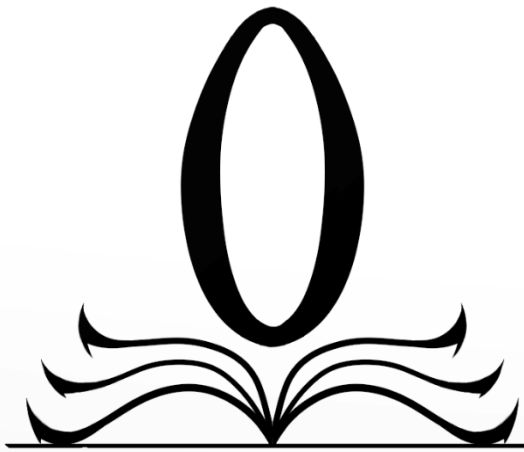


# Supplemental Rulebook

VOLUME I: THE BUILD MANUAL



Sojourners Portal LTD  
Presents



**Sustainable**  
**Collapse**

The title 'Sustainable Collapse' is presented in a two-line format. The word 'Sustainable' is in a blackletter-style font, while 'Collapse' is in a clean, sans-serif font. A horizontal line runs through the middle of the text, separating the two words. The letter 'S' is significantly larger than the other letters and contains a detailed illustration of a lighthouse on a rocky island, flanked by two trees. The lighthouse has a spiral staircase leading up to its lantern room. The illustration is rendered in a fine-line, etched style.

# Changelog

**Note: All Revised or New Material will be in [Blue Text](#). New Sections or Specialized Skill Trees will only have their header/name highlighted in Blue.**

- 7/19/2022 – This is a live document. This world we are creating together is still being fleshed out as all of our stories emerge. As we discover and flesh out more areas of Mirhanan they will be added to this document. That being said, there will be a changelog right here any time we put out an update. Cheers!
- 7/30/2024 – Due to the sheer size of the spell lists and Specialized Skill Trees alone, it has been decided to divide the Supplemental Guide into 3 Volumes:
  - Volume 1: The Build Manual (Complete Spell & Procedures Lists, Advanced Skills, Specialized Skills)
  - Volume 2: The Traveler’s Guide to Mirhanan (Cultures, Places of Note, Organizations, Religious Prose and Guides, etc.)
  - Volume 3: The Armorer’s Guide (Construction guide to weapons, spell packets, shields, armor, etc.)
- 7/30/2024 – Because of this split, Volumes 2 and 3 had to be delayed until the winter.
- 7/31/2024 – Updates to the Supplemental Guide Volume 1: The Build Manual include the following:
  - The skill Expanded Research Subjects has been added to the General Skills list in the core rulebook. This is a skill that allows someone to learn additional research subjects beyond their initial 5.
  - All Basic “Once Per Purchase” skills are now “Once Per Day Per Purchase”, Specialized skills will now be noted if they are “Once per day per purchase”, “Once per event per purchase”, or “Once per event”
  - Minor Tweaks, Clarifications, and new spells added to the Complete Spells Lists, including updated images of all of the Rune Spells.
  - Minor Tweaks, Clarifications, and new spells added to the Complete Prayers Lists.
  - Removal of the Forge of [Domain] Prayers. To simplify crafting, all of these prayers were replaced with thematic alternatives related to their Domains.
  - The introduction of the Null Revocations List and the corresponding specialized skill trees that are available to practitioners of Null.
  - Instead of needing 8 Beginner/6 Intermediate/4 Advanced for learning the next tier of spell/prayer, all of the numbers have been reduced by 2 to now require 6 Beginner/4 Intermediate/2 Advanced

- Minor Tweaks to the Medical Procedures List, including references to how some Medical Specialized Skill Trees have their own unique procedures.
- An overview of different types of equipment, including Arcane & Holy Equipment that can be used in conjunction with certain specialized skills.
- Guns, Class 3 no longer requires a specialized skill. Anyone who possesses the Guns, Class 2 skill can now be attuned/trained to use this type of firearm.
- Advanced Skills have been added to this Guide. The Advanced Survival skill, Poison Immunity, has been simplified to grant a similar effect to Radiation Immunity.
- The "Rites of Passage" section from the Core Rulebook has been added to this guide. Select Specialized Skill Trees will require a unique Rite of Passage instead of the general ones that are listed in this section.
- The à la carte Specialized Skill system has been added. These are 2 20-30 CP skills that someone who has selected a Specialized Skill Tree can add to their character for a total of 7 skills.
- 27 new Specialized Skill Trees have been added, for a grand total of 48 Specialized Skill Trees.
- Alternative CP Rewards have been added to the end of this guide.
- 8/1/2024 – Surprise last minute addition of the Demolitions Expert Skill Tree brings the Specialized Skill Tree total to 49.
- 8/2/2024 – The Communicate spell has been changed to "Delivery: Packet" to clear up any confusion.
- 8/4/2024 – The Circle of Protection spell descriptions have been updated to clarify what breaks a circle.
- 8/5/2024 – Cleaned up the descriptions of several Advanced skills, including all of the Death skills.
- 8/5/2024 – Rune of Uhn'nuv Hus has been replaced with Rune of Wik Er'mahn, the first of the Circle Conversion spell category.
- 8/6/2024 – Rune of Stae'dao'en has been changed to a "Shield against Husk"
- 8/6/2024 – All runes have been updated to reflect the current status of the runic system.
- 8/9/2024 – Prerelease Version is live
- 8/27/2024 – Front Towards enemy now costs 40 CP
- 8/27/2024 – Orthotist was removed from Modifications Specialist
- 8/27/2024 – Revoker was missing a 5th skill and now has the Circle of Antimagical skill
- 8/28/2024 – Official Release Version is live

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# Casting Spells and Prayers

## How It Works

All casting, whether it be through channeling the power of a school of magic or through a prayer of devotion requires a minimum of two things: an incantation, and a free hand with which to cast it. Both feet must be firmly planted and the incantation completed before the spell packet is thrown. After completing the incantation, one step can be taken to assist in the throw if desired. If your hands are bound, if both of your arms are broken, if you are under the effect of a spell or ability that prevents you from speaking the incantation, you cannot cast.

◆ Every spell incantation follows the same formula. [School of magic or Divine Domain], [Effect], [Damage], [Duration].

\*[School of magic or Divine Domain] would be replaced by the name of the school or the name of the Domain for the spell or prayer that is being cast.

\*[Effect] is what the spell does.

\*[Duration] is the length of time the spell lasts for. If an effect is called without a duration modifier it is assumed that the effects of the spell last for **1 minute**. Damage spells do not have a duration as the damage lasts until healed.

◆ Certain spells or abilities may be able to temporarily reduce the Mana or Conviction cost on spells. The Mana or Conviction cost can never be reduced below 1.

◆ Unless specified otherwise in the spell or skill description, the spell or skill takes effect at the end of the incantation.

Most spells will use a spell packet for conveyance of the effect to the target. A spell packet is the small birdseed-filled beanbag through which spells are delivered in-game at SusCo. Magical and Divine casters should plan to provide their own.

In order to construct a spell packet, SusCo recommends utilizing natural fibers as much as possible so that lost packets will biodegrade, and avoiding grass seed for purposes of reducing invasive species should the packet burst. They will also be softer on impact with your target if you use sunflower-free birdseed.

To construct spell packets, you will need twine or string, cloth cut into 5-inch by 5-inch squares, and birdseed. Lay your square of fabric out flat, or lay over a small bowl if preferred, then put the 3 tablespoons of seed in the center. Gather the edges and corners up around the seed to form a pouch. Tie the sides closed around the seed with your string. The end result should be a slightly squishy fabric-covered ball of birdseed, with a "tail" of loose fabric above the tie closing the ball.

## **Magic and Spells**

The Schools of Magic are Earth, Fire, Water, Wind, Bardic, Psionic, Gravity/Radiation (Gravrad), and Rune. For more information on each school's focus, and any special casting rules, please see the Complete Spell Lists section for each school in this book.

Drawing on the Arcane powers is no simple feat. Much as a warrior builds muscle and endurance, so too must the arcane practitioner build up a reserve of willpower to affect change on the world.

## **The Divine, Religions, and Prayers**

The Divine Domains are Creation, Death, Inspiration, Knowledge, Life, Nature, Storm, and War. For more information on each domain's focus, and any special casting rules, please see the Complete Prayers Lists section for each domain in this book.

The world of Mirhanan has many cultures and myriad systems of belief. We hope you will check out the Cultures of Mirhanan descriptions, as well as detailed information on Cultures and religions in the *Supplemental Rulebook Volume II: The Traveler's Guide to Mirhanan*, for more background and ideas to help you choose or build a faith for your character if you would like to include faith in your character design.

## **On Being One of the Devout**

Religion can be a difficult thing to bring to life in a LARP. While various cultures throughout the world of Mirhanan have a few deities (or deity-like beings) that they worship, you do not need to conform to any of these pre-designed religions. You don't have to subscribe to any religion or pick a particular deity to be one of the devout, though having a background of any faith can add depth to a character with these skills.

Your character may have a personal belief structure or faith in a higher power or not. Perhaps your character feels a strong affinity to the values of a Divine Domain. Perhaps your character simply sees the domains as means to a particular end, and channels their Conviction accordingly.

## **Null and Revocations**

Neither Arcane nor Divine in nature, Null in its purest form exists between the powers of Mana and Conviction, an antimagic of extreme proportions. In order to understand it – to wield it – a mage must first understand Mana and Conviction, but dedicating oneself to Null is no simple task and is reserved for those willing to cut themselves off entirely from the arcane and divine. Masters of Null, known as Revokers and Mage Breakers, are said to be unparalleled in manipulating and denying the very

essence of magical beings and spellcasters alike. For more information on what Null is capable of, please see the Null Revocation List section in this book.

While some specialized skill trees might learn null abilities, Null revocations are reserved for Specialized Skill Trees that are inherently interwoven with Null: Revokers and Mage Breakers. If you take either of these specialized skill trees, your entire mana and conviction pools will be converted for Null use only, and your spell/prayer list(s) will be replaced with the same number of Null revocations. If you have any similar spells/prayers to the Null revocations below, you will receive the appropriate revocation version. Otherwise, you can choose which revocations will replace your spells/prayers. Submit these revisions to [characters@sustainablecollapse.com](mailto:characters@sustainablecollapse.com) as part of your character update. Learning new Null Revocations works the same as learning a new spell or prayer as explained below.

## Learning Spells and Prayers

After each event your character participates in, you may choose to learn one new incantation, either a spell or a prayer, from all the Schools of Magic and Divine Domains you have purchased as part of your character update. Unless you have a specific skill or in-game item to aid your studies, you may not learn more than a single incantation per event.

If you purchase a School or Domain after an event, you may include it in the Schools and Domains you know for the purposes of learning a spell or prayer. (Unlike character creation, no spells or prayers are automatically learned during the purchase.)

You may always learn any beginner spells/prayers in a School/Domain you have purchased. To learn spells/prayers of higher tiers, you must meet all prerequisites.

1. In order to learn any spells/prayers of higher tiers, you must have at least one spell/prayer of the previous tier in the same school/domain.
2. You must learn a total of **six** beginner spells before you may learn any intermediate spells. You must learn a total of **four** intermediate spells before you may learn any advanced spells.
  - To learn purist spells, you must first learn at least **two** advanced spells and have access to the correct Specialized tree.

Likewise, you must learn a total of **six** beginner prayers before you may learn any intermediate prayers. You must learn a total of **four** intermediate prayers before you may learn any advanced prayers.

- To learn aspect prayers, you must first learn at least **two** advanced prayers and have access to the correct Specialized tree.

3. Some higher tier spells and prayers require additional knowledge: you will need to know specific spells or prayers of lower tiers in order to learn these. The spell/prayer description in each list will state any specific prerequisite required.

# Complete Spell Lists

## **Earth**

Focused on protection, the school of Earth is densely packed with spells that are defensive in nature. Shields are the Earth wielder's specialty and there are few attacks they can't stand against.

### *Beginner*

#### **Bark Skin**

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Bestow 1 Armor Point

Grants your target 1 Armor Point. This may not exceed their 4 total allotted Armor Points.

#### **Balanced Stance**

Cost: 1 Mana

Delivery: Self Only

Prerequisite: Stone Helm

Incantation: Earth, Shield Against Knockdown or Push

Resist the next Knockdown or Push effect

#### **Mire**

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Snare

#### **Resist Earth**

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Earth

#### **Resist Fire**

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Fire

**Resist Water**

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Water

**Resist Wind**

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Wind

**Scree**

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Push

**Secure**

Cost: 1 + X Mana

Delivery: Touch

Incantation: Earth, Secure

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.

**Strengthen Bones**

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Shield Against Maim

**Stone Blast**

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Damage 1

**Stone Helm**

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Shield Against Slumber

## *Intermediate*

### **Aura of Earth**

Cost: 3 Mana

Delivery: Self Only

Incantation: Earth, Aura of Earth

Once per casting, when struck with a melee weapon, state "Backlash, Earth, Snare." [This does not prevent damage or skills from the attack.](#)

### **Circle of Protection**

Cost: 3 Mana

Delivery: Self Only

Incantation: Earth, Circle of Protection

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you are protected from both magic and physical attacks. However, the circle is not a single direction barrier. You are also unable to attack or cast spells outside of the circle. [The Circle of Protection lasts for 5 minutes and operates as a barrier in both directions; nothing may pass into, or out of, the circle. If you or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the spell.](#)

### **Bestow Stonefist**

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Bestow Subdue

### **Deaden Nerves**

Cost: 3 Mana

Delivery: Touch

Incantation: Earth, Barrier Against Pain, 5 Minutes

### **Spell Shield**

Cost: 3 Mana

Delivery: Touch

Prerequisite: 2 Basic Shield Spells

Incantation: Earth, Shield Against Magic

Resist one spell or prayer of your choosing.

### **Stone Form**

Cost: 3 Mana

Delivery: Self Only

Incantation: Earth, Petrify to Self



While in Stone Form you have a barrier against Physical Attacks. The spell ends after 5 minutes or when you move. [You cannot cast spells while in Stone Form.](#)

### **Stone Skin**

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Bestow 2 Armor Points

Gives your target 2 temporary Armor Points. These Armor Points are the first to be used and cannot exceed the maximum 4 Armor Points total.

### **Stone to Flesh**

Cost: 3 Mana

Delivery: Touch

Incantation: Earth, [Remove](#) Petrify

Release someone from a Petrify effect.

### **Tectonic Instability**

Cost: 2 Mana

Delivery: Packet

Prerequisite: Balanced Stance

Incantation: Earth, Knockdown

*Advanced*

### **Anchor**

Cost: 5 Mana

Delivery: Touch

Prerequisite: Secure

Incantation: Earth, Anchor

Makes an inanimate object unmovable until the end of the event. Requires a red sticker.

### **Earthquake**

Cost: 4 Mana

Delivery: Cluster Packets, 5

Prerequisite: Tectonic Instability

Incantation: Earth, Knockdown

### **Elemental Barrier**

Cost: 5 Mana

Delivery: Touch

Prerequisite: Resist Earth, Resist Fire, Resist Water, Resist Wind

Incantation: Earth, Barrier Against Earth, Fire, Water, and Wind, 5 Minutes

### **Embankment**

Cost: 3 Mana

Delivery: Touch

Prerequisite: Strengthen Bones

Incantation: Earth, Shield against Artillery

Allows you to resist the next called Guns attack.

### **Fuse Gems**

Cost: 3 Mana

Delivery: Special

Prerequisite: Bestow Stonefist

Incantation: Earth, fuse gems

Allows you to combine 3 nibs of the same type into 1 small uncut gem, or 3 small uncut gems of the same type into one large uncut gem.

### **Greater Circle of Protection**

Cost: 4 Mana

Delivery: Special

Prerequisite: Circle of Protection

Incantation: Earth, Greater Circle of Protection

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. [The Greater Circle of Protection lasts for 5 minutes and operates as a barrier in both directions; nothing may pass into, or out of, the circle. If someone or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the spell.](#)

### *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

#### **Fortification**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Embankment

Incantation: Earth, Barrier Against Gun Attacks, 5 Minutes

#### **Petrify**

Cost: 5 Mana

Delivery: Packet

Prerequisite: Stone Form

Incantation: Earth, Petrify until death, 5 minutes

#### **Sliding Stone Form**

Cost: 6 Mana

Delivery: Self Only

Prerequisite: Stone Form

Incantation: Earth, Barrier Against Physical Harm, 5 Minutes

You have a barrier against all Physical attacks. You must cross both arms over your chest. You may only move without lifting your feet from the ground. The spell ends after 5 minutes or when you uncross your arms or lift a foot off the ground.

## **Fire**

The destructive nature of Fire lends itself well to forcefully removing obstacles from its path. Those interested in offensive magic tend to find themselves attuned to the flames.

### *Beginner*

#### **Awaken**

Cost: 1 Mana

Delivery: Touch

Incantation: Fire, [Remove Slumber](#)

#### **Blinding Smoke**

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Snare

#### **Charred Exterior**

Cost: 1 Mana

Delivery: Touch

Incantation: Fire, Shield against Pain

#### **Cleansing Fire**

Cost: 1 Mana

Delivery: Touch

Incantation: Fire, Remove Poison, Pain

#### **Flame Strike**

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Damage 1

#### **Heat Weapon**

Cost: 2 Mana

Delivery: Packet

Incantation: Fire, Disarm [right/left] hand.

#### **Ignite Forge**

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Ignite Forge, 10 Minutes

Removes the need for a wood component for kilnworks and metal works.

**Pain**

Cost: 1 Mana

Delivery: Packet

Incantation: Fire, Pain

**Pry**

Cost: 1 + X Mana

Delivery: Touch

Incantation: Fire, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

**Repair Armor**

Cost: 1 Mana and 1 Iron or Fur

Delivery: Touch

Incantation: Fire, Restore 1 Armor Point

The component cost depends on the type of armor being repaired.

**Resist Fire**

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Shield Against Fire

**Smokescreen**

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Shield Against Melee

This shield will protect you from the next strike from a melee weapon, even if it is a called skill.

*Intermediate***Aura of Fire**

Cost: 3 Mana

Delivery: Self Only

Incantation: Fire, Aura of Fire

Once per casting, when struck with a melee weapon, state "Backlash, Fire, Pain." This does not prevent damage or skills from the attack.

**Cremate**

Cost: 2 Mana

Delivery: Touch

Incantation: Fire, Cremate

Immediately ends the target's death count and sends them to the Apothecary.

**Cold Fire**

Cost: 1

Delivery: Packet

Prerequisite: Flame Strike

Incantation: Fire, Damage 3 to Platform

**Flame Barrier**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Resist Fire

Incantation: Fire, Barrier Against Fire, 5 Minutes

**Flame Blade**

Cost: 2 Mana

Delivery: Touch

Prerequisite: Heat Weapon

Incantation: Fire, Enchant Fire

Enchants a melee weapon with Fire. Call "Fire" on your next attack. May be paired with a called melee or stealth attack.

**Heat Wave**

Cost: 3 Mana

Delivery: Chain Packets, 5

Prerequisite: Flame Strike

Incantation: Fire, Damage 1, Fire, Damage 1, Fire, Damage 1, Fire, Damage 1, Fire, Damage 1

**Light of Day**

Cost: 2 Mana

Delivery: Packet

Incantation: Fire, Damage 5 to Undead

**Promising Embers**

Cost: 2 Mana

Delivery: Special

Components: 1 to 3 raw wood

Incantation: Fire, Refine Wood

This spell allows you to refine [up to 3 pieces](#) of raw wood into the [same number](#) of charcoal. Turn the raw wood into the operations center or [Quarter Master](#) to get the charcoal.

### **Purifying Flame**

Cost: 2 Mana

Delivery: Touch

Prerequisite: Cleansing Fire

Incantation: Fire, Remove Disease, Pain

### *Advanced*

### **Ashes to Ashes**

Cost: 4 Mana

Delivery: Chain Touch, 5

Prerequisite: Cremate

Incantation: Fire, Ashes to Ashes, Fire, Cremate, Fire, Cremate, Fire, Cremate, Fire, Cremate, Fire, Cremate

Immediately ends the targets' death counts and sends them to the Apothecary.

### **Burst of Flame**

Cost: 3 Mana

Delivery: Chain Packet, 5

[Prerequisite: Heat Wave](#)

Incantation: Fire, Burst of Flame, Fire, Push, Fire, Push, Fire, Push, Fire, Push, Fire, Push

### **Glittering Embers**

Cost: 3 Mana

Delivery: Special

Incantation: Fire, Create Raw Glass

This spell allows you to create [two pieces of](#) raw glass. It may only be used at Check- In of the event, [and you will start the event with the Mana used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### **Ignite Charcoal Forge**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Ignite Forge

Incantation: Fire, Ignite Charcoal Forge, 10 Minutes

Removes the need for a [Fuel](#) component for kilnworks and metal works.

**Molten Embers**

Cost: 5 Mana

Delivery: Special

Components: 3 raw ore

Prerequisite: Promising Embers

Incantation: Fire, Refine Ore

This spell allows you to refine 3 pieces of raw ore into 1 ingot. Turn the ore into the operations center to get the ingot.

**Wildfire**

Cost: 3 Mana

Delivery: Packet

Prerequisite: Cold Fire

Incantation: Fire, Damage 5 to Platform

*Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

**Aura of the Phoenix**

Cost: 7 Mana

Prerequisite: Aura of Fire

Incantation: Fire, Aura of the Phoenix

When your bleed out count runs out, instead of dying you are restored to full vitality. This effect will not trigger if you are hit with a death effect, or if you have a radiation count.

**Conflagration**

Cost: 5 Mana

Delivery: Packet

Prerequisite: Heat Wave

Incantation: Fire, Death

**Flashover**

Cost: 6 Mana

Prerequisite: Heat Weapon

Delivery: Chain Packets, 5

Incantation: Fire, Flashover, Disarm [right/left] hand, Fire, Disarm [right/left] hand, Fire, Disarm [right/left] hand, Fire, Disarm [right/left] hand, Fire, Disarm [right/left] hand.



## **Water**

The fluidity of Water, and its ability to take the form of whatever vessel holds it, lends this school a lot of utility. While it lacks the same focus as the other schools of magic, it does lend itself well to filling in gaps.

### *Beginner*

#### **Awaken**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, [Remove Slumber](#)

#### **Brace of Ice**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Shield Against Maim

#### **Cold Water**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Remove Charm

#### **Fluid Grace**

Cost: 1 Mana

Delivery: Touch

Incantation: Water, Shield Against Magical Bonds

This shield protects against Bind, Snare, Paralyze and Petrify effects.

#### **Freeze Limb**

Cost: 1 Mana

Delivery: Packet

Incantation: Water, [Bind/Snare]

#### **Frost Dagger**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Quickdeath

May only be used on an unconscious or immobile target.

**Ice Dart**

Cost: 1 Mana

Delivery: Packet

Incantation: Water, Damage 1

**Resist Fire**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Shield Against Fire

**Resist Water**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Shield Against Water

**Crushing Depths**

Cost: 1 Mana

Delivery: Packet

Incantation: Water, Pain

**Slow Poison**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Reset Poison Counter

Resets the target's Poison Count to 5 minutes.

**Weakness**

Cost: 2 Mana

Delivery: Packet

Incantation: Water, Weakness

*Intermediate***Aura of Water**

Cost: 3 Mana

Delivery: Self Only

Incantation: Water, Aura of Water

Once per casting, when struck with a melee weapon, state "Backlash, Water, Knockdown." [This does not prevent damage or skills from the attack.](#)

**Freeze Body**

Cost: 4 Mana

Delivery: Packet

Prerequisite: Freeze Limb

Incantation: Water, Paralyze

**Hoarfrost**

Cost: 3 Mana

Delivery: Packet

Prerequisite: Ice Dart

Incantation: Water, Damage 5 to Platform

**Ice Blade**

Cost: 2 Mana

Delivery: Touch

Prerequisite: Ice Dart

Incantation: Water, Enchant Water

Enchants a hand to hand weapon with Water. Call "Water" on your next attack. May be paired with a called melee or stealth attack.

**Laminar Flow**

Cost: 3 Mana

Delivery: Touch

Incantation: Water, [Bestow Avoid Trap](#)

**Red Tide**

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Poison

**Spell Shield**

Cost: 3 Mana

Delivery: Touch

Prerequisite: Resist Water

Incantation: Water, Spell Shield

**Tide**

Cost: 2 Mana

Delivery: Touch

Incantation: Water, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

**Water Barrier**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Resist Water

Incantation: Water, Barrier Against Water, 5 Minutes

*Advanced***Current**

Cost: 2 + [X] Mana

Delivery: Touch

Incantation: Water, Transfer [X] Mana

Allows you to transfer a portion of your mana to your target.

**Float**

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Reduce Weight 1, 5 Minutes

Reduces the number on a red stickered (Heavy) item by 1. This spell cannot reduce the sticker number to zero.

**Shallow Well**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Red Tide

Incantation: Water, Disease

**Reflection Shield**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Spell Shield

Incantation: Water, Reflect Shield

When you are hit by a spell, you may choose to resist it and cast it back immediately.

State "Resist" followed by the resisted spell's incantation.

**Stasis**

Cost: 3 Mana

Delivery: Touch

Incantation: Water, Stabilize

The target's bleed out count is suspended as long as you stay within arm's length and take no actions besides role playing applying pressure to the wound. You may move the stabilized person at a slow walk with the assistance of another person to carry them. The

target's bleed out count resumes if they take any damage, or you stop "applying pressure to the wound" for any reason.

### **Withering Frost**

Cost: 4 Mana

Delivery: Packet

Incantation: Water, Maim [right/left] [arm/leg]

### *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Drown**

Cost: 6 Mana

Delivery: Packet

Prerequisite: Ice Dart

Incantation: Water, Death

### **Erosion**

Cost: 6

Delivery: Touch

Prerequisite: Float

Incantation: Water, Suspend Anchor

Spell causes a targeted red sticker Anchored item to be treated as a red sticker Heavy 6 item for 1 hour.

### **Holy Water**

Cost: 2 + [X] Mana

Delivery: Touch

Incantation: Water, Restore Conviction [X]

Allows you to restore a target's Conviction Pool by [X]. This cannot increase their pool beyond their own capacity.

## **Wind**

Colloquially known as the School of Motion, Wind is all about controlling movement and direction. Need a path cleared? Need to silence a pesky spell caster? Need to get your friends free of pesky binding magics? The Wind is at your back.

### *Beginner*

#### **Bind**

Cost: 1 Mana

Delivery: Packet

Incantation: Wind, Bind

#### **Disarm**

Cost: 1 Mana

Delivery: Packet

Incantation: Wind, Disarm [right/left] hand.

#### **Entangle**

Cost: 1 Mana

Delivery: Packet

Incantation: Wind, Snare

#### **Gust**

Cost: 1 Mana

Delivery: Packet

Incantation: Wind, Push

#### **Lightning**

Cost: 1 Mana

Delivery: Packet

Incantation: Wind, Damage 1

#### **Pry**

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Wind, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

**Release**

Cost: 1 Mana

Delivery: Touch

Incantation: Wind, Remove Magical Bonds

This spell cancels the effects of Bind, Snare, and Paralyze

**Resist Push**

Cost: 1 Mana

Delivery: Touch

Incantation: Wind, Shield Against Push

**Resist Silence**

Cost: 1 Mana

Delivery: Touch

Incantation: Wind, Shield Against Silence

**Resist Wind**

Cost: 2 Mana

Delivery: Touch

Incantation: Wind, Shield Against Wind

**Spin**

Cost: 1 Mana

Delivery: Packet

Incantation: Wind, Spin 5 Times

**Sweep**

Cost: 2 Mana

Delivery: Packet

Incantation: Wind, Knockdown

*Intermediate***Aura of Wind**

Cost: 3 Mana

Delivery: Self Only

Incantation: Wind, Aura of Wind

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Wind, Push." [This does not prevent damage or skills from the attack.](#)

**Bullet Dodge**

Cost: 3 Mana

Delivery: Touch

Prerequisite: Resist Wind

Incantation: Wind, Shield Against Called Gun Skill

**Chain Lightning**

Cost: 3 Mana

Delivery: Chain Packets, 5

Incantation: Wind, Chain Lightning, Wind, Damage 1, Wind, Damage 1, Wind, Damage 1, Wind, Damage 1, Wind, Damage 1

**Crosswind**

Cost: 4 Mana

Delivery: Packet

Incantation: Wind, Weakness

**Gale**

Cost: 3 Mana

Delivery: Chain Packets, 5

Incantation: Wind, Gale, Wind Knockdown, Wind, Knockdown, Wind, Knockdown, Wind, Knockdown, Wind, Knockdown, Wind, Knockdown

**Silence**

Cost: 2 Mana

Delivery: Packet

Incantation: Wind, Silence

**Tornado**

Cost: 3

Delivery: Cluster Packets, 5

Incantation: Wind, Push

**Unattainable**

Cost: 3

Delivery: Self Only

Prerequisite: Wind Barrier

Incantation: Wind, Barrier Against Magical Bonds, 5 Minutes

Provides a 5 minute barrier against Bind, Snare, Paralyze and Petrify effects.



**Wind Barrier**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Resist Wind

Incantation: Wind, Barrier Against Wind, 5 Minutes

*Advanced***Barrier of Deflection**

Cost: 6 Mana

Delivery: Self Only

Prerequisite: Unattainable

Incantation: Wind, Barrier Against Guns, 5 Minutes

**Fallout**

Cost: 4 Mana

Delivery: Touch

Incantation: Wind, Bestow Double Damage to Next Gravid Spell

**Fanning the Flames**

Cost: 4 Mana

Delivery: Touch

Incantation: Wind, Bestow Double Damage to Next Fire Spell

**Slumber**

Cost: 5 Mana

Delivery: Packet

Incantation: Wind, Slumber, 5 Minutes

**Updraft**

Cost: 3 Mana

Delivery: Touch

Incantation: Wind, Bestow Reduce Agility cost by 1 on next Stealth Skill

This spell cannot reduce an Agility cost to 0.

