligently as they practice their combat exercises, for knowledge is also a weapon, as sharp as any blade.

Once young Wardens complete their studies, they are given their initial assignment of guarding the Seal Gates. This time of service is a trial, designed to test and prove a young Warden, as well as to develop strengths, and to later determine their reassignment to special units, if they happen to show any aptitude. This duty remains an honor to all Wardens, no matter how veteran they may be. Protecting life is always a priority. They oversee Seal entries, preventing any vulnerabilities or attempts to destroy or weaken the gates of the Seal.

Wardens serve their entire lives as warriors, scholars, healers, and protectors. They even guard and protect those cast off or released from the Ethereals. During this time, they may call on others to serve in order to repay the service shown to them by the Wardens. Those who choose to help are remembered and will be able to call on the Wardens as an ally, but those that decline will fade into history and may find themselves in the shadows.

After the initial creation of the Seal, temporary peace had been restored amidst the warring factions, but as people were again being thrown into the Seal from the outside world, that fragile stability was lost. The newcomers gave the Ethereal new vessels, and the war was renewed. Other creatures, monstrous creations and all other humanoid refuse from the outside world began to be tossed into the Seal, as if it had become the dumpsite for everything the outsiders feared, misunderstood or simply found in their way. Motivations of these newcomers are never trustworthy. Only other Wardens are welcomed, as only their intentions can be pure.

Wardens are driven by duty and service to the land itself. Between times of assisting and re-educating newcomers to the Seal, battling divines, driving back the Wickermen and other Agents of the Fiends, and striving to learn about and heal the land, there is always a job to be done, and a Warden there to do it. Since the Cataclysm, the Wardens have taken up mantle of servant leaders with gusto, creating several organizations to aid in trade, communication, improving the quality of life, and hasten stabilization of the economy for those that survived the disaster.

Species Traits

Living

Flaw

Hybrid Form

Due their hybrid nature when a warden is hit with a "Fire" effect they also suffer a Waste 1 Animus/Corpus, player's choice. If the warden has stats, a stat must be lost, they cannot opt to lose Corpus when that Pool is empty to avoid losing Animus. Unless they are out of Corpus AND Animus, this will cause stat loss.

Abilities

Botanical Grafting:

Wardens have long been able to graft special plants to themselves. This allows them to create unique abilities based on what they need. These abilities are powered by their own internal magic gifted to them from the Great Tree.

All Wardens have a 5-point Graft Pool. This Pool can be refilled by using a Life Bulb. This Life Bulb is created at the Farm, since a piece of the Great Tree is present within the Giving Tree and a connection to the Great Tree is needed to empower the Bulb. To create a Life Bulb, the Warden must use a phys-rep and roleplay that they are creating something. This takes 5 minutes, but that is reduced by 2 minutes for each additional Warden that is present, to a minimum of 1 minute. Once this is done, a phys-rep of a seed, no smaller than a fist, is used to represent the Life Bulb. The player can meditate with the Bulb, pulling the energy from it with 30 seconds of roleplay. This will refresh the Warden's Graft Pool. Bulbs are personal to the Warden and can only be used by that Warden. Only one Bulb can be active at a time. A Life Bulb can be used right away and a new one can be created to be carried around.

Grafts

The Warden is able to gain a total of three of the following abilities each event, this can only be changed once per event and the previous event's setup is always present at the start of the event. The phys-rep for the chosen graft must be present. To change, the Warden must be at the Farm.

Controlling Vines

Warden may remain with feet planted on soil/ground (outside) and can throw Packet-delivered Short Root by Nature

Cost: 1 from Graft Pool

Verbal: "Short Root by Nature"

Physical Rep Required: Headband of green leafy flowers

Natural Cleanse:

Due to their Hybrid nature the Warden may resist any effect with the "Poison" trait.

Cost: 1 from Graft Pool

Verbal: "Resist"

Physical Rep Required: Three green streaks on cheek

Nature's Protection:

Able to purge Nature delivered effects.

Cost: 1 from Graft Pool

Verbal: "Purge Nature"

Physical Rep Required: Three green and black streaks on cheek

Noxious Pollen

Grants Packet delivered "Short Stun by Poison"

Cost: 1 from Graft Pool

Verbal: "Short Stun by Poison"

Physical Rep Required: Yellow flower in hair or on clothes.

Soil Siphoning Roots

Warden may remain feet planted on soil/ground (outside) and focus for 5 seconds and

Cost: 1 from Graft Pool

Verbal: "Heal 2 to Self"

Physical Rep Required: Roots near boots/feet.

Strange Pollen:

Due to their Hybrid nature the Warden may resist any Expose effect.

Cost: 1 from Graft Pool

Verbal: "Resist"

Physical Rep Required: Black flower in hair or on clothes

Tangle Vines

Grants Resist vs Disarm.

Cost: 1 from Graft Pool

Verbal: "Resist"

Physical Rep Required: Glove/hand covered in vines.

Other Grafts

Additional Grafts maybe found in play, but will require care if not actively in use.

Master of these Lands

Due to their Hybrid nature and mastery of these lands, the Warden receives a 10 Soul Shard discount on Maintenance upkeep at check-in.

Wardens also have the ability to create food items that reduce maintenance costs for other Denizens. See the list of known Blueprints for details.

Costume Requirements

Warden can be identified by their tendency to wear natural colors and by green makeup around the eyes.

For Warden Characters, see more details at: Species Packet: Warden Eyes Only

C. Skills and Archetypes

This section covers details of each of the Archetypes and all of the Gateway skills, Pre-Requisites, and higher skills associated with each Archetype. Each Archetype will begin with a description of the Gateway Skill. That is followed by a description of each other skill in that Archetype, listed alphabetically, ending with the Karma or Master Skill for that section. Each skill description will include any Pre-Requisite skills, Cost to Buy the skill (usually in CP), the Cost to Use the skill (usually some stat or component), any verbal call that is needed, Notes providing more detail on the skill, and any Lore or flavor text that applies.

Skills are described in this format:

Name of Skill

Description of what it does, briefly.

Pre-Requisite: Any skill that must be acquired before this skill is available to you.

Cost to Buy: Any CP, Attribute, or component cost to acquire this skill.

Cost to Use: Any Attribute or component costs or Prop required to activate this skill.

Verbal: *“any verbal call required to activate the skill”* [any element or trait call]

Notes: Any additional detail on how the skill works.

Lore: Any flavor text that gives an in-game feel for the skill and how it works.

If a skill as sub-section because it can do more than one thing, those will be listed in a similar layout under the same skill name and description.

Denizens

Denizen skills are considered open skills and do not require a gateway skill to obtain. Upon taking any skill in this group, the character gains the “Denizen” Trait and may interact with props labeled “Denizen”.

Defensive Skills

Heavy Armor Training

This skill allows a player to wear up to 4 points of armor

Pre-Requisite: Light Armor Training

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: Armor that is reduced to 0 will still provide the benefits of any gems set into it. If the armor is the target of a Destroy effect, the Armor Points are not only set to 0 but armor gains the Broken condition and the player is unable to draw upon the magic of any gems set in the armor or restore the Armor Points until the Broken condition is removed (usually by a Smith).

Lore: You’ve received advanced training in the use of armor.

Light Armor Training

This skill allows a player to wear up to 2 points of armor.

Pre-Requisite: N/A

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: Armor that is reduced to 0 will still provide the benefits of any gems set into it. If the armor is the target of a Destroy effect the Armor Points are not only set to 0 but armor gains the Broken condition and the player is unable to draw upon the magic of any gems set in the armor or restore the Armor Points until the Broken condition is removed (usually by a Smith).

Lore: You’ve been trained in the use of basic armor.

Shield Training

This skill allows a player to wield a shield, in addition to a melee weapon.

Pre-Requisite: Melee Training

Cost to Buy: 2 CP (0 CP for Dragonlords)

Cost to Use: N/A

Verbal: N/A

Notes: This skill allows the use of Standard Shields up to 24” max dimensions.

Lore: You have been trained in advanced combat techniques involving the use of standard shields.

First Aid Skills

Evaluate Condition

You may spend three seconds roleplaying a quick assessment of their wounds/condition followed by either “Diagnose Damage” or “Diagnose <Condition>”.

Pre-Requisite: Evaluate Wound

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: 3 seconds role play then “*Diagnose Damage*” or “*Diagnose <Condition>*”

Notes: Conditions evaluated by this skill include the presence of standard game effects, not special imbue/inflict effect. See Diagnose for more details and a list of conditions that can be determined with this skill.

Lore: You have received advanced medical training and can diagnose more complicated conditions.

Evaluate Wound

You may spend three seconds roleplaying a quick assessment of their wounds followed by either “Diagnose Stable”, “Diagnose Unstable”, or “Diagnose Dead”.

Pre-Requisite: None

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: “*Diagnose Stable*”, “*Diagnose Unstable*”, or “*Diagnose Dead*”

Notes: See Diagnose, Death and Stable for more details.

Lore: You can quickly examine an injured person to determine the severity of their wounds.

Render Aid

If a player is in their bleed out stage, you may touch them and call “Render Aid” and role play treating their wounds for 30 seconds after which you may call “Stabilize by Alchemy”. As soon as Render Aid is called bleed out count stops, however if it is interrupted the bleed out immediately resumes where it was stopped.

This skill may also be used to “Cure Maim”. They player must spend 1 minute of role-playing patching up a damaged limb. At the end of this time, call “Cure Maim”. If the role play is interrupted, they must start over.

Pre-Requisite: Evaluate Wound

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: “*Render Aid*” followed by “*Stabilize by Alchemy*” after 30 seconds of role play or “*Render Aid*” followed by “*Cure Maim*” after one minute of role play.

Notes: See Diagnose, Death and Stable for more details.

Lore: You have been trained to stanch and pack the most basic of wounds.

General Skills

Pick Lock

You can attempt to pick In Game locks and may interact with Locks.

Pre-Requisite: None

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: In Banished you must unlock all attached locks on the phys-reps, unless you have another skill that specifically states otherwise.

Lore: You’ve mastered the basics of picking locks.

Harvest Skills

Gathering

You are able to use “Farming” marshal-less modules to gather Plant Components. Player gains “Gatherer” Trait.

Pre-Requisite: None

Cost to Buy: 2 CP per Rank (Max 5 Ranks)-The cap maybe raised as the game progresses.

Cost to Use: N/A

Verbal: N/A

Notes: This skill can be purchased again, with each additional purchase providing a benefit at farming modules (benefit is dependent on the module that event). This skill may also allow the player to harvest “wild” components they may find on site. See Harvesting Skills: Gathering for specifics on in game use. These components are given the P1, P2, P3 designations.

Lore: You have been trained in the art of harvesting and cultivating plants.

Hunting

You are able to use "Hunting" marshal-less modules to gather Animal Components. Player gains "Hunter" Trait.

Pre-Requisite: None

Cost to Buy: 2 CP per Rank (Max 5 Ranks)-The cap maybe raised as the game progresses.

Cost to Use: N/A

Verbal: N/A

Notes: This skill can be purchased again, with each additional purchase providing a benefit at hunting modules (benefit is dependent on the module that event). See Harvesting Skills: Hunting for specifics on in game use. These components are given the A1, A2, A3 designations.

Lore: You have been trained in the art of stalking and trapping prey.

Mining

You are able to use "Mining" marshal-less modules to gather Mineral Components. Player gains "Miner" Trait.

Pre-Requisite: None

Cost to Buy: 2 CP per Rank (Max 5 Ranks)-The cap maybe raised as the game progresses.

Cost to Use: N/A

Verbal: N/A

Notes: This skill can be purchased again, with each additional purchase providing a benefit at Mining modules (benefit is dependent on the module that event). See Harvesting Skills: Mining for specifics on in game use. These components are given the M1, M2, M3 designations.

Lore: You have been trained in the art of digging for ore.

Siphoning

You are able to use "Siphoning" marshal-less modules to gather Magic Components. Player gains "Siphoner" Trait.

Pre-Requisite: None

Cost to Buy: 2 CP per Rank (Max 5 Ranks)-The cap maybe raised as the game progresses.

Cost to Use: N/A

Verbal: N/A

Notes: This skill can be purchased again, with each additional purchase providing a benefit at Siphon modules (benefit is dependent on the module that event). This skill may also allow the player to harvest "Rare" components they may find on site. See Harvesting Skills: Siphoning for specifics on in game use. These components are given the X1, X2, X3 designations.

Lore: You have been trained in the art of harvesting and cultivating the flows of magic.

Magic Skills

Bardic Inspiration

This skill allows the user to encourage player interaction and morale building through magical performance. Player gains the "Bard" Trait and may interact with props labeled "Bard".

Pre-Requisite: None

Cost to Buy: 2 CP per Rank (Max 5 Ranks)

Cost to Use: 0 Animus

Verbal: 5 Minute performance followed by [*Verbal from the Blueprint*]

Notes: The performer will need a "Blueprint" for each performance, which must be recorded in a personalized "performance book". They must have the book on them, but need not have it open or read from it during the performance.

Very powerful "songs" may be added in the future which require multiple performers. Non-bardic participants do not contribute to the performance requirements in any way but may benefit, if present and attentive.

- For a level 1 Blueprint, a minimum of 1 rank of Bardic Inspiration on a single player will allow the Blueprint to be performed.
- A level 2 Blueprint can be done by 2 players with 1 rank in Bardic Inspiration or by a single player with two or more ranks in Bardic Inspiration.
- For a level 3 Blueprint, any number of players with a total of at least 3 ranks in Bardic Inspiration will meet the minimum requirement for the Blueprint to be performed.
- Non-ranked players can benefit, but do not help meet the level requirement, even if they “get in on the act” and sing along, etc.
- Performance requires [Focus](#) and cannot be done while in active combat but may be done while marching, so long as the terrain is not particularly difficult or the march is not otherwise distracting.
- Particularly complex Blueprints may have further limitations on use while on the move or in particular situations, as noted on the Blueprint.

The user of this skill must lead a performance of some kind for a minimum of 5 minutes. They may take no other In Game action or use active skills (similar to [Focus](#)) during the performance. The performance itself may be a song, speech, dance or other type of performance as befits the character.

At the end of the performance, everyone directly participating or watching attentively receives a benefit from the performance, as described on the Blueprint.

Lore: A heartfelt performance can inspire the masses to greatness.

Channel Magic

You may visit any mystic node and ritually attune to it for 5 minutes; additional mages can perform a group ritual reducing the time by 1 minute for each participant (to a minimum of 1 minute). This task requires [Focus](#). After the ritual is complete the mage may spend 1-minute role playing the channeling and focusing of magic into a packet gain 5 x 1 Damage by Magic.

Pre-Requisite: None

Cost to Buy: 2 CP

Cost to Use: 2 Animus

Verbal: [Delivered to Self] “*Imbue by Magic*”

Notes: When you buy this skill, you gain the [Mage] Trait.

Lore: N/A

Harmonize

This skill allows a player to use Gem and Artifact item effects. If a player loses this skill, or the skill is the target of a drain they cannot use gem or artifact effects.

Pre-Requisite: None

Cost to Buy: N/A

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: You are able to attune your will to access the latent power in artifacts.

Read Magic

This skill allows a player to use scroll and contract item effects. If a player loses this skill, or the skill is the target of a drain they cannot use scrolls or contracts effects.

Pre-Requisite: None

Cost to Buy: N/A

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: You are able to see beyond the words on a page, and read the magic locked inside a scroll.

Ritual Magic

This skill allows the player to use rituals to create powerful magic. Player gains the “Ritualist” Trait and may interact with props labeled “Ritualist”.

Pre-Requisite: None

Cost to Buy: 2 CP per Rank (Max 5 Ranks)

Cost to Use: 0 Animus

Verbal: 5 Minute ritual followed by [*Verbal from the Blueprint*]

Notes: The ritual leader will need a “Blueprint” for each ritual, which must be recorded in a personalized “Grimoire”. They must have the book on them, but need not have it open or read from it during the performance.

Very powerful rituals may be added in the future which require multiple participants. Any additional participants must also be trained in Ritual Magic, but need not have their own copy of the ritual being performed.

- For a level 1 Blueprint, a minimum of 1 rank of Ritual Magic on a single player will allow the Blueprint to be performed.
- A level 2 Blueprint can be done by 2 players with 1 rank in Ritual Magic or by a single player with two or more ranks in Ritual Magic.
- For a level 3 Blueprint, any number of players with a total of at least 3 ranks in Ritual Magic will meet the minimum requirement for the Blueprint to be performed.
- Non-ranked players can benefit, but do not help meet the level requirement, even if they “get in on the act” and hold a ritual item, etc.
- A Ritual requires [Focus](#) and cannot be done while in active combat or while on the march.

The user of this skill will set up an area in accordance with the guidelines laid out in the Blueprint. They will lead the ritual as described for a minimum of 5 minutes. They may take no other In Game action or use active skills (similar to [Focus](#)) during the ritual. The ritual may take any form that is appropriate to the ritual leader’s character and in concordance with the Blueprint requirements.

Ritual magic is not generally Pass/Fail. The outcome of a ritual varies considerably based on how closely the Blueprint is followed. Therefore, the attention to detail will have significant impact on both Outcomes of the ritual and the Scope of these Outcomes.

Examples:

- *A Ritual requires a specific ingredient, which is not available, but a similar item is substituted. Depending on the similarity to the required ingredient, this may enhance or detract from the desired Effect. It could turn an expected Heal 1 Effect from the completed Ritual into a Heal 3, if the substitution works out to be an improvement. It could simply waste the ingredients and have no effect. It could even completely invert the intended Effect causing damaging effects instead if the substitution is incompatible.*
- *If, in the interest of time, shortcuts are made during the preparation for the ritual, such as deciding to skip preparing a recommended ritual circle to contain the magic, the effects of the ritual may spread beyond the active participants in the Ritual, for good or for ill. The ritual, which was meant to heal the participants, might accidentally also heal the incoming foes as well. It might also flatten the forest for miles in every direction.*

Ritualists must always carefully consider whether or not the short cut is worth the risk!

- Level 1 rituals will generally succeed, as long as all requirements are met and the ritual is uninterrupted. If interrupted, the consequences are often negligible due to the low levels of power invoked by them.

- More powerful, complex rituals have a greater opportunity for mistakes to be made, due to the meticulous nature of high-level Rituals. Consequently, there is a correspondingly greater possibility for Catastrophic Failure or Exceptional Success. If these outcomes are possible, the Blueprint will detail when these occur and what Outcome and Scope will apply, if they come to pass.
- To receive any benefit, generally, the ritual must be completed without interruption. If a ritual is interrupted after the Point of No Return, some (or all) components may be lost and the ritual effect is forfeit. If the ritual is interrupted at a Critical Moment, this forfeiture may come with additional negative consequences. The Point of No Return and any Critical Moments, if applicable, will be noted on the Blueprint. There may be more than one of each of these in very complex Rituals.
- A number of cards specific to that Blueprint will be drawn from a standard deck and placed in an envelope before the appointed start time of the Ritual. This number will account for a number of factors such as preparation, Ritual Level, power level of the combined Ritualists compared to that of the Ritual, and so on. Typically, there will be a minimum of 1 card for all but the simplest of Rituals. At the end of the Ritual, the envelope is opened.
 - If a designated Catastrophic Failure card is present, the ritual has ended in Catastrophic Failure.
 - If designated the Exceptional Success is present without also revealing a Catastrophic Failure, then the ritual has ended in an Exceptional Success.
 - The presence a Catastrophic Failure will also negate that of the Exceptional Success.
- The Blueprint will designate which card(s) represent Catastrophic Failure and Exceptional Success, if they apply for that Ritual.
- At the end of the ritual, everyone directly participating (and possibly bystanders as well) will receive a benefit (or potentially harmful effect) from the ritual. These outcomes will be mitigated by the level of success or failure of the ritual, as described on the Blueprint.

Lore: A heartfelt performance can inspire the masses to greatness.

Weapon Skills

Bow Training

This skill allows a player to use a basic Bow/Crossbow for ranged attacks and may only have a single dart loaded. If a player loses this skill, or the skill is the target of a Drain they cannot wield a Bow/Crossbow.

Pre-Requisite: None

Cost to Buy: 2 CP (0 CP for Dragonlords)

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: You have received advanced combat training in archery.

Melee Training

This skill allows a player to wield a single melee weapon for blocking and delivering uncalled strikes. If a player loses this skill, or the skill is the target of a drain they cannot wield a melee weapon.

Pre-Requisite: None

Cost to Buy: N/A

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: No one makes it long inside the Seal if they can't defend themselves.

Thrown Weapon Training

This skill allows a player to wield a thrown weapon for delivering attacks. If a player loses this skill, or the skill is the target of a drain they cannot wield a thrown weapon.

Pre-Requisite: None

Cost to Buy: 2 CP (0 CP for Dragonlords)

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: You've been trained in the use of thrown weapons in combat.

Two Weapon Training

This skill allows a player to wield a 1-handed weapon in each hand.

Pre-Requisite: Melee Training

Cost to Buy: 2 CP (0 CP for Dragonlords)

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: You have been trained in advanced combat techniques allowing the use of two weapons.

Vessel Training

This skill allows a player to use a basic blaster for ranged attacks. A basic blaster requires both hands to wield and fire and may only have a single dart loaded. If a player loses this skill, or the skill is the target of a drain they cannot wield a blaster. Used darts may be picked up and examined for safety, after which they can be reused.

Pre-Requisite: Harmonize

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: N/A

Lore: Thanks to an ancient pact many denizens who lack a mystic affinity often learn to use a Vessel, releasing the power of their Djinn on their foes.

Master/Karma Ability

Flash of Inspiration

The player may perform an Essence Refresh without the 5 minutes of Role Play normally required.

Pre-Requisite: Any Gateway Skills and its pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma and 1 Essence

Verbal: "*Imbue by Karma*"

Notes: This Refresh still removes any active Imbues or Effects that would be cleared by a normal Refresh.

Lore: N/A

Alchemist

This versatile skillset focuses on healing damage and curing deleterious effects, as well as creating beneficial ingested potions and crippling Poisons to be applied to weapons.

Gateway Skill

Apprentice Alchemist

The Apprentice Alchemist skill grants the “Alchemist” Trait and the Player may now interact with any prop labeled “Alchemist”.

Pre-Requisite: N/A

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: N/A

Notes: This will allow the player to craft any Alchemy item for this knowledge, as long as they have the materials and Blueprint. Crafting an item requires at least 5 minutes of roleplay at the Forge, during which time the player creates the Item Tag and deposits the components in the Forge Box inside a bag with the Crafting Report as per the Crafting Rules.

Lore: N/A

Alchemist's Satchel

Additionally, all Alchemists may carry a single “Alchemists Satchel”. The Satchel is essentially an external phys-rep that grants (represents) the player’s access to a “Reagent Pool”. Should the phys-rep be stolen, lost, or removed from play in some fashion, the player can bring a new “empty” phys-rep into play by spending 5 minutes at the Forge roleplaying its creation. The starting Satchel rep must be at least 120 cubic inches (recommended 10” x 6” x 2”).

Reagent Pool

Having an Alchemist Satchel on their person grants the player an *empty* Reagent Pool of 10. While at the Forge the Alchemist may spend 1 minute to convert 1 A1, P1, or M1 into 5 Reagent Points. While the skill uses an external rep, the artificial stats remain with the character who crafted it, and unless stated by another skill, cannot be exchanged with other players. This can be explained in game as different sorting/labeling systems, unique to the Alchemist who packed the satchel, being unintelligible to others. Blueprints for tagged items that expand the Reagent Pool maybe acquired during play. Should the Satchel be the target of a Destroy effect, the player loses access to their Reagent Pool until it has been repaired, but the Reagent Points are not lost/wasted.

Acid Vial

This grants the Alchemist the ability to destroy an enemy’s Vitality through alchemical attacks.

Pre-Requisite: Apprentice Alchemist, Journeyman Alchemist

Cost to Buy: 2 CP

Cost to Use: 1 from Reagent Pool

Verbal: [Delivered by Packet] “Waste 1 Vitality by Alchemy”

Notes: The player must draw the packet from their satchel before launching the attack. The roleplay is that the alchemist is throwing alchemy supplies in an offensive manner from the bag. Picking up packets from the ground, being handed packets, or mushroom/cauliflower handling of packets is considered cheating for this skill.

Lore: N/A

Administer Stimulate

Grants the Alchemist the ability to cure Drain through the use of alchemical supplies.

Pre-Requisite: Apprentice Alchemist, Vigor Restoration

Cost to Buy: 4 CP

Cost to Use: 2 from Reagent Pool

Verbal: [Delivered by Touch] “Cure Drain by Alchemy”

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Drain by Alchemy"
Lore: N/A

Journeyman Alchemist

This skill builds on the knowledge the Alchemist has already learned.

Pre-Requisite: Apprentice Alchemist

Cost to Buy: 3 CP

Cost to Use: Components to be converted

Verbal: N/A

Notes: They may now convert 3 Tier 1 components into a single Tier 2 component for the purpose of meeting blueprint requirements. This is considered a "Composite Tier 2 Component"

Lore: N/A

Master Alchemist

This skill builds on the knowledge the Smith has already learned. They may now convert 3 Tier 2 components into a single Tier 3 component for the purpose of meeting Blueprint requirements. Composite Tier 2 components created through the Journeyman skill cannot be upgraded to a composite Tier 3.

Pre-Requisite: Apprentice Alchemist, Journeyman Alchemist

Cost to Buy: 3 CP

Cost to Use: Components to be converted

Verbal: N/A

Notes: The alchemist may now begin developing their own custom Blueprints.

Custom Blueprints for Exotic Alchemy are submitted as a plot request. The player will receive a draft version of the blueprint for review. Based on the draft the player can then decide if they would like to spend IG effort crafting the Blueprint or abandon the project. Exotic Alchemy may require Exotic Components that will have to be sought out.

Lore: N/A

Muscle Release

Allows the Alchemist to remove the Paralyzed condition.

Cost to Buy: 4 CP

Cost to Use: 2 from Reagent Pool

Pre-Requisite: Apprentice Alchemist, Administer Stimulate, Vigor Restoration

Verbal: [Delivered by Touch] "*Cure Paralyze by Alchemy*"

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Paralyze by Alchemy"

Lore: N/A

Set Limb

Allows the Alchemist to remove the Maimed condition.

Cost to Buy: 3 CP

Cost to Use: 1 from Reagent Pool

Pre-Requisite: Apprentice Alchemist, Treat Minor Wounds

Verbal: [Delivered by Touch] "*Cure Maim by Alchemy*"

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Maim by Alchemy"

Lore: N/A

Smelling Salts

Allows the Alchemist to remove the Stunned condition.

Cost to Buy: 4 CP

Cost to Use: 2 from Reagent Pool

Pre-Requisite: Apprentice Alchemist, Administer Stimulate, Vigor Restoration

Verbal: [Delivered by Touch] "*Cure Stun by Alchemy*"

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Stun by Alchemy"

Lore: N/A

Solvent

Allows the Alchemist to remove the Rooted condition.

Pre-Requisite: Apprentice Alchemist

Cost to Buy: 2 CP

Cost to Use: 1 from Reagent Pool

Verbal: [Delivered by Touch] "*Cure Root by Alchemy*"

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Root by Alchemy"

Lore: N/A

Study Creature

This skill allows the Alchemist to study a helpless creature to discover weaknesses.

Pre-Requisite: Apprentice Alchemist, Journeyman Alchemist

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: [Delivered by Touch] "*Study Creature*"

Notes: Many creatures have weak points or behavior patterns. This skill allows an Alchemist to spend 10 seconds studying a helpless foe (dead/stunned/paralyzed). This investigation may reveal if the opponent has a weakness to a damage type.

Example:

The Ranger spends 10 seconds studying a helpless foe and says, "Study Creature"

The NPC responds "Weak to Air".

Lore: N/A

Throat Treatment

Allows the Alchemist to remove the Silenced condition.

Pre-Requisite: Apprentice Alchemist

Cost to Buy: 2 CP

Cost to Use: 1 from Reagent Pool

Verbal: [Delivered by Touch] "*Cure Silence by Alchemy*"

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Silence by Alchemy"

Lore: N/A

Treat Major Wounds

Allows the Alchemist to revive the dead via alchemical means.

Pre-Requisite: Apprentice Alchemist, Treat Minor Wounds

Cost to Buy: 3 CP

Cost to Use: 5 from Reagent Pool

Verbal: [Delivered by Touch] "*Cure Death by Alchemy*"

Notes: The player must roleplay briefly (at least 10 seconds) applying something from their satchel before calling "Cure Death by Alchemy"

Lore: N/A

Treat Minor Wounds

This allows the Alchemist to heal wounds via alchemy.

Pre-Requisite: Apprentice Alchemist

Cost to Buy: 1 CP

Cost to Use: 1 from Reagent Pool

Verbal: [Delivered by Touch] "*Heal All by Alchemy*"

Notes: The player must roleplay quickly (at least 3 seconds) applying something from their satchel before calling "Heal All by Alchemy"

Lore: N/A

Vigor Restoration

This allows the Alchemist to treat Weakness via alchemy.

Pre-Requisite: Apprentice Alchemist

Cost to Buy: 2 CP

Cost to Use: 1 from Reagent Pool

Verbal: [Delivered by Touch] "*Cure Weakness by Alchemy*"

Notes: The player must roleplay applying something from their satchel for 10 seconds before calling "Cure Weakness by Alchemy"

Lore: N/A

Master/Karma Ability

Eureka!

The Alchemist may substitute skill for some ingredients when using an Alchemist Blueprint to make an item.

Pre-Requisite: All Alchemist Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: N/A

Notes: The user may spend 1 Karma in place of all Standard Components or a single Exotic Component when using a Blueprint. This must be noted on the Item Tag's Crafting Report when creating the item. The Alchemist can make this substitution, even if not at the Forge.

Lore: N/A

Assassin

This skillset is focused on identifying and closing distance to the intended target and delivering debilitating precision blows, with either short melee weapons (36-inch overall length) or Thrown Weapons.

Gateway Skill

Wicked Dagger

Allows player to do called damage when attacking from behind your target. You gain the "Assassin" Trait and may interact with props labeled "Assassin".

Pre-Requisite: Melee Training

Cost to Buy: 10 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Short Melee] "3 Damage"

Notes: This attack must be delivered via a short melee.

Lore: Sometimes, straightforward damage is what is called for.

Arterial Strike

Allows player to Drain your target.

Pre-Requisite: Wicked Dagger, Melee Training

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: [Delivered by Short Melee] "Drain"

Notes: This attack must be delivered via a short melee weapon.

Lore: The Assassin has learned to strike with such precision as to render a victim helpless with a single blow.

Close the Distance

Any of the Assassin class Delivered by Short Melee skills (Wicked Dagger, Arterial Strike, Die Quietly, Fatal Blow, Master Poisoner, Tainted Blade) can now be delivered with Thrown Weapons.

Pre-Requisite: Thumb Cut, Wicked Dagger, Melee Training, Thrown Weapon Training

Cost to Buy: 5 CP

Cost to Use: Whatever the cost of the skill normally used by the chosen Short Melee attack

Verbal: [Delivered by Thrown Weapon] "3 Damage", "Drain", "Silence", "Death", Verbal or Inflict card appropriate to the Poison, or "Stricken" as appropriate to the [Delivered by Short Melee] Assassin skill being used.

Notes: The skills used with this skill do not require attacking from behind when using a thrown weapon.

Lore: N/A

Die Quietly

Allows player to Silence your target.

Pre-Requisite: Wicked Dagger, Melee Training

Cost to Buy: 1 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Short Melee] "Silence".

Notes: This attack must be delivered via a Short Melee.

Lore: An Assassin often finds the need to render a victim quiet before delivering the killing blow.

Dogged Pursuit

Allows player to Resist being Slowed.

Pre-Requisite: Wicked Dagger, Melee Training, You Can Run...

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: "Resist" [vs Slow]

Notes: N/A

Lore: The assassin is able avoid things that will impede their hunt.

Fatal Blow

Allows the Assassin to kill a target with a single blow.

Pre-Requisite: Arterial Strike, Wicked Dagger, Melee Training

Cost to Buy: 4 CP

Cost to Use: 4 Corpus

Verbal: [Delivered by Short Melee] "*Death*"

Notes: This attack must be delivered via a short melee weapon.

Lore: The pinnacle of the Assassins offensive capability, they are able to deliver a fatal blow with a single strike.

Master of Disguise

The Assassin may spend at least 5 minutes crafting a disguise mimicking the species makeup of another species.

Pre-Requisite: Wolf in Sheep's Clothing, Wicked Dagger, Melee Training

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: [Delivered to Self] "*Imbue by Shadow*"

Note: The Assassin may spend at least 5 minutes crafting a disguise mimicking the species makeup of another species. This effect fades when an Essence Refresh is performed. The player has the option to re-spend the 2 Corpus after an essence refresh to continue this effect.

Lore: N/A

Master Poisoner

Allows player to use poisons on your weapon.

Pre-Requisite: Wicked Dagger, Melee Training

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: [Delivered by Short Melee] verbal or inflict card appropriate to the poison

Notes: The Assassin has mastered the use of Alchemical Poisons. They may select which strike to deliver the Applied Alchemy Poison, as opposed to the first swing.

Lore: N/A

Tainted Blade

Allows player to leave your Stricken.

Pre-Requisite: Master Poisoner, Wicked Dagger, Melee Training

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Short Melee] "*Stricken*"

Notes: This attack must be delivered via a short melee weapon.

Lore: Assassins often taint their weapons in order to ensure a victim cannot seek aid.

Thumb Cut

Allows player to Disarm your target.

Pre-Requisite: Wicked Dagger, Melee Training, Thrown Weapon Training

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Thrown] "*Disarm*"

Notes: N/A

Lore: A well placed thrown weapon can render a foe unable to defend themselves.

Trade Secret Flash Bang

Allows player to Slam your target by throwing a packet down to represent a flash-bang device.

Pre-Requisite: Fatal Blow, Arterial Strike, Wicked Dagger, Melee Training

Cost to Buy: 6 CP

Cost to Use: N/A

Verbal: [Delivered by throwing prepared Packet to the ground] *"By My Voice Slam by Fire"*

Note: At the Forge an Assassin can craft an M1 into an alchemical distraction. The assassin must take a packet and throw it to the ground before calling the effect.

Lore: N/A

Wolf in Sheep's Clothing

Allows player to Resist being Exposed.

Pre-Requisite: Wicked Dagger, Melee Training

Cost to Buy: 2 CP

Cost to Use: 1 Corpus

Verbal: *"Resist"*

Note: So long as the assassin is wearing a cloak/hood or has their face obscured, they may resist being found.

Lore: N/A

You can run

Allows player to Expose a hidden target.

Pre-Requisite: Wicked Dagger, Melee Training

Cost to Buy: 3 CP

Cost to Use: 2 Corpus

Verbal: *"By Your Name [Name] Expose by Shadow"*

Note: The Assassin must spend at least 10 seconds searching the area before this ability can be used to Expose their prey.

Lore: N/A

Master/Karma Ability

Soul Scar

The Assassin can make it considerably more difficult for a monster to come back to haunt them.

Pre-Requisite: All Assassin Skills and their pre-requisites

Cost to Buy: N/A

Cost to Use: 1 Karma

Verbal: [touch] *"Imbue Spirit of the Dead by Karma"*

Note: The player touches a Spirit of the Dead and calls "Imbue Spirit of the Dead by Karma" and hand the player an Imbue card. At Death's Gate the player/NPC hands this Imbue to the Aspect of Death. They must draw 5 additional cards from Death. If the player also has the Imbue from Second Chance (Mystic Karma Ability) the two effects cancel each other out. When used on NPC's it greatly increases the chance that they will not return from Death's Gate.

Lore: N/A

Evoker

This skillset focuses on magical damage output and versatility.

Gateway Skill

Draw Forth

Character gains Unlimited Packet delivered 1 Damage by Magic while holding a Staff. Player Gains "Evoker" Trait and may interact with props labeled "Evoker".

Pre-Requisite: Channel Magic

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: [Delivered by Packet] "*1 Damage by Magic*"

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Elemental Conditioning

Player may Resist any Element [Air/Earth/Fire/Water] they have learned with skill Elemental Empowerment

Pre-Requisite: Draw Forth, Channel Magic, Elemental Empowerment [Air/Earth/Fire/Water]

Cost to Buy: 6 CP

Cost to Use: 4 Animus

Verbal: "*Resist*"

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Elemental Empowerment

Character may substitute [*Fire/Water/Earth/Air*] instead of "Magic" in the Verbal for Draw Forth.

Pre-Requisite: Draw Forth, Channel Magic

Cost to Buy: 2 CP [per element selected]

Cost to Use: 0 Animus

Verbal: [Delivered by Packet] "*1 Damage by [Element, either Fire/Water/Earth/Air]*"

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed. Each 2 CP allows character to pick up an element to use. May be purchased multiple times to pick up different elements: [Air/Earth/Fire/Water].

Lore: N/A

Manifold

Doubles the power of Surge.

Pre-Requisite: Draw Forth, Channel Magic, Surge

Cost to Buy: 4

Cost to Use: 3 Animus

Verbal: [Delivered by Packet] "*Double...*" and any non-damage Draw Forth effect

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Onslaught of Burden

Augments a single use of Draw Forth with Slow.

Pre-Requisite: Draw Forth, Channel Magic

Cost to Buy: 3

Cost to Use: 1 Animus

Verbal: Adds "*...and slow*" to Draw Forth

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Onslaught of Numb Hands

Augment a single use of Draw Forth or Surge with Disarm.

Pre-Requisite: Draw Forth, Channel Magic

Cost to Buy: 3

Cost to Use: 1 Animus

Verbal: Adds "...and disarm" to Draw Forth or Surge

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Onslaught of Pain

Augment a single use of Draw Forth or Surge with Agony.

Pre-Requisite: Draw Forth, Channel Magic

Cost to Buy: 3

Cost to Use: 1 Animus

Verbal: Adds "...and Agony" to Draw Forth or Surge.

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Onslaught of Silence

Augments a single use of Draw Forth or Surge with Silence.

Pre-Requisite: Draw Forth, Channel Magic

Cost to Buy: 4

Cost to Use: 2 Animus

Verbal: Adds "...and silence" to Draw Forth or Surge

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Surge

May augment a single use of Draw Forth, increasing it to 3 Damage.

Cost to Buy: 4

Cost to Use: 2 Animus

Pre-Requisite: Draw Forth, Channel Magic

Verbal: [Delivered by Packet] "3 Damage by Magic"

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed.

Lore: N/A

Master/Karma Ability

Conduit of Nature

As long as the player's feet and staff remain planted, all Evoker skills are free to cast for 5 minutes. If the player moves their feet or staff, this ability ends.

Cost to Buy: 0

Cost to Use: 1 Karma

Pre-Requisite: All Evoker Skills and their pre-requisites

Verbal: "Imbue by Karma"

Notes: Prop Required, character must have a Staff. Cannot use if Staff has the Broken condition or they have been disarmed. The player plants their feet and staff. As long as the player's feet

and staff remain planted all Evoker skills are free to cast. If the player moves their feet this ability ends. While using this ability the staff becomes immune to Disarm and Destroy.
Lore: N/A

Exorcist

This skillset focuses on expelling possessing influences, destroying Wards, and Sanctified spaces, and removing negative status-effects.

Gateway Skill

Exorcism

Exorcists are able to cast out and destroy things made of faith or magic. Requires the player choose a Divine which their character must worship in some form. This ability allows the Exorcist to remove wards/holy site and remove possession / specific afflictions on a person. Both only occur under specific conditions (see notes).

Player gains the “Exorcist” Trait and may interact with props labeled “Exorcist”.

Pre-Requisite: Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 10 CP

Cost to Use: 5 Animus

Verbal: [Delivered by Touch] “Inflict Exorcism by Faith” to exorcize a person or site or “Destroy [Ward/Holy Site] by Faith” to remove a ward.

Notes: The Exorcist must spend five minutes of Focus roleplaying exorcising the evil within the victim or site. This can be any appropriate roleplay but must be obvious. A holy symbol of the player’s faith must be present and actively used in the roleplay.

Target a Person: When removing possession and/or magical afflictions from a person, the Exorcist can only do this on a willing or helpless target. Once the roleplay is done, the Exorcist calls “*Inflict by Faith*”. After the verbal, an Inflict Card is given to the target stating that they have been Exorcised. If their Inflict/Imbue/Monster card indicates that this would affect them, then that effect (as listed on their card) will occur. If it doesn’t specify that it works, the assumption is that it doesn’t and the target would give a “*No Effect*” response.

Target a Ward: This ability specifically destroys all wards listed in the rulebook as well as the Holy Site sanctuary. Any plot specific wards or effects must say that Exorcism will remove it, otherwise the assumption is that it will not work. If destroying a ward or sanctuary the Exorcist must clearly and loudly say “Destroy Ward” so that all those within the Ward have a chance to know what’s happening. The Imbue Card must be removed from the Ward and all of its effects are gone. All those within the Ward must have the opportunity to know that the effect is removed.

Target a Holy Site: If the target is a Holy Site the Exorcist must also expend 1xA1, 1xP1, 1xX1, and 1xM1 (see crafting section for component abbreviations). These components must be deposited in the Forge used component bin as soon as possible. Some plot specific effects that can be targeted by Exorcism may require additional components as well, these will be listed on the effect card.

Lore: N/A

Hold Back the Wicked

Exorcist are able to cast back the wicked who come to harm them.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 5 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] then “*By My Gesture Repel by Faith*”

Notes: The Exorcist says a 10 syllable incant demanding their target retreat in the name of their god and then they point their hand towards their target and call “*By My Gesture Repel by Faith*”. While this is active, the Exorcist is unable to use any offensive skills.

Lore: N/A

Know the Heart

None of the Lost can hide from the might of the Exorcist.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: [24 Syllable Incant] then *“By My Gesture Diagnose Lost by Faith”*

Note: The Exorcist says a 24 syllable incant and then they point towards their target and call *“By My Gesture Diagnose Lost by Faith”*.

Lore: N/A

Penance

With but a gesture, an Exorcist is able to damage the very soul of a target.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] then *“By My Gesture 2 Damage by Faith”*

Notes: The Exorcist says a 10-syllable prayer for their god to punish their enemy and then they point towards their target and call *“By My Gesture 2 Damage by Faith”*.

Lore: N/A

Remove the Sin of Sloth

The Exorcist is able to remove Slow effects.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: [8 Syllable Incant] then [Delivered by Touch] *“Cure Slow by Faith”*

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body, and calls *“Cure Slow by Faith”*.

Lore: Those who follow the gods do not walk when they are commanded to run.

Restore the Broken Form

The Exorcist is able to remove Maim effects.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 2 Animus

Verbal: [8 Syllable Incant] then [Delivered by Touch] *“Cure Maim by Faith”*

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body and calls *“Cure Maim by Faith”*.

Lore: Exorcist are the ones who can cast out the evil that inflicts a person’s body. Calling upon their god to mend bones.

Restore the Flesh

The Exorcist is able to remove Paralyze effects.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [8 Syllable Incant] then [Delivered by Touch] *“Cure Paralyze by Faith”*

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body and calls *“Cure Paralyze by Faith”*.

Lore: It takes an Exorcist just a few words to re-energize a body.

Restore the Mind

The Exorcist is able to remove Stun effects.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [8 Syllable Incant] then [Delivered by Touch] "*Cure Stun by Faith*"

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body and calls Cure Stun by Faith.

Lore: Those who follow the gods do not sleep when the gods have work for them.

Restore the Spirit

The Exorcist is able to remove Stricken effects.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 2 Animus

Verbal: [8 Syllable Incant] then [Delivered by Touch] "*Cure Stricken by Faith*"

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body and calls Cure Stricken by Faith.

Lore: The gods do not allow others to dictate when one of their own can be healed.

Restore the Will to Fight

The Exorcist is able to give courage to their allies so that they may face those who are repellent to them.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 2 Animus

Verbal: [8 Syllable Incant] then [Delivered by Touch] "*Cure Repel by Faith*"

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body and calls "*Cure Repel by Faith*".

Lore: The gods do not like to see their faithful as cowards.

Restore the Will to Move

The Exorcist is able to remove Root effects.

Pre-Requisite: Exorcism, Evaluate Condition, Any Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: 1 Animus

Verbal: [8 Syllable Incant] then [Delivered by Touch] "*Cure Root by Faith*"

Notes: The Exorcist touches their target, says an 8-syllable prayer casting out the evil within the targets body, and calls Cure Root by Faith.

Lore: Those who follow the gods do not stop.

Master/Karma Ability

Divine Cleanse

The Exorcist may exorcise a standard Ward or Holy Site instantly (the 10 minutes role play are not needed) or the Exorcist may remove magical afflictions or possession from an unwilling target using their gateway skill. Plot or module effects subject to exorcism will note in the effect card if they can be targeted with Divine Cleanse.

Pre-Requisite: All Exorcist Skills and their pre-requisites

Cost to Buy: N/A

Cost to Use: 1 Karma

Verbal: "*Imbue by Karma*" [Delivered by Touch] "*Inflict Exorcism by Faith*" to Exorcise a person or [Delivered by Touch] "*Destroy [Ward/Holy Site] by Faith*" to Exorcise a Ward or Holy Site.

Lore: N/A

Fate Scribe

This skillset focuses on creating magical scrolls that create powerful area-of-effect abilities, as well as creating contracts that allow willing parties to trade skills for a short time.

Gateway Skill

Apprentice Fate Scribe

The player gains the "Fate Scribe" Trait and may now interact with any prop labeled "Fate Scribe". This will allow the player to craft any Scroll item for this knowledge, so long as they have the materials and Blueprint. Contracts may be created by the Fate Scribe. See [sample contract "Deed of Sworn Servitude"](#) at the end of this section for an example.

Pre-Requisite: Read Magic

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: N/A

Notes: Scribes may create "Mystic Ink". The Ink Bottles are essentially an external phys-rep that grant (represent) the players access to an "Ink Pool". Should the phys-rep be stolen, lost, suffer a destroy effect, or removed from play in some fashion, the points granted by the reps are lost. Every 5 points requires a bottle rep. Bottle reps should hold at least 1 oz. While at the Forge, the Scribe may spend 1 minute to convert one X1 into five "Ink Points". While the skill creates an external rep, the artificial stats remain with the character and unless stated by another skill, cannot be exchanged. Crafting an item requires at least 5 minutes of roleplay at the forge, during which time the player creates the Item Tag and deposits the components in the Forge Box inside a bag with the Crafting Report as per the Crafting Rules.

Secure a Missive:

An Ink Point can also be used to Secure a Missive using a wax seal to ensure privacy of the message contents. Seals created in using an Ink Point are represented by closing the letter with wax and pressing a signet of some sort into the warm wax to apply a symbol appropriate to the Fate Scribe.

Lore: Magical ink binds the contract.

Counter Chant

The Scribe has learned to perform a dampening chant muting the power of another Fate Scribe.

Pre-Requisite: Apprentice Fate Scribe, Read Magic

Cost to Buy: 5 CP

Cost to Use: 5 Animus

Verbal: "*By My Gesture Drain Read Magic by Scribe*"

Notes: While maintaining the gesture the Scribe must chant.

Lore: N/A

Iron Clad

Upgrades Pen Contract so that the wronged party may now punish the player who broke the agreement by bestowing a Mishap onto them.

Pre-Requisite: Apprentice Fate Scribe, Read Magic, Pen Contract, Penalty Amendment

Cost to Buy: 1 CP

Cost to Use: +3 Animus to the cost to Pen Contract

Verbal: the wronged party may now deliver "*By Your Name [Name of Player who broke the agreement] Mishap by Scribe*".

Notes: Upgrades Pen contract so that the wronged party may now deliver a Mishap, instead of 3 damage.

Lore: N/A

Journal Knowledge

The Scribe may work with one or more players, drafting a mystic contract allowing players to trade skills temporarily.

Pre-Requisite: Apprentice Fate Scribe, Read Magic

Cost to Buy: 3 CP

Cost to Use: 1 Ink Point per skill traded

Verbal: N/A

Notes: The Scribe may work with one or more players, drafting a mystic contract allowing players to trade skills temporarily (6 hours). In order to gain a skill, the PC must meet all prerequisites either through this skill or their own. Any Skills given this way are lost for the 6-hour duration of the contract, just as skills gained this way are retained until the duration is fulfilled. Nothing short of divine power can return a skill before the duration. A skill gained from a contract cannot be given to anyone else via contract, they are off limits. A contract can never allow someone to access the Karma ability of an Archetype, even if they technically possess all skills in the Archetype. You can't fool fate.

Lore: N/A

Journeyman Fate Scribe

This skill builds on the knowledge the Fate Scribe has already learned, allowing them to convert tier 1 components to tier 2 components.

Pre-Requisite: Apprentice Fate Scribe, Read Magic

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: The Scribe may now convert 3 tier 1 components into a single tier 2 component for the purpose of meeting blueprint requirements. This is considered a "Composite Tier 2 Component"

Lore: N/A

Master Fate Scribe

This skill builds on the knowledge the Fate Scribe has already learned, allowing them to convert tier 2 components to higher tier components.

Pre-Requisite: Apprentice Fate Scribe, Read Magic, Journeyman Fate Scribe

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: They may now convert 3 tier 2 components into a single tier 3 component for the purpose of meeting blueprint requirements. Composite Tier 2 components created through the Journeyman skill cannot be upgraded to a composite tier 3.

The Fate Scribe may now begin developing their own custom blueprints. Custom Blueprints for Exotic Scrolls are submitted as a plot request. The player will receive a draft version of the blueprint for review. Based on the draft, the player can then decide if they would like to spend IG effort crafting the blueprint or abandon the project. Many Exotic Items may require an Exotic Component that will have to be sought out.

Lore: N/A

Mystic Breath

The Scribe may preserve a scroll and power it's magic through their own Animus

Pre-Requisite: Apprentice Fate Scribe, Read Magic

Cost to Buy: 3 CP

Cost to Use: *Animus Varies

Verbal: N/A

Notes: The amount of Animus required will be included on the scroll.

Lore: N/A

Pen Contract

The Scribe may spend 5 minutes with two or more players penning a contractual agreement

Pre-Requisite: Apprentice Fate Scribe, Read Magic

Cost to Buy: 7 CP

Cost to Use: 2 Ink Points

Verbal: [Delivered by Touch] "*Imbue by Scribe*".

The wronged party gains access to "*By Your Name [Name of Player who broke the agreement] 3 Damage by Scribe*".

Notes: Each player must be given their own copy of the document and each must be signed by all involved parties. From that moment forward, if a member of the agreement breaks the terms of the contract, the wronged parties may seek mystic retribution. The Contract is required to bestow retribution. Contracts can be the target of destroy effects and cannot be repaired. If a player loses their copy, they are unable to seek retribution. If the terms are breached, the wronged party gains the ability to bestow 3 damage upon the person who broke the contract.

Lore: N/A

Penalty Amendment

Upgrades Pen Contract so that the wronged party may now deliver a Death effect, instead of 3 damage.

Pre-Requisite: Apprentice Fate Scribe, Read Magic, Pen Contract

Cost to Buy: 2 CP

Cost to Use: +2 Animus to the cost to Pen Contract

Verbal: The wronged party may now deliver "*By Your Name [Name of Player who broke the agreement] Death by Scribe*".

Notes: The wronged party may now deliver a Death effect, instead of 3 damage using their copy of the Contract.

Lore: N/A

Read Between the Lines

Grants the Fate Scribe the ability to cast from a scroll targeting a person by name, rather than by the sound of their voice to limit its effects to a single target.

Pre-Requisite: Apprentice Fate Scribe, Read Magic, Journeyman Fate Scribe

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: The Fate Scribe may replace "*By My Voice*" with "*By Your Name [Name]*" when using a Scroll.

Lore: N/A

Master/Karma Ability

Eureka!

The Fate Scribe may substitute skill for some ingredients when using a Fate Scribe Blueprint to make an item.

Pre-Requisite: All Fate Scribe Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: N/A

Notes: The user may spend 1 Karma in place of all Standard Components or a single Exotic Component when using a Blueprint. This must be noted on the Item Tag's Crafting Report when creating the item. The Fate Scribe can make this substitution, even if not at the Forge.