**Vacuum**

Cost: 3 Mana

Delivery: [Cluster Packets](#), 5

Incantation: Wind, Silence

### *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

#### **Breath of Life**

Cost: 7 Mana

Delivery: Touch

Incantation: Wind, Restore Life, Full Vitality

This spell will restore someone who has recently died to life and full Health Pool. There must be a corpse to cast this spell on, it cannot target a spirit on the Black Path. The spell takes one minute to cast, but the target's death count pauses while you are casting it.

#### **Buffet**

Cost: 5 Mana

Delivery: Self Only

Prerequisite: Bullet Dodge

Incantation: Wind, Barrier Against Melee Weapons, 5 Minutes

#### **Suffocate**

Cost: 6 Mana

Delivery: Packet

Prerequisite: Silence

Incantation: Wind, Silence until death, 5 minute

## **Bardic**

This school of magic takes performance arts to a whole new level. Through the act of performing, be it song, spoken word, or a musical instrument, those who practice Bardic magic are able to inspire people to push beyond their normal limits. Unlike more traditional schools of magic, the duration of Bardic spells last until the Bard's performance comes to a close. You do not need to stand still while performing and must keep your target within sight. While performing a Bardic spell, you may restate the incantation as needed to inform others without causing an interruption of the spell.

There are three Keywords specific to Bardic incantation:

- **Bardic Chain Touch** - A Bardic Mana spell with this delivery method allows for multiple targets to receive the effect of one Bardic Performance. All targets must be touched within sixty seconds of the start of the performance, and the caster must expend the casting cost again for each target after the first. This is different from the Chain Touch [X] delivery method which allows multiple targets per casting. The caster does not have to stand in place.
- **Performance** - A one minute performance required prior to finishing the incantation of a Bardic spell.
- **Extended Performance** - An ongoing performance after completion of a Bardic spell incantation. The effects of the spell last as long as the performance does, or until canceled as normal for that type of spell or effect, like with a dispel or silence. Other ways a spell may be canceled are listed in the spell's description.

### *Beginner*

#### **A Tempo**

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Remove Weakness

#### **Ballad of Thislan**

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Silence, Extended Performance

#### **Caesura**

Cost: 1 Mana

Delivery: packet

Incantation: Bardic, Snare, Extended Performance

**Coda**

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Last Rites

**Perfect Performance**

Cost: 1 Mana

Delivery: Self Only

Incantation: Bardic, Shield Against Silence

If you are targeted with Silence while performing a Bardic spell, you may state “Resist” and continue your performance.

**March of Alleviation**

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Pain, Extended Performance

**March of the Fortress**

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Terror, Extended Performance

**Ossia**

Cost: 1 Mana

Delivery: Self Only

Incantation: Bardic, Performance, Self Sacrifice [Effect]

You cannot self-sacrifice damage, curses, other permanent effects, Sojourn, Death or Final Death. You cannot transfer a status effect to yourself if you already are suffering that effect. You may not resist in any way the negative status effect that you have Self-Sacrificed. Once taken on, this effect may however be cured in any normal way.

**Reprise**

Cost: 1 Mana

Delivery: Touch

Incantation: Bardic, Performance, Bestow Karma

**Sostenuto**

Cost: 1 Mana

Delivery: Touch

Incantation: Bardic, Performance, Restore One Health

**Sonnet**

Cost: 1 Mana

Delivery: Packet

Incantation: Bardic, Pacify, Extended Performance

**Tenuto**

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Increase Duration of next [Spell/ Prayer] by Two Minutes

This cannot increase the duration of a Bardic spell.

*Intermediate***March of Clarity**

Cost: 2 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Charm and [Enthrall](#), Extended Performance

**March of the Fountain**

Cost: 2 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Poison and Venom, Extended Performance

**March of the Horizon**

Cost: 2 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier Against Magical Bonds, Extended Performance

**Morendo**

Cost: 3 Mana

Delivery: Touch

Incantation: Bardic, Performance, Quickdeath

**Rehearsal**

Cost: 2 Mana

Delivery: Self Only

Incantation: Bardic, Circle of Protection, Extended Performance

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you are protected from both magic and physical attacks. However the circle is not a single direction barrier. You are also unable to attack or cast spells outside of the circle. The Circle of Protection lasts until your performance ends [and operates as a barrier in both directions; nothing](#)

may pass into, or out of, the circle. If you or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the spell.

### **Sestina**

Cost: 2 Mana

Delivery: Packet

Incantation: Bardic, Slumber, Extended Performance

### **Soliloquy**

Cost: 1 Mana

Delivery: Packet

Incantation: Bardic, Silence, Extended Performance

### **Villanelle**

Cost: 3 Mana

Delivery: Touch

Incantation: Bardic, Stabilize, Extended Performance

The target's bleed out count is suspended. The stabilized target can be moved at a slow walk with the assistance of another person to carry them. The target's bleed out count resumes if they take any damage, or your performance ends.

### **Vivace**

Cost: 2 Mana

Delivery: Touch

Prerequisite: Sostenuto

Incantation: Bardic, Performance, Restore Three Health

## *Advanced*

### **Cadenza of Chaos**

Cost: 5 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Artillery cost by 1, Extended Performance

This spell cannot reduce an Artillery cost to 0.

### **Chant of Faith**

Cost: 4 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Conviction cost by 1, Extended Performance

This spell cannot reduce a Conviction cost to 0.

### **Dies Irae**

Cost: 3 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Stamina cost by 1, Extended Performance

This spell cannot reduce a Stamina cost to 0.

### **Scherzo of Distraction**

Cost: 3 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Agility cost by 1, Extended Performance

This spell cannot reduce an Agility cost to 0.

### **Overture of Energy**

Cost: 4 Mana

Delivery: Bardic, Chain Touch

Incantation: Bardic, Reduce Mana cost by 1, Extended Performance

This spell cannot reduce a Mana cost to 0.

### **Sheltered Stage**

Cost: 4 Mana

Delivery: Special

Prerequisite: Rehearsal

Incantation: Bardic, Greater Circle of Protection, Extended Performance

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The Greater Circle of Protection lasts as long as you perform [and operates as a barrier in both directions; nothing may pass into, or out of, the circle. If someone or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the spell.](#)

## *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Da Capo**

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Remove Psionic Influence

This spell Removes Charm, [Enthrall](#), Infect Emotion, and Betrayal.

### **March of the Storm**

Cost: 3

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier Against Guns, Extended Performance

Targets must cross arms over their chests. This spell lasts until the targets uncross their arms or your performance ends.

### **Saga**

Cost: 5 Mana

Delivery: Touch

[Incantation: Bardic, Restore One Health per minute, Extended Performance](#)

This spell restores one Health point after one minute of performance. After each additional minute of performance the target is healed one Health Point. This spell lasts until your performance ends or the target begins a death count. During your performance, If the target is at full health they do not receive an effect for a completed minute of performance, however if they receive damage this spell will heal one Health Point after your next full minute of performance. Diseased or petrified targets cannot receive healing until those effects are removed.



## **Gravity/Radiation or Grav/Rad**

Founded by what would become the Planar Anchor Group's Applied Physic Division shortly after the Collapse, the Grav/Rad School draws on the ambient Radiation levels of the world and subverts the sciences into magic. Mainly focused on redistributing radiation and producing gravitational effects, the practitioners of this school have recently made discoveries that assist with the medicinal arts.

### *Beginner*

#### **Decrease Gravitational Bond**

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Reduce Weight by [X], 10 Minutes

Reduces the weight of an object that requires multiple people to move by [X].

#### **Diagnose Radiation Sickness**

Cost: 2 Mana

Delivery: [Self](#)

Incantation: Gravrad, [Bestow Diagnose Radiation Sickness](#), 5 minutes.

[For the next 5 minutes, you may state, "Diagnose, What is your Radiation Count?" with a delivery of touch.](#)

#### **Gravitational Binding**

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Bind

#### **Gravitational Jump**

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrad, [Bestow Avoid Trap](#)

#### **Gravitational Lock**

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Secure

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.

**Gravitational Snap**

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrads, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

**Increase Gravitational Bond**

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrads, Snare

**Lead Shielding**

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrads, Shield against Gravrads

**Radiation Burn**

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrads, Damage 1

**Reduce Radiation**

Cost: 1 Mana

Delivery: Touch

Prerequisite: Diagnose Radiation Sickness

Incantation: Gravrads, Reduce Radiation Count by 1

**Thermal Coating**

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrads, Shield Against Fire

**X-Ray**

Cost: 1 Mana

Delivery: Touch

Incantation: Gravrads, Bestow Rapid First Aid

If the target receives first aid in the next five minutes, they must inform the person performing it that it will only take half the amount of time.

## *Intermediate*

### **Aura of Gravity**

Cost: 3 Mana

Delivery: Self Only

Incantation: Gravad, Aura of Gravity

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Gravad, Snare." [This does not prevent damage or skills from the attack.](#)

### **Flush Radiation**

Cost: 1 + [X] Mana

Delivery: Touch

Prerequisite: Reduce Radiation

Incantation: Gravad, Reduce Radiation Count by [X]

### **Gravity Well**

Cost: 3 Mana

Delivery: Cluster Packets, 5

Prerequisite: Increase Gravitational Bond

Incantation: Gravad, Snare

### **Heat Sink**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Thermal Coating

Incantation: Gravad, Barrier Against Fire, 5 Minutes

### **Induce Radiation**

Cost: 2 Mana

Delivery: Packet

Incantation: Gravad, [Increase](#) Radiation Count 1

Increases the target's radiation count by 1

### **Lead Casement**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Lead Shielding

Incantation: Gravad, Barrier Against Gravad, 5 Minutes

### **Radial Fracture**

Cost: 3 Mana

Delivery: Packet

Incantation: Gravad, Maim [Right/Left] [Arm/Leg]

### **Radiation Therapy**

Cost: 2 Mana

Delivery: Touch

Incantation: Gravid, Remove Disease

### **Radiation Wave**

Cost: 3 Mana

Delivery: Chain Packets, 5

Prerequisite: Radiation Burn

Incantation: Gravid, Radiation Wave, Gravid, Damage 1, Gravid, Damage 1, Gravid, Damage 1, Gravid, Damage 1, Gravid, Damage 1

### *Advanced*

### **Levitation**

Cost: 6 Mana

Delivery: Chain Touch, 5

Prerequisite: Gravitational Jump

Incantation: Gravid, Levitation, Gravid, Barrier Against Trap, Gravid, Barrier Against Trap, Gravid, Barrier Against Trap, Gravid, Barrier Against Trap, Gravid, Barrier Against Trap

### **Absorb Radiation**

Cost: 1 Mana

Delivery: Touch

Prerequisite: Flush Radiation

Incantation: Gravid, Absorb Radiation Count

Allows you to absorb someone's radiation count to restore your mana.

### **Gravitational Anchor**

Cost: 5 Mana

Delivery: Touch (Special)

Prerequisite: Decrease Gravitational Bond

Incantation: Gravid, Anchor Object

This spell allows you to anchor an inanimate object to its current location. The spell lasts until the end of the event and requires a red sticker to be placed somewhere visible on the object.

### **Gravitational Shift**

Cost: 4 Mana

Delivery: Packet

Incantation: Gravid, Magnetize to [Object]

Target must move to the named object and remain within arm's length of it for the duration of this spell. The object must be stationary, within 25 feet of the target, and safely reachable.

### **Radiation Ghost**

Cost: 4 Mana

Delivery: Self Only

Incantation: Gravrad, Suspend Damage, 5 Minutes

This provides a five minute barrier against damage attacks. If you are struck by a weapon, bullet, or spell packet that deals damage, state "Barrier". You still take non-damage effects from spells and prayers. For each minute of this spell your Radiation Count increases by 1. This increase cannot be prevented in any way, however your radiation count may be reduced as normal when the spell ends. This spell ends after five minutes or when it is canceled. If you are unconscious, silenced, or otherwise unable to state "I cancel my spell", you may not cancel this spell yourself.

### **Radiation Sickness**

Cost: 5 Mana

Delivery: Packet

Prerequisite: Induce Radiation

Incantation: Gravrad, Increase Radiation Count 3

## *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Aura of Radiation**

Cost: 5 Mana

Delivery: Self Only

Incantation: Gravrad, Aura of Radiation

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Gravrad, Increase Radiation Count 3." [This does not prevent damage or skills from the attack.](#)

### **Command**

Cost: 5 Mana

Delivery: Packet

Incantation: Gravrad, Command [\[State Command\]](#)

This spell will force the target to obey one command. Choose your words carefully, after the command is obeyed the target regains free will.

### **Last Resort**

Cost: 7 Mana (special)

Delivery: [Cluster Packets, 5](#)

Incantation: Gravrad, Damage 5

You may increase the number of packets in the cluster by spending 2 mana PER packet. When this spell takes effect, you must immediately begin a Bleed Out Count. This effect may not be prevented in any way, though you may be healed as normal during the Bleed Out Count.

## **Psionics**

Mental manipulation and altering emotions are at the heart of those who practice Psionics. Shortcuts to making temporary allies aren't without their costs, but those of this school tend to find them worth it.

### *Beginner*

#### **Communicate**

Cost: 1 Mana

Delivery: [Packet](#)

Incantation: Mind, Communicate, 5 Minutes

#### **Detect Psionic Influence**

Cost: 2 Mana

Delivery: Touch

Incantation: Mind, Detect Psionic Influence

Allows you to ask the following questions: Are you Charmed? Are you Pacified? Are you [Enthralled](#)? Are you under the effects of Betrayal?

#### **Entice**

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Approach Me

Target is compelled to approach you. The spell ends when they are within touching distance or they are attacked.

#### **Mend Limb**

Cost: 2 Mana

Delivery: Self Only

Incantation: Mind, Remove Maim

#### **Mind Shield**

Cost: 2 Mana

Delivery: Touch

Incantation: Mind, Shield against Mind

**Minor Vision**

Cost: 1 Mana

Delivery: Special

Incantation: Mind, Send Minor Vision

This spell allows you to give someone a prepared vision. The vision must be written out and can be no longer than 100 words. They will receive the vision the next time they sleep.

**Pacify**

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Pacify

**Psi Strike**

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Damage 1

**Pain Shield**

Cost: 1 Mana

Delivery: Touch

Incantation: Mind, Shield against Pain

**Strength**

Cost: 2 + [X] Mana

Delivery: Self Only

Incantation: Mind, Increase Strength [X]

This spell gives you the strength required to lift objects with a carry requirement of more than one person. For each Mana spent on top of the costing cast, your strength is increased by 1 person.

**Telekinetic Push**

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Push

**Terror**

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Terror



## *Intermediate*

### **Deaden Limb**

Cost: 3 Mana

Prerequisite: Mend Limb

Delivery: Packet

Incantation: Mind, Maim [Right/Left] [Arm/Leg]

### **Greater Vision**

Cost: 3 Mana

Delivery: Special

Prerequisite: Minor Vision

Incantation: Mind, Send Greater Vision

This spell allows you to give someone a prepared vision. The vision must be written out and can be no longer than 400 words. They will receive the vision the next time they sleep.

### **Mind Barrier**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Mind Shield

Incantation: Mind, Barrier Against Mind, 5 Minutes

### **Mind Flay**

Cost: 3 Mana

Delivery: [Chain Packets, 5](#)

Prerequisite: Psi Strike

Incantation: Mind, [Mind Flay](#), Mind, Damage 1, Mind, Damage 1, Mind, Damage 1, Mind, Damage 1, Mind, Damage 1,

### **Mind Wipe**

Cost: 4 Mana

Delivery: Packet

Incantation: Mind, [Sever Action Pools, 5 minutes.](#)

### **Pain**

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Pain

**Pain Barrier**

Cost: 2 Mana

Delivery: Touch

Prerequisite: Pain Shield

Incantation: Mind, Barrier Against Pain, 5 Minutes

**Silence**

Cost: 3 Mana

Delivery: Packet

Incantation: Mind, Silence

**Telekinetic Blast**

Cost: 3 Mana

Delivery: [Cluster Packets](#), 5

Incantation: Mind, Push

*Advanced***Charm**

Cost: 4 Mana

Delivery: Packet

Incantation: Mind, Charm

**Identity Theft**

Cost: 4 Mana

Delivery: Packet

Prerequisite: Mind Wipe

Incantation: Mind, Amnesia, 5 Minutes

Your target is unable to remember anything about themselves for 5 minutes, this includes any skills or abilities.

**Infect Emotion**

Cost: 4 Mana

Delivery: Packet

Incantation: Mind, Overwhelming [Emotion]

Target suffers the effects of the emotion you suggest. The emotion must be expressed in one word.

**Paralyze**

Cost: 5 Mana

Delivery: Packet

Incantation: Mind, Paralyze

### **Slumber**

Cost: 5 Mana

Delivery: Packet

Incantation: Mind, Slumber, 5 Minutes

### **Remove Psionic Influence**

Cost: 4 Mana

Delivery: Touch

Prerequisite: Detect Psionic Influence

Incantation: Mind, Remove Psionic Influence

This spell Removes Charm, [Enthrall](#), Infect Emotion, and Betrayal.

### *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Betrayal**

Cost: 6 Mana

Delivery: Packet

Prerequisite: Charm

Incantation: Mind, Betray your friends, 1 hour

The nature of the betrayal and the people betrayed is entirely up to the target, however they must betray their friends to the greatest extent they can. The target will have full memories of their time under this effect.

### **Enthrall**

Cost: 6 Mana

Delivery: Packet

Prerequisite: Charm

Incantation: Mind, [Enthrall](#), 5 Minutes

This spell will force the target to be loyal to you, and obey your commands to the best of their ability, for 5 minutes. Choose your words carefully, after the spell ends the target is free to do as they please.

### **Mind Erase**

Cost: 5 Mana

Delivery: Touch

Prerequisite: Identity Theft

Incantation: Mind, Forget the last 5 minutes, permanently.

Causes the target to completely forget everything that happened in the 5 minutes previous to you casting the spell.

## Runic

Preparation goes a long way towards a successful encounter, and none are more prepared than those who know the Runes. Being able to set a spell in waiting for the perfect moment to use it, there is a Rune for almost every situation.

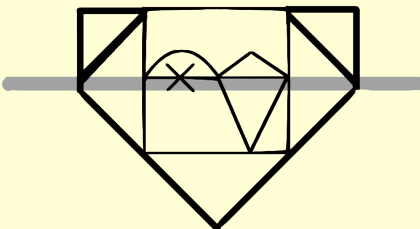
The Runic School of magic only has one delivery method, Drawn. The rune must be drawn on your target - preferably with an eyeliner pencil or something that is easily washed off - sometimes in a specific location.

To activate a Runic Barrier or Bestow, smudge the rune drawn on you and then state the incantation. To activate a Runic Aura or Shield, state the call and then smudge the rune as soon as safely possible (you do not need to pause combat for example). Rune Magic ignores the standard rules for spell stacking, but this ability comes at a price.

- A target may have multiple runes of a single type cast upon them at a time.
- Only one Barrier may be active at a time.
- Only one Bestow may be active at a time.
- All runes expire at the end of the night and must be removed even if not activated.

**Note:** The gray lines serve as a visual representation of how runes interconnect in a string of 2 or more runes. You do not need to draw the gray line when drawing a runic spell

### *Beginner*

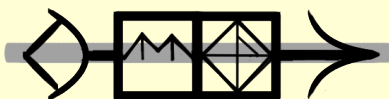


#### **Mark of Rhan'on Para'de**

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Earth, Fire, Wind, or Water

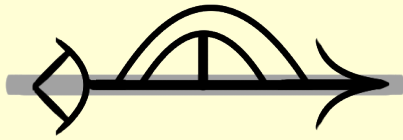


#### **Rune of Yu'no'di**

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Karma



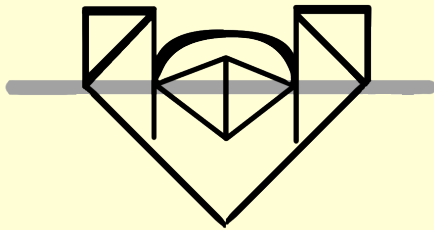
### **Mark of Ho'el Dis**

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Spell

Immediately after drawing this rune, another spell must be cast into it for holding.



### **Rune of Blyn'Ther'dye**

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Psionics



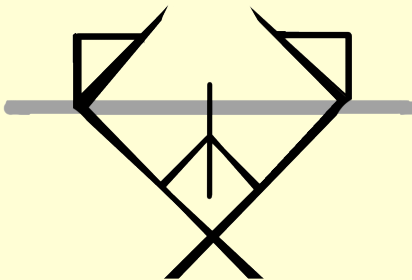
### **Rune of Har'sit**

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Knockdown

Bestows the target with a single use of the combat skill call "Knockdown".

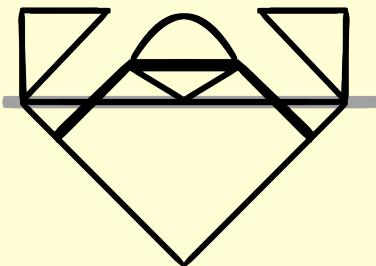


### **Rune of Nola'Go**

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Disarm



### **Rune of Stae'dao'en**

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Husk

This spell prevents a recently deceased corpse from being raised as a Husk. Can be cast on a dead target.



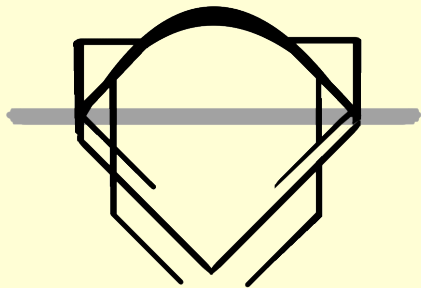
### Rune of Y'yeet

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Bestow Push

Bestows the target with a single use of the combat skill call "Push".

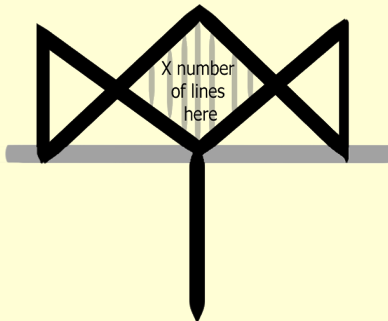


### Rune of Suhnscriin

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Gravrad



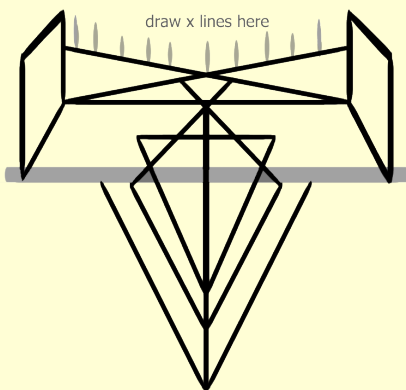
### Rune of Lohkt'itt

Cost: 1 + [X] Mana

Delivery: Drawn

Incantation: Rune, Secure [X]

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.



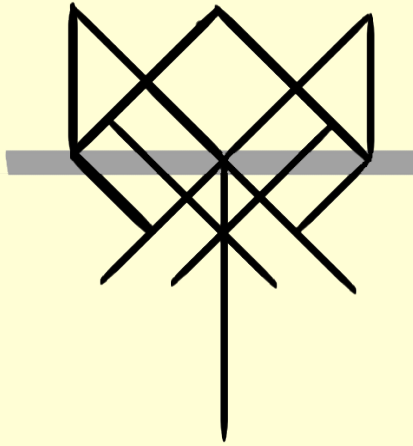
### Rune of L'ehgdae

Cost: 1 + [X] Mana

Delivery: Drawn

Incantation: Rune, Increase Strength [X]

This spell gives your target the strength required to lift objects with a carry requirement of more than one person. For each Mana spent on top of the costing cast, your target's strength is increased by 1 person.



### **Rune of Uhn'lo Khet**

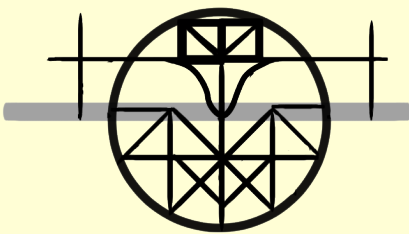
Cost: 1 + X Mana

Delivery: Drawn

Incantation: Rune, Remove Secure

Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

*Intermediate*



### **Rune of Wik Er'mahn**

Cost: 3 mana

Delivery: Packet

Prerequisite: Mark of Rhan'on Para'de

Incantation: Rune, Convert Circle to Circle of Fire. Fire Damage 1 per minute, 5 minutes.

This spell converts a Circle spell or skill to a Circle of Fire, removing its previous effect. Anyone within the circle is dealt 1 Fire Damage every minute they remain in the Circle. The packet must hit a target inside the circle to convert it to a Circle of Fire.

### **Mark of Mark'ov**

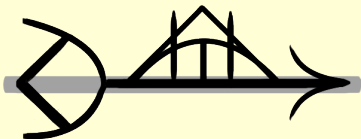
Cost: 4 Mana

Delivery: Drawn

Prerequisite: [Mark of Ho'el Dis](#)

Incantation: Rune, Bestow Spell, Echo

This spell allows the storage of a single spell that can be cast twice in rapid succession.



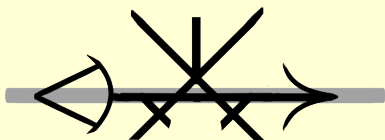
### **Rune of Yu'bre'khet**

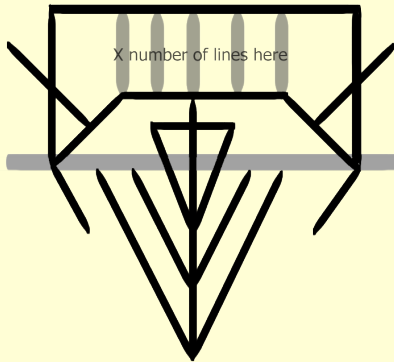
Cost: 4 Mana

Delivery: Drawn

Incantation: Rune, Bestow Maim

Bestows the target with a single use of the combat skill call "Maim".





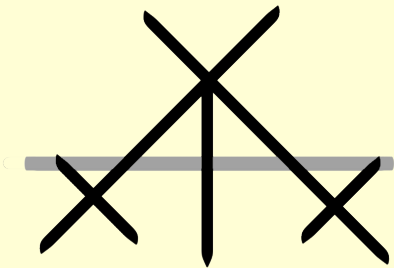
### Rune of B'daunc

Cost: 2 + [X] Mana

Delivery: Drawn

Incantation: Rune, Increase Weight [X]

Increases the weight of an object that requires multiple people to move by [X]. Requires a red sticker with the number on it.



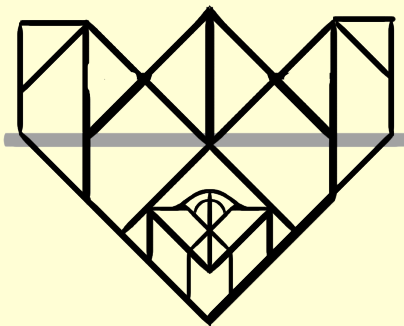
### Rune of K'Runsh

Cost: 3 Mana

Delivery: Drawn

Incantation: Rune, Maim

This rune maims the limb it was drawn on, until healed, or the rune expires.

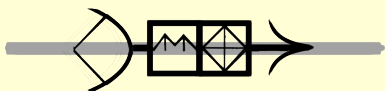


### Rune of Piik'siis

Cost: 3 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Slumber and [Melee Pierce](#) damage



### Rune of Waek'i Na'pohv'r

Cost: 4 Mana

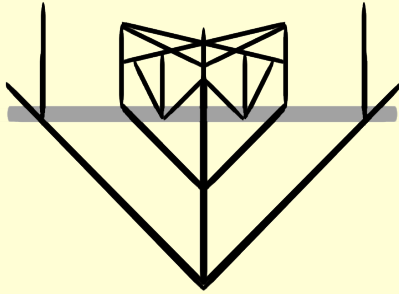
Delivery: Drawn

Incantation: Rune, Bestow Second Wind

Instead of dying and starting your death count at the end of your bleed out count, you are restored to full health.

This takes priority over Karma, but does not replace it.





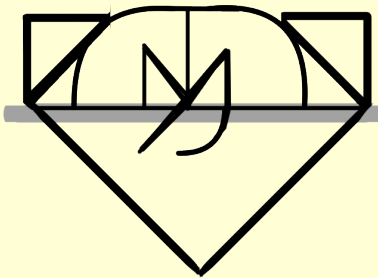
### **Rune of Yu'wat Ta'no**

Cost: 3 Mana

Delivery: Drawn

Incantation: Rune, Remember Death

This rune allows you to retain the 5 minutes of memory of your death normally removed by the Apothecary.



### **Rune of N'ohpe**

Cost: 3 Mana

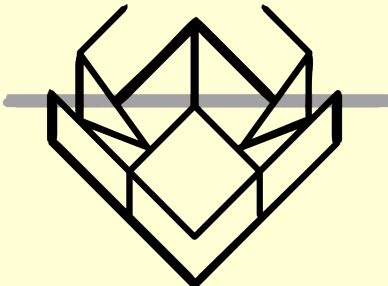
Delivery: Drawn

Prerequisite: 2 beginner shield spells

Incantation: Rune, Spell Shield

Resist one spell or prayer of your choosing.