Lore: N/A

Sample Contract

Deed of Sworn Servitude

Cost: 1 x X1, 5 x Mystic Ink

Thriving Clause

If a living Imperial is within line of site of their Bound Trumar, the Imperial gains a +1 healing from all healing effects.

Gifted Power Clause

By spending 30 seconds of focus roleplaying contact, an Imperial can transfer one point of their Animus or Corpus into a bound Trumar. That Trumar can later spend 30 seconds of focus to return that point back to their Master. This cannot raise a player's Animus or Corpus pool above their normal maximum.

Life Clause A.

Trumar are required to keep their Master alive. They are able to touch their Master and call Heal 1 by Magic for the cost of two points from the Trumar's Elemental Pool. The Imperial's healing is increased to 2 by virtue of the Thriving Clause so long as the Trumar is in sight.

Life Clause B.

The Imperials created the Trumar to be their servants and help keep them alive. Thus, Life Clause B is one of the most powerful granted by the Bond between an Imperial and a Bound Trumar.

A Bound Trumar is able to bring their Master back to life after they have become a Spirit of the Dead. To use this ability, the Trumar must touch their Master's Spirit before they reach Death's Gate. The Trumar must spend one Essence and call "*Cure Death to Spirit of the Dead and Heal 1 by Magic*". (Because the Imperial is a Spirit of the Dead, and thereby not be alive, the Thriving Clause does not apply.)

If the Trumar refuses to resurrect their Master (or fails to do so in a timely manner, "timely" being up to the Imperial) the Spirit of the Slavemaster Imperial may deliver a "*By Gesture Mishap to Trumar*".

An Imperial Spirit of the Dead does not have to go straight to Death's Gate, they have one minute where they may seek out their Trumar. If the Spirit cannot find their Trumar, for example, if the Trumar fled or is hiding, after one minute the Imperial must continue traveling to Death's Gate.

Granted Power Clause

Being bound to an Imperial completes a connection, making Trumar even more powerful. This clause increases the size of the Elemental Pool granted by Power of the Elemental Soul by 5. An Imperial may also use their Bound Trumar as a magic lightning rod, of sorts. Imperials can treat their Trumar as the Magic Node, spending 5 minutes of focus and roleplay to fill their Magic Endurance Pool. This also restores 5 points to the Trumar's Elemental Pool (or 1 minute per point).

Exclusivity Clause

A Trumar can only be engaged in one Sworn Servitude, but an Imperial is free to maintain multiple contracts.

Trumar Servant _____

Imperial Master _____

Gladiator

This skillset focuses on straightforward combat and massive damage output.

Gateway Skill

Cleave

Player gains the "Gladiator" Trait and may deliver powerful attacks with their Melee Weapon. They may interact with props labeled "Gladiator".

Pre- Requisite: Melee Training

Cost to Buy: 10 CP

Cost to Use: 3 Corpus

Verbal: [Delivered by Melee] "3 Damage"

Notes: N/A

Lore: The Gladiator is able to strike powerful blows.

Battle Monger

The Gladiator may Imbue themselves with two powerful attacks after downing an opponent.

Pre-Requisite: Power Through, Cleave, Melee Training

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: [Delivered to Self] "*Imbue by Inspiration*" to grant. [Delivered by Melee] "3 Damage" to use.

Notes: This skill can only be used immediately after downing an opponent via called Melee Damage to grant the additional called damage attacks. This Imbue gives 2 x "[Delivered by Melee] 3 Damage" that fades on Essence Refresh. A second activation of this ability replaces the first, the Imbues DO NOT stack.

Lore: The more he kills, the more powerful the Gladiator becomes.

Cow the Weak

The Gladiator may cause intense pain to lesser fighters through the Fear he creates.

Pre-Requisite: Slay Lesser, Presence of Fear, Cleave, Melee Training

Cost to Buy: 5 CP

Cost to Use: 3 Corpus

Verbal: [5 Syllable threat] and "*By My Voice Agony to Minion by Fear*"

Notes: The Gladiator must shout a Threat of at least 5 syllables, before attacking the lesser fighters (those with Minion Trait).

Lore: N/A

Coward's Honor

If a foe turns to flee or to fight another, the Gladiator may slow their escape.

Pre-Requisite: Cleave, Melee Training

Cost to Buy: 2 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Thrown/Melee] "Slow"

Notes: This can only be used if your foe (you have been fighting) turns their back to you or engages another target.

Lore: The lesser fighter will die with honor, even if he is too afraid to stand and fight.

Fight On

The Gladiator may fend off a fatal blow by Reducing a Death Effect to Stricken.

Pre-Requisite: Ignore Minor Injuries, Battle Monger, Power Through, Cleave, Melee Training, Light Armor Training

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: "*Reduce to Stricken*"

Notes: This does not work against a Death Strike.

Lore: N/A

Ignore Minor Injuries

The Gladiator may Reduce a single Uncalled Melee strike to zero damage.

Pre-Requisite: Battle Monger, Power Through, Cleave, Melee Training, Light Armor Training

Cost to Buy: 2 CP

Cost to Use: 1 Corpus

Verbal: "Reduce"

Notes: So long as the Player is wearing functional armor (maybe at OAP but cannot have the Broken condition from receiving a Destroy Effect) they may spend 1 Corpus to Reduce a single Uncalled Melee strike to 0 damage.

Lore: N/A

Parry

The Fighter may defend against any effect delivered with a Melee Attack.

Pre-Requisite: Turn Aside, Cleave, Melee Training

Cost to Buy: 4 CP

Cost to Use: 4 Corpus

Verbal: "Parry"

Notes: N/A

Lore: N/A

Power Through

The Gladiator may destroy the weapon of his foe through repeated blows.

Pre-Requisite: Cleave, Melee Training

Cost to Buy: 3 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Melee] "Destroy Weapon"

Notes: The player must fight the target for at least one Flurry before attempting to Destroy their weapon.

Lore: N/A

Presence of Fear

The Gladiator may strike with such ferocity that it breaks their foe's resolve.

Pre-Requisite: Cleave, Melee Training

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Melee] "Weakness by Fear"

Notes: N/A

Lore: N/A

Riposte

The fighter may defend against any Effect delivered with a Melee Attack and then return a powerful strike.

Pre-Requisite: Parry, Turn Aside, Cleave, Melee Training

Cost to Buy: 3 CP

Cost to Use: 6 Corpus

Verbal: "Parry" [Delivered by Melee] "3 Damage"

Notes: Chains a Parry with A Chained Attack

Lore: N/A

Slay Lesser

The Gladiator may strike down those who are not worthy of their time.

Pre-Requisite: Presence of Fear, Cleave, Melee Training

Cost to Buy: 5 CP

Cost to Use: 4 Corpus

Verbal: [Delivered by Melee] "*Death to Minion*"

Notes: The Gladiator may strike down those who possess the Minion Trait.

Lore: N/A

Turn Aside

The Gladiator may avoid Destroy effects targeting his weapons or shield.

Pre-Requisite: Cleave, Melee Training

Cost to Buy: 3 CP

Cost to Use: 4 Corpus

Verbal: "*Resist*"

Notes: The Gladiator is now skilled enough to avoid Destroy Weapon/Shield effects.

Lore: N/A

Master/Karma Ability

War Cry

The Gladiator may replace "Agony" with "Death" in a single use of Cow the Weak.

Pre-Requisite: All Gladiator Skills and their pre-requisites

Cost to Buy: 0

Cost to Use: 1 Karma

Verbal: [5 Syllable threat] and "*By My Voice Death to Minion by Karma*"

Notes: The Gladiator must shout a Threat of at least 5 syllables, before attacking the lesser fighters (those with Minion Trait).

Lore: The warrior's fury fuels her ability to fight.

Inquisitor

This skillset focuses on identifying and punishing those deemed unworthy by their faith, trading devastating offensive capability for versatility.

Gateway Skill

True Believer

Allows the player to resist any effect delivered by their own Faith. Player gains the "Inquisitor" Trait and may interact with props labeled "Inquisitor". Requires the player choose a Divine which their character must worship in some form.

Pre-Requisite: Melee Training, Any Faith (not Lost)

Cost to Buy: 10 CP

Cost to Use: 3 Animus

Verbal: [When hit by an attack of their own Faith] "*Resist*"

Notes: Prop Required: Must be wearing a holy symbol visibly.

When hit with any effect delivered by the Faith Trait the Inquisitor can spend 3 Animus and call 'Resist'. The Inquisitor must have their holy symbol on them and visible to use this ability.

Lore: Holy wars do happen, and when the Church calls for a purge of another faith the Inquisitors answer.

Cast from the Church

Allows the Inquisitor to mark a member of their own Faith as a Heretic and remove the target's Faith trait.

Pre-Requisite: Repent, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: [Delivered by Touch] [*10 Syllable incant invoking name of the Church and reasons target is being labeled a Heretic*] [Give required Inflict Card to Target and allow them to read it] and then "*Inflict Heretic To [Inquisitor's Faith, shared by Target: Abyss/Moon/Sun] By Faith*"

Notes: To use the ability the Inquisitor must touch the helpless or willing target who is a member of the Inquisitor's Faith and say a 10 syllable incant invoking the name of the church and the reasons the Heretic is being cast out. Then the Inquisitor calls "*Inflict Heretic to (same faith, Abyss/Moon/Sun) by Faith*". Inquisitors should be mindful. Reckless use of this power can have consequences. This ability disables faith-based powers of the target until they are re-inducted into their Faith. This affects abilities with Verbals that include "*by [Sun/Moon/Abyss]*" or "*by Faith*". This only affects abilities granted by Skills and does not affect abilities imbued by the character's Species.

An Inflict Card is required to indicate that the specific Faith Trait (that is the same as the Inquisitor Abyss/Moon/Sun) has been removed and the target now permanently has the "Lost" and the "Heretic" Trait until they find a way to remove these Traits and restore their Faith Trait. This Imbue card should indicate that only a helpless or willing target can be affected. If they are not helpless or willing, the target must call '*No Effect*'. If the Inflict takes effect on a PC, or when the Lost and Heretic traits are removed from a PC, Plot should be notified.

Lore: Inquisitors are sometimes called to deliver the righteous justice of the Church. When one of their own has gone rogue, it is up to the Inquisitor to hunt them down and cast them out.

Grand Inquisitor

The Inquisitor is able to replace the Trait portion of any Inquisitor 'To Lost' ability to allow it to target a Faith.

Pre-Requisite: Cast from the Church, Repent, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: Same as other skill used except "*To Lost*" is replaced by "*To [Sun/Moon/Abyss]*" as appropriate to target.

Notes: Inquisitors are able to focus their energy and expand themselves to be able to target the other faiths. After buying this ability an Inquisitor is able to replace any Inquisitor 'To Lost' ability to allow it to target another faith. This could be 'To Sun' / 'To Moon' / 'To Abyss'. For example, a Sun Inquisitor can cast repent on anyone who follows the Abyss, doing 3 Damage to Abyss by Faith. When purchasing this ability, the Inquisitor must pick a single faith, it can be purchased up to two times.

Lore: N/A

Numb to Pain

This skill allows the Inquisitor to resist Agony effects.

Pre-Requisite: True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: 1 Animus

Verbal: "Resist"

Notes: When hit with an Agony effect the Inquisitor can spend 1 Animus and call 'Resist'. The Inquisitor must have their holy symbol on them and visible to use this ability.

Lore: Most Inquisitors go through extensive training. Many times, this training involves excruciating conditions, those who serve the faith as the Sword must know how to control their pain.

Punish the Unfaithful

Allows the Inquisitor for punish the unfaithful.

Pre-Requisite: Repent, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: "[10 Syllable incant]" then [Delivered by Melee] "Drain by Faith"

Notes: To use this ability the Inquisitor says a 10 syllable incant calling upon their faith, then they strike the target with a melee weapon and call 'Drain by Faith'.

Lore: Those who are unfaithful need to be shown the error of their ways.

Repent

The Inquisitor may call upon their faith to force a target to repent and harm those who do not comply.

Pre-Requisite: True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: 1 Animus

Verbal: [6 syllable Incant] then [Delivered by Melee] "3 Damage to Lost by Faith"

Notes: By saying a 6 syllable incant calling upon their faith and demanding the target repent, the Inquisitor is able to swing a melee weapon and call '3 Damage to Lost by Faith'. The Inquisitor must have their holy symbol with them and visible to use this ability.

Lore: The churches teach that faith is the pillar in which all power comes from. For an Inquisitor they have embraced this and can use it as a weapon against those with no faith.

Resolute

This skill allows the Inquisitor to resist fear.

Pre-Requisite: True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: "Resist"

Notes: When hit with any effect delivered by the Fear trait the Inquisitor can spend 3 Animus and call 'Resist'. The Inquisitor must have their holy symbol on them and visible to use this ability.

Lore: Fear is not a concern for a person of the cloth.

Rest in Peace

Allows the Inquisitor to stun their opponent.

Pre-Requisite: Repent, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] and [Delivered by Melee] "*Stun by Faith*"

Notes: To use this skill the Inquisitor says a 10 syllable incant calling upon their faith, then they strike the target with a Melee weapon and call 'Stun by Faith'.

Lore: Sometimes an Inquisitor must call upon their faith to render those oppose them unconscious.

Reveal the Faith

This skill allows the Inquisitor to Expose the faithful.

Pre-Requisite: Weighing the Sin, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 1 Animus

Verbal: [12 Syllable Incant] and then "*By My Voice Expose [specific faith] by Faith*"

Notes: To use this ability the Inquisitor must say a 12 syllable incant calling upon their faith then say "My Voice Expose <specific faith trait> by Faith. Specific faith traits that are valid are Sun, Moon, or Abyss.

Lore: The Inquisitor is able to see a person's soul and find the faithful in a crowd.

Sword of Faith

Allows the Inquisitor to imbue his/her faith into melee attacks.

Pre-Requisite: Repent, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: [6 Syllable Incant] then [Delivered by Self] "*Imbue to Self by Faith*". After this verbal, the inquisitor may replace "*by weapon*" or "*by faith*" traits with *by [Sun/Moon/Abyss]* for melee attacks.

Notes: To use this ability, the Inquisitor says a 6-syllable prayer asking for the blessing, then calls '*Imbue to Self by Faith*'. After this, they can replace the trait of any melee delivered "By Weapon" or "By Faith" effects delivered with either Weapon or Faith traits to their specific church. This would be by [Sun/Moon/Abyss]. Examples a Cleave (3 Damage [by Weapon]) could be delivered as 3 Damage by Sun. The Inquisitor is able to use this ability at will, but each time they do their essence refresh, they must reuse this skill. The Inquisitor must have their holy symbol on them and visible to use this ability

Lore: An Inquisitor has such faith that even their attacks are blessed.

Unshakable Faith

This skill allows the Inquisitor to reduce called damage.

Pre-Requisite: Weighing the Sin, True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 5 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] then [Delivered by Self] "*Imbue by Faith*" Once this has been done, for one minute the Inquisitor can call "*Reduce*" to Reduce called damage by 1 (cannot be below 1 damage).

Notes: To use this ability the Inquisitor says a 10 Syllable incant and then calls Imbue to Self by Faith. This grants the Inquisitor the ability to reduce called attacks by 1 for the next minute. This will only work on Called Damage Effects delivered by Melee, Ranged, Packet, or Gesture. To use the Inquisitor calls '*Reduced*'. If the Inquisitor goes unconscious at any time or one minute has passed since casting this imbue, this effect ends.

Lore: Faith is an Inquisitor's shield.

Weighing the Sin

Allows the Inquisitor to determine who is among the Lost.

Pre-Requisite: True Believer, Melee Training, Any Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: [12 Syllable Incant] and [Delivered by Packet] *“Diagnose Lost by Faith”*

Notes: After saying a 12-syllable calling upon their faith, they then say *‘Diagnose Lost by Faith’* and throw a packet.

Lore: No lost soul can hide from an Inquisitor.

Master/Karma Ability

Shield of The Faithful

This allows the Inquisitor to reduce damage from Called Attacks for five minutes and use True Believer as a Resist to Faith based attacks.

Pre-Requisite: All Inquisitor Skills (Grand Inquisitor max 2 faiths, not 3) and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [10 Syllable Incant] then *“Imbue to Self by Karma”* to Imbue. To use *“Reduce”*

Notes: To use this ability, the Inquisitor says a 10 Syllable incant and then calls *Imbue to Self by Karma*. This grants the Inquisitor the ability to reduce all called attacks (not module effects) by 1 for the next 5 minutes. To use this beneficial effect, the Inquisitor calls *‘Reduce’*. If the Inquisitor goes unconscious at any time, or if 5 minutes have passed since casting, this Imbue effect ends. In addition to the above, while this effect is active, True Believer will work as a Resist vs. all Faith based attacks (Sun/Moon/Abyss).

Lore: N/A

Legionnaire

This skillset focuses more on defensive combat while wearing Heavy Armor.

Gateway Skill

Taunt

Player Gains the "Legionnaire" Trait and may interact with props labeled "Legionnaire".

Pre-Requisite: Melee Training

Cost to Buy: 10 CP

Cost to Use: 2 Corpus

Verbal: [6 Syllable Incant] [Delivered by Melee] "*Frenzy by Presence*"

Notes: After saying at least a 6-syllable taunt and striking their foe, the Legionnaire can force an opponent to lose their composure.

Lore: N/A

Absorb the Blow

Allows the Legionnaire to reduce damage from called damage.

Pre-Requisite: Taunt, Melee Training

Cost to Buy: 2 CP

Cost to Use: 1 Corpus

Verbal: "*Reduce*"

Notes: The Legionnaire may reduce called Melee Damage to 1. [Called Damage to 1 Damage]

Lore: N/A

Defender's Strike

Allows the Legionnaire to do called melee damage.

Pre-Requisite: Taunt, Melee Training

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: [Delivered by Melee] "*3 Damage*"

Notes: N/A

Lore: The Legionnaire is able give is as good as they receive.

Field Adjustment

The Legionnaire can patch up their armor.

Pre-Requisite: No Gap in the Armor, Light Armor Training, Heavy Armor Training, Taunt, Melee Training

Cost to Buy: 1 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Self] "*Imbue by Inspiration*"

Notes: The Player spends 10 seconds jury rigging their armor and resets their armor total to 2.

Must be wearing Heavy Armor, WITHOUT the Broken condition, of at least 3+ AP to use this skill.

Lore: N/A

Greater Defender

Grants the player the use of a shield up to thirty-inch diameter.

Pre-Requisite: Taunt, Shield Training, Melee Training

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: Training Allows use of 30in shield by the Legionnaire.

Lore: N/A

Hold the Line

The Legionnaire can use the weight of her armor to prevent being affected by Slam.

Pre-Requisite: Shield Training, Greater Defender, Taunt, Melee Training

Cost to Buy: 4 CP

Cost to Use: 3 Corpus

Verbal: “*Resist*”

Notes: The weight of the Legionnaire’s armor can be used to aid in preventing staggering blows, allowing them to defend against Slam the Legionnaire must be wearing armor without the Broken condition (can be at OAP but not destroyed).

Lore: N/A

No Gap in The Armor

The player can reduce the damage from uncalled missile attacks.

Pre-Requisite: Taunt, Light Armor Training, Melee Training

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: *Reduce*”

Notes: All Uncalled missile attacks (Thrown Weapons, Arrows, Blaster Darts) are reduced to 1 Damage. The Legionnaire must be wearing armor without the Broken condition (can be at OAP but not destroyed).

Lore: N/A

Rally

The Legionnaire’s Ward can help him recover from injury.

Pre-Requisite: Soldier’s Ward, Greater Defender, Taunt, Shield Training, Melee Training

Cost to Buy: 3 CP

Cost to Use: 4 Corpus

Verbal: [Delivered by Touch: Only works for the Legionnaire] “*Grant Heal All by Inspiration*”

Notes: The Legionnaire spends 4 Corpus and grants their ward 1 x Heal All. The ward must deliver at least a 10-syllable speech to rally their defender.

Lore: N/A

Ricochet

The Player may reflect uncalled ranged attacks.

Pre-Requisite: Greater Defender, Taunt, Shield Training, Melee Training

Cost to Buy: 4 CP

Cost to Use: 2 Corpus

Verbal: “*Reflect*”

Notes: So long as the player is wielding a shield without the Broken condition, they may Reflect Uncalled ranged attacks.

Lore: N/A

Roll With It

The player may resist destroy effects.

Pre-Requisite: Taunt, Melee Training, Shield Training or Light Armor Training

Cost to Buy: 4 CP

Cost to Use: 3 Corpus

Verbal: “*Resist*”

Notes: The Legionnaire is now skilled enough to mitigate Destroy Armor/Shield effects.

Lore: N/A

Shrug It Off

A Legionnaire can resist called weapon damage.

Pre-Requisite: Taunt, Melee Training, No Gap in The Armor, Absorb the Blow

Cost to Buy: 4 CP

Cost to Use: 3 Corpus

Verbal: "*Resist*"

Notes: The Legionnaire may resist any called weapon damage (Melee/Missile). The Legionnaire must be wearing armor WITHOUT the Broken condition (can be at OAP but not destroyed).

Lore: N/A

Soldier's Ward

The Legionnaire may take another player under his protection.

Pre-Requisite: Greater Defender, Taunt, Shield Training, Melee Training

Cost to Buy: 5 CP

Cost to Use: 4 Corpus

Verbal: [Delivered by Touch] "*Imbue by Inspiration*" by Legionnaire to grant, "*Parry*" by the Ward to use it.

Notes: The Legionnaire selects one player to be a Ward under their care. The Legionnaire spends 4 Corpus and says "*Imbue by Inspiration*" and touches the Ward to grant a Parry vs any weapon delivered effect (melee/missile). The Ward may use this Parry as needed, by calling "*Parry*". So long as the Ward remains within melee range, the Legionnaire may call "*Imbue By Inspiration*" and spend an additional 4 Corpus to grant the Ward another Parry.

Lore: N/A

Master/Karma Ability

Last Stand

The player can cure themselves of conditions, heal their wounds, and repair armor.

Pre-Requisite: All Legionnaire Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: "*Cure All to self by Karma*" OR "*Heal All to self by Karma*" OR "*Repair All Armor to self by Karma*"

Notes: At any point while unconscious, either stable or unstable, but not dead, the player may immediately activate all of the following effects: "*Cure All to self by Karma*", "*Heal All to self by Karma*", "*Repair All Armor to Self by Karma*" The player cannot save some of these effects for later. All three effects go off, but the player is only required to say the verbal for the ones that are needed.

This skill can still be activated even if under the effect of a Drain

Lore: N/A

Martial Artist

This skillset focuses on versatile melee combat while wearing little or no armor. Martial Arts Styles are not available while wearing Heavy Armor (or above).

Gateway Skill

Martial Training

Player Gains the "Martial Artist" Trait and may interact with props labeled "Martial Artist".

Pre-Requisite: Melee Training

Cost to Buy: 10 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Melee] "2 Damage"

Notes: Because of Martial Training, the player is now able to use Short Claw phys-reps for unarmed combat.

Flurry of Blows-In addition to access to unarmed combat, the Martial Artist may spend 1 Corpus and deal "2 damage" on the third strike in a Flurry.

Lore: N/A

Elemental Styles

The Martial Artist may choose (and switch) between several Elemental Styles.

Air Style

Air Style allows the Martial Artist to use motion to aid him.

Pre-Requisite: Martial Training, Melee Training

Cost to Buy: 7 CP

Cost to Use: 1 Animus & 1 Corpus

Verbal: [Delivered by Self] "*Imbue by Air*" to enter the style. "*Absorb to (Fire dealt effect) and Short Weakness by Fire*" to mitigate Fire effects.

Notes: The Martial Artist assumes a high stance and plants both feet for at least 5 seconds before saying "*Imbue by Air*". Air Style cannot be activated if the player is wearing anything above light armor. After activating the Style, the Martial Artist must remain in motion. If both feet remain in place for more than 5 seconds, or they fall victim to a Stun/Paralyze Effect the Imbue ends. If you receive any effect "By Fire" you must call "*Absorb to (Fire dealt effect) and Short Weakness by Fire*"

While in Air Style they gain the following benefits.

- The ability to "Resist" Air Effects for 4 Corpus
- The ability to add "*By Air*" to Called Melee attacks.
- Melee delivered "*Repel by Air*" for 3 Corpus
- The ability to "Avoid" Uncalled Ranged Attacks for 3 Corpus.

Lore: N/A

Earth Style

Earth Style allows the Martial Artist to use the stability of the ground to help her.

Pre-Requisite: Martial Training, Melee Training

Cost to Buy: 5 CP

Cost to Use: 1 Animus & 1 Corpus

Verbal: [Delivered by Self] "*Imbue by Earth*"

Notes: The Player assumes a low stance and plants both feet for at least 5 seconds before saying "*Imbue by Earth*". Earth Style cannot be activated if the player is wearing anything above light armor. The player immediately suffers the effect of "Slow" If you receive any effect "By Water" you must call "*Absorb to (water dealt effect) and Short Weakness by water*". Earth Style ends when the Martial Artist is rendered unconscious, receives a Death Effect, switches Martial Arts Styles, is out of combat for 5 minutes, or willingly chooses to end the Style.

The player gains access the following effects -

- The ability to "Resist" any Earth Effect for 4 Corpus
- The ability to add "*By Earth*" to Called Melee attacks

- “Grant 2 Armor” [to Self] points of armor (cannot exceed 4 total) and the ability to plant both feet for 30 seconds and “Refresh 2 Armor”.
 - The ability to deliver a melee “Slam by Earth” for 3 Corpus
- Lore: N/A**

Fire Style

Fire Style allows the Martial Artist to use the power of fire.

Pre-Requisite: Martial Training, Melee Training

Cost to Buy: 6 CP

Cost to Use: 1 Animus & 1 Corpus

Verbal: [Delivered by Self] “*Imbue by Fire*”

Notes: The Martial Artist assumes an offensive stance and plants both feet for at least 5 seconds before saying “*Imbue by Fire*”. Fire Style cannot be activated if wearing anything above light armor. They suffer The Effects of Agony when leaving the form. If you receive any effect "By Earth" you must call "Absorb to (Earth dealt effect) and Short Weakness by Earth". Fire Style ends when the Martial Artist is rendered unconscious, receives a Death Effect, switches Martial Arts Styles, is out of combat for 5 minutes, or willingly chooses to end the Style.

While in Fire Style they gain the following benefits.

- +1 damage to Flurry of Blows.
- The ability to “Resist” Fire Effects for 4 Corpus.
- The ability to add “By Fire” to any Called Melee attack.
- Melee delivered “*Destroy by Fire*” for 3 Corpus.
- Melee delivered “3 *Damage by Fire*” for 3 Corpus.

Lore: N/A

Water Style

Water Style allows the Martial Artist to use the fluid nature of water.

Pre-Requisite: Martial Training, Melee Training

Cost to Buy: 6 CP

Cost to Use: 1 Animus & 1 Corpus

Verbal: [Delivered by Self] “*Imbue by Water*”

Notes: The Player assumes a defensive stance and planets both feet for at least 5 seconds before saying “*Imbue by Water*”. Water Style cannot be activated if the player is wearing anything above light armor. Once in Water Style the Martial Artist cannot attack an opponent first (though they could certainly taunt or trick their opponent into attacking first), if they do, Water Style immediately ends. If you receive any effect "By Air" you must call "Absorb to (Air dealt effect) and Short Weakness by Air". Water Style ends when the Martial Artist is rendered unconscious, receives a Death Effect, switches Martial Arts Styles, is out of combat for 5 minutes, or willingly chooses to end the Style.

While in Water Style gain the following benefits.

- The ability to “Resist” water Effects for 4 Corpus
- The ability to add “By Water” to Called Melee attacks.
- Melee delivered “*Root by Water*” for 2 Corpus
- Once at any time in the style they may call “*Heal 1 to Self by Water*”.

Lore: N/A

Master Trainer

The Master Trainer can grant Corpus to their student.

Pre-Requisite: Martial Training, Melee Training

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Touch] “*Refresh 2 Corpus by Inspiration*”

Notes: For every minute spent training with someone else the Martial Artist may spend 2 Corpus to Refresh 2 Corpus to the trainee with whom they Role Played.

Lore: N/A

Nerve Strike

Allows the Marital Artist to Paralyze an opponent with a Melee strike.

Pre-Requisite: Martial Training, Melee Training

Cost to Buy: 4 CP

Cost to Use: 4 Corpus

Verbal: [Delivered by Melee] *"Paralyze by Weapon"*

Notes: The Martial Artist may quickly disable their opponent with a Melee delivered Paralyze.

Lore: N/A

Style Shifting Kata

Allows the Marital Artist to shift between Martial Arts Styles without a stat cost.

Pre-Requisite: Any Two or more Elemental Styles, Martial Training, Melee Training

Cost to Buy: 2 CP

Cost to Use: 0

Verbal: [Delivered by Self] *"Imbue by [choose one Element Air/Earth/Fire/Water to change into that style]"*

Notes: You may spend 60 seconds performing a kata to shift into a Style for no Stat cost. You may only shift into styles you know.

Lore: N/A

Master/Karma Ability

Divine Style

Allows the Martial Artist to enjoy the benefits of all styles at the same time.

Pre-Requisite: All Martial Artist Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: *"Imbue by Karma"*

Notes: A martial artist may enter two stances at once with none of the drawbacks, gaining the benefits of both. This lasts until the Martial Artist is out of combat for 5 minutes.

Lore: N/A

Mystic

This skillset excels at versatile spellcasting without Stat cost but requires longer casting time.

When casting most Mystic spells, you begin the spell with 30 seconds of Focus by chanting, or otherwise obvious roleplay. At the end of that 30 seconds the Mystic must have the card/fetish in their hand that corresponds with skill they're using. Once cast, they may hold the spell so long as they take no IG actions requiring the use of their hands or until they take damage. If either happens, the spell is lost. The Mystic may willingly release a spell without being forced to throw it.

Gateway Skill

Divination

The Mystic can read the Fate of others. Player gains "Mystic" Trait and may interact with props labeled "Mystic".

Pre-Requisite: Channel Magic

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: [Delivered by Touch] "*Grant 1 Avoid by (Trait) by Magic*" to Grant. "*Avoid*" to Activate the Avoid.

Notes: The Mystic can do 5 minutes of Roleplay reading one player's fortune/fate. The recipient of Divination may only gain the benefit of the Grant 1 Avoid once per event, but Divination may be done as many times as desired for roleplay purposes (or if they possess a Divination envelope with their name on it). Must have fortune/fate reading tools (cards, stones, dice, bones, tea leaves etc.)

Lore: N/A

Break The Thread

This skill grants the Mystic a packet delivered Destroy effect.

Pre-Requisite: Burn the Thread, Divination, Channel Magic

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting then [Delivered by Packet] "*Destroy [Item/Armor/Weapon] by Magic*"

Notes: Must hold a specific card/item used for seeing fate. This item must be exclusively used for this skill. Any item may be targeted with this ability, but it must be clearly stated. Example: If the Mystic used this ability and the Verbal stated "*Destroy Weapon by Magic*" and victim was holding 2 weapons, then the victim could choose which would be destroyed, however the Mystic could simply specify "*Destroy Left Weapon by Magic*". Also, Items without any in game Effects (such a mundane hat) can be targeted and they would gain the Broken condition, but since the item had no in game Effect, nothing much changes, though for roleplay purposes a Smith could still repair it.

Lore: N/A

Burn the Thread

This skill grants the Mystic a packet delivered Triple Agony effect.

Pre-Requisite: Divination, Channel Magic

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting then [Delivered by Packet] "*Triple Agony by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Fray the Thread

This skill grants the Mystic a packet delivered 3 damage.

Pre-Requisite: Divination, Channel Magic, Burn the Thread, Break the Thread, Knot the Thread, Tangle the Thread

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Packet] "*3 Damage by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Knot the Thread

This skill grants the Mystic a packet delivered Maim effect.

Pre-Requisite: Burn the Thread, Divination, Channel Magic

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Packet] "*Maim by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Mystic Ward

This skill allows the Mystic to protect a space.

Pre-Requisite: Divination, Channel Magic

Cost to Buy: 2 CP

Cost to Use: 5 Animus

Verbal: [10 minutes decoration Role Play] and "*Imbue by Magic*" to Imbue Ward

"*By Voice Dismiss Ward by Magic*" to Dismiss Ward

Notes: The Mystic spends at least 10 minutes decorating and imbuing a building, at the end of which, they call *Imbue by Magic*. Additional players can assist, with each additional player reducing the time required by 1 min, to a minimum of 5 min.

The warded area must have clear physical boundaries and all must be appropriately phys-repped. Decorations signifying the boundaries of the ward must include arcane symbols, a central mystic node and a blue curtain for each door. The Imbue Card must be outside and be easily visible.

The Ward may be dispelled at any time for free by the Mystic who cast it. He or she must state "*By my Voice, Dismiss Ward by Magic*". This must be stated loudly and clearly so that all those inside the ward are aware. The Imbue Card must be removed at the earliest convenience. A Ward dismissed in this way will have to be recast to become active again.

The Mystic grants each person permitted to pass through the Ward with a magical symbol. Only those with a symbol can enter or invite someone else inside the warded building. Any individual without either a symbol or an invitation may not enter the warded area by any means (door, window, fireplace, etc.) No packets, or ranged weapons may be fired through the ward (nor may they be fired out).

A Ward is only active 10pm-10am. Outside this time, the ward will go inactive but does not need to be recast to become active again the following night. The ward ends at the event end.

A Player can only have one active Ward, regardless of class.

Lore: N/A

Overwhelm the Senses

This skill grants the Mystic a packet delivered Stun effect.

Pre-Requisite: Divination, Channel Magic, Burn the Thread, Break the Thread, Knot the Thread, Knot the Thread, Tangle the Thread, Fray the Thread

Cost to Buy: 5 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Packet] "*Stun by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Personal Destiny

This skill makes it harder to Drain the Mystic of their power.

Pre-Requisite: Divination, Channel Magic

Cost to Buy: 5 CP

Cost to Use: 5 Animus

Verbal: "*Resist*"

Notes: Allows the Mystic to Resist being Drained.

Lore: N/A

Purify the Thread

Allows the Mystic to Cure Drain on their allies.

Pre-Requisite: Divination, Channel Magic

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Touch] "*Cure Drain by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Stack the Deck

This skill grants the Mystic some protection.

Pre-Requisite: Divination, Channel Magic

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Touch] "*Grant 2 Protection by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Tangle the Thread

This skill grants the Mystic a packet delivered Root effect.

Pre-Requisite: Burn the Thread, Divination, Channel Magic

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Packet] "*Root by Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Wind the Thread

This skill grants the Mystic a packet delivered Heal effect.

Pre-Requisite: Divination, Channel Magic

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: 30 seconds of Role Play chanting [Delivered by Packet] "*Heal 1 By Magic*"

Notes: Must hold a specific card/item used for seeing fate that is exclusively used for this skill.

Lore: N/A

Master/Karma Ability

Second Chance

This skill allows the Mystic to help a Spirit of the Dead increase the chances of returning from Death's Gate.

Pre-Requisite: All Mystic Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [touch] "*Imbue Spirit of the Dead by Karma*"

Notes: The player touches a Spirit of the Dead and calls "*Imbue Spirit of the Dead by Karma*" and hands the player an Imbue card. At Death's Gate, the player may use the Imbue card to reduce the number of cards drawn from Tarot Deck by up to 5 cards. (This ability may reduce the number of cards to zero). This Imbue fades after the player exits Death's Gate, at the end of the event or at Essence Refresh, whichever comes first.

Lore: N/A

Preacher

This skillset focuses on delivering powerful Verbal effects, as well as offering incentives to converting to the Preacher's faith.

Gateway Skill

Gospel

Player gains the "Preacher" Trait and allows them to provide healing. They may interact with props labeled "Preacher". Requires the player choose a Divine which their character must worship in some form.

Pre-Requisite: Evaluate Wound, Faith (not Lost)

Cost to Buy: 10 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] followed by "*By My Voice Heal 1 By Faith*"

Notes: The Preacher must say a 10-syllable prayer asking to bless those in need. Afterwards they call "*By My Voice Heal 1 by Faith*". The Verbal and the incant must be said at the same volume level, if one is going to be spoken loudly then the other must be spoken loudly as well.

Lore: The very words that a Preachers says can inspire and heal others.

Back Heathens

This skill allows the Preacher to Repel those who are Lost.

Pre-Requisite: Preaching to the Choir, Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 7 CP

Cost to Use: 5 Animus

Verbal: [12 Syllable Incant] and "*By My Voice 2 Damage and Short Repel to Lost by Faith*"

Notes: The Preacher must say a 12-syllable asking their god for protection. Afterwards they call "*By My Voice 2 Damage and Short Repel to Lost by Faith*". This will harm anyone with the Lost trait. The voice effect and the incant must be said at the same volume level, if one is going to be spoken loudly, then the other must be spoken loudly as well.

Lore: Sometimes a Preacher must cast away those would harm their flock.

Counsel Those in Need

The Preacher can Refresh Animus.

Pre-Requisite: Pastor, Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: 2 Animus

Verbal: [Delivered by Touch] "*Refresh 2 Animus by Faith*"

Notes: The Preacher must spend at least one-minute roleplaying with the target. For every minute the Preacher can expend two points of Animus and touch the target and say Refresh 2 Animus by Faith. For every minute spent consoling, the Preacher may spend 2 Animus to Refresh 2 for the person being consoled.

Lore: Preachers are able to give of themselves for others.

Martyr

The Preacher may sacrifice their life to save those around them.

Pre-Requisite: Preaching to the Choir, Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 5 CP

Cost to Use: N/A

Verbal: [10 Syllable Incant] and then "*By My Voice Cure Death and Stabilize by Faith, Mishap to Self*"

Notes: The Preacher must say a 10-syllable prayer the gods to help those in need. Afterward they call By My Voice Cure Death and Stabilize by Faith. After saying that they say Mishap to Self. This Mishap cannot be stopped or mitigated in anyway. The voice effect and the incant must be said at the same volume level, if one is going to be spoken loudly then the other must be spoken loudly as well.

Lore: Sometimes there is no other option but for a Preacher to give their life for those around them.

Pastor

Pastors automatically gain the Officiant of [Moon/Sun/Abyss], as appropriate to their faith and that of the site] trait when they enter any sanctified holy site of their own faith.

Pre-Requisite: Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: N/A

Notes: Pastors are able to perform all the duties of an Officiant of their own faith and can be added to the Effect Card of the holy site (or not as needed). For example, if they want to be able to keep the Holy Site active, no special actions or roleplay needs to occur. It happens whenever they enter. Some plot specific effect cards may impact this ability or may grant abilities based on someone having the Officiant trait.

Lore: A Pastor must always be ready to tend to a holy site.

Preaching to the Choir

The Preacher can call upon the Divine to heal the flock.

Pre-Requisite: Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 7 CP

Cost to Use: 4 Animus

Verbal: [12 Syllables Incant] then *“By My Voice Heal 3 To (Same Faith, ie [Sun/Moon/Abyss] By Faith”*

Notes: The Preacher must say a 12-syllable prayer blessing those in need. Afterward the Preacher calls *“By My Voice Heal 3 to [Sun/Moon/Abyss] by Faith”*. The trait must be the same as the Preacher’s faith trait. The Verbal and the incant must be said at the same volume level, if one is going to be spoken loudly, then the other must be spoken loudly as well.

Lore: Those who follow the same faith as the Preacher can gain an extra blessing by their divine.

Renewed Hope

The Preacher can provide hope in the form of an automatic Stabilize in moments of dire need.

Pre-Requisite: Preaching to the Choir, Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: 1 Animus

Verbal: Spend 5 min helping a player/lending advice. [Delivered by Touch] *“Imbue by Faith”* to Grant and [Delivered by Self] *“Stabilize to Self by Faith”* to use.

Notes: The Preacher must spend 5 minutes roleplaying with someone offering them advice. The individual getting the advice must acknowledge that they received the advice. Afterwards the Preacher touches the target and says *“Imbue by Faith”* and hands them an effect card which grants the recipient a single use of *‘Stabilize to Self by Faith’*.

This goes off immediately when someone becomes unstable. They must say the *“Stabilize”* in a normal voice. The effect will be available until the target does their Essence Refresh or it is used. This Imbue is not stackable. Only one can be active at a time, but can be given to the same person multiple times during the event.

Lore: Preachers give others advice all the time. Many times, this advice can mean the difference between life and death.

Shield of Truth

The Preacher can grant protection to themselves by aiding the faithful.

Pre-Requisite: Pastor, Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: When using any other preacher skill to help another person, or after 5 min faith-based RP with other players in downtime, [Delivered to Self] “*Grant 2 Protection to Self By Faith*”

Notes: The Shield of Truth allows the Preacher to grant themselves protection. There is two ways they can do this; one way is to use any Preacher ability that helps another person such as Gospel. After calling the normal effect they would then say “*Grant 2 Protection to Self by Faith*”. Another method of using this is by doing 5 minutes of Faith base roleplay with one or more players. This roleplay has to be centered around Faith, the Preacher’s deity, church, or anything else specifically about Faith. Once this roleplay is done the Preacher can call “*Grant 2 Protection to Self by Faith*”.

Lore: A Preacher is said to be more in tune with the common man. This means that a Preacher allows their faith to protect them.

Sworn Oath

The Preacher can bind the faithful to one another, as with blood brothers or marriage partners.

Pre-Requisite: Pastor, Gospel, Evaluate Wound, Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 4 Animus (0 Animus, if done at a Holy Site)

Verbal: Players spend 10 minutes performing a ceremony then [Delivered by Touch] “*Imbue by Faith*”

Notes: This is the Sworn Oath ceremony. Many times, it depends on the Preacher on how big of a deal that two individuals make when they do the Sworn Oath. This can be used to marry two people or bind two blood brothers together. It can be used for anything that takes two people and binds their souls together. Because this ritual is such a powerful binding, a Preacher should take care that they do not offend the gods by binding those who are unworthy to be bound or who abuse this power.

To perform this ritual the Preacher must do a ceremony at least 10 minutes long calling upon their deity to bless the individuals involved. Afterwards, they touch each person and say “*Imbue by Faith*” and give them each an Effect card. If performed at their Holy Site, the skill does not have a stat cost.

The Effect card must be present with the player at all times for this to work. The Imbue is permanent and last until it is removed. It can only be removed by someone using Exorcism, this has to be indicated on the Effect card. This Imbue grants the two people the ability to swap negative status effects.

For example, if one member of the Sworn Oath were Paralyzed, the other could touch their partner and call “*Cure Paralyze by Faith, Paralyze to Self*”. When exchanging effects, the partners are unable to use any defense that would mitigate this. They will always take the effect. When a Cure Death is used in this manner, the person who took on the Death effect is immune to “*Cure Death by Faith*” for the next ten minutes. A person may only be bonded to one other person at a time.

Lore: One of the greatest powers that a Preacher has is the ability to bind two individuals into one.

Master/Karma Ability

Lift The Spirit and Body

The Preacher can make their flock more resilient when fatally struck.

Pre-Requisite: All Preacher Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [5 min service] *By my Voice, Imbue to [Sun/Moon/Abyss] by Karma*

Notes: The Preacher must hold a service (minimum 5 minutes) to uplift those of their own Faith. Each person must receive an Imbue card. Their Bleed Out time is now 2 minutes longer than normal. This Imbue fades with Refresh or Death.

Lore: N/A

Priest

This skillset focuses on fast, efficient healing, as well as providing additional boons to those of the same Faith.

Gateway Skill

Prayer

The Priest can heal through the power of their Divine. Player gains the "Priest" Trait and may interact with props labeled "Priest". Requires the player choose a Divine which their character must worship in some form.

Pre-Requisite: Evaluate Wound, Faith (not Lost)

Cost to Buy: 10 CP

Cost to Use: 1 Animus

Verbal: [10 Syllable Incant] followed by "*Imbue By Faith*" to Imbue and [6 Syllable Incant] and [Delivered by Packet or Touch] "*Heal 1 by Faith*" to use up, to 5 times per Imbue.

Notes: The Priest must say a 10 syllable incant asking for a blessing from their god and then call "*Imbue by Faith*". After that they gain access to 5 packet or touch delivered "*Heal 1 by Faiths*". To use this healing, they must say a 6 syllable incant that invokes their deity and then either touch or throw a packet and call "*Heal 1 by Faith*".

Lore: A Priest is nothing without their prayer.

Armor of Faith

The Priest may offer divine protection to those in need of it.

Pre-Requisite: Divine Touch, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 1 Animus

Verbal: [16 Syllable Incant] followed by [Delivered by Touch] "*Grant 4 Armor by Faith*"

Notes: The Priest must touch the target, say the full 16-syllable incant invoking the divine to protect the target, then call "*Grant 4 Armor by Faith*". This armor is not stackable with any physical armor.

Lore: Faith can protect those in need.

Aura of Faith

The Priest can heal through the power of their Divine.

Pre-Requisite: Divine Touch, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] [Delivered by Touch] "*Imbue by Faith*" to grant, "*By [Divine]'s Name*" to grant protection to targets

Notes: This ability gives the Priest a way to keep people up during combat. The Priest must say the full 16-syllable incant invoking the divine to bless the target(s). They may then touch up to three people.

While the Imbue is active, the targets gain Grant 2 Protection by Faith anytime the Priest says "*By [Divine]'s Name*". This applies as long as the target is at 2 or more Vitality.

Should the target be under 2 Vitality, they will call '*No Effect*'. Once they are healed back to 2 or more Vitality then they will start to take this effect again. When the target receives the Protection, they do not need to call anything.

This Imbue go down if the Priest becomes unconscious, dead, or dying. It otherwise stays active as long as the touched individuals stay within 10 feet of the Priest.

This follows all the normal Protection rules. The difference is that it can be delivered quickly and requires that the target be at 2 or more Vitality.

Once any of those involved leave the 10-foot radius the Imbue goes down for the person who goes out of range. If that person returns to the 10-foot radius while at least one remains in range,

the Imbue is restored. If all targets leave the radius at the same time, the Imbue is lost and must be recast.

Lore: N/A

Conversion/Confession

The Priest can welcome new members to the church or hear the confessions of the flock. This also grants the Priest the ability to heal their companions.

Pre-Requisite: High Prayer, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 6 CP

Cost to Use: None

Verbal: For Conversion: [10 Syllables Incant] [Delivered by Touch] "*Imbue Permanent [the Priest's Faith Trait] By Faith*". "*Imbue to Self by Faith* [Delivered by Self] *Heal All by Faith*"

For Confession: [10 Syllables Incant] praying for blessings upon the target followed by "*Imbue to Self by Faith* [Delivered by Packet] *Heal All by Faith*"

To use the 2 Imbued Heals, [Packet Delivered] "*Heal All by Faith*"

Notes: This skill allows for two uses, Conversion or Confession. In either case, the player must spend at least 5 minutes roleplaying with another player, either converting them to their faith or allowing them to confess their burdens. The roleplay must take place at the Priest's holy site.

To use this ability the Priest must spend 5 minutes roleplaying with another player trying to either convert them to their Faith or allowing them to confess their burdens. This roleplay can only be done with only one person at a time and can only be used once per event per person. A Priest can use this ability several times an event on different people, but never the same person twice in the same event.

Whenever a Priest uses this ability for either function, even if the target is already part of the Priest's Faith or if the target does not accept the Imbue of the Faith trait, the Priest still calls "*Imbue to Self by Faith* [Delivered by Packet] *Heal All by Faith*" to receive 2 uses of [Packet Delivered] "*Heal All by Faith*".

Conversion: This grants the target the trait of the Priest's Faith, causing them to lose their old Faith trait or the Lost trait. This can only be done on a willing target. You cannot replace the Faith of an unwilling target.

After 5 minutes of Role Play, the Priest must ask the target if they accept their Church and renounce any previous Faith and/or turn away from their Lost ways. If the target agrees, the Priest touches the target, says a [10 syllable incant] prayer asking for a blessing, and calls "*Permanent Imbue [the Priest's Faith Trait] by Faith*". If they do not agree, the Priest does not call the Imbue of the Faith Trait.

When this is complete, the Priest calls "*Imbue to Self by Faith*". This Imbues the Priest with 2 [Delivered by Packet] "*Heal All by Faith*" effects.

Confession: After 5 minutes of Role Play, the Priest says a [10 syllable Incant] praying for a blessing for the target, and then call "*Imbue to Self by Faith*". This Imbues the Priest with 2 packet-delivered "*Heal All by Faith*" effects.

Lore: Priest are not only the shepherds to their flock; they are also there to share their burdens. Priests are also the only ones who can bring a new member into their flock.

Divine Touch

The touch of a priest can comfort those who are fading away.

Pre-Requisite: Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: [12 Syllable Incant] [Delivered by Touch] “*Stabilize by Faith*” to Stabilize or [touch with Holy Symbol] [Verbal for the heal by Faith being used] to grant the bonus healing by Faith.

Notes: This ability has two functions. Both are delivered by Touch.

- To Stabilize the Priest must touch the target, say the full 12 syllable incant, and call “*Stabilize by Faith*”. This has no Animus cost.
- To grant a +1 to all touch-based healing spells by Faith at no additional Animus cost, the Priest must have their holy symbol in the hand that touches the target. This ability crosses archetypes, so long as the heals are by Faith and require touching the target.

For Example

Using this ability, a [Delivered by Touch] “Heal 1 by Faith” becomes a [Delivered by Touch of the hand with the Holy Symbol] “Heal 2 by Faith”

Lore: In times of great need, when the wounded have outpaced the Priest strength to heal, this divine touch can be the difference between life and death.

Faith Ward

The blessing of the Divine is so strong that it can force those within its sphere to turn away from their violent natures.

Pre-Requisite: High Prayer, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 2 CP

Cost to Use: 5 Animus

Verbal: [10 minutes decoration Role Play] “*Imbue by Faith*” to Imbue Ward
“*By Voice, Dismiss Ward By Faith*” to Dismiss Ward

Notes: The Priest spends at least 10 minutes decorating and imbuing a building, at the end of which, they call *Imbue by Faith*. Additional players of the same faith as the Priest can assist, with each reducing the time required by 1 min, to a minimum of 5 min.

The warded area must have clear physical boundaries and all must be appropriately phys-repped. Decorations signifying the boundaries of the ward must include Holy Symbols inside the room, an altar with an offering, and the Priest’s Holy Symbol on the outside of the door. A faith curtain (bead curtain, or fabric that’s been cut into strips) must be placed over each door. The Imbue Card must be outside and be easily visible.

The Ward may be dispelled at any time for free by the Priest who cast it. He or she must state “*By my Voice, Dismiss Ward By Faith*”. This must be stated loudly and clearly so that all those inside the ward are aware. The Imbue Card must be removed at the earliest convenience. A Ward dismissed in this way will have to be recast to become active again.

While the Faith Ward is active, no act of violence or theft can occur within the boundaries of the warded area. The Priest who cast the Ward is immune to this effect, but no one else is.

A Ward is only active 10pm-10am. Outside this time, the ward will go inactive but does not need to be recast to become active again the following night. The ward ends at the event end.

A Player can only have one active Ward, regardless of class.

Lore: N/A

High Prayer

The Priest may bring even those nearest to death back to full health.

Pre-Requisite: Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 3 Animus

Verbal: [10 Syllable Incant] [Delivered by Packet] “*Heal All by Faith*”

Notes: The Priest says a 10-syllable prayer calling upon the blessing of their deity and calls “*Heal All by Faith*”, they then can either touch the target or throw a packet to deliver the spell. The Priest must have their holy symbol on them and visible to use this ability.

Lore: The blessing a Priest can provide their flock is said to be absolute. They are able to heal the sick and even bring the dying back to full health.

Raise Again

Allows the Priest to cure Death.

Pre-Requisite: High Prayer, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 6 CP

Cost to Use: 5 Animus

Verbal: [6 Syllable Incant] [Delivered by Packet or Touch] "*Cure Death by Faith*" or "*Cure Death to [Sun/Moon/Abyss] and Heal All by Faith*" if target is of the Priest's Faith.