## *Advanced*



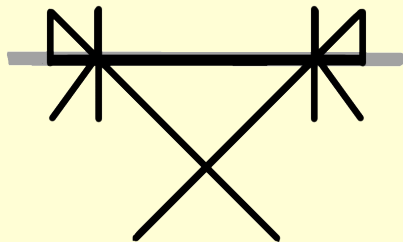
### **Mark of Sa'no Mohr**

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Mark of Mark'ov

Incantation: Rune, Silence, 1 Hour



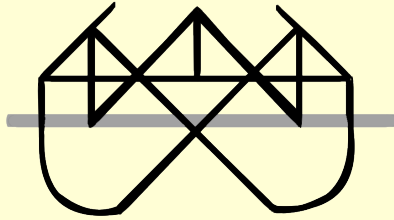
### **Mark of By'gohds**

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Mark of Mark'ov

Incantation: Rune, Sever Conviction, 1 Hour



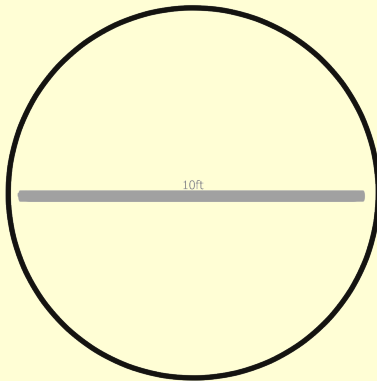
### Mark of Noh'spelz

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Mark of Mark'ov

Incantation: Rune, Sever Mana, 1 Hour



### Rune of Hy'di'ol

Cost: 5 Mana

Delivery: Drawn

Incantation: Rune, Greater Circle of Protection

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. [The Greater Circle of Protection lasts for 5 minutes and operates as a barrier in both directions; nothing may pass into, or out of, the](#)

[circle. If someone or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the spell.](#)



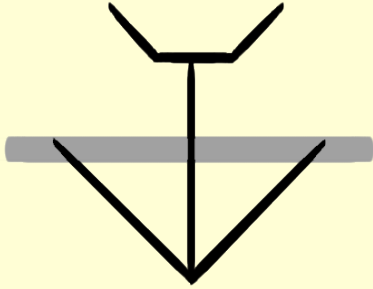
### Rune of Leh'my Ihnn

Cost: 4 Mana

Delivery: Packet

Incantation: Rune, Dispel Circle

[This spell dispels a Circle spell or skill. To cast this spell you trace the rune around a spell packet before throwing. The packet must hit a target inside the circle to dispel its effects.](#)



### **Rune of Ste'khet Thar**

Cost: 5 Mana

Delivery: Drawn

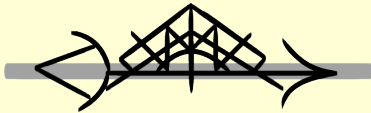
Prerequisite: Secure

Incantation: Rune, Anchor

Makes an inanimate object unmovable until the end of the event. Requires a red sticker.

### *Purist Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*



### **Mark of Iken'do Tha**

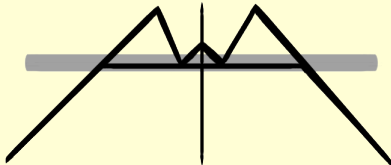
Cost: 5 Mana

Delivery: Drawn, Self Only

Prerequisite: Rune of Remembrance

Incantation: Rune, Mimic

This rune bestows the use of one spell that you have witnessed being cast in the last hour.



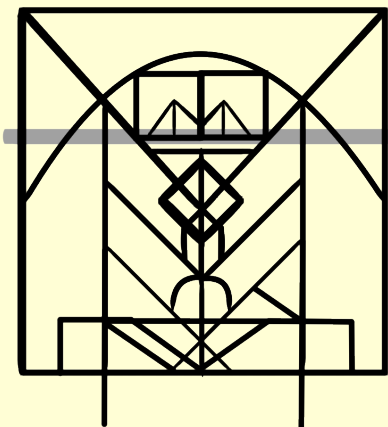
### **Rune of Rh'uen**

Cost: 5 Mana

Delivery: Drawn

Prerequisite: Spell Shield

Incantation: Rune, Dispel Rune



### **Rune of Geht'oop**

Cost: 6 Mana and 1 Health

Point Delivery: Drawn

Prerequisite: Rune of Stae'dao'en

Incantation: Rune, Create Revenant

This Spell requires a corpse. The target will raise from the dead for 10 minutes, have all of its memories and skills, and be eager for revenge on whatever killed it. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this Spell in your PEL.

# Complete Prayer Lists

## Creation

Artisans of all types, those who devote themselves to the Domain of Creation look for divine inspiration to evolve their craft beyond what is normally thought possible.

### *Beginner*

#### **Balance Weapon**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Agility Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

#### **Ignite Forge**

Cost: 2 Conviction

Delivery: Touch

Incantation: Creation, Ignite Forge

Removes the need for a wood component for kilnworks and metal works.

#### **Improve Grip**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Shield Against Disarm

Resist the next Disarm attack

#### **Mend Limb**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Remove Maim,

Allows you to instantly heal a maimed or broken limb. Does not increase Health.

#### **Oil Gun**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Artillery Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

### **Repair Armor**

Cost: 1 Conviction and 1 Iron or Fur

Delivery: Touch

Incantation: Creation, Restore 1 Armor Point

The component cost depends on the type of armor being repaired.

### **Sample**

Cost: 2 Conviction

Delivery: Self Only

Incantation: Creation, Sample [Potion/Pharmaceutical/Alchemical Powder/Edible Item]

You may take the effect from an edible item without expending the effect tag. Instead, read the effect tag and return it to the item. This may be used once per item. This may not be used on Alchemical Powders, Pharmaceuticals, or other non food/drink items.

### **Sharpen Blade**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Stamina Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

### **Summon Antidote**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Remove Poison

This prayer takes 30 seconds to cast.

### **Summon Base Component**

Cost: 2 Conviction

Delivery: Special

Incantation: [Creation](#), Create Base Component

This prayer allows you to create a piece of iron ore, raw glass, raw wood, or a fur. It may only be used at Check- In of the event, [and you will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### **Summon Throwing Dagger**

Cost: 1 Conviction

Delivery: Packet

Incantation: Creation, Holy Damage 1

### **Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

### *Intermediate*

### **Aid Research - Crafting**

Cost: 3 Conviction

Delivery: Special

Prerequisite: Research - Crafting

Incantation: Creation, Aid Crafting Research

This prayer provides valuable assistance to someone with a crafting research project and allows them to get more information from a research attempt. You will receive a copy of their research results and bonus information will be granted if you are skilled in the area being researched. To use this prayer, put it in your pel. The Conviction will be spent at Check In of your next event, and cannot be recovered by any means during the weekend.

### **Ignite Charcoal Forge**

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Ignite Forge

Incantation: Creation, Ignite Charcoal Forge, 10 Minutes

Removes the need for a Fuel component for kilnworks and metal works.

### **Share**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Sample

Incantation: Creation, Share [Edible Item]

The target may take the effect from an edible item without expending the effect tag. The target will read the effect tag and return it to the item. This may be used once per target per event. This may not be used on Alchemical Powders, Pharmaceuticals, or other non food/drink items.

### **Summon Common Creature** Component

Cost: 3 Conviction

Delivery: Special

Prerequisite: Summon Base Component

Incantation: Creation, Create Common Creature Component

This prayer allows you to create a common animal or insect component. It may only be used at Check-In of the event. [You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### **Summon Common Mineral Component**

Cost: 4 Conviction

Delivery: Special

Prerequisite: Summon Base Component

Incantation: [Creation](#), Create Common Mineral Component

This prayer allows you to create a common Mineral component. It may only be used at Check-In of the event. [You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### **Summon Common Plant Component**

Cost: 3 Conviction

Delivery: Special

Prerequisite: Summon Base Component

Incantation: [Creation](#), Create Common Plant Component

This prayer allows you to create a common plant component. It may only be used at Check-In of the event. [You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### **Summon Cure**

Cost: 4 Conviction

Delivery: Touch

Incantation: [Creation](#), Remove Disease

This prayer takes 30 seconds to cast, and will cure the target of the Disease Effect

### **Summon Throwing Spikes**

Cost: 3 Conviction

Delivery: Chain Packets, 5

Prerequisite: Summon Throwing Dagger

Incantation: [Creation](#), Summon Throwing Spikes, Holy Damage 1, Holy Damage 1, Holy Damage 1, Holy Damage 1, Holy Damage 1, Holy Damage 1

### **Tend Wound**

Cost: 2 Conviction

Delivery: Touch

Incantation: [Creation](#), Restore Two Health

This prayer takes 30 seconds to cast, and restores [Two](#) Health Points

## *Advanced*

### **Market**

Cost: 4 Conviction

Delivery: Special

Incantation: Creation, Contact Merchant

This prayer allows you to contact someone of importance in the merchanting world who can get you information and/or assistance with most things dealing with the buying and selling of legitimate goods. The merchant contact can be of specific types of items, or one who sells a wide range of goods, the tradeoff being you're more likely to get better results from a specialist than a generalist.

To use this prayer, put it in your pel. The Conviction will be spent at Check In of your next event, and **cannot** be recovered by any means during the weekend.

### **Refine**

Cost: 2 Conviction

Delivery: Special

Components: 3 of the same base or common components

Incantation: Creation, Refine [Component]

This prayer allows you to refine 3 pieces of a base or common component into 1 refined component. Turn the base or common components into the operations center to get 1 refined component.

### **Reforge Armor**

Cost: 3 Mana and 3 Iron or Fur

Delivery: Touch

Incantation: Creation, Restore All Armor Points

The component cost depends on the type of armor being repaired.

### **Summon Uncommon Creature Component**

Cost: 5 Conviction

Delivery: Special

Prerequisite: Summon Common Creature Component

Incantation: **Creation**, Create Uncommon Creature Component

This prayer allows you to create an uncommon animal or insect component. It may only be used at Check-In of the event. **You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.**



### **Summon Uncommon Mineral Component**

Cost: 6 Conviction

Delivery: Special

Prerequisite: Summon Common Mineral Component

Incantation: [Creation](#), Create Uncommon Mineral Component

This prayer allows you to create an uncommon mineral component. It may only be used at Check-In of the event. [You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### **Summon Uncommon Plant Component**

Cost: 5 Conviction

Delivery: Special

Prerequisite: Summon Common Plant Component

Incantation: [Creation](#), Create Uncommon Plant Component

This prayer allows you to create an uncommon plant component. It may only be used at Check In of the event. [You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.](#)

### *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Research - Crafting**

Cost: 4 Conviction

Delivery: Special

Incantation: Creation, Research Crafting

This prayer allows you to complete one research attempt on a crafting subject. The quality of the response will depend on several factors - how broad or focused the inquiry is, if you have any components associated with the research, if you are skilled in the area being researched, etc. To use this prayer, put it in your pel. The Conviction will be spent at Check-In of your next event and cannot be recovered by any means during the weekend. This may be used once per event.

### **Summon Rare Component**

Cost: 6 Conviction

Delivery: Special

Prerequisite: Summon Uncommon Creature Component, Summon Uncommon Plant Component, Summon Uncommon Mineral Component

Incantation: [Creation](#), Create Rare Component

This prayer allows you to create a rare component. It may only be used at Check-In of the event. You will be given a list of available components you can choose from. You will start the event with the Conviction used to cast this spell already expended. It cannot be recovered until the next dawn.

### **Trash to Treasure**

Cost: 6 Conviction

Delivery: Special

Incantation: Creation, Deconstruct [Item]

This prayer allows you to deconstruct crafted items to salvage components between events. Items must be turned in at check out. If the item is magical, there may be additional effects. The Conviction is spent at Check-In of your next event and cannot be recovered by any means.

## **Death**

Guides along the Black Path, or those wishing to interfere with the ones who tread it, draw their strength from this Domain.

### *Beginner*

#### **Death Shield**

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, [Shield Against Death](#)

This shield allows you to resist any spell or skill with the word Death in its call

#### **Drain Strength**

Cost: 2 Conviction

Delivery: Packet

Incantation: Twilight, Weakness

#### **Lamplighter**

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Show the way.

Must be cast on a spirit, allows you to redirect a lost/wandering spirit to the Black Path

#### **Lance of the Grey**

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Damage 1

#### **Maim Undead**

Cost: 2 Conviction

Delivery: Packet

Incantation: Twilight, Maim Undead [right/left] [arm/leg]

#### **Mend Undead**

Cost: 1 Conviction and 1 Health Point

Delivery: Touch

Incantation: Twilight, restore undead instantly

This spell restores an undead to full vitality. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

**Pacify Undead**

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Pacify Undead

**Speak With Dead**

Cost: 1 Conviction

Delivery: [Touch](#)

Incantation: Twilight, Communicate to Corpse

This prayer allows you to speak with the recently deceased. It will only work on a sentient species whose body is still present (before they banshee to the Black Path). The target is under no obligation to respond, let alone tell the truth. The target will be allowed to remember all words spoken within the duration of this prayer upon their return from the Apothecary.

**Snare Undead**

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Snare Undead

**Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Twilight, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

**Turn Undead**

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Push Undead

**Twilight Shield**

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Shield against Twilight.

## *Intermediate*

### **Bolster Undead**

Casting Cost: 2 Conviction and 1 Health Point

Delivery: Touch

Prerequisite: Mend Undead

Incantation: Twilight, Shield against Holy

Can only be used on the undead. Grants them a shield against the next Holy effect. The health point spent may not be recovered or healed in any way for the rest of the event.

Put use of this prayer in your pel.

### **Feign Death**

Casting Cost: 3 Conviction

Delivery: Self Only

Incantation: Twilight, Feign Death, [5 minutes](#)

For 5 minutes, your pulse becomes undetectable. If someone uses a diagnose effect and asks if you are dead, you may reply “yes” while under this prayer. [You may also inform someone that they “don’t find a pulse” if someone checks you for one.](#)

### **Last Gasp**

Cost: 2 Conviction

Delivery: Self Only Incantation: Twilight, I set this prayer in waiting, [cast spell]

This prayer allows you to cast another prayer that will activate at the moment your bleed out count ends, or you are affected by a Death effect.

### **Lance of the Light**

Cost: 2 Conviction

Delivery: Packet

Incantation: Twilight, Holy Damage 1

### **Quiet the Dead**

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Lamplighter

Incantation: Twilight, Stay the Path

Must be cast upon a spirit. Prevents the target from being led away from the Black Path

### **Speak With Spirit**

Cost: 3 Conviction

Delivery: [Touch](#)

Prerequisite: Speak With Dead

Incantation: Twilight, Speak with Spirit

This prayer allows you to speak with a spirit on the Black Path. The target is under no obligation to respond, let alone tell the truth. The target will be allowed to remember all words spoken within the duration of this prayer upon their return from the Apothecary.

### **Tend Wound**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Twilight, Restore Two Health

This prayer takes 30 seconds to cast, and restores **two** Health Points

### **Turn the Horde**

Cost: 3 Conviction

Delivery: **Cluster Packets, 5**

Prerequisite: Turn Undead

Incantation: Twilight, Push Undead

### **Volley of the Grey**

Cost: 3 Conviction

Delivery: Chain 5

Prerequisite: Spear of the Grey

Incantation: Twilight, Volley, Twilight, Damage 1, Twilight, Damage 1, Twilight, Damage 1, Twilight, Damage 1, Twilight, Damage 1

## *Advanced*

### **Calm the Horde**

Cost: 3 Conviction

Delivery: **Cluster Packets, 5**

Prerequisite: Pacify Undead

Incantation: Twilight, Pacify Undead

### **Empower Undead**

Cost: 4 Conviction and 1 Health Point

Delivery: Touch

Prerequisite: Bolster the Dead

Incantation: Twilight, Barrier Against Holy, 5 Minutes

This prayer grants a 5-minute barrier against Holy effects to an Undead target. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

### **Lance of the Black Path**

Cost: 5 Conviction and 1 Health Point

Delivery: Packet

Prerequisite: Volley of the Grey

Incantation: Twilight, Death

The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

### **Path of the Damned**

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Quiet the Dead

Incantation: Twilight, Cursed Spirit, inform the Apothecary

Target must be a corpse.

### **Spirit Form**

Cost: 5 Conviction

Delivery: Self Only

Incantation: Twilight, Barrier Against Physical Attacks, 5 Minutes

This prayer gives you a five-minute barrier against physical attacks. If you are struck by a weapon or bullet, state "barrier". You still take damage from spells, and any Holy damage delivered by spells is doubled.

### **Wide Path**

Cost: 5 Conviction

Delivery: Touch

Incantation: Twilight, Remove Cursed Soul

This prayer must be cast on a living target. If the target has a weakened soul, that effect is canceled.

## *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Revenant**

Cost: 6 Conviction and 1 Health Point

Delivery: Touch

Prerequisite: Empower Undead

Incantation: Twilight, Create Revenant, 10 Minutes

This prayer requires a corpse. The target will raise from the dead for 10 minutes, have all of its memories and skills, and be eager for revenge on whatever killed it. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your pel.

### **Sure Path**

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Wide Path

Incantation: Twilight, Greater Last Rites

This prayer may only be cast on a dead body, or a spirit on the Black Path. The target will inform the Apothecary and return Blessed.

### **Wraith Walk**

Cost: 5 Conviction and 1 Health Point

Delivery: Self Only

Prerequisite: Spirit Form, Wide Path

Incantation: Twilight, Wraith Walk

Player is able to escort a specific soul from its place of death to the doors of the Apothecary. While using this skill, the player may interact with other spirits, but will not enter the Apothecary themselves, and must remain within 5 paces of the spirit they are escorting. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your PEL.



## **Inspiration**

Followers of Inspiration often have the right words or actions to help others achieve their goals and often take satisfaction from playing a support role.

### *Beginner*

#### **Bestow Disarm**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow one use of Disarm

Bestows the target with a single use of the combat skill call "Disarm".

#### **Bestow Health**

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

#### **Bestow Karma**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Karma

Bestows a single use of Karma: instead of starting their death count at the end of their bleed out count, the target is restored to 1 health. To use this bestowal, state "Inspiration, Karma".

#### **Bestow Linguistics**

Cost: 1 Conviction

Delivery: Touch

Incantation: [Inspiration](#), Bestow Communicate

Allows the target to understand and speak the languages of other sentient species for 15 minutes. To use this bestowal, state "Inspiration, Communicate, [15 minutes](#)".

#### **Bestow Push**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Push

Bestows the target with a single use of the combat skill call "Push".

**Bestow Resilience**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Shield Against Slumber

**Bestow Stabilize**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Stabilize

**Pacify**

Cost: 2 Conviction

Delivery: Packet

Incantation: Inspiration, Pacify

**Pep Talk**

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Reduce [Pool] Cost of next [Skill/ Spell/ Prayer] by One

This cannot reduce the cost to 0.

**Reassurance**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Shield Against Terror

**Share Burden**

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Increase Duration of next [Spell/ Prayer] by One Minute

**Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

## *Intermediate*

### **Bestow Diagnose**

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Diagnose

### **Bestow Knockdown**

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Knockdown

Bestows the target with a single use of the combat skill call "Knockdown".

### **Bestow Pain**

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Pain

Bestows the target with a single use of the combat skill call "Pain".

### **Bestow Set Break**

Cost: 3 Conviction

Delivery: Touch

Usage: via Bandage

Incantation: Inspiration, Bestow Set Break

### **Bestow Subdue**

Cost: 3 Conviction

Delivery: Touch

Usage: via Subdue Packet

Incantation: Inspiration, Bestow Subdue

### **Bestow Shield Skill**

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Shield Skill, One Hour

### **Bestow Waylay**

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Waylay

Grants the target one use of the skill Waylay. State "Slumber" before striking with your weapon. Strike must be delivered from behind and with both feet planted.

### **Shared Conviction**

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: [Inspiration](#), Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

### **Tend Wound**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Inspiration, Restore Two Health

This prayer takes 30 seconds to cast, and restores [two](#) Health Point

### *Advanced*

### **[Aegis of Inspiration](#)**

Cost: 4 Conviction

Delivery: Touch

Prerequisite: [Bestow Shield Skill](#)

Incantation: [Inspiration](#), [\[Barrier\]](#), 5 minutes.

[Converts your active Shield spell into a five minute barrier on your target.](#)

### **Hype**

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, Suspend Damage

This prayer suspends all damage to the target for 1 minute. At the end of this prayer the target loses Health Points equal to the amount of damage suspended during the prayer.

This loss of Health Points cannot be prevented in any way, though the target may be healed by any normal means after the damage is taken.

### **Fight Song**

Cost: 4 Conviction

Delivery: Touch

Incantation: Inspiration, [Bestow Double Damage to Next](#) [Prayer/ Skill/ Spell]

### **Bestow Avoid Trap**

Cost: 3 Conviction

Delivery: Touch

Incantation: Inspiration, [Bestow Avoid Trap](#)

### **Bestow First Aid - One Hour**

Cost: 5 Conviction

Delivery: Touch

Useage: via Bandage

Incantation: Inspiration, Bestow First Aid, One Hour

### **Tend Grievous Wound**

Cost: 3 Conviction

Prerequisite: Tend Wound

Delivery: Touch

Incantation: Inspiration, Restore 4 Health

This prayer takes 30 seconds to cast.

### *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Adrenaline Rush**

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Hype

Incantation: Inspiration, Suspend Damage and Effects

This prayer provides a one-minute barrier against all attacks and effects. If you are struck by a weapon, bullet, or spell packet, state "Barrier". When this prayer ends you immediately begin a Bleed Out Count and any prayers/skills/spells which were suspended take effect. Neither the start of your Bleed Out Count nor these effects may be prevented in any way, though you may be healed and take additional effects as normal during your Bleed Out Count.

### **Inspirit**

Cost: 7 Conviction

Delivery: Chain Touch, 10

Prerequisite: Tend Minor Wound

Incantation: Inspiration, Inspirit, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point to each target touched within that 30 seconds.

### **Rousing Cheer**

Cost: 3 + [X] Conviction

Delivery: Touch

Incantation: Inspiration, Restore [Agility/Artillery/Conviction/Mana/Stamina] Pool X

This prayer allows you to restore [X] Agility, Artillery, Conviction, Mana, or Stamina points to a target. This cannot increase their action pool beyond their own capacity.

## Knowledge

The axiom “knowledge is power” reaches new heights when applied to those who devote themselves to this Domain. Whether amassing knowledge for oneself or to share with others, the only real tenet is preservation of what is known.

**Note:** Many of the Knowledge prayers allow you to tap into the knowledge of others and borrow it, either for yourself or another. Unless stated otherwise, no Knowledge Prayer is able to bestow an Advanced or Specialized skill, spell, or prayer. It is also impossible for Knowledge prayers to borrow a Null Revocation, due to its anti-magic nature. In addition, when copying either the Backstab, Hollow Point, or Slay skills with a knowledge prayer, the damage call will always be the base call (2 for Backstab, 3 for Hollow Point/Slay) unless stated otherwise.

### *Beginner*

#### **Bestow Communicate**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Communicate

Incantation: Knowledge, Bestow Communicate

Allows the target to understand and speak the languages of other sentient species for 5 minutes. To use this bestowal state “Knowledge, Communicate, 5 minutes”

#### **Borrow Divine Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Prayer] to Self, [Prayer Incantation]

This prayer allows you to touch a willing target and bestow one use of a beginner or intermediate prayer they know to yourself. [X] is the cost of the prayer bestowed. You do not expend points when casting the bestowed prayer.

#### **Borrow Magic Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Spell] to Self, [Spell Incantation]

This prayer allows you to touch a willing target and bestow one use of a beginner or intermediate spell they know to yourself. [X] is the cost of the spell bestowed. You do not expend points when casting the bestowed spell.

### **Borrow Melee Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Melee Skill] to Self, [Melee Skill Call]

This prayer allows you to touch a willing target and bestow one use of a basic called melee skill they know to yourself. [X] is the Stamina cost of the skill bestowed. You do not expend points when casting the bestowed skill.

### **Borrow Stealth Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Stealth Skill] to Self, [Stealth Skill Call]

This prayer allows you to touch a willing target and bestow one use of a basic called stealth skill they know to yourself. [X] is the Agility cost of the skill bestowed. You do not expend points when casting the bestowed skill.

### **Cleanse Poison**

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Remove Poison

### **Communicate**

Cost: 1 Conviction

Delivery: [Packet](#)

Incantation: Knowledge, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

### **Guiding Prayer**

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Reduce Conviction Cost of Next Prayer by 1

This cannot reduce the cost to 0 Conviction.

### **Lecture**

Cost: 2 Conviction

Delivery: Packet

Incantation: Knowledge, Silence

### **Lend Divine Knowledge**

Cost: 2 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Divine Knowledge

Incantation: Knowledge, Bestow [Prayer], [Prayer Incantation]

This prayer bestows one use of a basic or intermediate prayer to a target you touch. You may bestow a prayer you know, or touch a willing person and bestow a prayer they know to the target. [X] is the Conviction cost of the spell bestowed. The target does not expend points when casting the bestowed prayer.

### **Open Book**

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Reduce Mana Cost of Next Spell by 1

This cannot reduce the cost to 0 Mana.

### **Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

## *Intermediate*

### **Aid Research**

Cost: 3 Conviction

Delivery: Special

Incantation: Knowledge, Aid Research

This prayer provides valuable assistance to someone with a research project and allows them to get more information from a research attempt. You will receive a copy of their research results and bonus information will be granted if you are skilled in the area being researched. To use this prayer, put it in your pel. The Conviction will be spent at Check-In of your next event and cannot be recovered by any means during the weekend.

### **Analyze Alchemical Powder**

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Analyze Alchemical Powder

This prayer allows you to identify an alchemical powder. You may open the vial and read the tag without expending the powder.



### **Borrow Gun Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Bestow Communicate

Incantation: Knowledge, Bestow [Gun Skill] to Self, [Gun Skill Call]

You may only use this prayer if you have purchased at least one Gun Use skill. This prayer allows you to touch a willing target and bestow one use of a basic called gun skill they know to yourself. [X] is the Artillery cost of the skill bestowed. You do not expend points when casting the bestowed skill.

### **Cure Disease**

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Remove Disease

### **Lend Magic Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Magic Knowledge

Incantation: Knowledge, Bestow [Spell], [Spell Incantation]

This prayer bestows one use of a basic or intermediate spell to a target you touch. You may bestow a spell you know, or touch a willing person and bestow a spell they know to the target. [X] is the Mana cost of the spell bestowed. The target does not expend points when casting the bestowed spell.

### **Lend Melee Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Melee Knowledge

Incantation: Knowledge, Bestow [Melee Skill], [Melee Skill Call]

This prayer bestows one use of a basic called melee skill to a target you touch. You may bestow a skill you know, or touch a willing person and bestow a skill they know to the target. [X] is the Stamina cost of the skill bestowed. The target does not expend points when casting the bestowed skill.

### **Lend Stealth Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Stealth Knowledge

Incantation: Knowledge, Bestow [Stealth Skill], [Stealth Skill Call]

This prayer bestows one use of a basic called stealth skill to a target you touch. You may bestow a skill you know, or touch a willing person and bestow a skill they know to the

target. [X] is the Agility cost of the skill bestowed. The target does not expend points when casting the bestowed skill.

### **Shared Conviction**

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

### **Truth and Fiction**

Cost: 4 Conviction

Delivery: Special

Incantation: Knowledge, Bestow Rumor Monger

This prayer allows you to know any rumors currently circulating. The knowledge of how true or false a rumor is will not be provided. To use this prayer, put it in your pel. If there are rumors you will receive them at your next check in. The Conviction will be spent at that check in and [cannot be recovered until the next dawn](#).

## *Advanced*

### **Direct Report**

Cost: 4 Conviction

Delivery: Special

Incantation: Knowledge, Direct Report

200 words will be received by any target you can name. This prayer does not guarantee a response. The written words must be turned in at Check Out. The Conviction will be spent at Check In of your next event and [cannot be recovered until the next dawn](#).

### **Dull Lecture**

Cost: 4 Conviction

Delivery: Packet

Incantation: Knowledge, Slumber, 5 Minutes

### **Empower Aegis**

Cost: 4 Conviction

Delivery: Self Only

Prerequisite: Borrow Divine Knowledge

Incantation: Knowledge, Shield to Barrier, 5 Minutes

Converts an active Shield spell to a 5 minute Barrier.

### **Lend Gun Knowledge**

Cost: 1 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Gun Knowledge

Incantation: Knowledge, Bestow [Gun Skill], [Gun Skill Call]

The target of this prayer must have purchased at least one Gun Use skill. This prayer bestows one use of a basic called gun skill to a target you touch. You may bestow a skill you know, or touch a willing person and bestow a skill they know to the target. [X] is the Artillery cost of the skill bestowed. The target does not expend points when casting the bestowed skill.

### **Research**

Cost: 4 Conviction

Delivery: Special

Incantation: Knowledge, Bestow Research

This prayer allows you to complete one research attempt on a subject. The quality of the response will depend on several factors - how broad or focused the inquiry is, if you have any components associated with the research, if you are skilled in the area being researched, etc. To use this prayer, put it in your pel. The Conviction will be spent at Check-In of your next event and cannot be recovered by any means during the weekend.

### **Restore Mana**

Cost: 2 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Restore Mana [X]

Allows you to restore a target's Mana Pool by [X]. This cannot increase their pool beyond their own capacity.

### *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Borrow Knowledge**

Cost: 3 + [X] Conviction

Delivery: Touch

Prerequisite: Borrow Divine Knowledge

Incantation: Knowledge, Bestow [Prayer/Spell/Called Skill] to Self, [Prayer/Spell

Incantation] or [Called Skill]

You may touch a willing target and bestow the ability to cast one prayer/skill/spell they know to yourself. [X] is the numeric cost of the prayer/spell/called skill bestowed. You do not expend additional Conviction when casting the bestowed prayer, spell, or called skill. This cannot be used to bestow [Aspect](#) or Purist prayers, spells, advanced or specialized skills.

### **Leaked Report**

Cost: 5 Conviction

Delivery: Special

Incantation: Knowledge, Leaked Report

This prayer will deliver a copy of one report issued at Check In of your next event to you. This prayer guarantees that you will know who received the original report. To use this prayer, put it in your pel. If a report is generated, the Conviction will be spent at Check In of your next event and cannot be recovered by any means during the weekend. If no report is generated you will not spend any Conviction at Check In.

### **Share Knowledge**

Cost: 5 + [X] Conviction

Delivery: Touch, Chain Touch, 5

Prerequisite: Lend Divine Knowledge and Lend Magic Knowledge

Incantation: Knowledge, Share [Prayer/Spell], [Prayer/Spell Incantation]

This prayer allows you to touch a willing target (including yourself) and bestow the ability to use one prayer or spell they know to 5 targets. [X] is the cost of the prayer bestowed. The targets do not expend Conviction or Mana when casting the bestowed prayer or spell. This cannot be used to bestow [Aspect](#) or Purist prayers or spells.

## **Life**

Of all the Divine Domains, none lends itself better to the healing arts than Life. The most devout of this domain are rumored to be able to restore life to those who have died.