Notes: The Priest says a 6 syllable incant praying for their target to live again and then calls "*Cure Death to [Sun/Moon/Abyss] by Faith*". They then can either touch or throw a packet at the target. If the target is of the same faith as the Priest, they can instead call "*Cure Death to [Sun/Moon/Abyss] and Heal all by Faith*" to restore the target to life and full health.

Lore: One of the most powerful abilities of the Priest is their ability to cure the dead and allow them to breathe again.

Sanctify

This ability grants the Priest the Officiant trait for their Faith [Sun/Moon/Abyss] and allows the Priest to either create a Holy Site or a Circle of Life to support those of their Faith.

Pre-Requisite: High Prayer, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 4 CP

Cost to Use: 4 Animus

Verbal: "*Imbue [Sun/Moon/Abyss] By Faith*"

Notes: The Priest must be Officiant of [Moon/Sun/Abyss] as appropriate to the site being sanctified.

Lore: Some say it is a requirement of the faith to create a location that will empower the faithful.

Holy Site

The Holy Site grants a great deal of power to any Priests who are part of the church. While this is typically only able to be done inside a building, some outdoor locations are available, with Plot's permission. If it is done outside, the area must have clear borders and be no larger than a typical room. If there is a Holy Site of a different faith on the area, then that Holy Site must be exorcised, before it can be Sanctified. Multiple Holy Sites may share a room, if sufficiently sized to provide reasonable separation between the Sites (room to worship, as appropriate to the faith).

Creation of a Holy Site

The Priest should spend 15 minutes decorating and role-playing sanctifying the location. Additional priests can assist. Each additional priest lowers the time by one-minute (minimum 10 minutes). The completed site must have Holy Symbol and an Imbue card placed near the Holy Symbol in a way that is obvious within the Holy Site. As long as this Imbue Card is present and the roleplay is done as required, the site is still a Holy Site.

A Priest with the Sanctify skill permanently gains the Officiant of the [Sun/Moon/Abyss] trait. They will be automatically considered an Officiant of any Holy Site they create and their name must be listed on the Imbue Card. This Imbue on the Holy Site is permanent, as long as an Officiant spends at least 5 minutes roleplaying in the area each event before the event ends. A Priest is only able to be an Officiant on one Holy Site at a time.

A new Priest is able to re-sanctify the area using this skill, if they are of the same faith. In doing so that person also becomes an Officiant. The Officiants listed on the Imbue Card are required to maintain all props and set up the area every event. If done in-game, this setup counts towards the required role-play to keep the Holy Site operational.

If all Officiants are ever absent, or if the required role-play is not done during an event, the Holy Site is considered lost and must be re-sanctified.

Once the location has been Sanctified, the Priest calls "*Imbue [Sun/Moon/Abyss] by Faith*" and touches the Holy Symbol, placing the Imbue Card in this location. The Imbue card must list all effects that a Priest gains when going into the Holy Site (see below).

Use of a Holy Site

While a Priest of the same faith (Abyss/Moon/Sun) as the Holy Site remains within the boundaries of the Holy Site, they gain the following abilities

Verbal: [6 Syllable Incant] "*Imbue to Self by Faith*"

Notes: While within the Holy Site a Priest can say a 6-syllable prayer and "Imbue to Self by Faith". This will grant them 2 Vitality as long as they stay within the boundaries of the Holy Site. When they leave, this Imbue goes away and must be recast when they re-enter.

If the Priest is unconscious and brought into the Holy Site, they are unable to say the 6-syllable incant to grant themselves this ability.

Verbal: [6 Syllable Incant] [Delivered by Touch] *Heal 1 To [Sun/Moon/Abyss] By Faith*

Notes: This unlimited ability can only be used on those of the same Faith as the Holy Site.

Verbal: [2 minutes role-play] [Delivered by Touch] "*Cure Mental by Faith*"

Notes: After 2 minutes of role-play caring for the afflicted person, the Priest can cure mental conditions. This unlimited ability can be used on non-members of the Priest's faith.

Verbal: [2 minutes role-play] [Delivered by Touch] "*Cure Metabolic by Faith*"

Notes: After 2 minutes of role-play caring for the afflicted person, the Priest can cure metabolic conditions. This unlimited ability can be used on non-members of the Priest's faith.

Circle of Life

This is a temporary Holy Site. It is repped with a circle that must be clearly visible. At night, this can be accomplished with at least six glow sticks that create a circle on the ground or any other way that makes it obvious that there is a circle on the ground. It can be no larger than 10 feet in diameter and is only active as long as the Priest stays inside the circle and touches no weapons. If at any time they leave the circle, hold a weapon (non-shield), go unconscious, die, or become immobile, the circle goes down.

Verbal: [15 syllable prayer incant] "*Imbue by Faith*".

Notes: To cast the Circle of Life, the Priest must place the circle on the ground and then spend one minute of Focus roleplaying blessing it. Once that is done the Priest, standing in the middle calls out a 15-syllable prayer incant, spends 4 Animus, then calls "*Imbue by Faith*".

While active, the Priest who cast the Circle gains the following unlimited abilities:

Raise Again costs 1 less Animus (4 rather than 5 Animus per cast)

Heal 1 to members of the same faith:

Verbal:[3 Seconds role-play] [Delivered by Touch] "*Heal 1 to [Same Faith as Priest] by Faith*"

Heal 1 to members of another faith or Lost:

Verbal:[10 Seconds role-play (focus)] [Delivered by Touch] "*Heal 1 by Faith*"

Strength of Faith

This ability imbues another person with two touch delivered healing.

Pre-Requisite: Divine Touch, Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 1 CP

Cost to Use: 4 Animus

Verbal: [6 Syllable Incant] [Delivered by Touch] "*Imbue To [Same Faith] By Faith*" to imbue and [Delivered by Touch] "*Heal 2 To [Same Faith] By Faith*" to use.

Notes: This can only be cast upon someone who is the same faith as the Priest and grants the target two packet delivered Heal 2 (to same Faith) by Faith. The Priest must provide an Imbue Card. To use this ability, the Priest touches the target and says a 6 syllable incant, praying for a blessing, then calls Imbue to (same faith) by Faith and gives the target an Imbue card. A new invocation of the Imbue replaces the old one.

Lore: Priest heals their flock and sometimes their flock must heal them.

Weight of Sin

This allows the Priest to Root their enemy.

Pre-Requisite: Prayer, Evaluate Wound, Faith (not Lost)

Cost to Buy: 3 CP

Cost to Use: 2 Animus

Verbal: [6 Syllable Incant] [Delivered by Packet] "*Root by Faith*"

Notes: The Priest says a 6 syllable incant praying for their opponent to feel the weight of their sins and then calls "*Root by Faith*" and throws their packet.

Lore: Those who oppose the faith find themselves weighted down by their own inner evil.

Master/Karma Ability

Divine Surge

Allows the Priest to gain Divine Stats to power their abilities.

Pre-Requisite: All Priest Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [10 Syllable Prayer] "*Imbue by Karma*"

Notes: The player gains a pool of 20 "Divine Stats" that can be used to activate any priest ability. These stats expire at the end of the event, but remain through death and refresh.

Lore: N/A

Ranger

This skillset focuses on archery, studying your enemies, and avoiding environmental hazards.

Gateway Skill

Hunter's Knowledge

Player gains the "Ranger" Trait and may interact with props labeled "Ranger". This Skill allows Rangers to use bow/crossbow reps that can hold up to 6 darts. This skill also allows the Ranger to study a creature to learn its weaknesses.

Pre-Requisite: Bow Training

Cost to Buy: 10 CP

Cost to Use: 0 Corpus

Verbal: [10 seconds role play to study helpless foe] "*Hunter's Knowledge?*"

Notes: Many creatures have weak points or behavior patterns. Hunter's Knowledge allows a Ranger to spend 10 seconds studying a helpless foe (dead/stunned/paralyzed). This study may reveal if the opponent has a weakness to a damage type.

Example:

The Ranger spends 10 seconds studying a helpless foe and says, "Hunter's Knowledge?"

The NPC responds "Weak to Fire".

Lore: N/A

Acquired Immunity

The Ranger can Resist Poison

Pre-Requisite: Hunter's Knowledge, Bow Training

Cost to Buy: 4 CP

Cost to Use: 4 Corpus

Verbal: "*Resist*"

Notes: The Ranger can defend against any Effect delivered via the Poison Trait. Offensive Alchemy will use the Poison Trait.

Lore: N/A

Blend into Your Surroundings

The Ranger may disappear into their surroundings as if they were a ghost.

Pre-Requisite: Lightning Reflexes, Hunter's Knowledge, Bow Training

Cost to Buy: 7 CP

Cost to Use: 6 Corpus

Verbal: [Delivered to Self] "*Imbue Spirit*" to vanish. If attacked, "*No Effect*"

Notes: After Spending at least 10 seconds finding a place to hide and flattening out on the ground, or against a structure, the Ranger may imbue themselves to Spirit. If they move or use any other skills this effect ends.

Lore: N/A

Keen Senses

Few can remain hidden from the Ranger's keen instincts.

Pre-Requisite: Hunter's Knowledge, Bow Training

Cost to Buy: 6 CP

Cost to Use: 3 Corpus

Verbal: "*By My Voice Expose [Living/Undead] by Nature*"

Notes: The Ranger has mastered the art of hunting out the unnatural and tracking the living.

Lore: N/A

Lightening Reflexes

The dexterity of a Ranger allows her to return to previous safe point.

Pre-Requisite: Hunter's Knowledge, Bow Training

Cost to Buy: 3 CP

Cost to Use: 1 Corpus

Verbal: "*Lightening Reflexes*"

Notes: When attempting a physical challenge module, the player can take two steps backward to return to the previous safe point. This does not allow you to proceed to the next safe point in the module. If you crossed an obstacle and then later needed to cross back, this would not allow you to spend stats and just walk to the "original" start.

Lore: N/A

Pin

This allows the Ranger to Root enemies from a safe distance.

Pre-Requisite: Wounding Strike, Hunter's Knowledge, Bow Training

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: [Delivered by Arrow] "*Root*"

Notes: The Ranger may use a well-placed arrow to pin their prey in place

Lore: N/A

Ranger's Ward

The Ranger may protect their space by placing a Ward.

Pre-Requisite: Hunter's Knowledge, Bow Training

Cost to Buy: 2 CP

Cost to Use: 5 Corpus

Verbal: [10 minutes decoration Role Play] and "*Imbue by Magic*" to Imbue Ward

"*By Voice, Dismiss Ward By Magic*" to Dismiss Ward

"*By my Voice Expose Intruder*" to Expose those with Intruder Trait

Notes: The Ranger spends at least 10 minutes decorating and imbuing a building, at the end of which, they call *Imbue by Magic*. Additional players can assist, with each additional player reducing the time required by 1 min, to a minimum of 5min.

The warded area must have clear physical boundaries and all must be appropriately phys-repped. Decorations signifying the boundaries of the ward must include plants/vines on the outside with a green curtain or hanging vines for each door. The Imbue Card must be outside and be easily visible.

The Ward may be dispelled at any time for free by the Ranger who cast it. He or she must state "*By my Voice, Dismiss Ward*". This must be stated loudly and clearly so that all those inside the ward are aware. The Imbue Card must be removed at the earliest convenience. A Ward dismissed in this way will have to be recast to become active again.

The Ranger grants each person permitted to pass through the Ward with a magical symbol. Only those with a symbol can enter or invite someone else inside the warded building. Anyone entering without permission immediately Inflicted with Drain, Stricken, and the Intruder Trait upon entering the warded area. The Ranger gains unlimited "*By my Voice Expose Intruder*" for as long as there is someone with the Intruder trait inflicted by their Ward. A Ranger can choose to remove the "Intruder" trait, if it was applied by a Ward they cast. They cannot remove the trait for a Ward cast by someone else.

A Ward is only active 10pm-10am. Outside this time, the ward will go inactive but does not need to be recast to become active again the following night. The ward ends at the event end.

A Player can only have one active Ward, regardless of class.

Lore: N/A

Woodland Stride

This defends against any Root effect.

Pre-Requisite: Hunter's Knowledge, Bow Training

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: “*Resist*”

Notes: Having spent time in the brush and briars the Ranger has learned to avoid being rooted in place.

Lore: N/A

Wounding Strike

The Ranger can increase their damage up close and at range.

Pre-Requisite: Hunter's Knowledge, Bow Training

Cost to Buy: 4 CP

Cost to Use: 4 Corpus

Verbal: [Delivered by Arrow or Melee] “*3 Damage*”

Notes: The Ranger has become versatile enough to deal punishing damage with either Melee or Archery attacks.

Lore: N/A

Master/Karma Ability

True Hunter

No one is more deadly than a Ranger in pursuit of his enemy.

Pre-Requisite: All Ranger Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [10 syllable incant identifying the target] “*Imbue by Karma*” and “*Triple*” to called effects on selected target.

Notes: The Ranger chooses a single target that they can see. The Ranger may then add “*Triple*” to any called Effect used against that target. This Effect ends when the target dies or Essence is Refreshed.

Lore: N/A

Reaver

This skillset excels in breaking into fortified or protected places and dealing powerful attacks when an opponent's back is turned.

Gateway Skill

Waylay

Upon taking this Gateway Skill, Reavers gain the ability to Disarm Traps. This skill also gives them a melee delivered Stun that may only be used from behind the target. This skill also grants the "Reaver" Trait which allows interaction with props labeled "Reaver" and improves the player's skill with locks.

Pre-Requisite: Melee Training, Pick Locks

Cost to Buy: 10 CP

Cost to Use: 3 Corpus

Verbal: [Delivered by Melee from Behind] "*Stun by Weapon*"

Notes: "Behind" as being defined as being able to see both of your opponent's shoulder blades. A Reaver only has to pick 1 of the 3 locks on the phys-reps to treat it as opened. A Reaver who is an Effigy still needs to open 1 lock of the 3 on the phys-rep.

Lore: N/A

Back Attack

When striking from behind a foe the Reaver may add 1 Corpus to any non-damage melee attack activation to add "Double" to the call.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 5 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Melee] "*Double*"

Notes: "Behind" as being defined as being able to see both of your opponent's shoulder blades.

Lore: N/A

Bleed

When dealing with a physically superior foe, the Reaver finds it useful to bleed them first.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 1 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Melee] "*Waste 1 Corpus*"

Notes: N/A

Lore: N/A

Dodge

The Reaver may Avoid Melee/Missile/Packet effects and Ambient effects

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 6 CP

Cost to Use: 4 Corpus

Verbal: "*Avoid*"

Notes: This does not work on Voice / Name / Room.

Lore: N/A

Duck and Cover

The Reaver may avoid trap-based effects, regardless of the trap's delivery system (such as snap, buzz, by Voice, to Room, etc.)

Pre-Requisite: Dodge, Waylay, Melee Training, Pick Locks

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: "*Avoid*"

Notes: N/A

Lore: N/A

Escape Bonds

A Reaver may escape any type of binding that restricts their hand and feet.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: “*Escape Bonds*”

Notes: This is specifically designed for chains / rope / manacles / handcuffs and does not work on “Root” effects.

Lore: N/A

Mana Block

When dealing with a spell caster, the Reaver often finds it useful to strike them in such a way that it dampens their flow of magic.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 1 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Melee] “*Waste 1 Animus*”

Notes: N/A

Lore: N/A

Palm Object

When searched you may opt to not reveal a single item that is no bigger than the size of your palm.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: N/A

Notes: N/A

Lore: N/A

Resist Disease

The Reaver may shrug off anything delivered via the Disease Trait.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 4 CP

Cost to Use: 4 Corpus

Verbal: “*Resist*”

Notes: N/A

Lore: N/A

Rumor Monger

You may receive information unknown to others in the form of a rumor during check in.

Pre-Requisite: Waylay, Melee Training, Pick Locks

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: Rumors can be presumed to come from a trustworthy source, but everyone is wrong on occasion.

Lore: The Reaver has connections. Information is power.

Shank

The Reaver has found a way to find weak points in armor, allowing them to bypass it.

Pre-Requisite: Back Attack, Waylay, Melee Training, Pick Locks

Cost to Buy: 2 CP

Cost to Use: 2 Corpus

Verbal: [Delivered by Melee] "*Waste 1 Vitality*"

Notes: N/A

Lore: N/A

Master/Karma Ability

Die Another Day

Reavers have supernatural dexterity and can avoid Mishaps.

Pre-Requisite: All Reaver Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: "*Avoid Mishap by Karma*"

Notes: N/A

Lore: N/A

Sha'ir

Utilizing the power of the Djinn bound within their weapons, the skillset focuses on powerful ranged damage.

Gateway Skill

Commune with Djinn

Player Gains the "Sha'ir" Trait and may interact with props labeled "Sha'ir". This allows the use of Vessels 1 handed and they may have up to 6 "Totem Bullets" (i.e. darts/bullets) loaded. This also allows them to deliver Called effects with a vessel. This Skill also allows the player to speak to Djinn.

*Abilities with incants should include the name of the Djinn, as though they are asking the Djinn for a favor.

Pre-Requisite: Vessel Training, Harmonize

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: N/A

Notes: The Sha'ir may now use Two Weapon Fighting to wield either a Vessel in each hand, or a 1-handed Melee weapon and Vessel simultaneously.

Lore: N/A

Arcane Burden

Allows the Sha'ir to Inflict Weakness upon an enemy.

Pre-Requisite: Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 3 CP

Cost to Use: 2 Corpus

Verbal: [6 Syllable Incant invoking the Djinn] and [Delivered by Vessel] "*Weakness*"

Notes: The Sha'ir must issue at least a 6-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command.

Lore: N/A

Arcane Comet

Allows the Sha'ir to deliver Called damage.

Pre-Requisite: Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 4 CP

Cost to Use: 3 Corpus

Verbal: [6 Syllable Incant invoking the Djinn] and [Delivered by Vessel] "*3 Damage*"

Notes: The Sha'ir must issue at least a 6-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command. (Remember: Called Ranged Effects penetrate a shield while uncalled damage is blocked by it).

**For Example: "Di'nar use your power now."*

Lore: N/A

Djinn Pulse

Allows the Sha'ir to Inflict damage to an area.

Pre-Requisite: Arcane Comet, Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 3 CP

Cost to Use: 6 Corpus

Verbal: [10 Syllable Incant invoking the Djinn] and "*To This Room 3 Damage by Magic*"

Notes: The Sha'ir must issue at least a 10-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command.

Lore: N/A

Fighter's Torment

Allows the Sha'ir to Inflict Agony and Slow upon an enemy.

Pre-Requisite: Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 3 CP

Cost to Use: 2 Corpus

Verbal: [6 Syllable Incant invoking the Djinn] and [Delivered by Vessel] "*Agony and Slow*"

Notes: The Sha'ir must issue at least a 6-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command.

Lore: N/A

Guardian Djinn

The Sha'ir gains 3 x Elude vs Uncalled Melee attacks.

Pre-Requisite: Reforge the Link, Sealing Boon, Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: [5-minute Role Play] and [Delivered by Self] "*Imbue by Magic*" to grant and "*Elude*" to use

Notes: You may spend 5 minutes in meditation/communion with your Djinn. Additional Sha'ir can do this together, each additional Sha'ir reduces the time by 1 minute (to a minimum of 1).

Lore: N/A

Loyalty

Allows the Sha'ir to Absorb Corpus when their Vessel attack is Reflected back to them.

Pre-Requisite: Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 4 CP

Cost to Use: 1 Corpus

Verbal: "*Absorb to Refresh 1 Corpus*"

Notes: If any of your called Vessel attacks are Reflected back, you may spend 1 Corpus to absorb the attack to 1 Corpus. *Basically, so long as you have a single Corpus you will always be able to stop reflected called vessel effects

Lore: N/A

Muffling Magics

Allows the Sha'ir to Inflict Silence upon an enemy.

Pre-Requisite: Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 3 CP

Cost to Use: 2 Corpus

Verbal: [6 Syllable Incant invoking the Djinn] and [Delivered by Vessel] "*Silence*"

Notes: The Sha'ir must issue at least a 6-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command.

Lore: N/A

Piercing Comet

Allows the Sha'ir to Destroy an enemy's armor.

Pre-Requisite: Arcane Comet, Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: [10 Syllable Incant invoking the Djinn] and [Delivered by Vessel] "*Destroy Armor*"

Notes: The Sha'ir must issue at least a 10-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command.

Lore: N/A

Reforge the Link

Allows the Sha'ir to remove the Broken condition from their Vessel.

Pre-Requisite: Sealing Boon, Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 2 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Touch] "*Repair Vessel*"

Notes: The Sha'ir must spend 30 seconds in Focus mending the Vessel.

Lore: N/A

Sealing Boon

Allows the Sha'ir to Stabilize a target using their Vessel.

Pre-Requisite: Commune with Djinn, Vessel Training, Harmonize

Cost to Buy: 1 CP

Cost to Use: N/A

Verbal: [10 Syllable Incant invoking the Djinn] and [Delivered by Vessel] "*Stabilize*"

Notes: The Sha'ir must issue at least a 10-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command.

Lore: N/A

Seeking Comet

Allows the Sha'ir to Inflict 3 Damage and Agony using the target's name.

Pre-Requisite: Djinn Pulse, Arcane Comet, Commune with Djinn, Djinn Pulse, Vessel Training, Harmonize

Cost to Buy: 5 CP

Cost to Use: 5 Corpus

Verbal: [10 Syllable Incant invoking the Djinn] and "*By Your Name*" [Name] "*3 Damage and Agony*"

Notes: The Sha'ir must issue at least a 10-syllable command to the Spirit inside their vessel telling it what to do. The Spirit's name should be included in the command. The Sha'ir must fire a dart into the air as this skill is activated.

Lore: N/A

Master/Karma Abilities

Djinn Released

Allows the Sha'ir to upgrade their Vessel to Inflict damage by Gesture.

Pre-Requisite: All Sha'ir Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [6 Syllable Incant invoking the Djinn] and "*Imbue by Karma*" to grant, [point Vessel at target] and [the Verbal for the skill being delivered] to use

Notes: The Sha'ir may upgrade their vessel delivered skills to "by Gesture" 6 times (requires a vessel be used in the gesture). This Imbue fades upon Death or Essence Refresh event end.

Lore: N/A

Smith

The Smith skillset focuses on creating and repairing items, both mundane and exotic, and is adept at healing Effigy.

Gateway Skill

Apprentice Smith

The player gains the "Smith" Trait and may now interact with any props labeled "Smith".

Pre-Requisite: N/A

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: N/A

Notes: This will allow the player to craft any Smith item for this knowledge as long as they have the materials and Blueprint. Crafting an item requires at least 5 minutes of roleplay at the Forge, during which time the player creates the Item Tag and deposits the components in the Forge Box inside a bag with the Crafting Report as per the Crafting Rules.

This skill also allows a player to fix any destroyed item (or restore AP to physical repped armor) with 5 minutes of roleplay at the Forge for free.

Additionally, all Smiths may create "Scrap". The Scrap is essentially external phys-reps that represent the player's access to a "Scrap Pool". Should any of the phys-reps be stolen, lost, suffer a destroy effect, or removed from play in some grand fashion, the points granted by the reps are lost.

Each point requires a Scrap rep. Scrap reps should be at least two inches big and appear to be a combination of metal and leather with some way to identify if they have been used.

Example: A 2 inch washer with a leather chord tied in a loop with a slipknot, where the cord is removed when the scrap is used.

Unused Scrap points expire at the end of an event. While at the forge the Smith may spend 1 minute to convert 1 A1, P1, or M1 into 5 "Scrap Points". While the skill creates an external phys-rep the artificial stats remain with the character and unless stated by another skill cannot be exchanged. This can be explained IG as different sizing/metallurgy methods unique to the Smith who created the Scrap.

Lore: N/A

Finding the Flaw

The Smith can examine the weapons and armor of a fallen foe, discover it's weaknesses, and use this knowledge to gain an advantage fighting similar enemies in the future.

Pre-Requisite: Apprentice Smith

Cost to Buy: 3 CP

Cost to Use: 4 Animus

Verbal: 30 Seconds Role Play studying foe's equipment [Delivered by Self] "*Imbue by Smith*" to gain, "Destroy" [Weapon/Armor]

Notes: The Smith can spend at least 30 seconds examining the weapons and armor of a fallen foe. After which they gain access to 2 weapon-delivered "Destroy" effects.

*Note that the intent of this skill is to study a foe "type" and become better at fighting them. While we do allow unused Destroy Effects to be used later (so players are not losing stats) wanton use of this skill to create activations for an unrelated future encounter is not in the spirit of the ability and frowned upon. Abuse will lead to a change in this skill.

Lore:

Journeyman Smith

This skill builds on the knowledge the Smith has already learned.

Pre-Requisite: Apprentice Smith

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: They may now repair items at the forge in 60 seconds and may to convert 3 tier 1 components into a single tier 2 component for the purpose of meeting blueprint requirements. This is considered a "Composite Tier 2 Component"

Lore: N/A

Maintain Gear

This skill allows the Smith reenforce the potential weaknesses of their own gear, making the items more difficult to destroy.

Pre-Requisite: Apprentice Smith

Cost to Buy: 3 CP

Cost to Use: 6 Scraps

Verbal: [Delivered by Self] "*Imbue by Smith*" to grant "*Elude*" and to use

Notes: The Smith must spend at least 5 minutes working on their own possessions at the Forge. They gain access to 5 "Elude" vs Destroy Effects. If a player receives another Maintain Gear Imbue the now one replaces the old one.

Lore: N/A

Master Smith

This skill builds on the knowledge the Smith has already learned. They may now convert 3 tier 2 Components into a single tier 3 Component for the purpose of meeting Blueprint requirements. Composite Tier 2 Components created through the Journeyman skill cannot be upgraded to a Composite Tier 3. The Smith may now begin developing their own custom blueprints.

Pre-Requisite: Journeyman Smith

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: Custom Blueprints for Exotic Items are submitted as a plot request. The player will receive a draft version of the blueprint for review. Based on the draft the player can then decide if they would like to spend IG effort crafting the Blueprint or abandon the project. Many Exotic Items may require an Exotic Component that will have to be sought out.

Lore: N/A

Patch Gear

This Smith can use Scrap to repair Broken items, Armor, and Effigies.