### *Beginner*

#### **Awaken**

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, [Remove Slumber](#)

This spell cancels the effects of Slumber

#### **Bestow Health**

Cost: 2 Conviction

Delivery: Touch

Incantation: [Life](#), Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

#### **Cleanse Poison**

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Remove Poison

#### **Communicate**

Cost: 1 Conviction

Delivery: [Packet](#)

Incantation: Life, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

#### **Cure Disease**

Cost: 2 Conviction

Delivery: Touch

Incantation: Life, Remove Disease

#### **Death Shield**

Cost: 2 Conviction

Delivery: Touch

Incantation: Life, Shield Against Death

This shield allows you to resist any spell or skill with the word Death in its call

### **Heal Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Restore 1 Health, Instant

Restores 1 health point to target.

### **Pacify**

Cost: 2 Conviction

Delivery: Packet

Incantation: Life, Pacify

The target is unable to attack or be aggressive towards you. This spell ends when the target is dealt damage or your performance ends.

### **Reduce Radiation**

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Reduce Radiation Count by 1

### **Release**

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Remove Magical Bonds

This spell cancels the effects of Bind, Snare, and Paralyze

### **Speak With Dead**

Cost: 1 Conviction

Delivery: [Touch](#)

Incantation: Life, Speak with Dead, 5 Minutes

This prayer allows you to speak with the recently deceased. It will only work on a sentient species whose body is still present (before they banish to the Black Path). The target is under no obligation to respond, let alone tell the truth. However, any conversation had the target will be allowed to remember upon their return from the Apothecary.

### **Turn Undead**

Cost: 1 Conviction

Delivery: Packet

Incantation: Life, Push Undead

## *Intermediate*

### **Aura of Life**

Cost: 3 Conviction

Delivery: Self Only

Prerequisite: Pacify

Incantation: Life, Aura of Life

Once per casting, when struck with a melee (non-ranged) weapon, state “Backlash, Life, Pacify.” [This does not prevent damage or skills from the attack.](#)

### **Cure Radiation Sickness**

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Reduce Radiation

Incantation: Life, Reduce Radiation Count to Zero

### **Greater Bestow Health**

Cost: 3 Conviction

Delivery: Touch

Incantation: [Life](#), Inspiration, Bestow 2 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

### **Heal the Masses**

Cost: 3

Delivery: Chain Touch 5

Incantation: Life, Restore 1 Health, Instant, Restore 1 Health, Instant, Restore 1 Health, Instant, Restore 1 Health, Instant, Restore 1 Health, Instant

### **Heal Wound**

Cost: 2 Conviction

Prerequisite: Heal Minor Wound

Delivery: Touch

Incantation: Life, Restore 3 Health, Instant

### **Lance of the Light**

Cost: 2 Conviction

Delivery: Packet

Incantation: Life, Holy Damage 1

**Pacify Revenant**

Cost: 4 Conviction

Delivery: Packet

Prerequisite: Pacify

Incantation: Life, Pacify Revenant

This spell only works on a Revenant, not any other form of undead.

**Resist Twilight**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Death Shield

Incantation: Life, Shield Against Twilight

**Shared Conviction**

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Life, Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

*Advanced***Death Barrier**

Cost: 3

Delivery: Touch

Prerequisite: Resist Death

Incantation: Life, Barrier Against Death, 5 Minutes

**Greater Heal the Masses**

Cost: 6 Conviction

Delivery: Chain Touch 5

Prerequisite: Heal the Masses

Incantation: Life, Restore 3 Health, Instant, Restore 3 Health, Instant, Restore 3 Health, Instant, Restore 3 Health, Instant, Restore 3 Health, Instant.

**Heal Grievous Wound**

Cost: 3 Conviction

Prerequisite: Heal Wound

Delivery: Touch

Incantation: Life, Restore 5 Health, Instant



**Safe Passage**

Cost: 5 Conviction

Delivery: Touch

Incantation: Life, Remove Cursed Soul

This prayer must be cast on a living target. If the target has a weakened soul, that effect is canceled.

**Sanctity of Life**

Cost: 5 Conviction

Delivery: Touch

Prerequisite: Pacify Revenant

Incantation: Life, Barrier Against Raise Revenant or Husk, 1 hour

**Volley of the Light**

Cost: 6 Conviction

Delivery: Chain 5

Prerequisite: Lance of the Light

Incantation: Life, Volley of Light, Holy, Damage 1, Holy, Damage 1, Holy, Damage 1, Holy, Damage 1, Holy, Damage 1.

## *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Aura of Rebirth**

Cost: 6 Conviction

Delivery: Self Only

Prerequisite: [Aura of Life](#)

Incantation: Life, Aura of Rebirth

When your bleed out count runs out, instead of dying you are restored to full vitality. This effect will not trigger if you are hit with a death effect, or if you have a radiation count.

### **Circle of Life**

Cost: 7 Conviction

Delivery: [Special](#)

Incantation: Life, Greater Circle of Healing

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation, anyone inside the circle is protected from both magical and physical attacks. In addition, Death and Bleed Out Counts are suspended for anyone inside the circle, even if they are diseased or paralyzed. One Health Point is restored per minute for anyone inside the circle who is not diseased or paralyzed, until their Health Pool is at capacity. The circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. The spell lasts for 5 minutes, or until someone breaks the circle.

### **Resurrection**

Cost: 8 Conviction

Prerequisite: Heal [Grievous Wound](#)

Delivery: Touch

Incantation: Life, Restore Life, [Health Pool to Full](#)

This prayer will restore someone who has recently died to life and full Health Pool. There must be a corpse to cast this spell on, it cannot target a spirit on the Black Path. The prayer takes one minute to cast, but the target's death count pauses while you are casting it.

## **Nature**

Typically embraced by those of Druidic or Ranger mindsets, those who live a life in harmony with the world around them learn the ways of the flora and fauna.

### *Beginner*

#### **Charm Lesser Beast**

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Charm Lesser Beast, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a lesser beast that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

#### **Charm Lesser Plantform**

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Charm Lesser Plantform, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a lesser plantform that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

#### **Cleanse Poison**

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Remove Poison

#### **Communicate**

Cost: 1 Conviction

Delivery: [Packet](#)

Incantation: Nature, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

#### **Cure Disease**

Cost: 2 Conviction

Delivery: Touch

Incantation: Nature, Remove Disease

**Ensnaring Roots**

Cost: 1 Conviction

Delivery: Packet

Incantation: Nature, Snare

**Pacify Primal**

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Pacify Primal

**Resist Disease**

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Disease

**Resist Nature**

Cost: 2 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Nature

**Resist Poison**

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Poison and Venom

**Shared Conviction**

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Nature, Transfer Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

**Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

## *Intermediate*

### **Aura of Nature**

Cost: 3 Conviction

Delivery: Self Only

Prerequisite: Ensnaring Roots

Incantation: Nature, Aura of Nature

Once per casting, when struck with a melee (non-ranged) weapon, state “Backlash, Nature, Snare.” [This does not prevent damage or skills from the attack.](#)

### **Charm Greater Beast**

Cost: 4 Conviction

Prerequisite: Charm Lesser Beast

Delivery: Packet

Incantation: Nature, Charm Greater Beast, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a greater beast that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

### **Charm Greater Plantform**

Cost: 4 Conviction

Delivery: Packet

Incantation: Nature, Charm Greater Plantform, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a greater plantform that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

### **Disease**

Cost: 3

Delivery: Packet

Prerequisite: Cure Disease

Incantation: Nature, Disease

### **Disease Barrier**

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Cure Disease

Incantation: Nature, Barrier Against Disease, 5 Minutes

**Poison**

Cost: 3 Conviction

Delivery: Packet

Prerequisite: Cleanse Poison

Incantation: Nature, Poison

**Poison Barrier**

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Cleanse Poison

Incantation: Nature, Barrier Against Poison and Venom, 5 Minutes

**Tend Wound**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Nature, Restore Two Health

This prayer takes 30 seconds to cast, and restores two Health Point

**Voice of the Hive Queen**

Cost: 4 Conviction

Delivery: Packet

Incantation: Nature, Charm Insect, 5 Minutes

*Advanced***Aura of the Viper**

Cost: 5 Conviction

Prerequisite: Poison

Delivery: Self Only

Incantation: Nature, Aura of the Viper

Once per casting, when struck with a melee (non-ranged) weapon, state “Backlash, Nature, Poison.” This does not prevent damage or skills from the attack.

**Command Sentient Beast**

Cost: 6 Conviction

Prerequisite: Charm Greater Beast

Delivery: Packet

Incantation: Nature, Command Sentient Beast, [State Command]

This prayer will force a sentient beast to obey one command. Choose your words carefully, after the command is obeyed the beast is free to do as it pleases.

### **Command Sentient Platform**

Cost: 6 Conviction

Delivery: Packet

Incantation: Nature, Command Sentient Platform, [\[State Command\]](#)

This prayer will force a sentient platform to obey one command. Choose your words carefully, after the command is obeyed the platform is free to do as it pleases.

### **Nature's Resilience**

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Resist Nature

Incantation: Nature, Barrier Against Nature, 5 Minutes

### **Preserve Component**

Cost: 4 Conviction

Delivery: Special

Incantation: Nature, Preserve

This prayer requires a clean vial. Turn in the vial and component to be preserved at Check Out.

### **Tend [Grievous Wound](#)**

Cost: 3 Conviction

Delivery: Touch

Prerequisite: Tend Wound

Incantation: Nature, Restore Four Health

This prayer takes 30 seconds to cast, and restores four Health Point

## *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

### **Apex Predator**

Cost: 5 Conviction

Delivery: Packet

Incantation: Nature, Bleed

### **Command Primal**

Cost: 7 Conviction

Delivery: Packet

Prerequisite: Pacify Primal

Incantation: Nature, Command Primal, [\[State Command\]](#)

This prayer will force a Primal to obey one command. Choose your words carefully, after the command is obeyed the Primal is free to do as it pleases.

### **Regeneration**

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Tend Wound

Incantation: Nature, Restore [One](#) health per minute, 5 minutes.



## **Storm**

Tornado and Hurricane, Sirocco and Scouring Sand Storms, Lightning and the concussive blast of Thunder. There is raw power in the heart of every storm, and those who choose this path need to be strong enough to embrace it.

### *Beginner*

#### **Calm Winds**

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, Pacify Primal

#### **Dust Devil**

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, Pain

#### **Elemental Shield**

Cost: 3 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Earth, Fire, Water, or Wind

#### **Gale**

Cost: 1 Conviction

Delivery: Packet

Incantation: Storm, Push

#### **Resist Storm**

Cost: 2 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Storm

#### **Rolling Thunder**

Cost: 2 Conviction

Delivery: Touch

Incantation: Storm, Bestow Subdue

#### **Sea Legs**

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Knockdown

**Squall**

Cost: 1 Conviction

Delivery: Packet

Incantation: Storm, Damage 1

**Sure Footed**

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, Shield Against Push

**Turbulence**

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, [Remove Slumber](#)

**Upheaval**

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, Knockdown

**Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: Storm, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

*Intermediate***Aura of the Storm**

Cost: 3 Conviction

Delivery: Self Only

Incantation: Storm, Aura of Storm

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, Storm, Knockdown." [This does not prevent damage or skills from the attack.](#)

**Becalm**

Cost: 4 Conviction

Delivery: Touch

Prerequisite: Resist Storm

Incantation: Storm, Barrier Against Storm, 5 Minutes

### **Deluge**

Cost: 3 Conviction

Delivery: Chain Packet, 5

Prerequisite: Squall

Incantation: Storm, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1, Deluge, Storm, Damage 1

### **Eye of the Hurricane**

Cost: 3 Conviction

Delivery: Special

Incantation: Storm, Circle of Protection, 5 Minutes

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you are protected from both magic and physical attacks. However, the circle is not a single direction barrier. You are also unable to attack or cast spells outside of the circle. [The Circle of Protection lasts for 5 minutes and operates as a barrier in both directions; nothing may pass into, or out of, the circle. If you or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the prayer.](#)

### **Surge**

Cost: 2 Conviction

Delivery: Packet

Incantation: Storm, [Element] Damage 1

Replace [Element] with Earth, Fire, Water, or Wind for the type of elemental damage you wish.

### **Tend Wound**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: Storm, Restore Two Health

This prayer takes 30 seconds to cast, and restores two Health Points

### **Tied In**

Cost: 3

Delivery: Touch

Prerequisite: Sea Legs

Incantation: Storm, Barrier Against Knockdown and Push, 5 Minutes

### **Tornado**

Cost: 6

Delivery: Cluster Packet, 5

Prerequisite: Upheaval

Incantation: Storm, Knockdown

### **Typhoon**

Cost: 3

Delivery: Chain Packet, 5

Prerequisite: Squall

Incantation: Storm, Typhoon, Storm, Push, Storm, Push, Storm, Push, Storm, Push, Storm, Push, Storm, Push

### *Advanced*

### **Halcyon**

Cost: 4 Conviction

Delivery: Packet

Prerequisite: Calm Winds

Incantation: Storm, Charm Primal, 5 Minutes

The Primal target of this spell believes that you are their best friend and will act accordingly. While you cannot force them to do anything, they will do things that they would normally do to make a good friend happy.

### **Safe Harbor**

Cost: 5 Conviction

Delivery: Special

Prerequisite: Circle of Protection

Incantation: Storm, Greater Circle of Protection, 5 Minutes

By creating a circle 10 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating the incantation you and anyone inside the circle are protected from both magic and physical attacks. However, the circle is not a single direction barrier. No one inside the circle is able to attack or cast spells outside of the circle. [The Greater Circle of Protection lasts for 5 minutes and operates as a barrier in both directions; nothing may pass into, or out of, the circle. If someone or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the prayer.](#)

### **Sand Storm**

Cost: 6 Conviction

Delivery: Chain Packet, 5

Prerequisite: Dust Devil

Incantation: Storm, Sand Storm, Storm, Pain, Storm, Pain, Storm, Pain, Storm, Pain, Storm, Pain.

### **Sirocco**

Cost: 6 Conviction

Delivery: Chain Packet, 5

Prerequisite: Surge

Incantation: Storm, Sirocco, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1, [Element] Damage 1.

Replace [Element] with Earth, Fire, Water, or Wind. You can change the [Element] with every packet.

### **Tempest in a Teapot**

Cost: 6 Conviction

Delivery: Touch

Prerequisite: Elemental Shield

Incantation: Storm, Barrier Against Earth, Fire, Water, and Wind, 5 Minutes

### **The Perfect Storm**

Cost: 5 Conviction

Delivery: Special

Incantation: Storm, Circle of Channeling

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) around you, you can expend a use of this skill and state "Storm, Circle of Channeling." For the next minute you can throw an unlimited amount of "Storm, Damage 1" spells for no Conviction cost. This ends early if you are rendered unable to cast spells or the Circle is dispelled.

### *Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

#### **Heart of the Storm**

Cost: 7 Conviction

Delivery: Self Only

Prerequisite: Safe Harbor

Incantation: Storm, Barrier Against Physical Harm, 5 Minutes

#### **Trident of the Storm Lord**

Cost: 5 Conviction

Delivery: Packet

Prerequisite: Sirocco

Incantation: Storm, Death

#### **Voice of the Storm Lord**

Cost: 6 Conviction

Delivery: Packet

Prerequisite: Halcyon

Incantation: Storm, Command Primal, [\[State Command\]](#)

This prayer will force a Primal to obey one command. Choose your words carefully, after the command is obeyed the Primal is free to do as it pleases.

## **War**

While losing favor in this current age of peace, there is always the clarion call of this Domain bringing in Devout in preparations for the day that war breaks out again. Warrior priests are constantly honing their skills with the blessings of this domain.

### *Beginner*

#### **Battle Cry**

Cost: 1 Conviction

Incantation: War, Enchant War

Enchants a gun or melee weapon with War. Call “War” on your next attack. May be paired with a called attack.

#### **Challenge**

Cost: 1 Conviction

Delivery: Packet

Incantation: War, Approach Me

#### **Coldcock**

Cost: 2 Conviction

Delivery: Subdue Packet

Incantation: War, Subdue

#### **Crowd Control**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Bestow Push

Bestows the target with a single use of the combat skill call “Push”.

#### **Fearless**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Terror

#### **Iron Grip**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Disarm

**Make it Hurt**

Cost: 2 Conviction

Delivery: Touch

Incantation: War, Bestow Pain

Bestows the target with a single use of the combat skill call "Pain".

**Not Today**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Death

**Pure Adrenaline**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Slumber

**Repair Armor**

Cost: 1 Conviction and 1 Iron or Fur

Delivery: Touch

Incantation: War, Restore 1 Armor Point

The component cost depends on the type of armor being repaired.

**Sanctify**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Enchant Holy

Enchants a hand-to-hand weapon with Holy. Call "Holy" on your next attack. May be paired with a called melee or stealth attack.

**Tend Minor Wound**

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point



## *Intermediate*

### **Aura of War**

Cost: 3 Conviction

Delivery: Self Only

Incantation: War, Aura of War

Once per casting, when struck with a melee (non-ranged) weapon, state “Backlash, War, Disarm.” [This does not prevent damage or skills from the attack.](#)

### **Hold the Line**

Cost: 3 Conviction

Delivery: Touch

Incantation: War, Bestow Shield Use, 1 hour.

### **Lay Them Out**

Cost: 3 Conviction

Delivery: Touch

Incantation: War, Bestow Knockdown

Bestows the target with a single use of the combat skill call “Knockdown”.

### **Locked and Loaded**

Cost: 4 Conviction

Delivery: Touch

Incantation: War, Bestow Guns 2, 1 Hour

### **Plowshares**

Cost: 3 Conviction

Delivery: Touch

Incantation: War, Bestow Disarm

Bestows the target with a single use of the combat skill call “Disarm”.

### **Spike Pit**

Cost: 4 Conviction

Delivery: Touch

Incantation: War, Bestow Maim

Bestows the target with a single use of the combat skill call “Maim”.

### **Tend Wound**

Cost: 2 Conviction

Delivery: Touch

Prerequisite: Tend Lesser Wound

Incantation: War, Restore Two Health

This prayer takes 30 seconds to cast, and restores two Health Point

**Walk It Off**

Cost: 2 Conviction

Delivery: Touch

Incantation: War, Remove Maim

**War Cry**

Cost: 2 Conviction

Delivery: Packet

Incantation: War, Terror

*Advanced***Aura of the Warlord**

Cost: 3 Conviction

Delivery: Self Only

Prerequisite: Aura of War

Incantation: War, Aura of the Warlord

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, War, Terror." [This does not prevent damage or skills from the attack.](#)

**Blessing of the Armorer**

Cost: 6 Conviction

Delivery: Touch

Incantation: War, Bestow 4 Armor Points

[This prayer Bestows 4 temporary Armor Points to the target. These 4 Armor Points may go above the target's normal Armor Point maximum and can not be repaired.](#)

**Cannibalize Healing**

Cost: 1 Conviction + [X] [Stamina/Agility/Artillery]

Delivery: Self Only

Incantation: War, Restore [X] Health, Instant

This prayer instantly restores [X] Health Points to you. [X] is the number of Stamina, Agility, or Artillery Points spent to cast this prayer.

**Hand of the Divine**

Cost: 4 Conviction

Delivery: Packet

Incantation: War, Holy Damage 5

**Rout**

Cost: 5 Conviction

Delivery: Cluster Packets, 5

Incantation: War, Terror

**Stand Tall**

Cost: 4 Conviction

Delivery: Touch

Incantation: War, Barrier Against Knockdown and Push, 5 Minutes

*Aspect Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

**Aura of the Champion**

Cost: 6 Conviction

Delivery: Self Only

Prerequisite: Aura of the Warlord

Incantation: War, Aura of the Champion

Once per casting, this Aura can be activated by challenging a target to a duel. So long as you are engaged in combat with the target you have a barrier against physical attacks from everything except your target.

**Finish It**

Cost: 5 Conviction

Delivery: Self Only

Incantation: War, Bestow Death

This bestowal allows you to call "Death" on your next stealth, melee, or gun attack.

**Let There Be Carnage**

Cost: 5 Conviction

Delivery: Touch

Incantation: War, Bestow Slay

Bestows the target with a single use of the combat skill call "Slay 5".

## Null Revocations List

In order to truly understand how to destroy something, one must learn how it works. So it is with Null: in order to truly grasp how to nullify magic, one must have a working understanding of mana and conviction. To pursue learning Null, however, almost means accepting that you cannot hold both magic and its inverse in your soul. Although some skilled mages have been able to briefly tap into Null, a caster cannot sustain the use of antimagic without becoming completely severed from mana and conviction. A caster pursuing Null knows they must give up all their prior spell learning in order to become a famed Revoker or Mage Breaker.

Null is not all-powerful, however. Null trades the utility associated with the Arcane and Divine for a honed focus on disrupting spells and magical creatures alike. You will find that, at times, your Revocations will not be able to affect certain beings. Below is the Lexicon entry for Null.

**Null** – An effect carrier that only applies to a special class of being [or magical effects](#). [If you are struck by a Null effect that targets a spell or magical effect, you take the effect as normal](#). Otherwise, it will be noted on your character sheet if Null affects you. If not, it has no effect and you must state “No effect”.

### *Beginner*

#### **Drain**

Cost: 2 + X Pool

Delivery: Packet

Incantation: Null, Drain [X] [Conviction/Mana]

This spell Drains the target of [X] Conviction or Mana. [X] is the number of extra pool you expended to cast this spell and the number of pool your target loses. If the target does not have that many points in their pool, the revocation fails and you lose the expended conviction/mana. Either way, you do not get the Action Points you drain.

#### **Null Blade**

Cost: 1 Mana

Delivery: Touch

Incantation: Null, Enchant Null

Enchants a melee weapon with Null. Call “Null” on your next attack. May be paired with a called melee or stealth skill.

**Null Bolt**

Cost: 1 Pool

Delivery: Packet

Incantation: Null, Damage 1

**Null Bullet**

Cost: 1 Mana

Delivery: Touch

Incantation: Null, Enchant Null

Enchants a gun with Null. Call "Null" on your next attack. May be paired with a called gun skill.

**Pacify Caster**

Cost: 2 Pool

Delivery: Packet

Incantation: Null, Pacify Caster

**Pacify Magical Entity**

Cost: 2 Pool

Delivery: Packet

Incantation: Null, Pacify to Magical Creature

**Pry**

Cost: 1 + X Pool

Delivery: Touch

Incantation: Null, Remove Secure

Allows you to remove a Secure [X] tag, where [X] is the number of pool you must expend to remove the tag.

**Release**

Cost: 1 Pool

Delivery: Touch

Incantation: Null, Remove Magical Bonds

This revocation cancels the effects of Bind, Snare, and Paralyze.

**Silence**

Cost: 2 Pool

Delivery: Packet

Incantation: Null, Silence

**Shield Against Domain**

Cost: 1 Pool

Delivery: Self

Incantation: Null, Shield Against [Domain]

Choose one Divine Domain (Death, Inspiration, Life, etc) as part of casting this revocation. For the Death Domain use "Twilight." This shield allows you to resist any prayer or skill with that Domain in its call. You cannot choose Null for this revocation.

**Shield Against School**

Cost: 1 Pool

Delivery: Self

Incantation: Null, Shield Against [School]

Choose one magic School (Bardic, Earth, Rune, etc) as part of casting this revocation. This shield allows you to resist any spell or skill with that School in its call. You cannot choose Null for this revocation.

*Intermediate***Conviction Shield**

Cost: 2 Pool

Delivery: Self

Prerequisite: Shield Against Domain

Incantation: Null, Shield Against Domains

Resist one prayer of your choosing.

**Dispel Circle**

Cost: 4 Pool

Delivery: Packet

Incantation: Null, Dispel Circle

This revocation dispels a Circle spell or skill. The packet must hit a target inside the circle to dispel its effects.

**Feeblemind**

Cost: 4 Pool

Delivery: Packet

Incantation: Null, [Sever Action Pools, 5 minutes.](#)

**Mana Shield**

Cost: 2 Pool

Delivery: Self

Prerequisite: Shield Against School

Incantation: Null, Shield Against Schools

Resist one spell of your choosing.

**Null Blast**

Cost: 3 Pool

Delivery: Chain Packets, 5

Prerequisite: Null Bolt

Incantation: Null, Null Blast, Null Damage 1, Null, Damage 1, Null, Damage 1, Null, Damage 1, Null, Damage 1

**Spell Shield**

Cost: 3 Pool

Delivery: Touch

Prerequisite: Mana Shield, Conviction Shield

Incantation: Null, Shield Against Magic

Resist one spell or prayer of your choosing.

**Stifle Faith**

Cost: 5 Pool

Delivery: Touch

Prerequisite: Feeblemind

Incantation: Null, Sever Conviction, 1 Hour

**Stifle Potential**

Cost: 5 Pool

Delivery: Touch

Prerequisite: Feeblemind

Incantation: Null, Sever Mana, 1 Hour

**Suspend Hex**

Cost: 4 Pool

Delivery: Touch

Incantation: Null, Suspend Hex

For the remainder of the event, the target no longer is affected by their hex. This does not apply to curses or cursed items. This does not remove or cure the hex. Additional efforts to remove a hex should be submitted with your PEL.

*Advanced***Anti-Magic Shell**

Cost: 5 Pool

Delivery: Self

Prerequisite: Spell Shield

Incantation: Null, Barrier Against Magic, 5 Minutes.

**Nullify Magic Item**

Cost: 6 Pool

Delivery: Touch

Prerequisite: Stifle Faith, Stifle Potential

Incantation: Null, Sever Item Charges.

This spell forcibly removes any remaining charges on a Magic Item.

**Sever Faith**

Cost: 6 Pool

Delivery: Touch

Prerequisite: Stifle Faith

Incantation: Null, Sever Conviction until next Dawn.

**Sever Mana**

Cost: 6 Pool

Delivery: Touch

Prerequisite: Stifle Potential

Incantation: Null, Sever Mana until next Dawn.



**Suspend Curse**

Cost: 6 Pool

Delivery: Touch

Prerequisite: Suspend Hex

Incantation: Null, Suspend Curse

For the remainder of the event, ignore all effects pertaining to your curse. This also does not remove a curse or unattune a cursed item from you. Additional efforts to remove a curse should be submitted with your PEL. This does not apply to hexes.

**Tabula Rasa**

Cost: 6 Pool

Delivery: Touch

Incantation: Null, Dispel Last Rites and Cursed Soul.

This spell removes the effects of Lasts Rites and Cursed Soul.

### *Revoker Only*

*Restricted to characters who have taken the appropriate Specialized skill tree.*

#### **Dispel Magic**

Cost: 6 Pool

Delivery: Packet

Prerequisite: Dispel Circle

Incantation: Null, Dispel Magic

Dispels all magic effects on the target.

#### **Null Rend**

Cost: 5 Pool

Delivery: Packet

Prerequisite: Null Blast

Incantation: Null, Death to Magical Creatures

#### **Sever Bond**

Cost: 8 Pool

Delivery: Touch

Prerequisite: Suspend Curse

Incantation: Null, Sever Bond between [target] and [curse/hex]

This spell forcibly and permanently severs the connection between an individual and a curse or hex. The target is the name of the character the spell is being cast upon. The curse/hex is either the name of the cursed item or the name of the individual who hexed the target. There may be in game repercussions for using this spell.

# Medical Procedures List

Medical Procedures are broken down into four categories: Anatomy, Medicinal Expertise, Pathology, and Phlebotomy. Categories reflect a medical specialization and require a single skill prerequisite to access, as proof of specialization.

Each category contains three basic procedures, one intermediate procedure, and one advanced procedure. You must learn all basic procedures within a category before you can learn the intermediate procedure. Likewise, you must learn the appropriate intermediate procedure before you can learn the advanced procedure. [Many Medical Specialized Skill Trees also possess unique medical procedures that you can learn that reflect the knowledge that comes with such fields of medicine.](#) In order to learn a new procedure you must meet the appropriate prerequisites and you can only learn one procedure per game. Using Anatomy Procedures as an example, you must already know Physical Therapy, Relocate Limb, and Surgical Assistant before you can learn Surgical Precision, and once you know Surgical Precision, you are able to learn Preserve Organ. Learning [at least](#) twenty of the Medical Procedures unlocks the Final Procedure: *Resuscitation*.

## **Anatomy**

*Prerequisite: Harvest Organ*

### **Physical Therapy (Basic)**

*Usage: Once Per Event*

Delivery: Touch

Time Required: 1 Minute

Incantation: Medical, Remove Weakness

This procedure takes 1 minute to perform, and removes the effects of Weakness.

### **Relocate Limb (Basic)**

*Usage: As components allow*

Delivery: Touch

Incantation: Medical, Remove Maim, Instantly, Pain

This procedure can only be used on a willing, immobilized, or unconscious target and requires a piece of wood which is consumed as part of the procedure.

### **Surgical Assistant (Basic)**

*Usage: Once Per Event*

Delivery: Touch

Incantation: Medical, Rapid Harvest Organ

If someone is performing Harvest Organ on a target, you may use this procedure while within arm's reach of the target. If you do, halve the remaining amount of time Harvest Organ would take.

### **Surgical Precision (Intermediate)**

*Usage: Once Per Event*

Delivery: Touch

Time Required: 1 Minute

Incantation: Medical, I grant you a Quickdeath

This procedure can only be used on an immobilized or unconscious target.

### **Preserve Organ (Advanced)**

*Usage: Once Per Event*

Delivery: Special

Incantation: Medical, Preserve Organ

This procedure allows you to preserve an organ between events without the use of Preservation Oil. To use this procedure, turn the organ in at check-out and put it in your PEL. The organ is only preserved as long as it remains inside the Organ Cooler. You may not have more than one organ preserved at a time with this procedure.

## **Medicinal Expertise**

*Prerequisite: First Aid*

### **Analyze Pharmaceutical (Basic)**

*Usage: Unlimited*

Delivery: Touch

Incantation: Medical, Analyze Pharmaceutical

This procedure allows you to identify a pharmaceutical. After one minute of RP, you may open the vial and read the tag without expending the pharmaceutical.