Pre-Requisite: Apprentice Smith

Cost to Buy: 3 CP

Cost to Use: 1 Scrap

Verbal: [Delivered by Touch] "*Repair All By Smith*" or [Delivered by Touch] "*Heal All to Effigy by Smith*"

Notes: The Smith may spend 30 seconds roleplaying the application of a Scrap to repair any item and remove the Broken condition and/or reset Armor Points to full. This skill can also be used to Heal an injured Effigy.

Lore: N/A

Reinforce Armor

This allows the Smith to grant Armor against Called damage delivered from melee attacks.

Pre-Requisite: Apprentice Smith

Cost to Buy: 4 CP

Cost to Use: 4 Scraps

Verbal: [Delivered by Touch] "*Imbue by Smith*" and "*Resist*" to use

Notes: The player must spend at least 5 minutes working on the armor at the Forge. The owner of the armor must receive an Imbue Card. So long as the player wears the armor they gain access to

3 "Resist" vs melee attacks. If a player receives another Imbue Reinforce Armor the new one replaces the old one.

Lore: N/A

Reinforce Shield

This allows the Smith to reenforce a shield against Called damage delivered from ranged attacks.

Pre-Requisite: Apprentice Smith

Cost to Buy: 4 CP

Cost to Use: 4 Scraps

Verbal: [Delivered by Touch] "*Imbue by Smith*"

Notes: The player must spend at least 5 minutes working on a shield at the forge. The owner of the Shield must receive an Imbue Card.

So long as the player has the Reinforced Shield they gain access to 3 "Resist" vs Called Ranged Attacks. If a player receives another Imbue Reinforce the new one replaces the old one.

Lore: N/A

Sharpen

This allows the Smith to sharpen blades to do additional damage.

Pre-Requisite: Apprentice Smith

Cost to Buy: 3 CP

Cost to Use: 2 Scraps

Verbal: [Delivered by Touch] "*Imbue by Smith*" and [Delivered by Melee] "*2 Damage*" to use

Notes: The player must spend at least 1-minute roleplaying sharpening a weapon. The owner of the weapon must receive an Imbue Card. So long as the player wields the weapon, they gain access to 2 "2 Damage" Melee attacks. If a player receives another Sharpen Imbue the now one replaces the old one.

Lore: N/A

Slay Construct

Smiths and use their knowledge against constructed foes to defeat them more easily.

Pre-Requisite: Finding the Flaw

Cost to Buy: 3 CP

Cost to Use: 3 Corpus

Verbal: [Delivered by Melee] "*Destroy Body*"

Notes: Smiths who have studied how to find weak points are themselves better equipped to handle constructed foes.

Lore: N/A

Smelt

The Smith can break down items into their components and use those to build something new.

Pre-Requisite: Journeyman Smith

Cost to Buy: 3 CP

Cost to Use: 1+ Corpus

Verbal: N/A

Notes: The player may spend 5 minutes breaking down any Smithing item for which they have the Blueprint. For each Corpus they spend they may reclaim 1 tier 1 component, and for every 2 Corpus they may reclaim 1 Tier 2 component. Tier 3 components cannot be reclaimed. These reclaimed components count as Composite Components and as such, must immediately be used towards the production of new Smith items.

Lore: N/A

Master/Karma Ability

Eureka!

The Smith may substitute skill for some ingredients when using a Smith Blueprint to make an item.

Pre-Requisite: All Smith Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: N/A

Notes: The user may spend 1 Karma in place of all Standard Components or a single Exotic Component when using a Blueprint. This must be noted on the Item Tag's Crafting Report when creating the item. The Smith can make this substitution, even if not at the Forge.

Lore: N/A

Spell Forger

This skillset focuses on crafting and interacting with magically enchanted Gems that can have a wide array of abilities based upon whether the Gem is slotted in a Weapon, Armor, or Trinket (any slot-able item that is not a weapon or a piece of armor, such as a necklace or ring).

This archetype often interacts with three types of props:

- Gems (which anyone can use in socketed items),
- Runestones (which are specific to Spell Forgers to gain bonuses in certain situations), and
- Foci/Fetish which is a hand-held item used to focus a skill.

Gateway Skill

Apprentice Spell Forger

The player gains the "Spell Forger" Trait and may now interact with any prop labeled "Spell Forger".

Pre-Requisite: Channel Magic

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: N/A

Notes: This will allow the player to use the Forge to craft any Spell Forger item as long as they have the materials and Blueprint. Crafting an item requires at least 5 minutes of roleplay at the Forge, during which time the player creates the Item Tag and deposits the components in the Forge Box inside a bag with the Crafting Report as per the [Crafting Rules](#).

Runestones

The Spell Forger may spend 1 minute to convert 1 M1 or X1 into 5 "Runestones". Each Runestone created must have a phys-rep and represents a magical Charge. Runestones can be used on some modules to provide small perks as noted on the effect card for the mod. Unused Runestones expire at the end of the event. Runestones can be the target of Destroy Effects, a "Destroy" would cause a single Runestone to become "spent". Runestones cannot be repaired. Runestones should be repped by double six dominos, it is recommended that small gems be glued in the "dots".

Gems

Gems may be created at the forge as well, using the components as required by the Blueprint. Gem phys-reps are provided by plot. Once created, the Gem retains its power indefinitely until all of its charges are used, at which point it expires.

One does not have to be at Forge to slot a Gem. A Gem may be unslotted and re-slotted into a different item if desired. If this is done on a Gem slotted into a piece of Armor, Weapon, or Trinket that has the Broken condition, the Gem will waste one charge during the un-slotting. This represents the added difficulty and subsequent damage caused by removing them Gem from a damaged slot. Re-slotting from items in good repair do not suffer this wasted charge on the Gem.

Lore: N/A

Bleed Power

The Spell Forger has a *hand-held Foci* that allows them to steal power from gems.

Pre-Requisite: Apprentice Spell Forger, Channel Magic

Cost to Buy: 4 CP

Cost to Use: 1 Animus

Verbal: [Delivered by Gesture] "*By My Gesture Waste 1 Charge by Magic*"

Notes: The Foci can serve no other purpose other than to make *this skill* function, for example meaning it cannot be a weapon or a holy symbol as required for some faith skills. The player must Gesture with the Foci.

Lore: N/A

Consume Power

The Spell Forger uses a hand-held Foci to drain power from their gems and direct it at foes.

Pre-Requisite: Bleed Power, Channel Magic, Apprentice Spell Forger

Cost to Buy: 5 CP

Cost to Use: 1 Charge

Verbal: [Delivered by Gesture] “*By My Gesture 3 Damage by [Element of the Gem used to power it]*”

Notes: The Foci can serve no other purpose other than to make *this skill* function. It cannot be the same phys rep used for bleed power. It cannot be a weapon or a holy symbol as required for some Faith skills. The player must gesture with the Foci. This Foci has three Gem slots.

Lore: N/A

Journeyman Spell Forger

By using previous knowledge, the Spell Forger can substitute components when using Spell Forger Blueprints.

Pre-Requisite: Apprentice Spell Forger, Channel Magic

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: This skill builds on the knowledge the Spell Forger has already learned. They may now convert 3 tier 1 components into a single tier 2 component for the purpose of meeting blueprint requirements. This is considered a “Composite Tier 2 Component”

Lore: N/A

Master Spell Forger

Building on their experience, the Spell Forger can now make more complex substitutions when following Spell Forger Blueprints.

Pre-Requisite: Apprentice Spell Forger, Journeyman Spell Forger, Channel Magic

Cost to Buy: 3 CP

Cost to Use: N/A

Verbal: N/A

Notes: This skill builds on the knowledge the Spell Forger has already learned. They may now convert 3 tier 2 components into a single tier 3 component for the purpose of meeting blueprint requirements. Composite Tier 2 components created through the Journeyman skill cannot be upgraded to a composite tier 3. The Spell Forger may now begin developing their own custom blueprints.

Custom Blueprints for Exotic Gems are submitted as a plot request. The player will receive a draft version of the Blueprint for review. Based on the draft the player can then decide if they would like to spend IG effort crafting the blueprint or abandon the project. Many Exotic Gems may require an Exotic Component that will have to be sought out.

Lore: N/A

Rune Ward

The Spell Forger can protect a space against intruders with a Ward.

Pre-Requisite: Channel Magic, Apprentice Spell Forger, Journeyman Spell Forger

Cost to Buy: 2 CP

Cost to Use: 5 Animus

Verbal: [10 minutes decoration Role Play] and “*Imbue by Magic*” to Imbue Ward
“*By Voice, Dismiss Ward By Magic*” to Dismiss Ward

Notes: The Spell Forger spends at least 10 minutes decorating and imbuing a building, at the end of which, they call *Imbue by Magic*. Additional players can assist, with each additional player reducing the time required by 1 minute, to a minimum of 5 minutes.

The warded area must have clear physical boundaries and all must be appropriately phys-repped.

Decorations signifying the boundaries of the ward must include Runestones around the perimeter and a curtain with the rune painted on it. The Imbue Card must be outside and be easily visible.

The Ward may be dispelled at any time for free by the Spell Forger who cast it. He or she must state "*By my Voice, Dismiss Ward*". This must be stated loudly and clearly so that all those inside the ward are aware. The Imbue Card must be removed at the earliest convenience. A Ward dismissed in this way will have to be recast to become active again.

The Spell Forger grants each person permitted to pass through the ward with a Rune Key (matching the Rune on the curtain). Only a player with a Rune Key can enter the warded area. Keys can be destroyed or stolen, but a Spell Forger can always craft a new Key (meaning the caster can never be "locked out").

A Ward is only active 10pm-10am. Outside this time, the ward will go inactive but does not need to be recast to become active again the following night. The ward ends at the event end. A Player can only have one active Ward, regardless of class.

Lore: N/A

Spell Catcher

The Spell Forger can use their socketed Gems to defend against related Traits.

Pre-Requisite: Channel Magic, Apprentice Spell Forger, Supplant Power, Consume Power, Bleed Power

Cost to Buy: 9 CP

Cost to Use: 6 Animus

Verbal: [Delivered by Self] "*Absorb to Refresh 1 Charge By Magic*"

Notes: The Spell Forger can defend themselves against any Trait that they have a socketed Gem for (Foci/Weapon/Armor/Trinket).

*So, if a player has a Fire Gem, Water Gem, Earth Gem, and Air Gem socketed in any of their gear they may use this skill to defend from those elements.

Lore: N/A

Supplant Power

The Spell Forger can substitute their Animus instead of a charge to use their Gems.

Pre-Requisite: Consume Power, Bleed Power, Channel Magic, Apprentice Spell Forger

Cost to Buy: 3 CP

Cost to Use: 5 Animus

Verbal: [Verbal for the Gem] "*Activate*"

Notes: The Spell Forger uses their Animus in place of a charge from a Gem.

Lore: N/A

Transfer Power

The Player can use the power of Gems to regain Animus

Pre-Requisite: Supplant Power, Consume Power, Bleed Power, Apprentice Spell Forger, Channel Magic

Cost to Buy: 4 CP

Cost to Use: 2 Charges

Verbal: [Delivered by Touch] "*Refresh 3 Animus by Magic*"

Notes: The Spell Forger can spend 1 minute of Focus channeling/focusing transferring 2 charges of power from a Gem to Refresh 3 Animus.

Lore: N/A

Master/Karma Ability

Eureka!

The Spell Forger may substitute skill for some ingredients when using a Spell Forger Blueprint to make an item.

Pre-Requisite: All Spell Forger Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: N/A

Notes: The user may spend 1 Karma in place of all Standard Components or a single Exotic Component when using a Blueprint. This must be noted on the Item Tag's Crafting Report when creating the item. The Spell Forger can make this substitution, even if not at the Forge.

Lore: N/A

Spy

This skillset is focused on infiltrating and safely escaping if detected and surrounded by enemies by drawing upon the power of their Djinn.

Gateway Skill

Arcane Glamour

Player gains the “Spy” Trait and may interact with props labeled “Spy”.

Pre-Requisite: Harmonize

Cost to Buy: 10CP

Cost to Use: 1 Corpus

Verbal: N/A

Notes: For 1 Corpus the Spy may lie on any Diagnose check, some type of response must be provided.

The stone acts as the Djinn’s window to the world. If the Vessel is not visible the skill can still be used but at +1 Corpus.

This skill requires an Imperial Djinn Vessel to function.

Many of the skills in this Archetype require an Imperial Djinn Vessel to function. An Imperial Djinn Vessel is an amulet or bracelet with a large black stone. The stone acts as the Djinn’s window to the world. Many skills can be used when the vessel is not visible but may cost more to use in that case (Blaster Rep Vessels are not compatible to meet the prop requirements). The majority of the Spy’s skills are not accessible if their Imperial Djinn Vessel has the Broken condition.

Lore: N/A

Alter Aura

You may use this skill to remove your Species Trait, the Living/Undead Traits, or gain a new PC species trait. This effect fades after Essence refresh. This does not allow access to Species Skills or abilities.

Pre-Requisite: Arcane Glamour

Cost to Buy: 2 CP

Cost to Use: 1 Corpus

Verbal:

Notes: This skill requires an Imperial Djinn Vessel to function. If the Vessel is not visible, the skill can still be used but at +1 Corpus

Lore: N/A

Arcane Aid

Borrowing power from your Djinn you may seek to Purge a Root effect.

Pre-Requisite: Minor Arcane Aid

Cost to Buy: 3 CP

Cost to Use: 1 Corpus

Verbal: “*Purge Root*”

Notes: This skill requires an Imperial Djinn Vessel to function. If the Vessel is not visible, the skill can still be used but at +1 Corpus. After using this skill, you must spend at least 10 seconds

Focused roleplaying meditation with the Vessel to “reset” the skill. This means the skill can only be used once before requiring the roleplay and reset.

Lore: N/A

Arcane Boon

Borrowing power from your Djinn, you may Cure All Maim Effect.

Pre-Requisite: Arcane Aid

Cost to Buy: 4 CP

Cost to Use: 2 Corpus

Verbal: [Delivered to Self] "*Cure All Maim*"

Notes: This skill requires an Imperial Djinn Vessel to function. If the Vessel is not visible, the skill can still be used but at +1 Corpus. After using this skill, you must spend at least 10 seconds Focused roleplaying meditation with the Vessel to "reset" the skill. This means the skill can only be used once before requiring the roleplay and reset.

Lore: N/A

Borrowed Knowledge

You may interact with a single Prop/Puzzle that requires a specific Archetype Trait that you do not have.

Pre-Requisite: Alter Aura

Cost to Buy: 3 CP

Cost to Use: 5 Corpus

Verbal: "*Imbue Temporary* [Archetype Trait]

Notes: This skill requires an Imperial Djinn Vessel to function. If the Vessel is not visible, the skill can still be used but at +1 Corpus.

Lore: N/A

Disarm

Disarm causes the opponent to drop whatever they may be carrying.

Pre-Requisite: Arcane Glamour & Melee Training

Cost to Buy: 1 CP

Cost to Use: 1 Corpus

Verbal: [Delivered by Melee] "*Disarm by Weapon*"

Notes: See Disarm effect for more details.

Lore: N/A

Djinn Assisted Escape

Borrowing power from your Djinn, you may Short Root a pursuer in order to escape.

Pre-Requisite: Arcane Glamour

Cost to Buy: 4 CP

Cost to Use: 3 Corpus

Verbal: "*By My Voice Short Root by Magic*"

Notes: This skill requires an Imperial Djinn Vessel to function. If the Vessel is not visible the skill can still be used but at +1 Corpus.

Lore: N/A

Expert Arcane Aid

Borrowing power from your Djinn, you may Purge a "Paralyze" effect.

Pre-Requisite: Arcane Boon

Cost to Buy: 5 CP

Cost to Use: 3 Corpus

Verbal: "*Purge Paralyze*"

Notes: This skill requires an Imperial Djinn Vessel to function. If the Vessel is not visible, the skill can still be used but at +1 Corpus. After using this skill, you must spend at least 10 seconds

Focused roleplaying meditation with the Vessel to "reset" the skill. This means the skill can only be used once before requiring the roleplay and reset.

Lore: N/A

Last Resort

At any time during the event the Spy may visit Death's Gate and spend 10 seconds focused creating a "recall" point. The player may imbue themselves as a Spirit and must proceed directly to Death's Gate. They cannot take with them any Yellow Tagged items that were not present when their recall point was created. Immediately upon entering Death's Gate the Imbue Effect ends. The player may take a moment to orient themselves and get their gear in order but may not "hide" in Death's Gate.

Pre-Requisite: Expert Arcane Aid

Cost to Buy: 5 CP

Cost to Use: 6 Corpus

Verbal: "*Imbue Spirit*"

Notes: This skill requires an Imperial Djinn Vessel to function. An Imperial Djinn Vessel is an amulet or bracelet with a large black stone. The stone acts as the Djinn's window to the world, If the Vessel is not visible the skill can still be used but at +1 Corpus.

Lore: N/A

Minor Arcane Aid

Borrowing power from your Djinn you may seek aid defending against any Slow Effect.

Pre-Requisite: Arcane Glamour

Cost to Buy: 2 CP

Cost to Use: N/A

Verbal: "*Avoid*"

Notes: *This skill requires an Imperial Djinn Vessel to function. An Imperial Djinn vessel is an amulet or bracelet with a large black stone. The stone acts as the Djinn's window to the world, If the Vessel is not visible the skill can still be used but at +1 Corpus. After using this skill, you must spend at least 10 seconds Focused roleplaying meditation with the Vessel to "reset" the skill. This means the skill can only be used once before requiring the roleplay and reset.

Lore: N/A

Superior Arcane Aid

Borrowing power from your Djinn you may Purge a Stun Effect.

Pre-Requisite: Arcane Boon

Cost to Buy: 5 CP

Cost to Use: 3 Corpus

Verbal: "*Purge Stun*"

Notes: This skill requires an Imperial Djinn Vessel to function.

An Imperial Djinn vessel is an amulet or bracelet with a large black stone. The stone acts as the Djinn's window to the world, If the Vessel is not visible the skill can still be used but at +1 Corpus. After using this skill, you must spend at least 10 seconds Focused roleplaying meditation with the Vessel to "reset" the skill. This means the skill can only be used once before requiring the roleplay and reset.

Lore:

Master/ N/A Karma Ability

Djinn Guardian

The Spy can use movement to empower their abilities.

Pre-Requisite: All Spy Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: "*Imbue by Karma*"

Notes: So long as the Spy is running (moving as fast as is reasonably safe), all activation costs of their defensive Spy abilities are reduced to Zero. This Effect lasts until the Spy stops running for 5 seconds.

Lore: N/A

Standard Bearer

This skillset excels at buffing and supporting other characters.

Gateway Skill

Standard Carrier

The player gains the ability to carry a Battle Standard or Banner and form a group. This group can be buffed by the Standard Bearer. Player Gains "Standard Bearer" Trait and may interact with props labeled "Standard Bearer". The Standard Carrier's Banner may be worn as a back banner or may be used as a one-handed weapon as suits the player and the character.

Pre-Requisite: Channel Magic

Cost to Buy: 10 CP

Cost to Use: N/A

Verbal: [5 minute role play] and "*By My Voice Imbue [Group/Team Trait Name] By Magic*"

Notes: The player may select up to 5 other players in total. The player must have a Battle Standard phys-rep with their unique banner symbol. After 5 minutes of role play with at least one additional player, the Standard Bearer may mark the selected players with their unique symbol and grant them a specific Standard Bearer [Group/Team Trait Name] Trait. Additional players after the first player one reduce the time required by 1 minute to minimum of 1 minute,

This Imbued Trait fades at Essence Refresh and as always, all Grants, Imbues, Shields, etc. are lost along with the Trait when Essence is Refreshed. This skill may only be activated once per Essence Refresh.

This Archetype requires a Battle Standard to use their abilities. Information on Battle Standard construction guidelines can be found in the Weapon Construction are of The Rulebook If the Battle Standard gains the Broken condition, the Standard Bearer may use none of this Archetype's abilities.

Lore: N/A

Calm the Mind

Allows the Standard Bearer to grant their team the ability to defend against Frenzy

Pre-Requisite: Standard Carrier

Cost to Buy: 3 CP

Cost to Use: 3 Animus

Verbal: "*By My Voice Imbue to [Group/Team Trait Name] By Magic*" to imbue and "*Shield*" to use

Notes: This Imbue must be cast when performing the Imbue of the Group/Team Trait Name.

This skill requires a Battle Standard. This Imbue Grants 1 Shield against Frenzy for each person on the team.

Lore: N/A

Circle of Protection

The Standard Bearer may enable the team to Repel by Gesture when within the protective circle.

Pre-Requisite: Standard Carrier

Cost to Buy: 4 CP

Cost to Use: 2 Animus

Verbal: [10 syllable incant] ["*By My Voice Imbue to [Group/Team Trait Name] By Magic*" to imbue
[plant Battle Standard] to activate

[touch Battle Standard] and "*By My Gesture Repel by Magic*" to use

Notes: This Imbue must be cast when performing the Imbue of the Group/Team Trait Name.

This skill requires a Battle Standard. When the Standard Bearer completes the Incant invoking the Circle of Protection and plants the Battle Standard, imbued members of the Group/Team may touch the Battle Standard and gain unlimited "By Gesture Repel by Magic". This Effects ends when the Battle Standard is moved, or after 5 minutes, whichever comes first.

Lore: N/A

Controlling the Battle

The Standard Battle may use Root to control the pace of the battle.

Pre-Requisite: Standard Carrier

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: *[10 syllable incant]* and *"By My Voice Short Root by Magic"*

Notes: This incant must take the form of a battle cry.

Lore: N/A

Empathic Transfer

This skill enables the Standard Bearer to remove negative Effect from others on their team and take those Effects onto themselves.

Pre-Requisite: Standard Carrier

Cost to Buy: 2 CP

Cost to Use: 1 Animus

Verbal: *"By Your Name [Name] Cure [Effect] to [Group/Team Trait Name] by Magic, Inflict [same Effect] to Self by Magic"*

Notes: If the Standard Bearer already has a particular Effect, they cannot transfer that Effect to themselves again. For example, if they have a Slow on them, they cannot use any Defense to mitigate the Slow on themselves, nor can they remove it from others, until the existing Effect ends. The Standard Bearer can Purge or Cure an Effect transferred this way, but it cannot be Resisted.

This skill requires a Battle Standard.

Lore: N/A

Heart Pulling Whisper

The Standard Bearer may pause the Death Count of a team member using only their words.

Pre-Requisite: Standard Carrier

Cost to Buy: 0 CP

Cost to Use: 0 Animus

Verbal: *[Delivered by Touch] "Linger by Magic"*

Notes: While continuously whispering to target their Death Count is paused. This is similar to Render Aid with Bleed out. If the Standard Bearer stops speaking for more than 10 seconds, the Effect ends and the bleed out resumes. If the Standard Bearer begins this again, the bleed out is again paused at the new current count.

Lore: N/A

Inspired Strength

The Standard Bearer Grants those under his protection 4 Stats that can be spent as either Animus or Corpus but must be used solely for offensive abilities.

Pre-Requisite: Standard Carrier

Cost to Buy: 6 CP

Cost to Use: 6 Animus

Verbal: *"By My Voice Grant 4 [offensive stats] to [Group/Team Trait Name] By Magic"*

Notes: This Imbue must be cast when performing the Imbue of the Group/Team Trait Name.

This skill requires a Battle Standard. This Imbue Grants 4 [offensive stat, either Animus or Corpus] for each person on the team. Each member of the group may decide for themselves which stat applies to best meet their need at the time of use. Combinations of Animus and Corpus are allowed.

Lore: N/A

Releasing the Spirit

The Standard Bearer may create a single use retreat point for their team.

Pre-Requisite: Standard Carrier

Cost to Buy: 8 CP

Cost to Use: 3 Animus

Verbal: [15 Syllable Incant] and “By My Voice Imbue to [Group/Team Trait Name] by Magic” to trigger the recall and “Purge Spirit” to return the team to their bodies at the recall point

Notes: This skill requires a Battle Flag prop in addition to the Battle Standard. A Battle Flag must be at least 6 inches by 6 inches and contain the Standard Bearer’s Symbol. A Standard Bearer may spend 5 minutes planting a Battle Flag (not the banner boffer weapon) to serve as a recall point, after which the Standard Bearer spends the stats. Each extra player helping with this process reduces time by 1 minute to a minimum of 1.

All bearing the Standard Bearer’s mark should make a mental note of what they are carrying at this point. Any yellow tagged items not present at this time must be dropped when the skill is invoked and they are turned to Spirits.

When ready to invoke this escape plan, the Standard Bearer says the Incant and calls “By My Voice Imbue Spirit to [Group/Team Trait Name] By Magic”. They may repeat themselves if they believe they were not heard. All bearing the Standard Bearer’s mark must immediately return to their recall point where the Battle Flag was planted. While on the way to the recall point, all counts are paused. Once they reach the recall the Standard Bearer calls “Purge Spirit”, and any paused counts resume where they left off.

Lore: N/A

Shield of the Magi

The recipient is Imbued with a single Resist Magic.

Pre-Requisite: Standard Carrier

Cost to Buy: 6 CP

Cost to Use: 3 Animus

Verbal: “By My Voice Imbue to [Group/Team Trait Name] By Magic” to imbue “Resist” to use

Notes: This Imbue must be cast when performing the Imbue of the Group/Team Trait Name.

This skill requires a Battle Standard.

Lore: N/A

Master/Karma Ability

Rise And Fight

The Standard Bearer may ready their allies to continue the fight.

Pre-Requisite: All Standard Bearer Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: “By my Voice Cure All to [Group/Team Trait Name] by Karma” and/or “By my voice Heal All to [Group/Team Trait Name] by Karma”

Notes: N/A

Lore: N/A

Warlock

This skillset focuses on cursing their opponents with negative status-effects.

Gateway Skill

Soul Pool

Player Gains "Warlock" Trait and may interact with props labeled "Warlock". The Warlock gains a 5-point Soul Pool which may be used in place of Animus to power Warlock abilities.

Pre-Requisite: Channel Magic

Cost to Buy: 10 CP

Cost to Use: 0 Animus

Verbal: [10 seconds of role play over a dead target] and "*Search Life*"

Notes: A Warlock must have their Cursed Object to use their abilities. A Cursed Object may technically be anything, but it can have a secondary purpose (such as also being a weapon). It should be thematically appropriate (such as voodoo doll, chicken's foot, skull, etc.).