### **Fast Medicine (Basic)**

*Usage: Once Per Event*

Delivery: Touch

Your proficiency with pharmaceuticals allowed you to administer them more rapidly. Reduce the time of any pharmaceutical tags that require wait time to become effective. This skill does not affect the duration of the tag effect.

### **Anti-Venom (Basic)**

*Usage: As components allow.*

Delivery: Touch

Incantation: Medical, Remove Poison

Using similar toxins as an antibody stimulant, you can design a quick dose of anti-venom to apply to somebody struggling with anaphylactic reaction. This procedure requires a vial of poison, which is consumed by this procedure.

### **Micro Dose (Intermediate)**

*Usage: As components allow*

Delivery: Chain Touch 2

Incantation: Medical, Share [pharmaceutical item]

Your proficiency with pharmaceuticals allows you to deliver a single pharmaceutical to two targets. One of the targets may include yourself. This procedure requires a needleless syringe, which is an IG crafted item, and a pharmaceutical, which is consumed by this procedure.

### **Concentrated Dose (Advanced)**

*Usage: As components allow*

Delivery: Touch

Instead of splitting a dose, you can refine it to a singular injection for added potency. All effect numbers of a pharmaceutical are increased by one. This procedure requires a needleless syringe, which is an IG crafted item, and a pharmaceutical, which is consumed by this procedure.

## **Pathology**

*Prerequisite: Diagnose*

### **Diagnose Radiation Sickness (Basic)**

*Usage: Unlimited*

Delivery: Touch

Incantation: Medical, Diagnose, What is your Radiation Count?

Your skill at diagnosis allows you to figure out the radiation count of the target by using this procedure.

### **Smelling Salts (Basic)**

*Usage: As components allow*

Delivery: Touch

Incantation: Medical, Remove Slumber

This procedure consumes a Wakesweet to remove a Slumber effect.

### **Stem Cell Treatment (Basic)**

*Usage: As components allow*

Delivery: Touch

Incantation: Medical, Shield against Disease

This procedure requires a vial of blood appropriate to the target to perform, and consumes the vial upon use.

### **Scrub Up (Intermediate)**

*Usage: Once Per Event*

Delivery: Self Only

Incantation: Medical, Barrier Against Disease, 5 Minutes

### **Ipecac (Advanced)**

*Usage: Once Per Event*

Delivery: Touch

Incantation: Medical, Remove All Effects, Weakness 1 minute. This procedure can only be used on a willing, immobilized, or unconscious target.

### **Phlebotomy**

*Prerequisite: Collect Blood Sample*

### **Quick Clot (Basic)**

*Usage: As components allow*

Delivery: Touch

Incantation: Medical, [Suspend](#) Bleed Out Count, 5 Minutes

This procedure requires a shedskink component, which is consumed by this procedure.

### **Blood Drive (Basic)**

*Usage: Once Per Event*

Targets: Two within Touch Range

Your skill taking and providing blood allows you to use your Collect Blood Sample skill to bypass the need for a vial of blood when you have a willing blood donor and recipient

within arm's reach. This procedure is used in tandem with another procedure. Your targets must both be within arm's reach for the duration of the procedures. Both targets must be of the same, or compatible, species.

### **Blood Transfusion (Basic)**

*Usage: As components allow*

Delivery: Touch

Time Required: 30 Seconds

Incantation: Medical, Restore One Health

With 30 seconds of role play, you can expend a vial of blood to restore one Health Point to a target. The blood must be appropriate for the target.

### **Targeted Blood Transfusion (Intermediate)**

*Usage: As components allow*

Delivery: Touch

Time Required: 30 Seconds

Incantation: Medical, Restore Two Health

With 30 seconds of role play, you can expend a vial of blood to restore two Health Points to a target. The blood must be appropriate for the target.

### **Blood Infusion (Advanced)**

*Usage: As components allow*

Delivery: Touch

Time Required: 30 seconds

Components Required: Varies (See Below)

Your specialization allows you to tap into the traits hidden within the blood of certain animal components, and infuse them into a willing or unconscious target. When you learn this procedure, you will get the effects of one animal component. You may learn the effects of other animal components in game through Research or teaching discussions. This procedure requires an animal component and a vial of blood, which are consumed by the procedure.

## **Final Procedure**

### **Resuscitation**

*Usage: As components allow*

Delivery: Touch

Time Required: 5 Minutes

Components Required: Sterile Surgical Kit (crafted)

Incantation: Medical, Restore Life and Health Pool to Full

With 5 minutes of roleplay and a crafted Sterile Surgical Kit, you may bring someone who has died (exceeded their bleed out count) back to life at full health. This procedure can only be performed after they have bled out, but before their death count has ended. It cannot be used on spirits of the dead, already walking the Black Path.



# Specialized Equipment Primer

## Augments vs Prosthetics

Some skills in certain Specialized Skill Trees refer to either Augments or Prosthetics, these are specially made internal equipment. Prosthetics are any synthetic mechanical or magical item designed to replace a body part. These are typically items that do not require use of the Classify/Train or Detect/Attune skills. Most augments are a subtype of prosthetics, with the exceptions of Runic Tattoos from the Runic Tattoo Artist Specialized Skill Tree. Any skill that refers to prosthetics will work on any non-runic tattoo augment. Augments are crafted magical or mechanical prosthetics that, in addition to replacing a body part, will grant new spells, abilities, or other traits. On average a character can only be attuned/trained to 2 Augments at a time. Some Specialized Skill Trees allow a character to go beyond that number, however.

## Notable Equipment

Some crafted equipment allows a character to go beyond the normal limitations of other items of their type. Sometimes these take the form of arcane and holy equipment (see passage below) or grant a character more offensive or defensive abilities than before. The most common are the following:

- **Guns, Class 3:** These are motorized semi-automatic guns. Anyone who possesses the Guns, Class 2 skill can be attuned/trained to use this type of firearm.
- **Guns, Class 4:** These are motorized fully automatic guns. Use of this equipment requires the Guns, Class 4 from a Specialized Skill Tree, such as the Heavy Gunner.
- **Ballistics Shields:** These are shields made of a ceramic designed to deflect or lessen the impact of bullets. Anyone who possesses the Shield skill can be attuned/trained to use this type of equipment. Ballistics shields can also be made in dimensions up to 21" x 38", unlike a standard shield's 24" x 30" dimensions.
- **Riot Shields:** These are shields made of a specialized plastic designed to deflect or lessen the impact of offensive spells. Anyone who possesses the Shield skill can be attuned/trained to use this type of equipment. Riot shields can also be made in dimensions up to 21" x 38", unlike a standard shield's 24" x 30" dimensions.

## Arcane and Holy Equipment

Some specialized skill trees require the use of channeling arcane or holy energies through a conduit of some kind. Arcane and Holy Equipment are in-game, crafted items

that serve as the medium to convey some of the more powerful specialized skills. Any craftsmen can make them, so long as they have a base recipe and components, and any character can be attuned to one of these items, provided that they have access to either Conviction or Mana, however only those with the appropriate specialized skills associated can maximize their benefit. Specialized skill trees will list which skills require the use of such items as well as what type of item is required. A character can only be attuned to one piece of arcane equipment or one piece of holy equipment at a time. Broadly speaking, Arcane and Holy Equipment is broken into three categories:

- **Weapons:** These are items inherently aligned with offensive abilities. Melee weapons and firearms are the most common types, though Arcane and Holy Guns Class 2 or higher are exceedingly rare due to the skill required.
- **Shields:** These are items inherently aligned with defensive abilities. There are rumors of Arcane and Holy Ballistic or Riot Shields, but they are said to be masterworks.
- **Catalysts:** These are items that serve a utility-based purpose, either complimenting or enhancing the wielders skillset. They are the most varied of arcane and holy items, taking many forms, such as holy symbols, magic wands, grimoires, or holy books. Their only limitation is that they must be able to be held in a single hand.

## Advanced and Specialized Skill Trees

Once a character reaches a certain point in their skill growth, you will have the option of accessing either two Advanced Skill Trees or a single Specialized Skill Tree. Advanced Skill Trees unlocks a broader selection of skills to purchase, and is geared towards characters who prefer a wide range of skills. Comparatively the Specialized track offers fewer total skills, and is geared towards characters who prefer to concentrate on one area of expertise. Choosing a Specialized Skill Tree unlocks a smaller set of unique, powerful skills available only to those who meet specific additional requirements.

In order to access these skill trees your character must have 400 or more total points spent in skills, and meet additional prerequisites depending on the tree. You may not choose the Advanced Skill Tree of either of your Disfavored Basic Skill Trees. Advanced and Specialized skill trees are not affected by any Favored Skill discounts. You may not choose *Advanced and Specialized* trees, no matter how many total skills your character acquires.

**The Advanced Skill Trees** - Clandestine, Divine, Guns, Magic, Medical, Melee, Social, Stealth, and Survival - are open to characters with at least 200 points of basic skills for the same tree and at least 400 points of skills overall. The only restriction is that you may not take the Advanced Skill Tree of either of your Disfavored Basic Skill Trees. You may take your first Advanced tree as soon as you meet these requirements. You may take your second Advanced tree when you have at least 200 points in the matching basic tree, because you will have already met the 400 point minimum. Advanced Skill Trees offer enhanced versions of their corresponding Basic Skill Trees, providing more utility and reflecting a deeper knowledge and mastery. Purchasing these skills does not cause any loss of a character's Basic skills. Unlike the flat 200/400 minimums required for the Advanced skill trees, all Specialized skill trees have additional restrictions or prerequisites which make them harder to access and reflect an intense focus. Some Specialized skill trees require an unwavering dedication to a subject, and are restricted to characters who have no Basic skills from a conflicting skill tree. If your character has conflicting skills, you will need to drop them. You will receive CP equal to the Basic skills discarded and may then purchase skills in line with the Specialized tree. Some Specialized skill trees include skills that require the use of items that can only be found or crafted in-game and others will have a specific roleplaying requirement.

**Specialized Skill Trees** contain unique skills, including hybrids of basic skills, specific to heroic archetypes found in the world. While potentially more powerful than those offered in the Advanced Skill Trees, these skills tend to be more situation-dependent. You may only choose one Specialized skill tree.

As it would be nearly impossible to create a Specialized Skill Tree for every Archetype, the list we offer is incomplete. Because of this, the Rules Team is committed to working with you to bring a new Specialized Skill Tree into the game if you have an idea. While we cannot give you an “all powerful” skill set, we will work with you to deliver a list of Specialized skills balanced against the other skill trees that you will be happy with. Please email us at [characters@sustainablecollapse.com](mailto:characters@sustainablecollapse.com) with an overview of what you're interested in and would like to do with your specialized class. Mechanics aren't required, but even something simple as "I would like a class themed around X" helps the rules team get the ball rolling for the creation process.

## On Advanced and Specialized Crafting

In the world of Sustainable Collapse, the Crafting skill trees exist in a unique position compared to the Basic Skill Trees. Unlike the Basic Skill Trees, Crafting does not have an advanced counterpart. The strength of crafting comes from its flexibility and collaborative nature. Certain Specialized Skill Trees do require Crafting Trees, however. Specialized Crafting is designed to reshape how you interact with the crafting system either by allowing you to modify crafted items in a way that isn't normally possible (such as with the Mad Scientist Skill Tree) or change how you interact with the type of finished creations you are able to make (such as how Artificers interact with crafted jewelry).

## Rites of Passage

Whether you choose to access two Advanced Skill Trees, or a single Specialized Skill Tree you must complete one or more Rites of Passage. These Rites of Passage represent roleplay challenges indicative of the type of skill set(s) you wish to advance. For an Advanced Skill Tree, you must complete the right of passage relevant to the skill tree(s) you wish to advance (listed below). If you wish to access a single Specialized Skill Tree, you must complete the Advanced Skill Tree Rite of Passage for each skill that the Specialized Tree requires. For example, a Spellblade would need to complete both the Melee and Magic Rites of Passage. [Certain Specialized skill trees have their own unique rite of passage and will be marked accordingly.](#)

## Basic Rites of Passage

- **Craft (any)** - Make and sell 5 items from your craft.
- **Clandestine** - Accomplish 3 illicit tasks in a single weekend without being identified as the source of them. This could include thievery, starting rumors (without use of the rumor mongering skill), or other illicit deals.
- **Divine** - Win 4 different challenges using exclusively your spells.

- **Guns** - Eliminate 4 different targets with your guns.
- **Magic** - Win 4 different challenges using exclusively your spells.
- **Medical** - Heal 5 different beings in a single event.
- **Melee** - Exchange blows with 5 different monsters.
- **Social** - Without using your spells or skills convince 3 different people to do something they normally wouldn't do (within our code of conduct).
- **Stealth** - Remove 3 fighters from combat(s) without being seen.
- **Survival** - Use any combination of your Karma, Poison Tolerance, Poultice, Splint, or Stabilize skills 5 times.

You can instead create your own idea for a Rite of Passage for your character, but it must be at least as difficult as the ones listed above. Alternative Rites of Passage must be approved by Sustainable Collapse in advance, prior to the game you seek to complete it. Please email any suggested Rites of Passage to [characters@sustainablecollapse.com](mailto:characters@sustainablecollapse.com). All Rites of Passage must be fulfilled after you have met the minimum points requirement, not before, [unless stated otherwise](#). Please make note of your attempts at completing your Rite of Passage in your PEL.

## Advanced Skill Trees

### **Advanced Clandestine Skill Tree**

*Prerequisite: 200 Points in Basic Clandestine Skills, minimum of 400 points total spent.*

**Contact: Fence, 30 CP** [Single Purchase]

*Usage: Between Events*

Gives you a contact that can be used to unload contraband items between games. While you may be able to get a better price by finding someone to sell them to in-game, this guarantees you will be able to move them with less attention. Items being fenced must be turned in at checkout.

**Double Dose, 40 CP** [Single Purchase]

*Prerequisite: Apply Poison*

*Usage: As Components Allow*

You know better than to waste a drop of poison. Your skill in applying them allows you to make two called poison attacks from one application of poison. [You may only do this to your own weapons.](#)

**Forgery, 50 CP** [Single Purchase]

*Usage: Between Events*

You may attempt to forge a document between events with any means available to you (computer, printer, scanner, etc).

**Secret Stash, 50 CP** [Single Purchase]

*Prerequisite: Deep Pockets*

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

**Unrestricted, 40 CP** [Multiple, Increase Per Purchase]

*Prerequisite: Escape Artist*

*Usage: Once per event per purchase*

You may resist the one Bind, Snare, or Paralyze spell of your choice.

**Advanced Divine Skill Tree**

*Prerequisite: 200 Points in Basic Divine Skills, minimum of 400 points total spent.*

**Augmentation, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Between Events*

Once per season, you may purchase this skill to augment a divine prayer that you know to have an additional or modified effect. Modification submission should be made via email between games before the character update deadline. Once approved, the augmented prayer will be available at the subsequent event. The final Conviction cost and incantation will be determined based on the submitted modification.

**Divine Wrath, 40 CP** [Single Purchase]

*Usage: Once per event*

You may convert all of your remaining Conviction into a single burst of divine damage. Incantation "Divine Wrath, [Divine Domain] damage [x]." If you know more than one Divine Domain you must choose which domain you are using for Divine Wrath when you cast it. The damage [x] is equal to the amount of Conviction used to power Divine Wrath.

**Lay On Hands, 50 CP** [Multiple, Increasing]

*Prerequisite: Empathic Healing*

*Usage: Once per event per purchase*

Once per purchase you may instantly heal someone to full health. Touch them with a spell packet and state “I Restore you to full Health.” This skill does not alleviate status conditions. Radiation and Drain effects still apply.

**Martyr, 40 CP** [Single Purchase]

*Prerequisite: Self Sacrifice*

*Usage: Special*

You may now self-sacrifice Weakened Soul Curses, death, or final death effects. You will incur all risks involved from this sacrifice. Such a heroic action will not trigger additional penalties from the apothecary other than the ones already attached to your soul or what you have taken on.

**Third Divine Domain, 50 CP** [Single Purchase]

*Prerequisite: Additional Divine Domain*

Allows you to learn spells from a third divine domain.

**Advanced Guns Skill Tree**

*Prerequisite: 200 Points in Basic Guns Skills, minimum of 400 points total spent.*

**Crowd Control, 40 CP** [Single Purchase]

*Prerequisite: Rubber Bullets*

*Usage: 3 Artillery*

This skill allows you to rapid fire 5 shots of the skill Rubber Bullets. State “Push” before each shot.

**Double Tap, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

**Everybody Down!, 50 CP** [Single Purchase]

*Prerequisite: Bean Bag Ammo*

*Usage: 6 Artillery*

This skill allows you to rapid fire 5 shots of the skill Bean Bag Ammo. State “Knockdown” before each shot.

**Head Shot, 50 CP** [Single Purchase]

*Prerequisite: Hollow Point*

*Usage: Once per event per purchase*

State "Death" before shooting. Skill is not used if you miss your target, but it is expended if they resist or are otherwise immune. If the shot is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.

**Return Fire, 40 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

Once per purchase, if you are hit with a called gun attack you may immediately use that skill once without spending the Artillery Point cost. You can choose to Return Fire on shots that are not normally within your capabilities. You must still take the effect of or be able to resist the called attack before using Return Fire.

**Advanced Magic Skill Tree**

*Prerequisite: 200 Points in Basic Magic Skills, minimum of 400 points total spent.*

**Adaptation, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Between Events*

Once per season, you may purchase this skill to enhance a spell that you know to have an additional or modified effect. Modification submission should be made via email between games before the character update deadline. Once approved, the adapted spell will be available at the subsequent event. The final Mana cost and incantation will be determined based on the submitted modification.

**Enhanced Augment Damage, 60 CP** [Multiple, Increase Per Purchase, Max 2]

*Prerequisite: Augment Damage x3*

*Usage: Special*

Each purchase of this skill increases the base damage of your damage spells by 1.

**Extend Shield, 40 CP** [Multiple, Increase Per Purchase]

*Usage: Once per event per purchase*

For each purchase of this skill, you may pay double the casting cost of any lesser shield spell you know and cast it on 5 targets.



**Mana Flare, 40 CP** [Single Purchase]

*Usage: Once per event*

You may convert all of your remaining mana into a single burst of damage. Incantation “Mana Flare, [school] damage [x].” If you know more than one school of magic you must choose which school you are using for the Mana Flare when you cast it. The damage [x] is equal to the amount of mana used to power the Mana Flare.

**Third School, 50 CP** [Single Purchase]

*Prerequisite: Additional School*

Allows you to learn spells from a third school of magic.

**Advanced Medical Skill Tree**

*Prerequisite: 200 Points in Basic Medical Skills, minimum of 400 points total spent.*

*Restrictions: You may use each skill in this tree on humans. To apply these skills to non-human*

*lifeforms you must have the appropriate Biology: [Subject] skill.*

**Administer Pharmaceuticals, 50 CP** [Multiple, Non-Increasing, Max 3]

*Prerequisite: Collect Blood Sample*

*Usage: As Components Allow*

First purchase of this skill allows you to increase the healing of a pharmaceutical by 1 vitality. Second purchase of this skill allows you to double the duration of the effect of a pharmaceutical. Third purchase of this skill allows [the recipient of pharmaceuticals you administer to](#) ignore the 1 minute to take effect. These effects are cumulative.

**Ambulance Driver, 40 CP** [Single Purchase]

*Prerequisite: Stabilize*

*Usage: Special*

You may now Stabilize and move a person at a quick walk without assistance. The person’s Bleed Out count resumes [if they take if they are struck by a weapon, bullet, or damage bearing spell or you are separated.](#)

**Biology: Cryptid, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Medical*

*Usage: Between Events*

Once per purchase, with use of the Research: Medical, you can learn the biology of

specific species of living mythical, [sentient undead](#), or primal creatures. This knowledge allows you to apply any Medical skills you know to those specific species.

**Field Medic, 40 CP** [Single Purchase]

*Prerequisite: First Aid*

*Usage: As Components Allow*

Increases the amount of healing from First Aid to 4 health.

**Organ Harvester, 40 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop: 2 small Organ coolers or an in game crafted advanced cooler with a higher capacity.*

Your perfected skills harvesting organs allows you to remove two different organs from a recently dead body with two minutes of roleplay. You must have an appropriate number of storage coolers to make use of this skill.

**Advanced Melee Skill Tree**

*Prerequisite: 200 Points in Basic Melee Skills, minimum of 400 points total spent.*

**All Fall Down, 50 CP** [Single Purchase]

*Prerequisite: Knockdown*

*Usage: 9 Stamina*

This skill allows you to swing the Knockdown skill 5 times in succession.

**Deathblow, 50 CP** [Single Purchase]

*Prerequisite: Slay*

*Usage: Once per event per purchase*

State "Death" before striking. Strike must hit the torso. [If the strike is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.](#)

**Make Some Room, 40 CP** [Single Purchase]

*Prerequisite: Push*

*Usage: 3 Stamina*

Sometimes the best way to move an opponent is to push them out of the way. This skill allows you to swing the Push skill 5 times in succession.

**True Strike, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called melee attack is resisted by any means, you may immediately reuse the skill once without paying its Stamina cost.

**Vitality, 40 CP** [Multiple, Increase Per Purchase, Max 2]

*Prerequisite: 4 Health Pool*

Each purchase increases your max Health Pool by 1.

## **Advanced Social Skill Tree**

*Prerequisite: 200 Points in Basic Social Skills, minimum of 400 points total spent.*

**Librarian** - Single Purchase, 50 CP

*Prerequisite: Research Assistant*

With the purchase of this skill, your skill as an assistant has been upgraded to that of master researcher. It will always provide more information than the use of Research Assistant (with skill in the research area), even if you do not have any skills in the area being researched. You will also receive a copy of the research results.

**Polyglot, 40 CP** [Single Purchase]

*Prerequisite: Linguistics x 5*

Your depth of knowledge in linguistics allows you to be able to pick up on enough cues to be able to communicate with anyone. You may use Linguistics without expending the skill.

**Quick Question, 30 CP** [Multiple, Increase Per Purchase]

*Prerequisite: A contact from the Basic Social Skill Tree*

Once per event, you are able to get a message to one of your Contacts that requires a fast yes or no response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

**Threshing, 40 CP** [Single Purchase]

*Prerequisite: Rumormonger x3*

You will know which rumors are patently false. Any rumors you spread will always be read as true by anyone who does not have this skill.

**Social Networking, 50 CP** [Multiple, Increase Per Purchase]

*Prerequisite: A contact from the Basic Social Skill Tree*

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

**Advanced Stealth Skill Tree**

*Prerequisite: 200 Points in Basic Stealth Skills, minimum of 400 points total spent.*

**Assassinate, 50 CP** [Single Purchase]

*Prerequisite: Backstab*

*Usage: Once per event per purchase*

State "Death" before striking. Strike must hit the target's torso from behind with both feet firmly planted on the ground (not running or walking). You cannot be mid-stride while delivering the attack. If the strike is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.

**Dodge, 50 CP** [Single Purchase]

*Prerequisite: Hit the Deck*

*Usage: 6 Agility*

You may now use the Hit the Deck skill by stating "Dodge" and are no longer required to make 3 points of contact with the ground. When hit with a called Gun Skill you can state, "Dodge". This cancels the effect and damage of the shot. The attacker does not regain the expended skill.

**Level the Field, 50 CP** [Single Purchase]

*Prerequisite: Sweep*

*Usage: 9 Agility*

You may use the skill Sweep 5 times consecutively.

**Luck, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called stealth attack is resisted by any means you are able to reuse it immediately without paying its Agility cost.

**Throat Punch, 50 CP** [Single Purchase]

*Prerequisite: Subdue*

*Usage: 3 Agility*

Using a subdue packet, state “Silence” before throwing.

**Advanced Survival Skill Tree**

*Prerequisite: 200 Points in Basic Survival Skills, minimum of 400 points total spent.*

**Advanced Scavenger, 40 CP** [Single Purchase]

*Prerequisite: One of the Scavenger skills*

*Usage: Once Per Purchase, [At Check In](#)*

You may choose to return two of your scavenged items in exchange for another pull from one of the Scavenger bags.

**Poison Immunity, 60 CP** [Single Purchase]

*Prerequisite: [Poison Tolerance x3](#)*

You are immune to the effects of poison and venoms. State "No effect" when you are hit with a spell or ability with the word [Poison](#) or [Venom](#) in the call.

**Radiation Immunity, 50 CP** [Single Purchase]

*Prerequisite: [Radiation Tolerance x3](#)*

You are immune to the effects of Radiation Zones. This does not protect you from Gravrad spells.

**Resist Gravrad, 40 CP** [Single Purchase]

*Usage: [Once per event per purchase](#)*

This skill allows you to resist the effects of one Gravrad spell [of your choice](#).

**Second Wind, 50 CP** [Single Purchase]

*Prerequisite: [Karma](#)*

*Usage: [Once per event](#)*

Instead of dying and starting your death at the end of your bleed out count, you are restored to full health. This takes priority over [Karma](#), but does not replace it.

## À la carte Specialized Skills

Just as no two people are exactly alike, not every individual who possesses a **Specialized Skill Tree** possesses the exact same skillset. There are often minor, more subtle, variations in what those individuals can do. As part of selecting your Specialized skill tree, you gain access to five skills unique to the skill tree itself. In addition, you can select two skills from the list below, **for a total of 7 skills**. You must select from either the Generic Skills list or from the Skills List(s) that match the prerequisite Basic Skill Tree(s) for your Specialized Tree.

### Generic à la carte Skills

*Prerequisite: Any Specialized Skill Tree*

#### **Hearty, 30 CP** [Single Purchase]

*Prerequisite: 4 Health Pool*

Your maximum health pool is increased by 1.

#### **Resist [Effect], 30 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once **per day per** purchase*

Each purchase allows you to resist a [Effect] effect of your choice.

*Each instance of this skill should be something appropriate to the specific Specialized Skill Tree. For example the Herald skill tree focuses on delivering spells by voice to those under their command and has a Resist Silence ability. When you select this skill, you will be provided a list of example Resists, alternatively you may submit your own for approval.*

#### **Well Fitted, 30 CP** [Single Purchase]

*Prerequisite: Wear Armor*

Your armor point maximum is increased to 8, allowing you to wear up to heavy armor on all four body locations (head, torso, arms, and/or legs).

## **Clandestine à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Clandestine Skills*

### **Feign Death, 30 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

You have a highly trained control of your breathing to trick even the most skilled of medical professionals into thinking you're dead. If someone uses a diagnose effect and asks if you are dead or checks you for a pulse, you may expend a use of this skill. For the next five minutes, you may reply "yes" to any "Diagnose, are you dead?" questions.

### **Knockout, 30 CP** [Multiple, Increasing]

*Usage: Once Per Day Per Purchase*

State "Slumber" before striking. Strike must be delivered to the torso from behind and both feet planted.

### **Winding Strike, 30 CP** [Multiple, Increasing]

*Usage: Once Per Day Per Purchase*

State "Silence" before striking. A successful strike must hit the torso.

## **Divine à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires requires at least 200 points spent in Basic Divine Skills*

### **Channel Conviction, 30 CP** [Single Purchase]

*Prerequisite: Empathic Healing*

You are able to briefly channel your conviction into someone else. Place a spell packet on someone that shares at least one domain that you know and state "Channel Conviction" the next spell that they cast uses your Conviction instead of theirs.

### **Divine Manifestation**

*Prerequisite: Only one Divine Domain*

You may draft an ability or trait related to your Divine Domain. The final benefits will be decided by the rules team and must fit thematically within the nature of your Domain. The final cost of the skill will depend upon the nature of the skill submitted. Alternatively, when you select this skill, you will be provided a list of example manifestations you can choose from instead.

### **Recharge [Attuneable Item], 30 CP** [Single Purchase]

*Usage: Special*

If a piece of [attuneable item] grants a spell that you are capable of casting to be used for a limited number of times, you can recharge one use of the spell by expending the Conviction or Mana required for the spell. The [attuneable item] does not need to be attuned to you and you must already know the spell within the crafted item. This skill does not work on items which have expired.

*Note: Each attuneable item should be relevant to the type of specialized skill tree. For example, Artificer is focused on Jewelry and Divine or Magic skills. As a result, it can only recharge jewelry. When you select this skill, you will be provided a list of example Recharge categories, alternatively you may submit your own for approval.*

### **Guns à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Guns Skills*

#### **Extra Ammo Stocks, 20 CP** [Multiple, Increasing]

*Prerequisite: Ammo Stocks x5, Guns, Class 4*

You have a connection that allows you to gain more ammo stocks than the average gunner. Each purchase of this skill increases the amount of ammo you receive at check-in by 10 rounds.

*Note: In order to select this skill, you must have access to the Guns, Class 4 skill such as from the Heavy Gunner skill.*

#### **Hand Loader, 30 CP** [Single Purchase]

*Prerequisite: Ammo Stocks*

You're used to making your own bullets. When you are creating bullets at the Bullet Press, your output is increased by an additional 5 bullets. This can be used alongside any other output benefits you possess, such as the Form Casting skill.

#### **Level Headed, 30 CP** [Multiple, Increasing]

*Usage: [Once per event per purchase](#)*

Each purchase allows you to resist a Charm or Terror effect of your choice.



## **Magic à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Magic Skills*

### **Arcane Manifestation**

*Prerequisite: Only one School of magic.*

You may draft an ability or trait related to your School of magic. The final benefits will be decided by the rules team and must fit thematically within the nature of your School of magic. The final cost of the skill will depend upon the nature of the skill submitted.

Alternatively, when you select this skill, you will be provided a list of example manifestations you can choose from instead.

### **Circle of Channeling, 20 CP [Multiple, Increasing]**

*Usage: [Once per event per purchase](#)*

You are able to use a circle as a way to channel the raw offensive energies of your school for a brief period of time. By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) around you, you can expend a use of this skill and state “[School], Circle of Channeling.” For the next minute you can throw an unlimited amount of “[School], Damage 1” spells for no Mana cost. This ends early if you are rendered unable to cast spells or the Circle is dispelled. The *Augment Damage* or *Enhanced Augment Damage* skills you increase the damage that this ability deals as if it was a spell and follows the rules of those skills. (Ex: 2 Purchase of Augment Damage would increase the damage of your call to “[School], Damage 3” if you paid 2 Mana.)