Soul Pool points may be used in place of Animus FOR WARLOCK SKILLS ONLY*. The Soul Pool starts empty at each event and empties at Essence Refresh. The Soul Pool may be charged with a 10 second roleplay over a dead target with cursed object. The Warlock then calls "Search Life" to Refresh 1 Point of their Soul Pool. Alternatively, the Warlock may perform an out of combat 5-minute roleplay ritual, something that is unique to that Warlock, to refresh the entire pool.

*Undead Warlocks must choose which Pool (Warlock Soul Pool or Revenant Carnage Pool) they are refreshing based on the RP used to perform the search. The two Pools do not overlap and therefore an undead Warlock cannot refill both Carnage and Soul Pool from the same corpse.

Lore: N/A

Curse of Aggression

The Warlock gains a packet delivered Frenzy.

Pre-Requisite: Soul Pool

Cost to Buy: 3 CP

Cost to Use: 3 Animus

Verbal: [7 Syllable Incant] and [Delivered by Packet] "*Frenzy by Magic*"

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Curse of Annihilation

The Warlock gains a packet delivered Death.

Pre-Requisite: Curse of The Statue

Cost to Buy: 4 CP

Cost to Use: 6 Animus

Verbal: [10 Syllable Incant] and [Delivered by Packet] "*Death by Magic*"

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Curse of Aversion

The Warlock gains a packet delivered Repel.

Pre-Requisite: Soul Pool

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [7 Syllable Incant] and [Delivered by Packet] "*Repel by Magic*"

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Curse of Impermanence

The Warlock gains a packet delivered Destroy.

Pre-Requisite: Soul Pool

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [7 Syllable Incant] and [Delivered by Packet] “*Destroy [Item, Armor, Weapon] by Magic*”

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill. Any item may be targeted with this ability, but it must be clearly stated.

For example:

If the Warlock used this ability and the Verbal stated “Destroy Weapon by Magic” and victim was holding 2 weapons, then the victim could choose which would be destroyed, however the Warlock could simply specify “Destroy Left Weapon by Magic”.

Items without any in game Effects (such a mundane hat) can be targeted and they would gain the Broken condition, but since the item had no in game Effect, nothing much changes, beyond the target’s owner’s role-played reaction. For roleplay purposes a Smith could still repair it, even though the item has not Effects.

Lore: N/A

Curse of Inevitability

The Warlock can prevent the enemy from receiving Heals or Cure Death.

Pre-Requisite: Soul Pool

Cost to Buy: 3 CP

Cost to Use: 1 Animus

Verbal: [with Hex Bag] [10 Syllable Incant] and [Delivered by Touch] “*Inflict Cure Death Shield and Heal Shield By Magic*”

Notes: The Warlock must craft a Hex Bag at the Forge using 2 X1. Crafting takes 5 minutes, with additional Warlocks lowering the time by 1 minute each to a minimum of 1 minute. Each Hex Bag allows Curse of Inevitability to be used once, but the Warlock may carry multiple Hex Bags, as long as each is phys-repped. A Hex Bag phys-rep should be at least roughly the size of a golf ball. With a crafted Hex Bag, in hand, the Warlock may say the incant, touch a helpless target and call “*Inflict Cure Death Shield and Heal Shield By Magic*”

Lore: N/A

Curse of the Intractability

The Warlock gains a packet delivered Stricken.

Pre-Requisite: Soul Pool

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [7 Syllable Incant] and [Delivered by Packet] “*Stricken by Magic*”

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Curse of Lameness

The Warlock gains a packet delivered Maim.

Pre-Requisite: Soul Pool

Cost to Buy: 4 CP

Cost to Use: 3 Animus

Verbal: [7 Syllable Incant] and [Delivered by Packet] “*Maim by Magic*”

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Curse of Retribution

The Warlock gains a Gesture delivered Destroy and Stricken to seek payback as they pass beyond the pale.

Pre-Requisite: Soul Pool

Cost to Buy: 5 CP

Cost to Use: N/A

Verbal: [Delivered by Self] "*Imbue by Magic*" to grant and [Delivered by Gesture] "*Destroy Weapon and Stricken by Magic*" to use

Notes: Warlocks must spend 5 minutes performing a ritual on a Cursed Object. Each additional Warlock participating may reduce time by 1 minute to minimum of 1 minute. The Cursed Object has 1 "charge" then must be "re-cursed". Using the charge does not bestow the Broken condition.

Prop Required: Must have a curse object they must carry

---Offensive Skill Notes---

Notes: As long as the Warlock possesses their Cursed Object, this ability activates whenever player receives a Death Strike (Not a generic Death effect). Immediately upon a receiving a Death Strike, the Warlock points at their attacker and states "*By My Gesture Destroy Weapon and Stricken by Magic*", then takes the Death Strike. If the Death Strike does not take effect, then this ability is not triggered.

Lore: Revenge is a dish best served cold, preferably while you grin at enemy knowing they absolutely regret killing you.

Curse of the Mute

The Warlock gains a packet delivered Silence.

Pre-Requisite: Soul Pool

Cost to Buy: 3 CP

Cost to Use: 2 Animus

Verbal: [7 Syllable Incant] and [Delivered by Packet] "*Silence by Magic*"

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Curse of the Statue

The Warlock gains a packet delivered Paralyze.

Pre-Requisite: Soul Pool, Curse of Aversion, Curse of Aggression, Curse of Impermanence, Curse of Intractability, Curse of Lameness, Curse of the Mute.

Cost to Buy: 5 CP

Cost to Use: 4 Animus

Verbal: [10 Syllable Incant] and [Delivered by Packet] "*Paralyze by Magic*"

Notes: A Warlock must have their Cursed Object and it must not have the Broken Condition to use this skill.

Lore: N/A

Master/Karma Ability

River of Souls

The Warlock gains the ability Inflict Triple Death and Cure Death Shield by naming their foe.

Pre-Requisite: All Warlock Skills and their pre-requisites

Cost to Buy: 0 CP

Cost to Use: 1 Karma

Verbal: [Target Name] and "*By Name Triple Death and Inflict Cure Death Shield by Karma.*"

Notes: N/A

Lore: N/A

D. Known World

People

In addition to the [Species](#) of the world, there are specific people and groups of importance.

The Ethereals

Powerful otherworldly beings who can inhabit the bodies of animals and people within The Seal are known as the Ethereals. [The Seal](#) was created to contain these creatures. There are three main types of Ethereals; Archons, Fiends, and Erunes. Archons are commonly associated with Good, Lawfulness and Order. Fiends are commonly associated with Evil and Destruction. Erunes are mostly known to be Chaotic in nature.

The Sorceress-Maruna

The Sorceress (Deceased) was the creator of the [Effigies](#) and controlled vast lands within [The Seal](#).

The Wickermen

These malevolent creatures resided below the [Great Tree](#) and were forcibly removed during the Battle of the Great Tree. They can sense the future (except for within the bounds of Sanctuary) and are in league with the [Fiends](#). The Wickermen are at constant odds with the [Wardens](#), who have regained control of their stronghold within the Great Tree.

The Librarian

Well-known to the townsfolk, the Librarian (presumed deceased) is often a source of information. He is an elderly man whose memory is often spotty at best.

Aspects of Death

When a person dies in game, they will travel to an area marked at Death's Gate, where they will encounter an Aspect of Death. It is said that these beings guide the deceased through their experience within Death's Gate and determine whether or not that person will return to the world of the living.

Warden Organizations

The Oaken Bank

Operated by a group of advisors known as the Board of Directors, the Oaken Bank is a service of the Wardens which functions as a currency exchange and provides contract writing services for a nominal fee.

The Verdant Couriers

Lead by the Courier Committee, the Couriers provide letter and small parcel delivery services.

The Juniper Order

This group is the hunting arm of the Wardens, lead by Hemlock, the Master Hunter.

The Leaf Chronicle

Local news and history are published by the Leaf Chronicle. The editor, Marius the Chronicler will occasionally accept and print newsworthy stories from would be journalists from all around the Seal.

The Whispering Branches

The Branches are the intelligence arm of the Wardens. This group ensures that new arrivals in the Seal are greeted with warm welcomes rather than a surprise ambush by monsters.

Places

The Great Seal

The entirety of the game occurs within the bounds of The Seal, a magical prison colony to which all players, or their ancestors, were banished, though some entered willingly out of duty or honor.

Town of Sanctuary

Sanctuary is a community of various people who have developed a reputation as powerful people within The Seal. It is not uncommon for those new to the Great Seal to come to Sanctuary seeking help. As a neutral territory in the fight between the Ethereals, the town was often host to Gatherings of the Accords (a joint effort to govern the people of within the Seal, now defunct).

The Atrium

The Atrium, located near the Tavern, is a small building where players can go to be out of game for a brief time. This area will have a radio to reach the staff as well, if a player needs an urgent answer to an out of game question. Once lay on has happened, this will be where late arrivals go to read the event specific announcements and check in to begin play.

The Tavern

The Tavern is the central building in Sanctuary. It is a public gathering place. Within it, you may find a Forge, the Job Board, and other public properties, such as the townfolk create and share with community members

The Great Tree

This is the home of the Wardens. It is also the seat of power for the Wickermen, who hold out in the root system of The Great Tree.

Other Places

See Gathering for more information on the places where players can gather resources and components.

Things

Job Board

The Job Board is a way for players to communicate among themselves or send messages to plot in game. The Player side is to be considered a public posting. This side may be used to request trades, jobs, etc. It may be used for player to player, or plot to player messages. The NPC Side items are PLOT EYES ONLY and should be used to send message to staff ONLY. These should be considered private messages to PLOT and not read by players, once posted to the board. A player may choose to share the content with another player prior to posting but reading a message to PLOT on the NPC side will be considered a violation of the rules.

Maintenance

The in-game cost of living, representing food, shelter, etc. required to survive within the harsh environment of The Seal. Base Maintenance is 20 Jade per person. Maintenance can be discounted by various in-game situations, effects, species bonuses, and crafted items.

Starvation

Failure to pay Maintenance can leave one with reduced stats due to Starvation. If one is Starving, the character loses one Essence per event that they remain in a Starvation state. If one is Starving long enough to be reduced to zero Essence, that person begins to lose Vitality, at the same rate, until they reach zero Vitality or they pay the owed Maintenance costs. Upon reaching zero Vitality, the person will visit Death's Gate. Upon paying back Maintenance costs, the person is restored to normal Essence and Vitality.

Soul Shards

Soul Shards were money within the Seal before the Cataclysm. Soul Shards were used to pay for purchases, including Maintenance. They may be earned from crafting work, looted from monsters,

etc. The Soul Shards themselves are of a single denomination, but there is a movement to institute a paper currency system to allow for larger numbers to be carried more easily.

Jade

Jade is the new currency, minted by the Wardens to support a recovering economy after the Cataclysm.

The Forge

The Forge provides a means of Crafting items for in game use. It is generally well marked and within the confines of the Tavern.

The Post

The Post is essentially the mail center within the Seal. Mail can be deposited in the Post to be picked up and delivered by the Verdant Couriers.

E. Faith of Karn

Within any civilization there is an element of religion. Belief is at the core of most moral structures in Karn, but to understand the religions of the world, you must take a look at the full mythos. Those who chose not to worship have the “Lost” Trait.

Primes

The world was created by three Primes, Sol the Lord of Ignis, Lunara the Lady of Nyxus, and Vorago, the Lord of the Abyss. It is said that these three Primes created the world as a great experiment to see if mortal life could thrive and spiritually grow. This experiment is commonly known as the Trial.

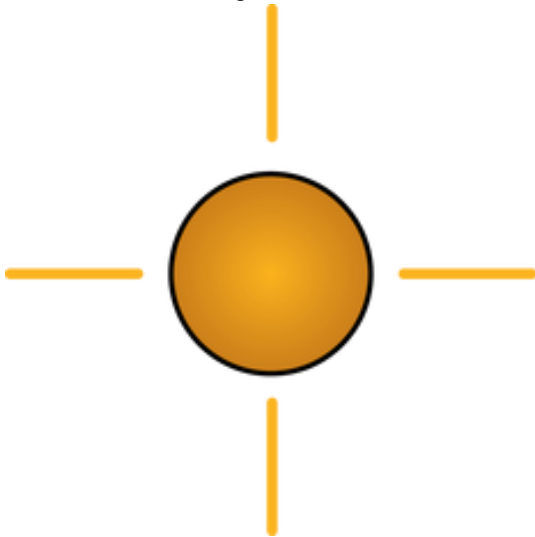
Each person is responsible for their own part in the Trial, knowing that if they fail, they could be responsible for the loss of everything. The Trial makes up the core of the moral compass, though each religion goes about it in different ways.

While the Primes are the greatest of the gods, they are not the only ones. Each created two Divines to serve them. After that, the Primes sat back and let the world run. It is generally believed that they do not interfere in the Trial. Only their servants, the Divines, are gifted with that power.

Generally, the Primes are not worshiped directly. But the core beliefs and precepts of each god are based around the Prime who created them.

Sol

The Lord of Ignis



Sol is the master of Light, Order, and Creation. He is typically seen as a god of Justice and Beginnings.

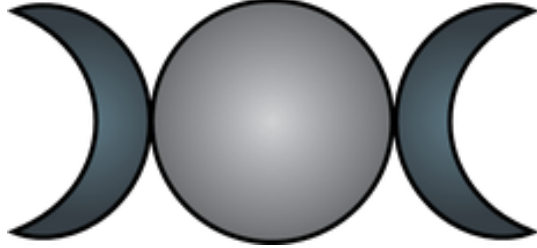
The Sun, known as Ignis by scholars, is his domain.

It is said that Sol dwells there on a golden throne watching the world with an unblinking eye. A separate myth says that he has a twin sister who he sends to Karn to take care of the sick and help the dying pass on. Sometimes the two switch places and he comes himself to bring Justice to those who have harmed the weak.

Sol's Divines are Imperious and Lumarius. Their worshipers are members of the Church of Holy Light.

Lunara

The Lady of Nyxus



Lunara is the master of Darkness, Chaos, and Life. She is typically seen as a god of Magic and Luck. She is said to be fickle in her affection but devoted to those who are loyal to her.

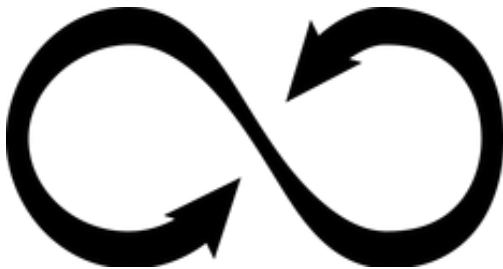
The Moon, known as Nyxus by scholars, is her domain. It is said to be an ever-changing magical world where the spirits of all things that have ever been and ever will be dwell.

A myth about her is that she has an emissary who speaks to the world on her behalf. A warrior of some kind who is known to bring fear to the unworthy.

Lunara's Divines are Magnis and Vitalus. Their worshipers are members of the Church of the Eternal Moon.

Vorago

The Lord of the Abyss



Vorago is the master of the Unknown, Decay, and Death. He is typically seen as the god of Lies and Endings.

The Abyss is his domain. While mostly considered a dark god, he is not thought of as evil, he is just considered the living embodiment of misfortune. Most view him as the dark inevitable end of the Trial. When bad things happen in the world people tend to blame the 'Winds of Vorago'. The Stars are said to be the many eyes of Vorago, who exists in the expanse of nothingness in the heavens.

A myth about Vorago is that his chosen people are the Undead, each which hold a piece of his heart.

Vorago's Divines are Mortese and Senium. Their worshipers are members of the Church of the Endless Darkness.

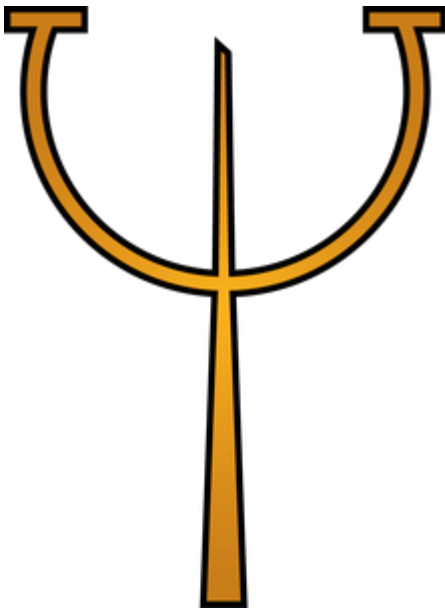
Churches

Most religion is based around three main churches, each which holds two gods for a total of 6 Divines. The 6 Divines are the basis for natural order and most actual worship is either directed at them or at the church as a whole. Within those churches, one of the two Divines is usually prayed too as the primary Divine in someone's life.

Most people will occasionally pray to other Divines, even if they are in a different church. Usually these are in special circumstances. For example, a woman who is with child might pray to Vitalus, even though she is in the Church of the Holy Light. While this is not uncommon, it is deeply frowned upon for someone to go so far as to change their primary Divine.

Most people of Karn believe that the laws the churches preach are real, because there is physical evidence in the blessings. But there is a small minority that say the blessings are just magical representations of people's belief and that they come from no divine source. That said, most people follow the teachings of one of three churches.

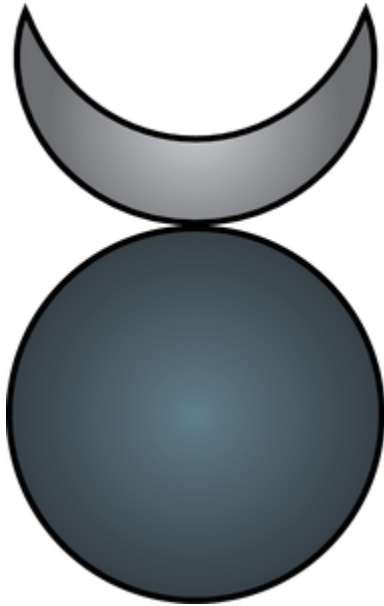
Church of the Holy Light



The followers of Sol's Divines, Imperious and Lumarius, are grouped into The Church of the Light. It is the primary church of the Empire. Its main tenants are based around Order. All things have its place and those who do well in their Trial will be reborn to something greater with a calling of a greater station in life. Those who fail lose their place in this grand hierarchy falling towards the maggots which is viewed as the lowest of the low. Evil is allowing those who are lower than their station to be abused without Justice being merited out, evil is also those of a higher station mistreating those of a lower station.

Most view the main flaw with the Church of the Holy Light is that it is unwavering and immutable. There is no middle ground, for the world is full of black and white, gray is what brings the shadows. The Holy Inquisition of Light is a formidable power in the Empire and many feel repressed by their actions. But the Church also does great things for the poor. The sick are always taken care of and education is paramount. No child of the Empire knows what it's like to go hungry or to be uneducated in some way. The Church runs all schools and takes care of all the sick.

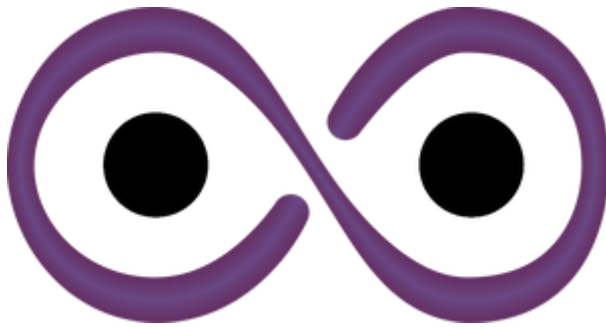
Church of the Eternal Moon



The followers of Lunara's Divines, Magnis and Vitalus, are members of The Church of the Eternal Moon. It is based around the requirements of Life. All life is considered precious. The Church of the Eternal Moon are not pacifists, and they understand that death is part of the cycle, but they believe that life should be preserved at any opportunity. Death can be final, and when it is there is a loss to the world. Intelligent Undead are considered blessed since they are considered an extension of life as long as they do not fall into depravity.

Within the Church of the Eternal Moon, honoring ancestors is a key aspect of the religion. Another key aspect is doing better with one's life each time they go to Death's Gate. It is believed that each time they pass they must become a better person otherwise they will become cursed and they will die, even if they have the capacity to continue to live. Everyone is part of an ongoing endless journey that changes every day.

Church of the Endless Darkness

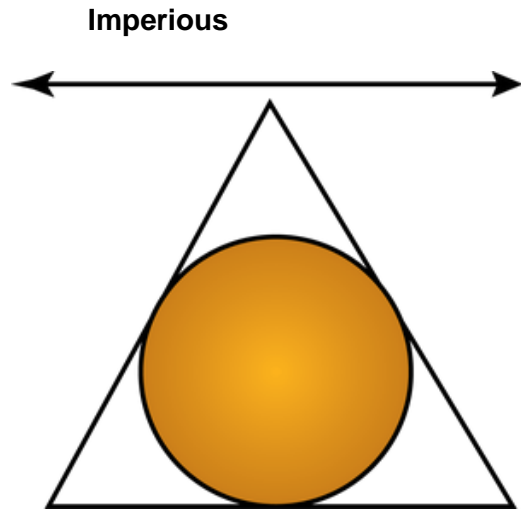


Those who follow a Divine of Vorago, Mortese or Senium, are members of the Church of the Endless Darkness. The Church of the Endless Darkness worships Death. It follows the tenants of Endings; all things are part of a cycle when there is an ending for one a new beginning starts for someone else. Life is considered a story and no one knows the worth of a story till it has ended. How things end is the most important to people in this church. Most people consider bad luck to be under Vorago's influence, though technically, this is probably wrong.

Each follower of the Endless Darkness considers how their ending will come. A warrior who ends his life in combat had a good ending, as did a poet who dies after writing his final word of a poem. A warrior who dies of sickness in a bed has failed his story and will be forgotten. Undead are considered an affront to this church. Many go out of their way to destroy them. They are seen as 'monsters' who lost their ending. Undeath is not a continuation for most in this

church. Their story should be over and instead, that end was stolen from them.

Divines



Divine of Order

Church of The Holy Light

Prime: Sol

All things that have a specific cycle, time being chief among them. This includes laws of the universe but also any law of mortal is considered part of his purview. Justice is part of Order for someone has broken one of his laws. The Holy Inquisition of the Light follow the Laws of Imperious.

Lumarius



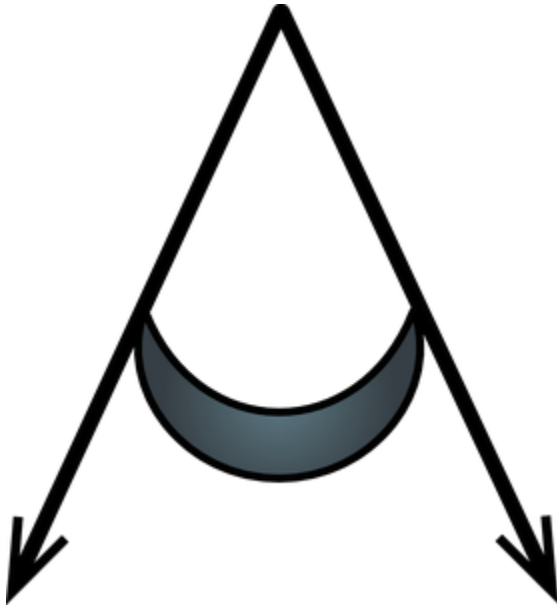
Divine of Creation

Church of The Holy Light

Prime: Sol

All non-living and non-elemental things fall within Creation. Any blacksmith, carpenter, poison maker would follow Lumarius. Any nonliving item used to make something, falls within his realm, such as rocks, water, and metal. Lumarius is dedicated to the craft and all those who follow him create in order to praise him. He brings divine inspiration to those who win his favor.

Magnis



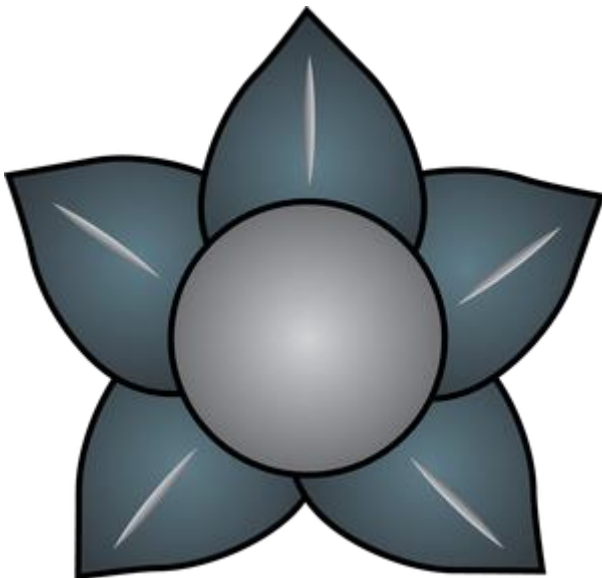
Divine of Chaos

Church of The Eternal Moon

Prime: Lunara

Chaos is embodied in the event of Change. Travelers tend to follow Magnis. So do thieves, since Chaos represents underlying change in society. Revolts, uprisings, anything that goes against the establishment falls within the domain of Magnis. He is also the choice divine of gamblers, as anything with 'Chance' falls within Chaos, though he tends only to be invoked when someone has good luck.

Vitalus



Divine of Life

Church of The Eternal Moon

Prime: Lunara

Anything that is alive, including mortals, animals, and plants fall within Life's purview. Vitalus represents the beginning of something. Those that follow her tend to be dedicated to Life. Many, but not all, are pacifist and some consider Undead to be holy. Vitalus is widely worshiped by delivering mothers and those who take care of the sick.