### **Recharge [Attuneable Item], 30 CP [Single Purchase]**

*Usage: Special*

If a piece of [attuneable item] grants a spell that you are capable of casting to be used for a limited number of times, you can recharge one use of the spell by expending the Conviction or Mana required for the spell. The [attuneable item] does not need to be attuned to you and you must already know the spell within the crafted item. This skill does not work on items which have expired.

*Note: Each attuneable item should be relevant to the type of specialized skill tree. For example, Artificer is focused on Jewelry and Divine or Magic skills. As a result, it can only recharge jewelry. When you select this skill, you will be provided a list of example Recharge categories, alternatively you may submit your own for approval.*

## Medical à la carte Skills

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Medical Skills*

### **Medical Mastery, 30 CP** [Single Purchase]

*Prerequisite: Medical Efficiency x5*

Your medical skill has reached towards the pinnacle of the medicinal arts. Your Once Per Event medical procedures become once per day procedures and your purchases of Medical Efficiency now increase the additional number of times you can use your selected procedure(s) per day.

### **Skilled Surgeon, 30 CP** [Single Purchase]

Any basic medical skill or medical procedure that you know that requires two minutes or more to perform is reduced by one minute, to a minimum of one minute.

### **Swift Sterilization, 30 CP** [Multiple, Increasing]

*Prerequisite: Collect Blood Sample*

You have learned how to be more resourceful when it comes to treating individuals with your medical skills. After 30 seconds of roleplaying, you can expend a use of this skill in order to quickly sterilize a vial to use with your Collect Blood Sample skill.

## Melee à la carte Skills

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Melee Skills*

### **Level Headed, 30 CP** [Multiple, Increasing]

*Usage: [Once per event per purchase](#)*

Each purchase allows you to resist a Charm or Terror effect of your choice.

### **Meditation, 30 CP** [Multiple, Increasing]

*Usage: Once Per Day Per Purchase*

After 2 minutes of roleplaying practicing forms, meditating, shadowboxing, or some other martial practice you can expend a use of this skill to regain 3 Stamina.

**Readied Stance, 30 CP** [Single Purchase]

*Prerequisite: Subdue*

*Usage: 4 Stamina*

You are able to redirect some of your foes' attacks against them. While holding only a subdue packet in hand, when you are struck with a melee weapon, you can expend 4 Stamina and state either, "Backlash: Knockdown" or "Backlash: Disarm." You still take the damage/effect of the attack. You need to know Knockdown or Disarm in order to use its corresponding backlash.

**Social à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Social Skills*

**Game Recognizes Game, 20 CP** [Single Purchase]

*Prerequisite: Charming Smile*

You know how to tell when someone is trying to pull the wool over your eyes. You can expend a use of your Charming Smile skill to Resist a Charm effect of your choice.

**Not in the Face, 30 CP** [Single Purchase]

*Usage: Once Per Event*

You know how to sound just meek enough when hit to make your attacker feel guilty about it for a brief period of time. Once per event when struck by a melee attack, state "Backlash: Pacify to [Behaviorist Type]" to use. You still take the damage/effect of the attack.

**Quick Question, 30 CP** [Multiple, Increasing]

*Prerequisite: Any Contact skill.*

Once per event, you are able to get a message to one of your Contacts that requires a fast yes or no response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

## **Stealth à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Stealth Skills*

### **Catch Thrown Weapons, 20 CP** [Single Purchase]

You may catch or swat aside thrown weapons with your hands without taking damage. If any other part of your body is hit by a thrown weapon, you take damage as normal. If a thrown weapon with a blade venom is caught, you may immediately throw the weapon with the same call (ex: Weakness Venom). You are not able to throw back other called skills.

### **Feign Death, 30 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

You have a highly trained control of your breathing to trick even the most skilled of medical professionals into thinking you're dead. If someone uses a diagnose effect and asks if you are dead or checks you for a pulse, you may expend a use of this skill. For the next five minutes, you may reply "yes" to any "Diagnose, are you dead?" questions.

### **Meditation, 30 CP** [Multiple, Increasing]

*Usage: Once Per Day Per Purchase*

After 2 minutes of roleplaying practicing forms, meditating, shadowboxing, or some other martial practice you can expend a use of this skill to regain 3 Agility.

## **Survival à la carte Skills**

*Prerequisite: Any Specialized Skill Tree that requires at least 200 points spent in Basic Survival Skills*

### **Advanced Poultice, 20 CP** [Multiple, Increasing, Max 2]

*Prerequisite: Poultice*

*Usage: As components allow*

Your skill with poultices has granted you a finer understanding of what types of components you can turn into a poultice. Each time you purchase this skill select either Animal or Insect components. You will now be able to use those components in addition to plant components for poultices. You will be given a component with its effect when at check in the event you first purchase this skill.

**Feign Death, 30 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

You have a highly trained control of your breathing to trick even the most skilled of medical professionals into thinking you're dead. If someone uses a diagnose effect and asks if you are dead or checks you for a pulse, you may expend a use of this skill. For the next five minutes, you may reply "yes" to any "Diagnose, are you dead?" questions.

**Waste Not, 30 CP** [Single Purchase]

*Prerequisite: Any Scavenger skill*

You have learned how to turn even trash into something useful. On Sunday, you can turn in 10 glowsticks that were from the light trails to the Quartermaster and receive a small amount of amnibs.

# Specialized Skill Trees

## Anointed Hunter Specialized Skill Tree

*Prerequisites: 200 points in Basic Medical Skills and 200 points in Basic Survival Skills*

*Restrictions: Must join the Cult of the Great Hunt in order to access the Anointed Hunter skill tree.*

**Rite of Passage:** Participate in a hunt with another Anointed Hunter and be anointed in the blood of your kill.

Those who are blessed by the Great Hunt draw upon the power of the Anointed Hunter, some have turned to consuming their fellow humans in an act of cannibalism, while others consume many different types of creatures. Stranger still, those who have consumed so many corpses have learned how to gain knowledge from their very meals.

**Note:** While anyone can worship the Great Hunt, only the most devout receive its blessings. As a result you will only be given information about the skills and abilities the Anointed Hunter grants upon successfully completing your Rite of Passage.

### **Biology: Cryptid, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Medical*

*Usage: Between Events*

Once per purchase, with use of the Research: Medical, you can learn the biology of specific species of living mythical, [sentient undead](#), or primal creatures.

### **Blessed Knowledge of the Hunt, 60 CP** [Single Purchase]

*Prerequisite: Medical Procedures*

Your blessings of the Great Hunt extend into your medical knowledge. With this skill you are able to learn two medical procedures between events. In addition, when learning medical procedures, you include the procedures from the Anointed Hunter Medical Procedures list to the list available to you. You will learn more about these procedures upon successful completion of your Rite of Passage.

### **Consume Corpse, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once Per Day Per Purchase*

The Great Hunt teaches that nothing should go to waste, you must make the most of a corpse after killing it. You will learn more about the effects of this skill upon successful completion of your Rite of Passage.

**Poison Immunity, 60 CP** [Single Purchase]

*Prerequisite: Poison Tolerance x3*

You are immune to the effects of poison and venoms. State "No effect" when you are hit with a spell or ability with the word Poison or Venom in the call.

**Teachings of the Hunt, 20 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Medical*

*Usage: Special*

The Great Hunt has blessed you with the knowledge of how to gain power from your kills. You will learn more about the effects of this skill upon successful completion of your Rite of Passage.

**Apostate Specialized Skill Tree**

*Prerequisites: 200 Points Spent in Basic Divine Skills and 200 Points Spent in Basic Stealth Skills*

*Restrictions: Can only have one Divine Domain*

Most religions have something averse to say about the act of murder. The Apostate turns their back on those teachings, knowing that sometimes the best way to heal is to excise the infected parts.

**Assassinate, 50 CP** [Single Purchase]

*Prerequisite: Backstab*

*Usage: Once per event per purchase*

State "Death" before striking. **Strike must hit the target's torso from behind with both feet firmly planted on the ground (not running or walking). You cannot be mid-stride while delivering the attack. If the strike is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.**

**Fugitive Revenant, 100 CP** [Single Purchase]

*Usage: Special*

Once during the life of your character, if you draw your final death in the Apothecary you may escape this fate temporarily by becoming a Fugitive Revenant. In this state you may return to the world of the living for four hours before dying forever. Don't assume your escape will go unnoticed... the Black Path may send something to collect its due...

**Luck, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called stealth attack is resisted by any means you are able to reuse it immediately without paying its Agility cost.

**Resist Domain, 30 CP** [Multiple, Non-Increasing, Max 5]

*Usage: Once per event per purchase*

The depth of your conviction within your Divine Domain has made you somewhat resistant to its effects. For each purchase of this skill you may resist one spell or skill with your Divine Domain in its call.

**Whispered Prayer, 50 CP** [Single Purchase]

*Usage: Special*

When you are under a Silence effect, you may cast a single prayer. The incantation must still be stated aloud so that the recipient can hear it. This does not allow you to resist the Silence effect or talk normally while under it.

## **Arcane Trickster Specialized Skill Tree**

*Prerequisites: 200 Points Spent in Basic Magic Skills and 200 Points Spent in Basic Stealth Skills*

Not everything is as it appears. The Arcane Trickster has found a way to bend the rules of magic to find methods around obstacles by disguising the appearance of their magic.

**Avoid Trap, 40 CP** [Multiple, Non-Increasing]

*Usage: Once Per Day Per Purchase*

State "Avoid" after triggering a trap to resist the effect.

**Meta-Magic, 50 CP** [Single Purchase]

When casting a spell, you may spend an additional mana to change the School keyword of the incantation. It does not need to be a School of Magic that you can normally cast through. (Ex. Freeze Limb "Water, Freeze [left/right] [arm/leg]" could be cast as "Fire, Freeze [left/right] [arm/leg]"

**Mimicry, 40 CP** [Multiple, Non-Increasing]

*Usage: Once per event per purchase*

You may cast a spell you have witnessed someone else casting, without paying the casting cost. You cannot copy Domain Prayers or Null Revocations with this skill.



**Shared Awareness, 40 CP** [Single Purchase]

*Usage: 2 Mana*

You may bestow one use of Avoid Trap to someone else. You may do this once for each unused Avoid Trap you have purchased. State “[School], Bestow Avoid Trap.”

**Silent Casting, 50 CP** [Single Purchase]

*Usage: Special*

When you are under a Silence effect, you may cast a single spell. The incantation must still be stated aloud so that the recipient can hear it. This does not allow you to resist the Silence effect or talk normally while under it.

**Arcanologist Specialized Skill Tree**

*Prerequisites: 300 points spent on Basic Magic Skills, 3 Purchases of Research: Magic, Additional School*

*Restrictions: No Divine Skills*

Not everyone who followed the path of the archmage became interested in the raw offensive power or fine manipulation of their spellwork. Some possess an almost obsessive fervor for learning everything about the arcane.

**Arcane Awareness, 50 CP** [Multiple, Non-Increasing, Max 2]

Each purchase allows you to learn spells from an additional school of magic.

**Arcane Mastery, 50 CP** [Single Purchase]

*Prerequisite: Arcane Awareness x2*

This skill allows you to learn spells from all of the schools of magic.

**Attuned to the Arcane, 30 CP** [Multiple, Non-Increasing, Max 2]

*Prerequisite: Research: Magic*

*Usage: Requires a crafted arcane catalyst.*

The winds of magic flow everywhere. For some it is overwhelming, but for you, it is crystal clear. With your arcane knowledge and use of a specially made arcane catalyst, you can reach for a sympathetic connection to the arcane to find the answers you seek. With your first purchase of this skill, you can channel an inquiry of up to 100 words into your catalyst. At the beginning of your next event, you will receive a written response to that inquiry on your character sheet as well as snippets of inspiration for arcane research.

With your second purchase of this skill, in addition to receiving the arcane inspiration, you will also learn a random spell from a school that you possess that is relevant to your inquiry. This spell is learned in addition to the one spell you can learn each event.

**Obsessive Study: Magic** - Single Purchase, 40 CP

*Prerequisite: Research: Magic*

You are so dedicated to the art of research, that you are able to study certain subjects with singular focus. When you submit Research: Magic requests you will receive more detailed results and be more likely to find success in your endeavors.

**Spell Crafting, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per season between events*

Once per season, you may purchase this skill to craft a new spell that is unique to you. Spell crafting submissions should be made via email between games before the character update deadline. The spell will be reviewed between games by the rules team to ensure that it is balanced and fits within the magic system. Once approved, the custom spell will be available at the subsequent event.

**Archmage Specialized Skill Tree**

*Prerequisites: 300 Points Spent on Basic Magic Skills, Additional School.*

*Restrictions: No Divine Skills*

The Archmage is one who has achieved enlightenment in all forms of magic. While they may never surpass the mastery of one school like the Purist, they possess a vast amount of utility by drawing from all of the schools.

**Arcane Awareness, 50 CP** [Multiple, Non-Increasing, Max 2]

Each purchase allows you to learn spells from an additional school of magic.

**Arcane Mastery, 50 CP** [Single Purchase]

*Prerequisite: Arcane Awareness x2*

This skill allows you to learn spells from all of the schools of magic.

**Extend Shield, 40 CP** [Multiple, Increase Per Purchase]

*Usage: Once per purchase*

For each purchase of this skill, you may pay double the casting cost of any lesser shield spell you know and cast it on 5 targets.

**Heightened Intellect, 60 CP** [Single Purchase]

*Usage: Special*

With this skill you are able to learn two spells between events.

**Spell Crafting, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per season between events*

Once per season, you may purchase this skill to craft a new spell that is unique to you. Spell crafting submissions should be made via email between games before the character update deadline. The spell will be reviewed between games by the rules team to ensure that it is balanced and fits within the magic system. Once approved, the custom spell will be available at the subsequent event.

**Artificer Specialized Skill Tree**

*Prerequisites: 200 points in Basic Divine skills **or** Basic Magic skills **and** 200 points in Jewelry skills.*

*Restrictions: Most Artificer skills require the use of items crafted in game.*

An art-form that goes back to Thislan itself. While any jeweler can imbue an enchanted ring, only artificers can call themselves the true masters of imbue ment. These skilled spellcasters are even said to use their jewelry as a form of magic grimoire.

**Antiquarian, 40 CP** [Multiple, Increasing, Max 2]

As a master crafter, you are adept at attuning jewelry to others. For each purchase, you gain an additional attunement slot that can only be used on jewelry.

**Lithomancer's Defense, 50 CP** [Single Purchase]

*Usage: Special*

If you are struck with a spell that has the same incantation as a spell that is imbued in a piece of magical jewelry attuned to you, you can expend a use or charge of that spell from the item and state "Resist."

**Rapid Attunement: Jewelry, 40 CP** [Single Purchase]

*Prerequisite: Detect/Attune or Equip Own Craft: Jewelry*

You are able to rapidly attune someone to a piece of magical jewelry by expending a use of your Detect/Attune or Equip Own Craft: Jewelry skill. You and your target must visit plot center with the item you are attuning. The attunement information will be sent out to you within an hour. This expends one use of your Detect/Attune or Equip Own Craft: Jewelry so it can no longer be used between games.

### **Recharge Jewelry, 30 CP** [Single Purchase]

*Usage: Special*

If a piece of magical jewelry grants a spell that you are capable of casting to be used for a limited number of times, you can recharge one use of the spell by expending the appropriate Conviction or Mana required for the spell. The jewelry does not need to be attuned to you and you must already know the spell within the crafted item. This skill does not work on items which have expired.

### **Source Prism, 60 CP** [Single Purchase]

*Prerequisite: Recharge Jewelry*

*Usage: Once per event*

Once per event, this skill allows you to tap into the latent mana or conviction native to a piece of jewelry you are attuned to in order to cast a single spell stored in one of them. Mana must be used to cast mana spells and conviction must be used to cast conviction prayers. The equipment must have charges/uses remaining to use this skill, and using this skill does not consume a charge/use in the item. When casting through this skill state "Source Prism" and then the incant according to the equipment writeup.

## **Aspect Specialized Skill Tree**

*Prerequisite: 300 points spent in Divine Basic Skills*

*Restrictions: Only one Divine Domain*

To be an Aspect is to achieve a perfect understanding of a Divine Domain, and demonstrate the focus of that domain at a level beyond mortal limits. Aspects may resist or even absorb and be healed by any prayers of their own domain. As living extensions of their domain, Aspects exert their will in the world with prayers of incredible strength, sometimes with incantations never before spoken.

See the Complete Prayer List for Aspect-tier prayers available for each Divine Domain.

### **Absorb Domain, 60 CP** [Single Purchase]

*Prerequisite: Immunity to Domain*

Your soul is fully attuned to channel your Divine Domain in such a way that when you are hit with a spell from your Divine Domain you may absorb and convert it to restore one health instead of taking its effect. [State "Absorb" to use this ability.](#)

**Divine Wrath, 40 CP** [Single Purchase]

*Usage: Once per event*

You may convert all of your remaining Conviction into a single burst of divine damage. Incantation "Divine Wrath, [Divine Domain] damage [x]." The damage [x] is equal to the amount of Conviction used to power Divine Wrath.

**Immunity to Domain, 50 CP** [Single Purchase]

*Prerequisite: Resist School x5*

You have reached a new depth of understanding of your Divine Domain that allows you to ignore its effects when it is directed against you. When hit by a spell of your Divine Domain, state "no effect."

**Prayer Crafting, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per season between events*

Once per season, you may purchase this skill to craft a new prayer that is unique to you. Spell crafting submission should be made via email between games before the character update deadline. The prayer will be reviewed between games by the rules team to ensure that it is balanced and fits thematically within your Divine Domain. Once approved, the custom spell will be available at the subsequent event.

**Resist Domain, 30 CP** [Multiple, Non-Increasing, Max 5]

*Usage: Once per event per purchase*

The depth of your conviction within your Divine Domain has made you somewhat resistant to its effects. For each purchase of this skill you may resist one spell or skill with your Divine Domain in its call.

**Assassin Specialized Skill Tree**

*Prerequisites: 300 points in Basic Stealth Skills*

The hidden knife, the one who quietly solves problems, the unseen hand that performs the will of those able to pay.

**Assassinate, 50 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Backstab*

*Usage: Once per event per purchase*

State "Death" before striking. Strike must hit the target's torso from behind with both feet firmly planted on the ground (not running or walking). You cannot be mid-stride

while delivering the attack. If the strike is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.

**Double Dose, 40 CP** [Single Purchase]

*Prerequisite: Apply Poison*

*Usage: As Components Allow*

You know better than to waste a drop of poison. Your skill in applying them allows you to make two called poison attacks from one application of poison. [You may only do this to your own weapons.](#)

**Luck, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called stealth attack is resisted by any means you are able to reuse it immediately without paying its Agility cost.

**Paralyze, 40 CP** [Single Purchase]

*Prerequisite: Nerve Strike*

*Usage: 5 Agility*

State "Paralyze, [5 minutes](#)" before your strike. The blow must land on the torso, and paralyzes the target for 5 minutes if it does.

**Throat Punch, 50 CP** [Single Purchase]

*Prerequisite: Subdue*

*Usage: 3 Agility*

Using a subdue packet, state "Silence" before throwing.

## **Augmented Specialized Skill Tree**

*Prerequisites: 300 points in a single Basic Action Pool Skill category (Divine, Guns, Magic, Melee, or Stealth) or 200 points in a Basic Action Pool Skill category and 200 points in Survival*

*Restrictions: Most Augmented skills require the use of items crafted in game.*

**Rite of Passage:** Have at least one augment implanted during an event.

Augmenteds are those who specialize in the use of augmentations, both permanent and temporary, magical or technological. Choosing to replace their flesh with implants and other augmentations, they are able to take advantage of body modifications in ways that others cannot.

**Additional Augments, 40 CP** [Multiple, Increasing, Max 2]

For each purchase, you gain an additional attunement slot that can only be used on augments.

**Chem Tolerance, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per event per purchase*

Your system has grown used to imbibing chems that have negative side effects. You can expend a use of this skill to ignore any negative effect while keeping any positive effects from a chem you ingest or are administered.

**Made for Augmentation, 50 CP** [Single Purchase]

While you are attuned to an augment, you no longer have to maintain its upkeep costs. If the augment requires a certain number of spells or action pool to recharge its abilities, however, that must still be put into the item.

**Overclock Augmentation, 40 CP** [Single Purchase]

*Usage: 5 Action Pool, Requires Augment*

You can tap into your physical or mental reserves in order to push your augmentations past their normal limit. You can gain 1 additional use of a spell or ability that one of your augments grants you by expending 5 Action Pool.

**Tougher Stuff, 50 CP** [Single Purchase]

*Usage: 3 Action Pool*

Due to constant augmentation you've cultivated a higher pain threshold. By expending 3 Action Pool, you temporarily gain "Resist Pain/Slumber/Subdue" equal to the number of augments you have attuned + 1 for the remainder of the day. The strikes must be delivered by a weapon. You must use the resist on the first Pain, Slumber, or Subdue struck to you in this way.

## **Banneret Specialized Skill Tree**

*Prerequisites: 200 points in Basic Social skills and 200 points in Basic Guns, Melee, or Stealth skills.*

**Rite of Passage:** Successfully lead a group of at least 4 people to victory in a battle.

Battlefield leaders can be found in many forms. While the Heralds learned to cast their spells on a wider swathe of those under their command the Bannerets act as a form of supportive leadership for select groups on the battlefield.

**Battlefield Commander, 50 CP** [Single Purchase]

*Prerequisite: Commanding Presence*

*Usage: 3 Agility/Artillery/Stamina*

Your skill as a commander knows no bounds. While you are leading a group of people no larger than 8 individuals, you may expend a use of one of your skills, as well as 3 Agility/Artillery/Stamina, and bestow that skill to everyone under your command. State, “All under my command, Bestow [Guns/Melee/Stealth Skill], [Guns/Melee/Stealth Skill Call].”

**Commanding Presence, 40 CP** [Single Purchase]

*Usage: Special*

Your experiences on the battlefield have given you the insight to lead others effectively. While you are leading a group of people no larger than 8 individuals, you may expend a use of one of your skills and bestow it to someone under your command. State, “[Name], Bestow [Guns/Melee/Stealth Skill], [Guns/Melee/Stealth Skill Call].”

**Rallying Cry, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Rally*

*Usage: Once Per Day Per Purchase*

You have perfected the right words to speak to reinvigorate those under your command on the battlefield. While you are leading a group of people no larger than 8 individuals, you may state, “All under my command, restore Action Pool 3.” Your targets can choose which Action Pool is restored when you use this skill.

**Resist Silence, 30 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per day per purchase*

You’ve learned that silence speaks volumes and as such, you cannot be silenced so easily. Each purchase allows you to resist a Silence effect of your choice.

**War Games, 40 CP** [Multiple, Increasing]

*Prerequisite: Rally*

*Usage: Once per purchase*

If you lead a group of up to 10 people in a martial training exercise (sparring, mock combat, tactical games, etc.) that lasts at least 10 minutes, you can restore to them a small amount of Action pool. It must be clear at the start of the War Games who is participating. At the end of the exercise, state, “[Knowledge/War], all who participated in these War Games, restore Action Pool 3.” Your targets can choose which Action Pool is restored when you use this skill.



## Beguiler Specialized Skill Tree

*Prerequisites: 200 points in Basic Magic Skills, 200 points in Basic Social Skills*

Beguilers are the living definition of "honeyed words," able to weave their magic even into their speech. Experts at charm and deceit, some Beguilers can fool even Mirhanan itself.

### **Beguiling Aura, 50 CP** [Single Purchase]

*Usage: 5 Mana*

You gain the following spell:

#### **Aura of Beguilement**

Cost: 5 Mana

Delivery: Self Only

Incantation: [School], Aura of Charm

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, [School], Charm." This does not prevent damage or skills from the attack. If you know more than one school of magic you must choose which school you are using for the Aura of Beguilement when you cast it.

### **Honeyed Words, 40 CP** [Single Purchase]

*Usage: 3 Mana*

You gain the following spell:

#### **Aura of Ease**

Cost: 3 Mana

Delivery: Self Only

Incantation: [School], Aura of Ease

Once per casting, when struck with a melee (non-ranged) weapon, state "Backlash, [School], Pacify." This does not prevent damage or skills from the attack. If you know more than one school of magic you must choose which school you are using for the Aura of Ease when you cast it.

### **Adaptation, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Between Events*

Once per season, you may purchase this skill to enhance a spell that you know to have an additional or modified effect. Modification submission should be made via email between games before the character update deadline. Once approved, the adapted spell will be available at the subsequent event. The final Mana cost and incantation will be determined based on the submitted modification.

**Mimicry, 40 CP** [Multiple, Non-Increasing]

*Usage: Once per event per purchase*

You may cast a spell you have witnessed someone else casting, without paying the casting cost. You cannot copy Domain Prayers or Null Revocations with this skill.

**Threshing, 40 CP** [Single Purchase]

*Prerequisite: Rumormonger x3*

You will know which rumors are patently false. Any rumors you spread will always be read as true by anyone who does not have this skill.

## **Biovisionary Specialized Skill Tree**

*Prerequisites: 200 points spent in Basic Medical skill, 200 points spent in Engineering skills*

*Restrictions: Most Biovisionary skills require the use of items crafted in game.*

Where a Modifications Specialist views the human body as a canvas for artistic creation, a Biovisionary sees the blueprints for the future. Combining their biomedical expertise with engineering prowess they are able to create and implant augments and prosthetics that allow patients to reach beyond the body's limitations.

**Biology: Cryptid, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Medical*

*Usage: Between Events*

Once per purchase, with use of the Research: Medical, you can learn the biology of specific species of living mythical, [sentient undead](#), or primal creatures. This knowledge allows you to apply any Medical skills you know to those specific species.

**Magical Prosthetics, 50 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop, Organ Cooler*

This skill allows you to modify living, humanoid recipients by attaching magical prosthetics. [In addition, you can remove a Magical Prosthetic from someone who is willing or unable to resist \(dead, unconscious, magically bound\) with 5 minutes of role play.](#)

### **Mechanical Prosthetics, 50 CP** [Single Purchase]

*Prerequisite - Harvest Organ*

*Usage: Requires Prop, Organ Cooler*

This skill allows you to modify someone with mechanical based items. In addition, you can remove a Mechanical Prosthetic from someone who is willing or unable to resist (dead, unconscious, magically bound) with 5 minutes of role play.

### **Orthotist, 60 CP** [Single Purchase]

*Prerequisite: Medical Procedures*

Your specialty of working with prosthetics has given you some unconventional approaches to your medicinal studies. With this skill you are able to learn two medical procedures between events. In addition, when learning medical procedures, you include the following procedures from the Biovisionary Procedures list(see below) to the list available to you.

### **Reclaim Augments, 40 CP** [Single Purchase]

*Prerequisite: Reverse Engineer, Research: Medical*

*Usage: Between Events*

With this skill you can deconstruct and reclaim all of the components from an augment or prosthetic, or guarantee success in figuring out how to replicate the device. Items must be turned in at check out to use this skill.

## **Biovisionary Medical Procedures**

### *Anatomy*

#### **Tune Up**

*Usage: Once per event*

Delivery: Touch

Incantation: "Medical, Restore 1 use of Augment [skill/spell]."

This procedure allows you to restore one use of a skill or spell granted by the Augment that the recipient is attuned to.

### *Medicinal Studies*

#### **Infusion Shunt**

*Usage: As Components Allow*

Delivery: Touch

Incantation: "Medical, Bestow Pharma."

This medical procedure allows the storage of a single pharma on someone who is attuned to an augment to be used at a later point. The pharma is consumed with the use of this skill. The stored pharma may be used at a later point of the recipient's choice during the event. If the stored pharma is not used before the end of the event, it is lost.

## *Pathology*

### **Eye for Augmentation**

*Usage: Unlimited*

Delivery: Touch

Incantation: “Medical, Diagnose, how many Augments are you currently attuned to?”

Targets must respond with a number.

They are not required to state where the arguments are located or their purpose.

## *Phlebotomy*

### **Custom Tailored**

*Usage: Once per Event.*

Delivery: Touch

Incantation: “Medical, Maintain Augment. Put this in your PEL.”

This medical procedure can be used in place of the anti-rejection pharma required for augment maintenance. Both the target and caster should put your use of this Procedure in your PEL and report it at checkout.

## **Bulwark Specialized Skill Tree**

*Prerequisites: 300 points spent on Basic Melee Skills*

*Restrictions: No Guns Skills*

Guardian, protector, all humble names that define the Bulwark. With shield in hand, when the Bulwark decides to make their stand no force in the world can move them.

### **Ebb and Flow, 60 CP** [Single Purchase]

*Prerequisite: Parry*

If an opponent uses the same called skill on you twice in a row, you may parry the second one without paying the Stamina cost.

### **Force of Will, 60 CP** [Single Purchase]

*Usage: Once per event*

Once per event, when your Health Pool is reduced to one, you may plant one foot and state “Force of Will”. For one minute you have a barrier against all melee and gun attacks. At the end of that minute you fall over dead with no bleed out count.

### **Hold Ground, 50 CP** [Multiple, Non-Increasing]

*Prerequisite: Shield*

*Usage: Once per event per purchase*

Each purchase of this skill grants you a one-minute barrier against skills or spell effects that would force you to move. State “I will hold this ground!” to activate it.

**Make Some Room, 40 CP** [Single Purchase]

*Prerequisite: Push*

*Usage: 3 Stamina*

This skill allows you to swing the Push skill 5 times.

**Vitality, 40 CP** [Multiple, Increasing, Max 4]

*Prerequisite: 4 Health Pool*

Each purchase of this skill increases your Max Health Pool by 1.

**Butcher Specialized Skill Tree**

*Prerequisites: 200 Points spent in Basic Medical Skills and 200 points spent in Basic Melee Skills*

An in-depth understanding of anatomy combined with exceptional weapon skills results in techniques that most forms of combat specialists fail to achieve. While there is something to be said for brute force, sometimes a more surgical approach is needed.

**Biology: Cryptid, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Medical*

*Usage: Between Events*

Once per purchase, with use of the Research: Medical, you can learn the biology of specific species of living mythical, [sentient undead](#), or primal creatures. This knowledge allows you to apply any Medical skills you know to those specific species.

**Bleed, 40 CP** [Single Purchase]

*Prerequisite: Maim*

*Usage: 4 Stamina*

State “Bleed” before your strike. Strike must land on an arm or leg, and if successful the target will be reduced to zero health in one minute and fall unconscious.

**Organ Harvester, 40 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop: 2 small Organ coolers or an in game crafted advanced cooler with a higher capacity.*

Your perfected skills harvesting organs allows you to remove two different organs from a recently dead body with two minutes of roleplay. You must have an appropriate number of storage coolers to make use of this skill.

**Paralyze, 40 CP** [Single Purchase]

*Prerequisite: Pain*

*Usage: 5 Stamina*

State "Paralyze, 5 minutes" before your strike. The blow must land on the torso, and paralyzes the target for 5 minutes if it does.

**Vitality, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite: 4 Health Pool*

Each purchase of this skill increases your Max Health Pool by 1.

## Conduit Specialized Skill Tree

*Prerequisite: 200 Points spent on Basic Divine Skills and 200 Points spent on Basic Magic Skills*

Conduits are able to manipulate the potential within themselves with a fine fluidity. In fact, their mastery of both Arcane and Divine knowledge allows them to briefly tap into the power of Null to manipulate raw essence. Some believe that the first Conduit was inspired by an old Thislanian myth about an entity that could consume the essences of creatures.

**Drain, 40 CP** [Multiple, Increasing]

*Usage: Once per day per purchase*

State, "Null, Drain [X] [Action Pool]" and throw a spell packet at a target. This skill drains the target's Action Pool of your choice of where [X] is a number between 1 and 9. If the target does not have that many points in their pool the skill fails and you lose the expended conviction/mana. Either way, you do not get the Action Points you drain.

**Enhanced Understanding, 50 CP** [Multiple, Non-Increasing, Max 2]

For each purchase of this skill, you may choose an additional Divine Domain or School of Magic from which to learn spells. You must choose the Domain or School at time of purchase.

**Lay On Hands, 50 CP** [Multiple, Increasing]

*Prerequisite: Empathic Healing*

*Usage: Once per event per purchase*

Once per purchase you may instantly heal someone to full health. Touch them with a spell packet and state “I Restore you to full Health.” This skill does not alleviate status conditions. Radiation and Drain effects still apply.

**Siphon, 40 CP** [Single Purchase]

*Prerequisite: Drain*

You have learned to transfer the [Action Points] drained from your target into your own pool. For each [Action Points] you drain from a target, you may restore that many to your own corresponding Action Pool. You must already have the appropriate, matching Action Pool and you cannot exceed the limit of your Action Pool(s). Any Action Points that exceed your Action Pool are lost.

**Transfer, 50 CP** [Single Purchase]

*Prerequisite: Siphon*

You have learned how to convert and transfer your potential between various pools. You may, at any time, move Pool Points from one Action Pool you possess to another. This can be used in conjunction with your Siphon skill to instantly convert Action Points that you have drained from an Action Pool that you do not possess into one that you do. You cannot exceed the limit of your Action Pool(s).

## **Creature Trainer Specialization**

*Prerequisites: 300 CP in Basic Social Skills, 3 Purchases of Behaviorist*

**Rite of Passage:** Teach 3 different non-human creatures to perform a task without using any skills or spells.

Thanks to extensive research and experimentation into understanding the environments around them, Creature Trainers know the ins-and-outs of interacting with creatures.

**Behaviorist: Cryptid, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Social*

*Usage: Between Games and Special*

Once per purchase, with use of Research: Social, you can learn the behaviors and natures of one species of living Mythical or Primal creature. This knowledge allows you to apply any Social skills you know to those specific species.

**Creature Contacts, 40 CP** [Multiple, Non-Increasing, Max 5]

*Prerequisite: Persuasive Demeanor*

*Usage: Once per purchase, Between Events*

Your skills training creatures to perform basic tasks has proven lucrative. For each purchase of this skill, you may choose one group of creatures for which you have already purchased an appropriate Behaviorist Type, then designate a component type (animal, insect, or plant) for them to search for between events. You may choose a different creature and component each game. At the start of the following event, you will receive 3 components of the specified type(s). In addition, you may potentially gain information about the creature's populace, environment, or their search. The quality of responses depend on your relationship with the creature.

**Imposing Calm, 40 CP** [Multiple, Increasing]

*Prerequisite: Behaviorist*

*Usage: Once Per Day Per Purchase*

*Delivery: By Voice*

Your skill with creatures allows you to calm them with your presence. State "All [Behaviorist Type] within [designate area], Pacify 5 minutes." All appropriate creatures within the designated affected area become non-hostile. The effect ends when the duration ends or they are threatened/attacked, or lose health. This ability cannot be used on humans.

**Persuasive Demeanor, 50 CP** [Multiple, Non-Increasing, Max 5]

*Prerequisite: Charming Smile x3*

*Usage: Once per event per purchase*

*Delivery: Packet*

Throw a spell packet at a single target and state "By My Command, Enthrall to [Behaviorist Type], 5 minutes." The target will be loyal to you, and obey your commands to the best of their ability, for 5 minutes. Choose your words carefully, after the spell ends the target is free to do as they please.

**Polyglot, 40 CP** [Single Purchase]

*Prerequisite: Linguistics x5*

*Usage: Special*

Your depth of knowledge in linguistics allows you to be able to pick up on enough cues to be able to communicate with anyone. You may use Linguistics without expending the skill.



## Demolitions Expert Specialized Skill Tree

*Prerequisites: 200 Points in Basic Guns Skills **and** 200 Points in Chemistry Skills **or** Kilnworks skills*

*Restrictions: Most Demolitions Experts skills require the use of in-game crafted explosives.*

Masters of all things explosive. Demolitions Experts are able to use a charge to bring down a well worn structure or disrupt the enemy lines.

### **Demolitions Expert, 50 CP** [Single Purchase]

*Usage: Special*

Your skill with firearms has extended into your training with explosives. When using an explosive device such as a grenade or grenade launcher, you can use your Basic Guns skills in conjunction with them, as if they were bullets. To do so you would expend the artillery as normal. You cannot use the Hollow Point skill with any explosives. (Ex: You could add the effects of Pierce and Bean Bag Ammo to your grenade expending 3 Artillery and changing the call to “Pierce, Damage 2, Knockdown”).

### **Front Towards Enemy, 40 CP** [Multiple, Non-Increasing, Max 2]

Each purchase of this skill increases the Cluster Delivery size of a thrown explosive you can throw. (Ex: 2 Purchase of this skill would increase a Cluster 5 explosive to a Cluster 7 explosive).

### **Jury Rigged Explosives, 50 CP** [Single Purchase]

*Usage: 2 Artillery*

With some clever jury rigging, you can turn powders with a Packet delivery to powders with Cluster 5 delivery.

### **Packed Charges, 30 CP** [Multiple, Increase Per Purchase, Max 3]

*Usage: Special*

Each purchase of this skill allows you to spend an extra artillery to increase your explosives damage by 1, per purchase.

### **Resist Fire, 20 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once Per Day Per Purchase*

Your time around incendiary devices has given you a slight resilience to high heat situations. Each purchase allows you to resist a Fire effect of your choice.

## **Diplomat Specialized Skill Tree**

*Prerequisites: 300 points in Basic Social Skills*

**Rite of Passage:** Without using your spells or skills, gain good standing with an NPC who can provide you a Letter of Introduction to someone you have not met before.

Not everything can be solved at the point of a sword or the barrel of a gun. Sometimes it takes de-escalation, someone who can talk everyone down from the ledge. Swimming in the political waters can oftentimes be more dangerous than wading through a battlefield. This is where the Diplomat shines.

### **Letters of Introduction, 30 CP** [Multiple, Increasing]

*Prerequisite: Social Networking for Contact: Political*

*Usage: Special*

Each purchase of this skill grants you credentials from a political contact. These credentials will open the door for making contact with cultures and people that won't often waste their time on someone unknown.

### **Parlay, 40 CP** [Multiple Purchase, Increasing]

*Prerequisite: Charming Smile*

*Usage: Once per event per purchase*

*Delivery: By Voice*

Your skill with diplomacy allows you to deescalate even the most tense of moments with a few key words. State "All [Behaviorist Type] within [designate area], Pacify 5 minutes." Everyone within the designated affected area becomes non-hostile. The effect ends when the duration ends or they are threatened/attacked, or lose health.

### **Polyglot, 40 CP** [Single Purchase]

*Prerequisite: Linguistics x5*

*Usage: Special*

Your depth of knowledge in linguistics allows you to be able to pick up on enough cues to be able to communicate with anyone. You may use Linguistics without expending the skill.

### **Rapid Response: Political, 40 CP** [Single Purchase]

*Prerequisite: Contact: Political*

Once per event, you are able to get a message to your Political Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be

sent out to you within an hour.

**Social Networking, 50 CP** [Multiple, Increase Per Purchase]

*Prerequisite: A contact from the Basic Social Skill Tree*

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

**Divine Archivist Specialized Skill Tree**

*Prerequisites: 200 points in Basic Divine Skills, 200 points in Basic Social Skills*

*Requirements: Must have the Knowledge Domain*

*Restrictions: Some Divine Archivist skills require the use of a special crafted in-game holy book catalyst.*

**Rite of Passage:** Research a subject of your choosing (with or without the Research skill) and present your findings to a group of peers. Be prepared to answer any questions that they might have and defend your research if asked.

Divine Archivists are keepers of a Book of Lore, a tome said to be empowered by the domain of Knowledge itself. These Archivists act as record keepers and knowledgeable consulars to others of their faith.

**Augmentation, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Between Events*

Once per season, you may purchase this skill to augment a divine prayer that you know to have an additional or modified effect. Modification submission should be made via email between games before the character update deadline. Once approved, the augmented spell will be available at the subsequent event. The final Conviction cost and incantation will be determined based on the submitted modification.

**Book of Lore, 40 CP** [Single Purchase]

*Prerequisite: Research: Divine*

*Usage: Between Events, Requires a holy book Catalyst*

Information is everywhere, and for you, it's almost a natural drive to put it down for posterity. With your divine blessings, your holy tome reaches for a sympathetic connection between all documentation to find the answers you seek. Between events, you can write an inquiry of up to 100 words into your Book of Lore. At the beginning of

your next event, you will receive a written response to that inquiry in your book as snippets of documentation.

**Keeper of Divine Lore, 40 CP** [Multiple, Increasing]

*Prerequisite: Rally*

*Usage: Once per event per purchase, Requires a holy book Catalyst*

Your knowledge of the world is truly inspiring to those around you. For each purchase of this skill, if you spend at least 10 minutes discussing or telling a story related to one of your divine domains, you may cast a beneficial spell on all who heard it. At the end of the story, you may expend the conviction to cast a spell and use this skill. State, "All within [designate area], [Spell Incantation]."

**Librarian** - Single Purchase, 50 CP

*Prerequisite: Research Assistant*

With the purchase of this skill, your skill as an assistant has been upgraded to that of master researcher. It will always provide more information than the use of Research Assistant (with skill in the research area), even if you do not have any skills in the area being researched. You will also receive a copy of the research results.

**Obsessive Study: Divine** - Single Purchase, 40 CP

*Prerequisite: Research: Divine*

You are so dedicated to the art of research, that you are able to study certain subjects with singular focus. When you submit Research: Divine requests you will receive more detailed results and be more likely to find success in your endeavors.

**Duelist Specialized Skill Tree**

*Prerequisites: 300 Points spent in Basic Melee Skills*

*Restrictions: No Guns Skills*

The Duelist is a master of offensive melee. Where the Bulwark stands their ground, the Duelist is always moving to the next fight

**Counter Strike, 50 CP** [Multiple, Increasing]

*Prerequisite: Parry*

Once per purchase, when you use the skill parry, you may immediately use the skill you parried at no cost.

**Deathblow, 50 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Slay*

*Usage: Once per event per purchase*

State "Death" before striking. Strike must hit the torso. If the strike is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.

**Melee Weapons Grandmastery, 50 CP** [ Single Purchase]

*Prerequisite: Melee Weapons Mastery*

You have reached the pinnacle of your favored fighting style with a specific type of weapon. You gain the appropriate upgraded version of a **Melee Weapons Mastery** skill you previously purchased:

- **Dual Wield Expertise:** While wielding two one-handed melee weapons, whenever you are Bestowed the temporary use of a swingable skill (Disarm, Push, etc) or Enchanted with a carrier (War, Mind, Null, etc.) you can swing that effect once per weapon before expending that Bestowal and/or Enchant.
- **One Handed Expertise:** When wielding only a one handed melee weapon, if you are in a one-on-one duel that has been agreed to by your opponent, you may use the Subdue skill for 2 Stamina during that duel.
- **Sword and Shield Expertise:** While wielding a one-handed melee weapon and a shield, once per event, when a spell hits your shield you may state "Resist."
- **Two-Handed Weapons Expertise:** When wielding a two-handed melee weapon, when you use the Slay skill and your foe falls unconscious you may swing the skill a second time at no additional cost immediately on a new target.

**True Strike, 40 CP** [ Single Purchase]

*Usage: Once per event*

If your called melee attack is resisted by any means, you may immediately reuse the skill once without paying its Stamina cost.

**Vitality, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite: 4 Health Pool*

Each purchase of this skill increases your Max Health Pool by 1.

## Dragoon Specialized Skill Tree

*Prerequisites: 200 Points spent on Basic Divine Skills and 200 Points spent on Basic Gun Skills*

*Restrictions: Only one divine domain. Most Dragoon Skills require a special holy gun crafted in game to use.*

Parallel to the rise of Gun Mages came those who learned to combine mastery of firearms with the Divine. Found across various holy orders, these holy gunslingers often work in parallel with paladins and other agents of their faith.

### **Blessed Bullet, 30 CP** [Single Purchase]

*Usage: 2 Conviction, Requires a crafted holy gun.*

By expending 2 conviction, you may use your holy weapon as a conduit for your divine power, capable of firing holy bullets . For your next shot, state “Holy”. The shot may be combined with a single called attack (i.e. Holy Maim).

### **Divine Blast, 50 CP** [Single Purchase]

*Usage Cost: 5 Conviction, Requires a crafted holy gun.*

By expending 5 conviction, you may charge your gun with divine power, capable of firing a powerful blast of conviction . For your next shot, state “[Domain], Damage 5.”

### **Double Tap, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

### **Hallowed Point, 60 CP** [Single Purchase]

*Prerequisite: Blessed Bullet*

*Usage: 5 Conviction, Requires a crafted holy gun.*

By expending 5 conviction, your holy weapon becomes a hallowed relic, capable of firing a powerful blast of the divine. For your next shot state, “Holy, Damage 5” before shooting. Such a blast likely deals special damage to certain undead based species.

### **Holy Water Ammo, 40 CP** [Single Purchase]

*Prerequisite: Create Holy Water*

*Usage Cost: 1 Conviction, Requires a crafted holy gun.*

This skill allows you to turn your gun into an undead irritating water pistol. Use of this skill allows you to call “Holy Water” as a called gun attack.

## **Fang of the Blood Cult Specialized Skill Tree**

*Prerequisite: 300 points in one Basic Action Pool Skill category (Divine, Guns, Magic, Melee, or Stealth) or 200 points in one Basic Action Pool Skill category and 200 points in one other Basic or Crafting Skill category.*

*Restrictions: Must join a Blood Cult in order to access the Anointed Hunter skill tree. Costume requirement of a tattoo relating to your cult.*

**Rite of Passage:** Find a member of Cult of Blood and prove your dedication to them by joining their ranks. This Rite of Passage can be started before you reach the prerequisites for this skill tree.

Those who are blessed by one of the Cults of Blood gain access to special abilities that walk a line between magic and martial. Slowly but surely they become powerful members of their Blood Cult and gain the skills of high priests and warriors alike. These are the Fangs of the Blood.

**Note:** Due to the secretive nature of the Blood Cults, the Fang of the Blood Cult's skills are intentionally left vague. Upon successfully joining the Blood Cult, you will be given information about the skills and abilities that your Blood Cult unlocks. In addition, by unlocking this Specialized Skill tree casters gain access to a unique spell related to your Blood Cult.

### **Aberration, 50 CP** [Single Purchase]

*Usage: Special*

Your connection to your Blood Cult has changed you, giving you a unique Aberration skill related to your cult. The ability you gain varies based on the type of Blood Cult you join

### **Assault of the Blood, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per event per purchase*

You have been trained in a special offensive skill that is inspired by the animal from which your Blood Cult is derived. The ability you gain varies based on the type of Blood Cult you join.

### **Contact: Blood Cultist, 30 CP** [Single Purchase]

*Usage: Between Events*

Now that you have joined a Blood Cult, you've made contact with its members and they are watching you. You may receive orders from them and you may request aid from

them. However, any relationship works both ways and if you play your cards right, you might also start to reap the rewards of joining the Cult.

**Cult Training, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: [Once per day per purchase](#)*

Your connection to your Blood Cult allows you to gain an ability that walks the line between spell and physical ability. The casting skill you gain varies based on the type of Blood Cult you join.

**Protection of the Blood, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: [Once per day per purchase](#)*

Your connection to your Blood Cult has given you a lesser form of protection against a specific type of effect. The resistance you gain varies based on the type of Blood Cult you join.

## **Field Medic Specialized Skill Tree**

*Prerequisites: 300 points spent in Medical Basic Skills.*

While some medical professionals find themselves perfecting their craft in hospitals or their medical offices, the field medics perfect their craft on the battlefield. You're the most forward physician and perform life-saving treatments, so those on the battlefield may progress to the next stage of care.

**Administer Pharmaceuticals, 50 CP** [Multiple, Non-Increasing, Max 3]

*Prerequisite: [Collect Blood Sample](#)*

*Usage: [As Components Allow](#)*

First purchase of this skill allows you to increase the healing of a pharmaceutical by 1 vitality. Second purchase of this skill allows you to double the duration of the effect of a pharmaceutical. Third purchase of this skill allows [the recipient of pharmaceuticals you administer to](#) ignore the 1 minute to take effect. These effects are cumulative.

**Ambulance Driver, 40 CP** [Single Purchase]

*Prerequisite: [Stabilize](#)*

*Usage: [Special](#)*

You may now Stabilize and move a person at a quick walk without assistance. The person's Bleed Out count [resumes if they take if they are struck by a weapon, bullet, or damage bearing spell or you are separated.](#)



### **Battlefield Medicine, 60 CP** [Single Purchase]

*Usage: Special*

*Prerequisite: Medical Procedures*

Your time as a surgeon on the front lines has taught you a thing or three about emergency medicine. With this skill you are able to learn two medical procedures between events. In addition, when learning medical procedures, you include the following procedures from the Field Medic Medical Procedures list (see below) to the list available to you.

### **Create Procedure, 50 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Medical Procedures*

Once per season, you may purchase this skill to create a medical procedure that is unique to you. Custom procedure submissions should be made via email between games before the character update deadline. The procedure will be reviewed between seasons by the rules team to ensure that it is balanced and fits within the bounds of medical science and the game's technological limitations. Once approved, the modified procedure will be available at the subsequent event.

### **Field Medic, 40 CP** [Single Purchase]

*Prerequisite: First Aid*

*Usage: As Components Allow*

You have mastered the nuances of administering effective First Aid. When you administer First aid for its full duration, restore 4 health to your target instead of 3.

## **Field Medic Medical Procedures**

### *Anatomy*

#### **Triage**

*Usage: Once per day.*

Delivery: Touch

Incantation: "Medical, Bestow Karma"

This medical procedure allows you to bestow a use of karma on a target that is Bleeding Out.

### *Medicinal Expertise*

#### **I'm Not Going to Lose You**

*Usage: Once Per Day*

Delivery: Self

Incantation: "Medical, Suspend Death Count, 5 Minutes"

## *Pathology*

### **Quick Assess**

*Usage: Unlimited*

Delivery: Touch

Incantation: "Medical, Diagnose, in one word, what has you in your current state?"

Target may respond with any word related to their condition. This includes but is not limited to: asleep, paralyzed, poisoned, irradiated, bleeding, dead, etc.

## *Phlebotomy*

### **Packed RBC**

*Usage: As components allow*

Delivery: Touch

Incantation: "Medical, Restore One Health per minute, 3 minutes."

This medical procedure requires two vials of blood which are consumed by the procedure.

## **Fixer Specialized Skill Tree**

*Prerequisites: 300 points spent in Basic Social Skills. Purchases of the Appraisal Skill can count towards the Fixer Specialized Skill Tree.*

**Rite of Passage:** Do something to help 3 people you don't normally associate with, securing acknowledgement for them owing you a favor down the road.

What do you need? A Fixer knows someone who can get it for you. No matter how valuable or hard to obtain, be it product or a service, the Fixer can take care of you – so long as you can pay. Sometimes payment is straight forward, goods for goods, a basic barter. Other times the payment can be something nebulous - like a favor to be called in Later.

### **Acquisitions, 40 CP** [Single Purchase]

*Prerequisite: Contact: Merchant*

Once per event you may put in an order for supplies, and get it delivered the next day, for 150% of common market value.

### **Blackmail, 50 CP** [Single Purchase]

You are privy to one of your contact's dirty little secrets and this makes them more eager to help you out. Be cautious on how hard or often you try to apply this, lest your contact decide they'd be better off removing you.

### **Rapid Response: Merchant, 40 CP** [Single Purchase]

*Prerequisite: Contact: Merchant*

Once per event, you are able to get a message to your Merchant Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

**Rapid Response: Underground, 40 CP** [Single Purchase]

*Prerequisite: Contact: Underground*

Once per event, you are able to get a message to your Underground Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

**Social Networking, 50 CP** [Multiple, Increase Per Purchase]

*Prerequisite: A contact from the Basic Social Skill Tree*

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

## **Gun Mage Specialized Skill Tree**

*Prerequisites: 200 Points spent on Basic Gun Skills and 200 Points spent on Basic Magic Skills*

*Restrictions: Only one school of magic. Most Gun Mage skills require a special arcane gun crafted in game to use.*

Long before the Collapse, warriors of Thislan learned how to wield weapons and magic in tandem - enchanting their blades in order to bring down a foe more effectively. It didn't take long before the descendents of Janeth Prime learned to do the same with firearms, and the first Gun Mages ascended.

**Double Tap, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

**Energy Blast, 60 CP** [Single Purchase]

*Usage Cost: 5 Mana, Requires the use of an arcane gun.*

Use of this skill allows you to charge your gun with 5 points of damage from your school of magic. State "[School], Damage 5".

**Mage Killer Ammo, 40 CP** [Single Purchase]

*Usage Cost: 2 Mana, Requires the use of an arcane gun.*

Use of this skill allows you to use “Silence” as a called gun attack.

**Null Shot, 40 CP** [Single Purchase]

*Usage: 1 Mana, Requires the use of an arcane gun.*

State “Null, Damage 2” before shooting. Hit does special damage to certain magical based species.

**Nullify Circle, 50 CP** [Single Purchase]

*Usage: 5 Mana, Requires the use of an arcane gun.*

State “Null, Dispel Circle” before shooting. Shot must hit the target inside the circle. Shot does not damage the target, but does dispel their Circle [spell/skill](#).

## **Gunslinger Specialized Skill Tree**

*Prerequisites: 300 Points in Basic Guns Skills*

*Restrictions: No Melee or Stealth Skills*

Knights of the Way of the Gun, nerves as cold as the iron they wield, the gunslinger is a force of nature.

**Double Tap, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

**Guns Grandmastery, 50 CP** [Single Purchase]

*Prerequisite: Guns Mastery*

You have reached the pinnacle of your favored fighting style with a specific type of firearm. You gain the appropriate upgraded version of a Guns Mastery skill you previously purchased:

- **Designated Marksman:** When using a rifle or other two-handed firearm, while you are under the effects of your "Overwatch" ability from your Guns Expertise skill, you may expend 1 Artillery to Resist a "Disarm" effect.

- **Gunslinger:** When wielding two pistols at the same time, once per event when you fire a called Gun skill from one of your pistols, you may immediately fire the same called skill again from your other pistol without expending its cost.
- **Pistolero:** When using a single pistol, you may use the Subdue skill for 2 Artillery.

### **Head Shot, 50 CP** [Multiple, Increasing]

*Prerequisite: Hollow Point*

*Usage: Once per event per purchase*

State “Death” before shooting. Skill is not used if you miss your target, but it is expended if they resist or are otherwise immune. If the shot is successful, the target’s Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.

### **Last Stand, 60 CP** [Single Purchase]

*Usage: Once per event*

Once per event, when you are reduced to zero health you may plant one foot and continue shooting until your gun (or guns, if dual wielding) run out of ammunition. You may not reload. After you run out of ammunition you fall down dead (no bleed out count).

### **Return Fire, 40 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

Once per purchase, if you are hit with a called gun attack you may immediately use that skill once without spending the Artillery Point cost. You can choose to Return Fire on shots that are not normally within your capabilities. You must still take the effect of or be able to resist the called attack before using Return Fire.

## **Heavy Gunner Specialized Skill Tree**

*Prerequisites: 300 Points in Basic Guns skills*

*Restrictions: Most Heavy Gunner skills require the use of a specially crafted Automatic Rifle*

Sometimes shooting a few rounds down field simply isn’t enough. Sometimes there is a need to make so much noise that no one dares come out from under cover. The Heavy Gunner knows the intricacies of automatic weapons and how to lay down suppressive fire.

**Cover Fire, 50 CP** [Single Purchase]

*Usage: Requires a specially crafted Automatic Rifle*

Choose who you are covering. State “Suppressive Fire” and begin shooting. The person you are covering has a 10 second barrier against damage from gun attacks.

**Crowd Control, 40 CP** [Single Purchase]

*Prerequisite: Rubber Bullets*

*Usage: 3 Artillery*

This skill allows you to rapid fire 5 shots of the skill Rubber Bullets. State “Push” before each shot.

**Dug In, 40 CP** [Single Purchase]

*Usage: Once per event, Requires a specially crafted Automatic Rifle*

Once per event, so long as you are prone and have ammo in your Automatic Rifle, you have a barrier against damage from gun attacks.

**Guns 4, 60 CP** [Single Purchase]

With this skill you may use a fully automatic motorized Nerf Rival or equivalent blasters.

**Overwhelming Fire, 40 CP** [Single Purchase]

*Prerequisite: Rock Salt, Requires a specially crafted Automatic Rifle*

*Usage: 4 Artillery*

This skill allows you to rapid fire 5 shots of the skill Rock Salt. State “Pain” before each shot.

## **Herald Specialized Skill Tree**

*Prerequisites: 200 points in Basic Divine skills or Basic Magic skills and 200 points in Textile skills.*

*Restrictions: Some Herald skills require the use of special belt favor catalysts crafted in game to use.*

Heralds have learned ways to weave their magic, quite literally, into the fabric. Most Heralds tend to come from the Bardic school of magic or the Inspiration, Knowledge, or War Domains, however more uncommon types of heralds can be found.

**Harbinger of Magic, 40 CP** [Single Purchase]

*Usage: Special, Requires use of special crafted belt favors*

*Delivery: By Voice*

By weaving your magic into the belt favors of those under your command, your spells are able to extend much further than before. Beneficial spells you cast can be delivered by voice to a specific individual who has one of your belt favors attuned to them. State, “[Target’s Name], [Spell incantation].”

**Flagbearer, 50 CP** [Single Purchase]

*Usage: 5 Conviction or Mana, Requires use of special crafted belt favors*

While attuned to one of your belt favors you made, you can expend 5 Conviction/Mana to gain a one minute barrier against melee and gun attacks.

**Rapid Attunement: Textiles, 40 CP** [Single Purchase]

*Prerequisite: Detect/Attune or Equip Own Craft: Textiles*

You are able to rapidly attune someone to a piece of magical textiles by expending a use of your Detect/Attune or Equip Own Craft: Textiles skill. You and your target must visit plot center with the item you are attuning. The attunement information will be sent out to you within an hour. This expends one use of your Detect/Attune or Equip Own Craft: Textiles so it can no longer be used between games.

**Resist Silence, 30 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per day per purchase*

You have learned how to weave your mana or conviction into the world around you making you more difficult to silence. For each purchase of this skill you may resist one spell or skill with Silence in its call.

**Signifer, 50 CP** [Single Purchase]

*Prerequisite: Flagbearer*

*Usage: Special*

*Delivery: Catalyst belt favors*

By weaving your magic into the belt favors of those under your command, your spells are able to extend to *all* of those under your command. Targets must have one of your belt favor Catalysts attuned to them. For the use of this skill, all spells you cast may be delivered by voice to everyone attuned to your belt favor Catalysts. Using a spell through this skill increases their cost by 1. State, “All bearing my favor, [spell incantation].” (**Ex.**

The War spell “Make it Hurt” would have the following incantation “All bearing my favor, War, Bestow Pain.”)

## **Hierophant Specialized Skill Tree**

*Prerequisites: 300 points spent in Basic Divine Skills, Additional Divine Domain*

*Restrictions: No Magic Skills*

Reaching further than any mere mortal would normally dare, the Hierophant has obtained an understanding of the Divine Domains that is only superseded by that of the Aspects themselves.

### **Divine Inspiration, 60 CP** [Single Purchase]

*Usage: Special*

With this skill you are able to learn two spells between events.

### **Divine Instrument, 50 CP** [Multiple, Non-Increasing, Max 2]

Each purchase of this skill allows you to learn prayers from a new Divine Domain

### **Divine Understanding, 50 CP** [Single Purchase]

*Prerequisite - Divine Instrument x2*

This skill gives you the ability to learn prayers from all eight Divine Domains.

### **Eyes of the All Seer, 50 CP** [Single Purchase]

*Usage: 5 Conviction, Once per event*

Once per event you may cast a single spell or prayer that you have observed someone else casting.

### **Prayer Crafting, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per season between events*

Once per season, you may purchase this skill to craft a new prayer that is unique to you. Spell crafting submission should be made via email between games before the character update deadline. The prayer will be reviewed between games by the rules team to ensure that it is balanced and fits thematically within your Divine Domain. Once approved, the custom spell will be available at the subsequent event.