Mortese



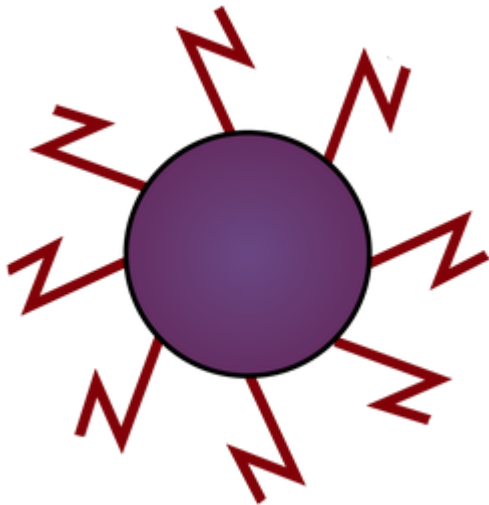
Divine of Death

Church of The Endless Darkness

Prime: Vorago

Death is the ending of all things. Where Life represents the beginning, Death represents the end. Undead are the antithesis of Death and are considered anathema. Overall, Mortese is considered the main Divine of the Church of Endless Darkness, with very few acknowledging Senium, this is mainly because of his acceptance of Undead.

Senium



Divine of Decay

Church of The Endless Darkness

Prime: Vorago

When things crumble into nothing, they fall into the realm of Senium. All the natural destructive forces fall within Decay, as does all ruins and those things that Lumarius makes. Senium destroys. Undead fall within Decay's sphere and are revered as creatures of Decay, though most in the Church of Endless Darkness ignore this part. In general, Senium is usually something feared, and only prayed too so that he will not come.

Rites

Rites are special roleplay that all characters have access to. Assuming they have the prerequisites, they are able to participate in Rites. The common Rites are faith based, but there may be other Rites available. The effects of a Rite function as an Imbue.

These rites all have a roleplay requirement that must be conducted before the player has access to the Rite itself. The Spirit of the roleplay is important and should be followed.

All Rites require prayer strips or symbols (depending on the type of Rite) displayed on the player, or in specific locations, to have access to the benefits granted by the Rites. These strips or symbols all must be easily visible. Prayer Strips must be at least 4 inches long by 2 inches wide. Symbols must be at least 3 inches by 3 inches. Larger strips or symbols are acceptable.

Divine Rites

Divine Rites are specific to the six Divines. The three Primes do not have Rites of their own, as only the Divines are willing grant such power to mere mortals. The number of uses of the benefit granted by each Rite is dependent upon how many followers of the Divine participate in the Rite and is affected by where the Rite is performed.

A Rite gives access to a single use of an effect when the Rite is completed by a single follower of the Divine whose Rite is being performed.

If the Rite is done with a Priest of the Divine, then the faithful worshipers of the Divine using the Rite gain access to the ability granted by the Rite twice during the event.

If the Rite is performed with a Priest and with at least two other followers of the Rite's Divine and completed within the bounds of a sanctuary or holy site to that Domain of the Divine's Church (Sun, Moon, Abyss), three uses of the benefit are granted.

Rite of Order

A Priest of Imperious grants the follower three tasks that must be performed each day at approximately the same time. These can change based on what the Priest wishes. If the task is unreasonable, or if there is no priest of Imperious available, then the follower is allowed to dictate their own three task. All tasks must be written on separate prayer strips and worn by the follower at all times.

Once this Rite is performed, the Purge Root effect can be used after saying a short prayer. This is applicable the number of times per event granted by Rites based on the number of participants and location of the Rite.

Rite of Creation

Lumarius grants followers the ability to create. Each event, the follower must create at least one thing. This does not need to be an actual in game item, but it must be something that is tangible. Each time they create an item, they must name the item and add this item name to a Prayer Strip. This strip should be prominently displayed either at the forge or on the front door of their cabin. The Rite of Creation does not require the follower to wear the prayer strip. In exchange for this lack of restriction, they must have the prayer strip prominently displayed. If its ever removed a new one must be made.

To do this Rite, a Priest of Lumarius should bless the item created by the follower. If done with other members, then everyone involved should also say a short prayer over the item created.

As long as this is performed, the follower is able to touch any item, say a short prayer and call 'Repair by Faith' If touching arms, the followers may say "Repair All by Faith" to repair all. This is

applicable the number of times per event granted by Rites based on the number of participants and location of the Rite.

Rite of Chaos

A Priest of Magnis assigns his followers random tasks that must be done each event. This must change at every event. The Priest must make a list of at least 10 tasks and must figure out a random way for between 2 and 5 (randomly determined) of these tasks to be given to their followers. Each of these tasks must be written on a prayer strip and worn by the follower of Magnis who participate in the Rite. If no Priest is available, or the tasks are too unreasonable, the follower is able perform this process themselves.

As long as the follower performs the Rite, they gain the ability to “Absorb Frenzy to Heal All by Faith”. This is applicable the number of times per event granted by Rites based on the number of participants and location of the Rite.

Rite of Life

Followers of Life are able to perform a cleansing Rite with a Priest. The Priest must bring water over which they have spoken prayers. This water is considered blessed by Vitalus. They then must take the hands or feet of their follower and dip it into the water while reciting a prayer to Vitalus. This must be done first thing in the morning and then again shortly after the sun goes down.

The followers are given a benefit, based on the cleansing. They are given packet delivered “Cure Death by Faith Inflict Drain to Self”. The Drain cannot be avoided or changed but can be cured. This is applicable the number of times per event granted by Rites based on the number of participants and location of the Rite.

Rite of Death

Those who follow Death must perform the Rite of Death each event. This should be done in the presence of a Priest of Mortese. To do this Rite, the follower kneels next to a person who is dying but has not received a Cure Death. They then speak praises to Mortise for one minute, even if the body dissipates. If a Priest is available, they are able to put up a banner displaying the symbol of Mortese within 10 feet of the person dying. This will act as if the followers are in a sanctuary of Death.

The followers are given a Packet Delivered, “Death by Faith Inflict Stricken to Self”. The Stricken cannot be avoided or changed but can be cured. This is applicable the number of times per event granted by Rites based on the number of participants and location of the Rite.

Rite of Decay

Followers of Decay must destroy three separate things at each event. Each must be a unique item. This destruction can be any physical item including leaves, twigs, potions, cloth, or anything else. These items must be different from the last event. If done within the presence of a Priest of Senium, the Priest must bless the item after it is destroyed. If the Rite is being done at a sanctuary with additional followers, each follower must say a short prayer over the destroyed item. An item cannot be repaired till the next event or the benefits of this Rite are forfeit.

Followers of Decay are given a packet delivered “Destroy by Faith”. This is applicable the number of times per event granted by Rites based on the number of participants and location of the Rite.

Other Rites

Rites based on something other than Faith may be added to the game.

F. Harvesting Skills

General Harvesting Rules

Harvesting is the way to gather components during the event. Each is a mini-game with its own flavor and rules. While all harvesting types have their own processes, there are a few rules that are universal.

You can only perform the harvest once for every level of harvesting you have. For example, if you have Hunting 3, you can only put out 3 traps in total for the entire duration of the event. These can be used until something is gathered.

There are in game effects that may allow additional uses of the skill. Some production items can also change the rules of Harvesting. For example, it may be possible to find a pick that can give a miner another use of the Mining skill.

Having the harvest skill does not guarantee rewards. Most of the time, someone with a gather skill will gather the item they are trying to get, but not always. If they do not gain a component, they have not extinguished their use of the harvest skill. This means they can try again.

If a prop requires plot interaction, such as Hunting, all player props must be done before the plot staff goes out to collect. This can be done more than once an event, and even more than once a day, but the expectation is that the staff will go out at least once. If a prop is put out and never seeded by the plot staff, then it didn't yield anything this event.

It is possible to gain more than one component from a single gather, it is also possible to gain higher level components. In some cases, this is based on chance, in some cases it is based on the mini-game itself.

To interact with the prop in any way, the participant must have the appropriate harvesting skill. This includes helping with puzzles. If you do not have the harvesting skill, you cannot participate in the mini-game for that harvesting type.

Hunting

Hunting to gain animal components is a two-part process consisting of Trapping and Skinning. Occasionally there may be alternatives to this process available.

Trapping

To Trap an animal, the player must go to a specific location marked by orange ribbons. This ribbon indicates an in-game trail frequented by animals. An animal snare prop may be placed within 10 feet of a marker along this trail. Typically, there are several markers in this area. These markers represent the areas where animals frequent, but they also help make your snares easier to spot, so the closer to the marker, preferably the same branch, the better. While real hunting requires hiding the trap for your prey, LARP hunting requires the snares be easily spotted by humans.

When the weather is suitable for our props to be outside (ie it is daylight and the ground is not wet), Trapping is available. The plot staff will place animal props (stuffed animals) into these traps, at least once per event. Only someone with at least one use of the Hunting Skill available can remove these stuffed animals from the snare. Some monsters may also have a special ability to remove them.

Please note that there are a limited number of animal props to be placed at each marker. If there are too many markers, or more traps than props available to fill them, it is possible that a trap will not get anything in a given hunting attempt. Please be courteous to your fellow players and check your traps regularly. Please also be kind to our props and do not leave them in the snares overnight.

Bait, which is typically a Crafted item, can also be added to increase the chances of gaining something.

Higher level snares, can also be crafted to increase the hunter's output. How to denote the use of bait or upgraded traps will be described on the specific crafted item's Blueprint. Typically, this will be something highly visible attached to the snare.

Skinning

Skinning is done after the animal prop is found. The creature is brought back to an area specifically marked by an effect card as the Hunting Lodge and searched using the provided props. These props usually include tweezers or tongs, a tray for the entrails (the prop's stuffing) and bag or bucket into which the player may dispose of the carcass (hollowed out prop animal and associated stuffing material).

Any animal components (A1 or A2) will be hidden somewhere within the animal prop. There will be a re-closable opening, generally along a seam of the prop, which allows access to the prop's interior cavity. There may be yarn, stuffing and the like representing entrails, mixed with any animal components, within the creature. The red yarn and stuffing cannot be pulled out more than fifty percent from the animal prop. You will not find components in the tip of a tail or legs, for example.

If any of the "guts", inside the prop or removed from it, touches the hunter, the player will take an unstoppable "one damage and Repel by Nausea" when they come in contact with it. If they are immune to Nausea, they will only take the Repel. Note that it is possible to find no animal component in an animal prop. This would indicate that the carcass was not gutted carefully enough and any components that would have been found were rendered unusable by damage during the removal process. Players watching the skinner are encouraged to roleplay disgust or nausea if the skinner messes up the process and takes damage from touching the guts.

All animal props expire at the end of the event and are considered yellow tagged. Animal props should always be skinned and the carcass properly disposed of promptly as a courtesy to other hunters. Proper care of the prop means putting the stuffing back inside the animal and returning the prop to the enclosed orange bucket in the skinning area.

Props Needed

A snare prop is required to be provided by the player. The trap must be LARP safe and should not actually capture anything. The basic prop is a simple snare made with rope tied into a loop and attached to a tree simulating a snare trap. Snare traps require no components and can be made and placed anytime a player has a use of the Hunting skill available. Other trap designs will be based on the Blueprint of the trap production item.

Hunting Alternatives

Occasionally, there may be alternative methods of gathering animal components available, such as Fishing or thinning out the invasive Beach Chicken population. These will be put in place, usually in inclement weather, to prevent damage to the animal props.

Participation in any Hunting Alternative mini game requires the Hunting Skill, though players can practice and take no components, even if they do not have the skill. Players may make a number of attempts equal to the levels of Hunting that player has.

Beach Chickens

When capturing Beach Chickens, the hunter gains an animal component (A1) from the yellow container, only when they are able to wrap a bolo around any part of the Beach Chicken. They may keep trying until they succeed. If they willingly walk away from the mini game, the attempt is

forfeited. If the hunter gets two bolos on the same target successively, no misses in between, the hunter may choose to take either an A1 or an A2 from the container.

Fishing

When Fishing, the hunter will gain an animal component (A1) if they successfully catch a fish with the provided magnetic "hooks" provided.

Mining

Mining is a two-part process, consisting of Excavation and Extraction.

Excavation

Excavation is done in an area designated by an effect card as the Mine. The Mine is typically a blacked-out cabin with only one entrance and may include a physical challenge module of some kind. To Excavate, the miner must enter the Mine, with only the tools provided. No additional light or tools can be used. The miner must then navigate around any obstacles in the Mine, which could include jumpy stones and other physical hazards. The miner must look for any effect cards to ensure they know any effects the props and hazards might have. Inside the Mine there will be several rock formations. These can either be loose or part of a mining node. If part of a mining node, a crafting hammer will be needed to remove them. The Miner may only remove one node for each level of Mining they have available.

Extraction

Extraction is done outside the mine at an Extraction Point. This is commonly located near the Tavern. Here, the rock must be opened. Care should be taken not to damage the minerals inside during this process. This is usually accomplished using water and using a hammer to chip away any of the rock outside. If any of the rock is left on the mineral component, it cannot be used. It must be completely cleaned. Mining generates M1 or M2 components.

Props Needed

No special prop is required. The Mine will have one or more small hammers and possibly a flashlight available. The extraction point will have a strainer and water available.

Mining Alternatives

Occasionally there may be special nodes or alternative mineral component gathering options available.

Gathering

Plant components are harvested by the Gathering skill. This is done at an area designated by an effect card as the Farm. The farm is usually near the Tavern and well-marked. All farming activities and Warden Grafting are done at this location.

Setting up the Farm

The Farm's framing pieces must be positioned to contain the farming area within its box. Staples should be placed to attach it to the ground. The staples should be stored inside the Giving Tree prop.

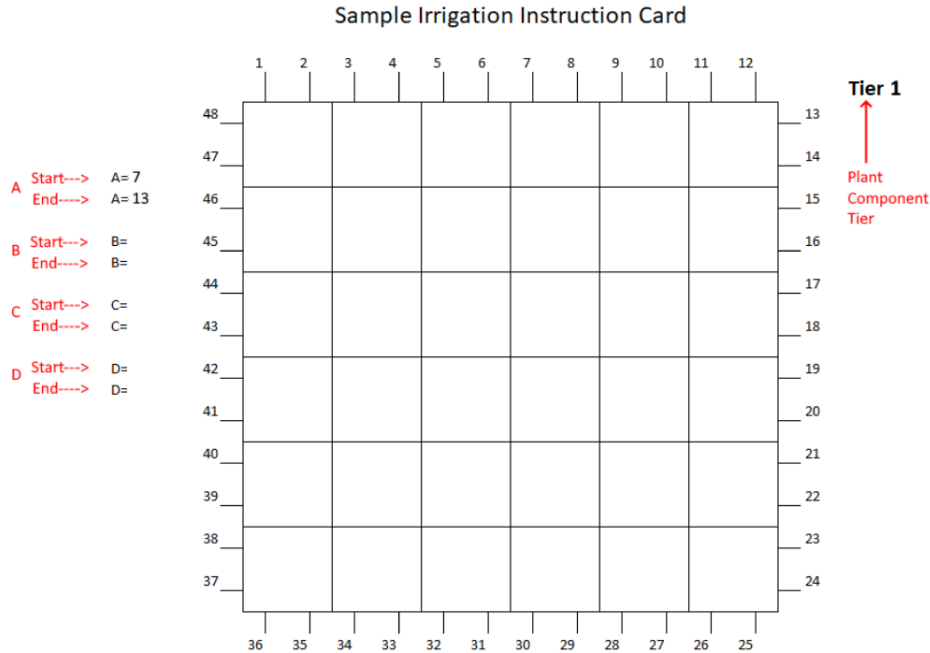
The Scarecrow, Garden Hoe and the Giving Tree should be placed near the farming area, just outside of the frame box. Place the Irrigation Instructions Cards next to the Giving Tree.

The Irrigation Tiles should be shuffled and placed facing down in a stack, next to the Farm's frame box. Fertilizer and Water containers should be near the farm. A cup or small bucket should be placed next to the Water.

Using the Farm

Goal- You are trying to link your irrigation waterways across the farm from the Well (Start) to your crop location (End) using the irrigation tiles in the stack, for each crop you are growing (A B C and D). The Grid is a six by six, grid meaning it should only take 6 tiles to reach across the grid in a line from any location. **EX: A to A; B to B**

1. Draw an Irrigation Instruction Card. This card should tell you three things:



- a. In the top right corner is the type of plant component you can receive if you link one of the waterways. **Ex P1 or P2**
- b. In the center there is a grid that shows you the location of your link points.
- c. The letters on the left side corresponds a starting or ending point for your irrigation. Like letter goes to like letter. **EX: A to A; B to B, never A to B etc.**
 - i. The numbers are there to help you locate your irrigation points but they are not marked on the farm itself.
 - ii. Once you locate your starting and ending points, you may use a set of small stones or other item to mark the location of your target(s) along the outer frame of the Farm.

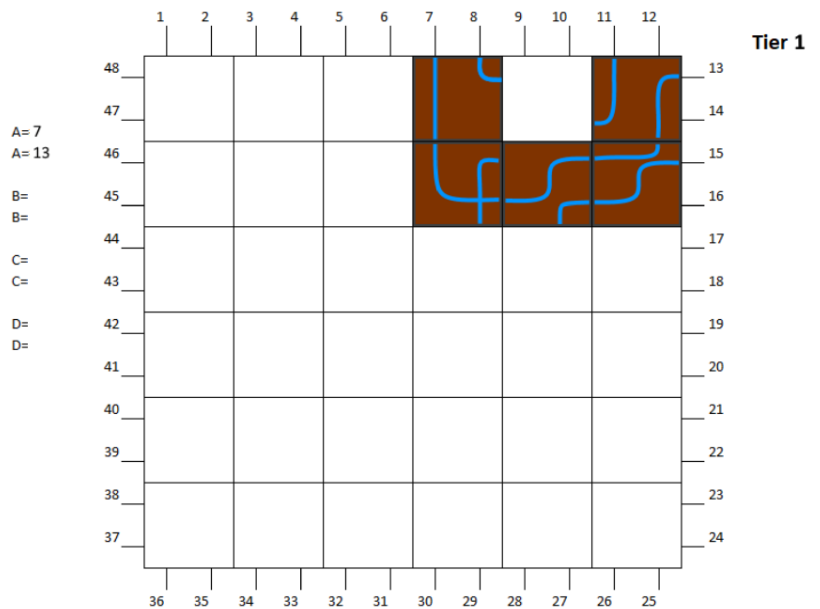
Tier 1

A= 7
A= 13
B=
B=
C=
C=
D=
D=

2. Pick up a tile and place it in your farming area

3. Repeat this till you either connect all your irrigation locations to their correct places, or till you run out of tiles. (You only have 35 tiles.)
4. After going through 35 tiles or finishing all connections on your Irrigation Instruction Card, you may then gather as many components of the type listed on card as you have completed links of irrigation. Ex for every A to A and/or B to B and/or C to C connection you have made, you receive one plant component of the type listed on the card.
5. After receiving (or not) your components, you must flip all tiles face down and shuffle them and stack them back in a pile near the farming edge for the next player. Return your Irrigation Instruction Card to the bottom of the deck.

Sample Irrigation Card with Solution



Rule of Etiquette

When placing the tiles, there will be times when the tiles are not perfectly in line with the grid. While we understand not everyone has an eye for alignment, please don't abuse this leniency to falsely slip the tile to a better position.

Props Needed

No special prop is required.

Gathering Alternatives

When available, the Hydroponic Garden will serve the same function as the Farm in allowing the gathering of plant components (P1 and P2).

Hydroponic Farming

The player will put a small amount of clean water into a plant holder vial. They will then select a flower from the available container to "grow". The stem of the selected plant is placed into the water. The water will change color if a P2 is earned. If not, the player may collect a P1.

Siphoning

Siphoning is a way to gather magic components. This is done a location known as the Magic Node. This takes the form of a specific puzzle. This puzzle can very challenging but it must be completed in order to gather a magic component (X1 or X2). The Magic Node is also used by Imperials to refresh their Magic Endurance Pool.

The prop will have cards with several puzzles listed. These puzzles could change from event to event. Once a puzzle has been activated, that puzzle must be completed before a new one can be attempted or that puzzle must be discarded. A Siphoner can only discard one puzzle per event in this manner.

The Siphoner must solve the puzzle to gain a reward. Sometimes puzzles yield greater rewards. When the puzzle is solved, the puzzle card should be discarded in the provided discard bin. It is possible for a puzzle to be solved and for the person to get nothing, but this is rare. If there are no puzzle cards or

components left, then the node has run dry. It is possible to find other puzzle cards or for the Magic Node to be refilled during the event. This would represent finding a new reserve of power within the Magic Node.

Props Needed

No special prop is required.

G. Crafting Rules

Characters may create items for in-game use. These creations are made from blueprints, plans, or recipes, found in game or researched and designed by the players and approved by Plot.

General Production Rules

When a player creates an in-game item through the production system, he or she must pay the production cost of the item as listed on the blueprint, plan or recipe. This may include components (Mineral=M, Plant=P, Animal=A, Magic=X) which come in Tiers (T1, T2, etc.) or an in game currency cost (prior to the Cataclysm, this was Soul Shards. Going forward it is Jade). These costs are paid by placing the required items into a small Ziploc bag with a paper describing the item being created (Crafting Report), according to the Blueprint, plan or recipe requirements for the item being created. The components inside the bag are then dropped into the Forge for later collection by Plot. The person would also make an Item Tag for the creation, including all information, as required, and any expiration date or other special requirements. Failure to bag the components, to include a paper describing what was created, etc., may result in the suspension of your crafting ability.

Known Blueprints

Certain production items are so common that any crafter worth their salt knows how to make them. A list of known blueprints is available near the Forge and on our website. Additional Blueprints may be periodically added. Some will remain as open Blueprints and others will be limited to production during an event.

H. Death

Meet an Aspect of Death

Upon reporting to Death's Gate, the player will encounter an Aspect of Death who will direct them through the encounter inside of Death's Gate.

Sacrifice or Sign

The Aspect of Death will first ask the player for a Death's Indulgence that allows character to avoid signing the Book of the Dead. A Death's Indulgence will be a small token with a specific item tag indicating its purpose and how to use it.

If the character possesses no Indulgences, or chooses not to use one they have, the PC will be asked to sign the Book of the Dead.

There are ways to have the signatures crossed out from the Book of the Dead by an Aspect of Death. This process is known as Clemency. Clemency may be earned by the player or granted through the efforts of their friends. The details will be documented as the process is revealed in game.

For each remaining signature in the Book of the Dead for that player, including any made in this visit to Death's Gate, the player will draw one card from a special Tarot Deck, up to a maximum of twenty-two cards. All cards will be placed face-up on the table one at a time, as they are drawn.

For example, if the character has one signature in the Book of the Dead, they would draw one card. If they have five signatures and at some point, one has been crossed out by an Aspect of Death, they would draw four cards.

Live to See Another Day

If the Permanent Death card is not drawn, the last card drawn (and only the last card) will confer an effect. This effect may either be positive or negative. The PC will be given the appropriate Effect card by the Aspect of Death that describes the specific effect. These effects last for the remainder of the event and they do "stack" (whether beneficial or detrimental), in the event a PC dies and is forced to draw multiple times in a single event. The PC may return the card to the Forge Box at the end of the event or leave it with the Aspect of Death.

If the PC did not draw the card indicating Permanent Death, they are then restored to full Vitality. Any Destroyed items they are carrying are Repaired, unless an Inflict card is present for an item which prevents this, and they are free to exit through Death's Gate when they are ready.

Permanent Death

If the card indicating Permanent Death is drawn in this way, the PC will commune with the Aspect of Death to learn their fate. The Aspect of Death may see fit to grant the player any or all of the following options:

Become a Revenant

If the character is not already a Revenant, they then have the option to become one. They lose all relevant abilities from their previous species and gain the Revenant species abilities. Their species makeup also changes from their previous species to the Revenant species makeup, though they may keep certain features (such as Dragonlord scales, Trumar ears, etc.) if they wish, subject to Plot approval. They are then restored to full Vitality and any Destroyed items they are carrying are Repaired (unless a special Inflict card is present for an item which prevents this) and they are free to exit through Death's Gate as a Revenant, when they are ready.

Owe Death a Favor

In certain instances, the Aspect of Death may offer the character a chance to stave off True Death, at least for a time...but at a cost. The player may be offered a chance to return through Death's

Gate, but they will owe Death a favor to be collected upon at a future time. This option also may remove certain amount of their power (a CP reduction) as the cost of striking a bargain. If this applies, the Aspect of Death will provide the amount of CP reduction.

If the PC chooses this path, their character card and skills will immediately be altered to reflect their new CP total, and the PC will be allowed to leave Death's Gate and return to the game at full Vitality and with Destroyed items repaired as above.

The next time the PC returns to Death's Gate, they will draw from the Tarot Deck equal to the number of signatures in the Book of the Dead as normal, though if a card indicating Permanent Death is drawn again, the Aspect of Death is not likely to offer them the option of owing another favor.

Lastly, should the Aspect of Death call in the favor and the PC is unwilling or unable to fulfill their end of the agreement, they can be assured that the next time they pass through Death's Gate will be their last. Refusing an owed favor to an Aspect of Death is not a viable long-term strategy.

Opportunity to Settle Affairs

If *Owing Death a Favor* or *Becoming a Revenant* are unavailable or untenable, the Character's Permanent Death and retirement are at hand, but the Aspect Of Death may allow the PC to finish the rest of the event to settle their affairs. This means the character is permanently retired at the end of the event, but the PC need not fear any further Deaths until that time. They simply enter Death's Gate and the Aspect of Death will send them back until their time is up.

Immediate Retirement

If the other options are unavailable or untenable, the player can decide to immediately retire their character, and either play an alternate character, or NPC for the rest of the event. The Aspect of Death may still allow the character to say their farewells from the door of Death's Gate, if that is desired.

I. Glossary

This section is the Glossary of terms you might hear in and around Sanctuary which are not built into the core rules.

... 'Hunting Monsters'

Taking time away from game play to serve on an NPC shift. This is a bit of an inside joke since those "hunting monsters" always find them because they ARE the monsters.

Slander and lies! (Usually said while acting generally offended)

An in-game way to politely remind someone to stay in game and not get into "how about them Cowboy's?" or "let me tell you about my new car" conversations about real world things. One could also just stare at the person as if they were talking about some made up nonsense thing and ask "what is a *Kahrrr?*" but the official method is to go with "Slander and lies!" at which point the person could excuse themselves for babbling on about their "weird dream about self-propelled machines" or just change the subject.

If you spot an error, please report it to your friendly neighborhood records lady at records@banishedlarp.org, preferably with enough context it can be found and corrected with ease.

First to report a specific issue can earn SP!