## Interceptor Specialized Skill Tree

*Prerequisites: 300 Points in Basic Guns Skills*

**Rite of Passage:** Protect someone of note for an extended combat encounter or 3 individuals across 3 different combats.

Not everyone who picks up a gun specializes in offensive capabilities, some specialize in asset protection. These are the Interceptors, gunslingers who specialize in high-risk, high-reward operations.

**Adrenaline Rush, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per event per purchase*

Each purchase of this skill grants you a one-minute barrier against skills or spell effects that would prevent you from moving (Ex: Snare or Pain). When you are first hit by one of these effects, you may state, “Barrier” to activate this skill.

**Blaze of Glory, 50 CP** [Single Purchase]

*Usage: Once per event*

Once per event, when you are reduced to zero health, you may continue fighting for 5 minutes, instead of bleeding out. During this time, you cannot walk faster than a slow pace. After the five minutes end, you skip your Bleed Out count and immediately fall over dead. You do not have a pulse.

**Interception, 40 CP** [Single Purchase]

*Usage: Special*

When someone is struck by a negative effect (magical, physical, or spiritual) and they are within arm's reach of you, you may state, “Instant Self-Sacrifice [Effect].” You cannot self-sacrifice curses, other permanent effects, or Weakened Soul Curses. You also cannot self-sacrifice a negative status effect if you already are suffering that effect. For example: if your left arm is maimed, you cannot Self Sacrifice a maimed left arm from another person. If your target is suffering multiple effects, you can only take one at a time. You may not resist in any way the negative status effect that you have Self-Sacrificed. Once taken on, this effect may be cured in any normal way.

**Protect the Payload, 50 CP** [Single Purchase]

*Usage: Once per event*

Once per event, you may designate a single person to be under your protection by placing a hand or spell packet on their arm and stating, “Protect the Payload”. For the

next minute, as long as you maintain contact with your designee, both you and your designee have a Barrier against all attacks and effects. State “Barrier” when struck. At the end of 1 minute, you skip your Bleed Out count and immediately fall over dead. You do not have a pulse.

**Return Fire, 40 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

Once per purchase, if you are hit with a called gun attack you may immediately use that skill once without spending the Artillery Point cost. You can choose to Return Fire on shots that are not normally within your capabilities. You must **still take the effect of or be able to resist** the called attack before using Return Fire.

**Loremaster Specialized Skill Tree**

*Prerequisites: 300 CP Spent in Research, Expanded Research Subjects, Research Assistant, Contact, and Cultural Studies skills.*

**Rite of Passage:** Compile a thorough report about a subject of your choosing and share it with a group of peers. Be prepared to answer any questions that they may present and defend your theories if necessary.

Gatherers and keepers of knowledge, Loremasters prefer the life of the well-read to the expert. They leverage their skills researching by thinking outside the box and call upon various contacts to revel in knowing a little bit of everything. These devout researchers embody the adage, “Knowledge is Power.”

**Dynamic Effort, 40 CP** [Single Purchase]

*Prerequisite: Expanded Research Subjects*

Your skill as a researcher allows you the ability to delve into any subject by thinking outside the box. You may delegate your ranks of Research into any category to which you have appropriate access to. You may do this as many times as you wish, to the maximum number of Research attempts you can make.

**Eyes Awakened, 60 CP** [Single Purchase]

*Prerequisite: Jack of All Trades*

You have an eye for details that others might have missed. You may interact with any type of plot card, regardless of whether you meet its prerequisites or not. You must take all effects as appropriate to your interaction.

**Jack of All Trades, 30 CP** [Single Purchase]

*Prerequisite: Expanded Research Subjects*

You are able to quickly pick up subjects of study faster than the average person. When choosing subjects for the skill Expanded Research Subjects, you may choose Basic Skill Trees or specific skills even if you do not possess appropriate access.

**Librarian, 50 CP** [Single Purchase]

*Prerequisite: Research Assistant*

With the purchase of this skill, your skill as an assistant has been upgraded to that of master researcher. It will always provide more information than the use of Research Assistant (with skill in the research area), even if you do not have any skills in the area being researched. You will also receive a copy of the research results.

**Obsessive Study, 40 CP** [Multiple, Increasing]

*Prerequisite: Research*

You are so dedicated to the art of research, that you are able to study certain subjects with singular focus. Each time you purchase this skill, select a category of Research you have. When you submit Research requests of this type, you will receive more detailed results and be more likely to find success in your endeavors.

**Mad Scientist Specialized Skill Tree**

*Prerequisites: 200 points spent in Alchemy Skills, 200 points spent in Chemistry Skills*

Reaching further than anyone would normally dare, the Mad Scientist delights in transforming components and items in ingenious ways for anyone with the appropriate Skill. However, there may be additional effects for those who attempt use of a Mad Scientist's work without proper knowledge.

**Rite of Passage:** Drink 5 Alchemical Potions and 5 Pharmaceuticals and note their effects.

**Aerosol, 50 CP** [Single Purchase]

*Prerequisite: [Chemistry Process: Mixtures](#)*

With a special deployment casing you can turn powders with Packet delivery to powders with Cluster 5 delivery.

**Injectable, 50 CP** [Single Purchase]

With this skill you are able to turn potions into a form that can be used in conjunction with the Administer Pharmaceuticals skill.

**Reclamation, 50 CP** [Single Purchase]

*Usage: Between Events*

With this skill you may revert potions, pharmaceuticals, and certain other items to their original components. Items must be turned in at check out to use this skill.

**Transmogrification, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite: Research: Alchemy and Research: Chemistry*

With the first purchase of this skill you may combine 2 common components to synthesize 1 uncommon component. With a second purchase of this skill you may combine 2 uncommon components to synthesize 1 rare component.

Recipes used with this skill must be researched.

**Weird Science, 50 CP** [Single Purchase]

With this skill you may combine one Alchemy process with one Chemistry process to produce new mixtures. Recipes used with this skill must be researched.

**Mage Breaker Specialized Skill Tree**

*Prerequisites: 300 Points Spent in Basic Guns, Basic Stealth, or Basic Melee skills **or** 200 Points spent Basic Guns, Basic Stealth, or Basic Melee skills **and** 200 Points spent Basic Guns, Basic Stealth, or Basic Melee skills*

*Restrictions: No Basic Magic or Basic Divine skills.*

After the Collapse some began to see the use of Mana or Conviction as a danger to the world's continued survival. Keeping themselves pure of both magical and divine influences. Mage Breakers learned ways to protect themselves while hunting down those who would risk everything for personal power.

**Cannibalize, 50 CP** [Single Purchase]

*Usage: Special*

With this skill you are able to temporarily convert your Agility, Artillery, or Stamina Pool Points into pure antimagic to fuel Null Revocations. You can use one of these pools instead of Conviction or Mana to cast any Null Revocations that you know. This skill also allows you to learn Null Revocations.

**Mage Killer, 40 CP** [Single Purchase]

*Usage Cost: 2 Agility/Artillery/Stamina*

The best way to stop a mage is to keep them quiet. You may use “Silence” as a called attack on any weapon you can wield.

**Null Strike, 40 CP** [Single Purchase]

*Usage: 1 Agility/Artillery/Stamina*

State “Null” before your next attack. Attack may land on any valid target. Does special damage to certain magical based species.

**Nullify Circle, 50 CP** [Single Purchase]

*Usage: 5 Agility/Artillery/Stamina*

State “Dispel Circle” before shooting or striking. Shot/strike must hit the target inside the circle. Shot/strike does not damage the target, but does dispel their Circle spell/skill.

**Resist Magic, 40 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

Your exposure to Null has made you inherently resilient to mana and conviction. For each purchase you may resist any spell or prayer. State “Resist” when using the skill.

## **Modification Specialist Specialized Skill Tree**

*Prerequisite: 300 points spent in Basic Medical Skills*

*Restrictions: Most Modification Specialist skills require the use of items crafted in game.*

Chop doc, biohacker, plastic surgeon– all terms often associated with the Modification Specialist. These artists are masters of the canvas known as the human body.

**Magical Prosthetics, 50 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop, Organ Cooler*

This skill allows you to modify living, humanoid recipients by attaching magical prosthetics. *In addition, you can remove a Magical Prosthetic from someone who is willing or unable to resist (dead, unconscious, magically bound) with 5 minutes of role play.*

**Mechanical Prosthetics, 50 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop, Organ Cooler*

This skill allows you to modify someone with mechanical based items. In addition, you can remove a Mechanical Prosthetic from someone who is willing or unable to resist (dead, unconscious, magically bound) with 5 minutes of role play.

**Organ Harvester, 40 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop: 2 small Organ coolers or an in game crafted advanced cooler with a higher capacity.*

Your perfected skills harvesting organs allows you to remove two different organs from a recently dead body with two minutes of roleplay. You must have an appropriate number of storage coolers to make use of this skill.

**Physical Therapy, 20 CP** [Multiple, Increase Per Purchase]

*Usage: Between Events*

Being skilled in the study of orthotics and prosthetics, you are able to help others adjust quickly to using their new prosthetics and augments, whether they are magical or technological. For each purchase of Physical Therapy, you may Detect/Attune or Classify/Train an augment or prosthetic between games. The target does not need to be you.

**Rehabilitation Center, 30 CP** [Single Purchase]

*Usage: Special*

While in a lab, or other medical workstation, the time required for all of your medical skills, medical procedures, and Modifications Specialist skills are halved.

## Monk Specialized Skill Tree

*Prerequisites: 300 points in either Basic Melee skills **or** Basic Stealth skills **or** 200 points in Basic Melee skills **and** 200 points Basic Stealth skills. Up to 100 points worth of the Subdue skill can count towards either of these totals.*

*Restrictions: No Guns Skills*

While viewed as archaic - or little more than a sport - by both worlds, the discipline of unarmed combat still finds its place in modern Mirhanan. Mastery of mind and body brings control of what is popularly thought of as automatic systems, and can slow even the eventual death that bleeding out brings.

### **Crouching Tiger, 40 CP** [Single Purchase]

*Prerequisite: 200 points spent in Basic Melee Skills*

This skill allows you to deliver called melee attacks with a subdue packet instead of a weapon. *In addition, you can use the Parry skill without needing to hold a weapon.*

### **Hidden Dragon, 40 CP** [Single Purchase]

*Prerequisite: 200 points spent in Basic Stealth Skills*

This skill allows you to deliver called stealth attacks *and the Quick Death skill* with a subdue packet instead of a weapon.

### **Stasis, 50 CP** [Single Purchase]

*Usage: Special*

If you are reduced to zero health and are on the ground bleeding out, you may enter a trance state. So long as you do not/are not moved your bleed out count is *suspended*.

### **Throat Punch, 50 CP** [Single Purchase]

*Prerequisite: Subdue*

*Usage: 3 Agility or 3 Stamina*

Using a subdue packet, state "Silence" before throwing.

### **Vitality, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite: 4 Health Pool*

Each purchase of this skill increases your Max Health Pool by 1.

## Nightblade Specialized Skill Tree

*Prerequisites: 300 points in Basic Stealth Skills*

Where the Assassin is a “hidden knife” the Nightblade is the sickle of a battlefield. These skilled fighters use their skill as skirmishers and mastery of weapons skills to pick targets in large battles and eliminate them in the chaos. They are brutal and effective killers.

### **Assassinate, 50 CP** [Single Purchase]

*Prerequisite: Backstab*

*Usage: Once per event per purchase*

State "Death" before striking. **Strike must hit the target's torso from behind with both feet firmly planted on the ground (not running or walking). You cannot be mid-stride while delivering the attack. If the strike is successful, the target's Health Pool is reduced to zero and immediately starts their Death Count with no Bleed Out Count.**

### **Dodge, 50 CP** [Single Purchase]

*Prerequisite: Hit the Deck*

*Usage: 6 Agility*

You may now use the Hit the Deck skill by stating "Dodge" and are no longer required to make 3 points of contact with the ground. **When hit with a called Gun Skill you can state, “Dodge”. This cancels the effect and damage of the shot. The attacker does not regain the expended skill.**

### **Master of Many Forms, 60 CP** [Single Purchase]

*Prerequisite: Stealth Weapons Grandmastery*

*Usage: 6 Agility*

You can briefly change your favored fighting style. Pick one of the other two fighting styles, for the next hour you have the benefits of that fighting style instead of your original.

### **Nightblade, 40 CP** [Single Purchase]

*Prerequisite: Quickdeath*

*Usage: 3 Agility*

You may now expend your Agility to use your Quickdeath Skill.



### **Stealth Weapons Grandmastery, 50 CP** [Single Purchase]

*Prerequisite: Stealth Weapons Mastery*

You have reached the pinnacle of your favored fighting style with a specific type of weapon. You gain the appropriate upgraded version of a Stealth Weapons Mastery skill you previously purchased:

- **Flying Blade:** When using thrown weapons, you may expend 4 Agility and State, "Silence" before throwing your thrown weapon.
- **Knife Fighter:** When either single- or dual-wielding daggers, whenever you are hit with a called melee attack you have purchased, state "Parry" and expend the cost of the skill resisted in this way. You cannot parry attacks from guns or with the call "Pierce." If you also know the Parry skill, you can spend an additional 1 Stamina to return the skill you parried.
- **Skirmisher:** When wielding one or two one-handed weapons, while you are under the effects of your "Skirmisher" ability from your Stealth Weapons Expertise skill, you may expend 3 Agility to Resist a "Pierce" effect.

### **Paladin Specialized Skill Tree**

*Prerequisites: 200 points spent on Basic Divine Skills and 200 points spent on Basic Melee Skills*

*Restrictions: Only one divine domain*

The paladin is called by their understanding the Divine to take up arms in defense of their faith. This path often means that the paladin is the last, or only one standing between in the gap, a defender of the weak, a champion of principles. This is not an easy calling, so the Divine grants paladins the strength to fight the good fight, and to protect those who cannot.

### **Blessed Weapon, 30 CP** [Single Purchase]

*Usage: 2 Conviction*

You may expend 2 conviction to enchant your weapon with holy energy. Call "Holy" on your next attack. It may be combined with a called attack (i.e. Holy Maim).

### **Divine Bulwark, 50 CP** [Single Purchase]

*Prerequisite: Shield*

*Usage: 5 Conviction*

You may expend 5 conviction to enhance your shield with a one minute barrier against magic and conviction.

**Lay On Hands, 50 CP** [Multiple, Increasing]

*Prerequisite: Empathic Healing*

*Usage: Once per event per purchase*

Once per purchase you may instantly heal someone to full health. Touch them with a spell packet and state “I Restore you to full Health.” This skill does not alleviate status conditions. Radiation and Drain effects still apply.

**Smite Undead, 40 CP** [Single Purchase]

*Usage: 3 Conviction*

State “Holy, Damage 5, to Undead”, strike may land anywhere on the target. Only affects the undead.

**Vitality, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite: 4 Health Pool*

Each purchase of this skill increases your Max Health Pool by 1.

**Purist Specialized Skill Tree**

*Prerequisites: 300 points spent on Basic Mage Skills*

*Restrictions: Only one school of magic*

Purists have the mastery to channel the power of one school of magic at a level beyond mortal limits. Purists may resist or even absorb and be healed by any spells of their own school. As embodiments of magical energy, Purists demonstrate their expertise with spells of incredible strength, sometimes with incantations never before spoken.

See the Complete Spell List for Purist-tier spells available for each School of Magic.

**Absorb School, 60 CP** [Single Purchase]

*Prerequisite: Immunity to School*

Your body is fully attuned to channel your school of magic in such a way that, when you are hit with a spell from your school, you may absorb and convert it to restore one health instead of taking its effect. State “Absorb” to use this ability.

**Immunity to School, 50 CP** [Single Purchase]

*Prerequisite: Resist School x5*

You have reached a new depth of understanding of your school of magic that allows you to ignore its effects when it is directed against you. When hit by a spell of your school, state “no effect.”

**Mana Flare, 40 CP** [Single Purchase]

*Usage: Once per event*

You may convert all of your remaining mana into a single burst of damage. Incantation “Mana Flare, [school] damage [x].” The damage [x] is equal to the amount of mana used to power the Mana Flare.

**Resist School, 30 CP** [Multiple, Non-Increasing, Max 5]

*Usage: Once per purchase*

Your extended work with your school of magic has made you somewhat resistant to its effects. For each purchase of this skill you may resist one spell cast at you from your School.

**Spell Crafting, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per season between events*

Once per season, you may purchase this skill to craft a new spell that is unique to you. Spell crafting submission should be made via email between games before the character update deadline. The spell will be reviewed between seasons by the rules team to ensure that it is balanced and fits within the magic system. Once approved, the custom spell will be available at the subsequent event.

**Revoker Specialized Skill Tree**

*Prerequisites: 300 Points Spent in Basic Magic Skills; or 300 Points Spent in Basic Divine Skills; or 200 Points Spent in Basic Magic Skills **and** 200 Points Spent in Basic Divine Skills*

*Restrictions: No Additional Domain or Additional School skills*

While most casters choose paths that put their masteries of Mana and Conviction to the test, Revokers took their mastery of casting to new vistas, investigating the defining and different traits between mana and conviction. What they found was Null, an antimagic of vast potential. Those who pursue Null antimagic must give up their hard-earned connection with mana and conviction, as the Null takes over their pool. Knowledge of this calibur comes with great sacrifice.

**Note:** Those who choose this path will find that their spell/prayer lists will be replaced by the Revocations of Null Antimagic. If you have any similar spells/prayers to the Null revocations, you will receive the revocation version. Otherwise, you can choose what revocations to replace your spells/prayers with.

See the Complete Revocations List for the Revocations unlocked by this Specialized Skill Tree.

**Circle of Antimagic, 30 CP** [Multiple, Increasing]

*Usage: Once per event per purchase*

By creating a circle 3 feet in diameter on the ground (must be visible, preferably with a rope but can be drawn in the dirt) and stating “Null, Circle of Antimagic, 5 Minutes” you or someone who is in your circle are protected from all spells and prayers. However, the circle is not a single direction barrier. Whoever is in the Circle of Antimagic is also unable to attack or cast spells outside of the circle. The Circle of Antimagic lasts for 5 minutes and operates as a barrier in both directions; nothing may pass into, or out of, the circle. If whoever is in the circle or an item from within the circle crosses the threshold of the circle at all, this breaks the circle and ends the skill. This circle cannot be converted or Dispelled. If someone from within the circle is hit with a spell of that nature, state “No Effect.”

**Counterspell, 40 CP** [Single Purchase]

*Usage: 1 Conviction or Mana, Special*

When under the effects of a non-damage based spell, you may break out after 10 seconds and expending 1 Mana or Conviction to end the effect immediately. State “Counter Spell” when you use this ability. You should roleplay as though you are struggling to break out.

**Enhanced Augment Damage, 60 CP** [Multiple, Increase Per Purchase, Max 2]

*Prerequisite: Augment Damage x3*

*Usage: Special*

Each purchase of this skill increases the base damage of your damage spells by 1.

**Null Flare, 40 CP** [Single Purchase]

*Usage: Once per event*

Once per event, you may convert all of your remaining mana and/or conviction into a single burst of damage. Incantation “Null Flare, Null damage [x].” The damage [x] is equal to the amount of mana and/or conviction used to power the Null Flare.

**Silent Casting, 50 CP** [Single Purchase]

*Usage: Special*

When you are under a Silence effect, you may cast a single revocation. The incantation must still be stated aloud so that the recipient can hear it. This does not allow you to resist the Silence effect or talk normally while under it.

## **Runic Tattoo Artist Specialized Skill Tree**

*Prerequisite: 300 points spent in Basic Magic Skills*

*Restrictions: Must have Rune as your only School of Magic. Runic Tattoo Artist skills require the use of a special crafted in game Runic Tattoo Pen Catalyst.*

According to all known archaeological records, the Runic Tattoo Artist is something wholly unique to Mirhanan thanks to a combination of technological developments from Janeth Prime and the fluidity of Thislan's Runic Systems. Charitably called "runic vivimancers" by some and "perversions of the art of rune" by others, Runic Tattoo Artists do what no sane Runemaster would ever attempt: making runes more permanent. Their process is rare, experimental, and highly painful.

### **Antiseptic Poke, 40 CP [Multiple, Increases Every 5 Purchases]**

*Usage: [Once per day per purchase](#), Requires a Runic Tattoo Pen Catalyst*

With a steady hand and occasional use of a numbing agent, you are skilled preparing those you tattoo. For each purchase of this skill you may bestow resists against Bleed or Pain on your targets. State, "Bestow Resist Bleed or Pain."

### **Runic Tattoo, Temporary, 30 CP [Single Purchase]**

*Prerequisite: Detect/Attune*

*Usage: As Components Allow, Requires a Runic Tattoo Pen Catalyst*

This skill allows you to inscribe temporary runic tattoos onto a willing or immobilized target. In order to apply a runic tattoo, you must use a small cut topaz as the tip of your Catalyst and inscribe the rune onto your target, expending the mana as normal. For the remainder of the event, the runic tattoo can be used multiple times, however each use of the tattoo deals 1 damage to the tattooed target, which cannot be prevented by any means. Certain runes will behave differently when inscribed as tattoos. When you purchase this skill you be given more information on how the tattoo process affects your runic spells. All temporary runic tattoos last for the duration of the event and harmlessly fade between games and can be removed as per normal magic rules.

### **Runic Tattoo, Permanent, 40 CP [Single Purchase]**

*Prerequisite: Runic Tattoos, Temporary*

*Usage: As Components Allow, Requires a Runic Tattoo Pen Catalyst*

This skill allows you to inscribe more permanent runic tattoos onto a willing or immobilized target. These tattoos are considered Internal Augments and follow the normal augment restrictions. In order to apply a runic tattoo, you must use a large cut topaz as the tip of your tattoo pen and inscribe the rune onto your target, expending the

mana as normal and will require attunement in order to use. Once attuned to the tattoo, your target will receive information about the tattoo's effects, usage, etc. These tattoos require maintenance every year or they begin to break down and cause potentially negative alterations to the original rune. Unique Runes that can only be made as tattoos can be learned through Research. All permanent runic tattoos can be removed as per normal magic rules

**Runic Vivimancer, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite: Runic Tattoos, Temporary*

For each purchase, you gain an additional attunement slot that can only be used on runic tattoos. In addition, you can use your mana instead of your health pool to activate the effects of your personal runic tattoos.

**Spell Crafting, 50 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Once per season between events*

Once per season, you may purchase this skill to craft a new spell that is unique to you. Spell crafting submission should be made via email between games before the character update deadline. The spell will be reviewed between games by the rules team to ensure that it is balanced and fits within the magic system. Once approved, the custom spell will be available at the subsequent event.

**Soothsayer Specialized Skill Tree**

*Prerequisites: 200 points in Basic Divine Skills, 200 points in Basic Social Skills*

**Rite of Passage:** Without using your spells or skills, discover a secret and confirm its legitimacy or lack thereof.

While all of those able to tap into the power of the Divine have the potential to receive visions, only the Soothsayers are truly gifted with foresight. Soothsayers briefly tap into the world around them and borrow from its knowledge, making them both a voice of their faith and a conduit for the visions they receive.

**Avoid Trap, 40 CP** [Multiple, Non-Increasing]

*Usage: Once Per Day Per Purchase*

State "Avoid" after triggering a trap to resist the effect.

**Contact: Send Vision, 30 CP** [Multiple, Non-Increasing, Max 2]

*Prerequisite: Receive Visions x3*

With the first purchase of this skill you know someone of importance within your faith whom you can send visions to to ask for information and/or assistance for most things divine.

The second purchase of this skill allows you to, once per event, send a rapid Vision that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

**Foresight, 50 CP** [Single Purchase]

*Usage: 6 Conviction*

Your ability to peer briefly into the future allows you to let others know when to move out of the way of an otherwise deadly bullet. Place a spell packet on someone and state “[Domain], Bestow Dodge.” If you know more than one Divine Domain you must choose which Domain you are using for Foresight when you cast it.

**Receive Vision, 20 CP** [Multiple, Increasing, Max 3]

Thanks to your connection to the divine, you have been blessed (or cursed) with the gift of visions. They aren't always clear, and sometimes don't always come to pass, but through some means they always seem to come to you. With the first purchase of this skill you will get a write up of 1 vision with your character sheet at check in. The second purchase of Receive Vision will allow you to get a write up of 3 visions with your character sheet at check in. The final purchase of this skill will give you hints as to which visions have truth to them.

**Saw That Coming, 50 CP** [Single Purchase]

*Prerequisite: Foresight*

*Usage: Once per event*

Once per event, your foresight reveals your future allowing you to resist a single skill or spell. State “Resist” to any attack or spell that successfully hits you.

## Spellblade Specialized Skill Tree

*Prerequisites: 200 points spent on Basic Magic Skills and 200 points spent on Basic Melee Skills*

*Restrictions: Only one school of magic. **Most** Spellblade skills require the use of a special crafted arcane melee weapon.*

Long before the Collapse, warriors of Thislan learned how to wield weapons and magic in tandem - enchanting their blades in order to bring down a foe more effectively. Spellblades not only cast magic upon their weapons, but channel magic through their weapons to devastating effect.

### **Energy Weapon, 40 CP** [Single Purchase]

*Usage: 2 Mana, **Requires an arcane melee weapon***

You may expend 2 mana to enchant your weapon with your school of magic. Call [school] on your next attack. It may be combined with a called attack (i.e. Fire Maim)

### **Nullblade, 50 CP** [Single Purchase]

*Prerequisite: Energy Weapon*

*Usage: 2 Mana, **Requires an arcane melee weapon***

State "Null" before your next attack. Attack may land on any valid target. Does special damage to certain magical based species.

### **Resist School, 30 CP** [Multiple, Non-Increasing, Max 5]

*Usage: **Once per event per purchase***

Your extended work with your school of magic has made you somewhat resistant to its effects. For each purchase of this skill you may resist one spell cast at you from your School.

### **Spell Strike, 50 CP** [Multiple, Increasing]

*Prerequisite: Energy Weapon*

*Usage: **Requires an arcane melee weapon***

For each purchase of this skill, you learn how to cast a spell through your weapon. Once you choose a spell it is locked in and cannot be changed.

### **Vitality, 40 CP** [Multiple, Increasing, Max 2]

*Prerequisite - 4 Health Pool*

Each purchase of this skill increases your Max Health Pool by 1.



## **Spy Specialized Skill Tree**

*Prerequisites: 200 points spent on Basic Clandestine Skills, and 200 Spent on Basic Stealth Skills*

Telling lies that sound more true than truth itself, knowing how to get the most use out of every secret, the Spy wields information like a sharpened blade or psionic spell.

### **Blackmail, 50 CP** [Single Purchase]

*Usage: Special*

You are privy to one of your contact's dirty little secrets and this makes them more eager to help you out. Be cautious on how hard or often you try to apply this, lest your contact decides they'd be better off removing you.

### **Forgery, 50 CP** [Single Purchase]

*Usage: Between Events*

You may attempt to forge a document between events with any means available to you (computer, printer, scanner, etc).

### **Rapid Response: Underground, 40 CP** [Single Purchase]

*Prerequisite: Contact: Underground*

Once per event, you are able to get a message to your Political Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

### **Secret Stash, 50 CP** [Single Purchase]

*Prerequisite: Deep Pockets*

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

### **Threshing, 40 CP** [Single Purchase]

*Prerequisite: Rumormonger x3*

You will know which rumors are patently false. Any rumors you spread will always be read as true by anyone who does not have this skill.

## Street Rat Skill Tree

*Prerequisites: 300 points spent in Basic Survival Skills*

While some prefer magpie, squirrel, or crow, one thing all Street Rats have in common is the urge to collect things, and an uncanny ability to find them. While most pride themselves in being scavengers, it isn't uncommon to find one's missing possessions in their hoard. Honestly, they just found these items and were holding onto them until they could find their proper owner...

### **Advanced Scavenger, 40 CP** [Single Purchase]

*Prerequisite: One of the Scavenger skills*

*Usage: Once Per Purchase, [At Check In](#)*

You may choose to return two of your scavenged items in exchange for another pull from one of the Scavenger bags.

### **Advanced Scavenging Urban, 40 CP** [Single Purchase]

*Prerequisite: Scavenging Urban x3*

*Usage: At Check In*

This skill allows you to pull two more items from the Urban bag, for a total of 5 pulls.

### **Advanced Scavenging Woodlands, 50 CP** [Single Purchase]

*Prerequisite: Scavenging Woodlands x3*

*Usage: At Check In*

This skill allows you to pull two more items from the Woodlands bag, for a total of 5 pulls.

### **Secret Stash, 50 CP** [Single Purchase]

*Prerequisite: Deep Pockets*

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

### **Something Shiny, 50 CP** [Single Purchase]

*Prerequisite: Advanced Scavenger*

*Usage: At Check In*

This skill allows you to pull from the Shiny Bag, guaranteeing a rare item.

## Thanatologist Specialized Skill Tree

*Prerequisite: 200 points spent in Basic Divine Skills, 200 points spent in Basic Medical Skills*

*Restrictions: Must have the Death Domain*

Where Modification Specialists focus on the art of prosthetics as a whole, Thanatologists are laser focused in their manipulations of flesh. They give new meaning to the term "Chop Doc" by asking the question that no sane scientist is willing to ask: Are the dead truly unusable?

### **Biology: Cryptid, 40 CP** [Multiple, Increase Every 5 Purchases]

*Prerequisite: Research: Medical*

*Usage: Between Events*

Once per purchase, with use of the Research: Medical, you can learn the biology of specific species of living mythical, [sentient undead](#), or primal creatures. This knowledge allows you to apply any Medical skills you know to those specific species.

### **Create Necrograft, 40 CP** [Single Purchase]

*Prerequisite: Biology: Undead*

This skill allows you to learn and create Necrografts from Undead samples. Necrografts are a form of Magical Augments crafted from undead material. When you purchase this skill you will be given more information on Necrografts.

### **Organ Harvester, 40 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop: 2 small Organ coolers or an in game crafted advanced cooler with a higher capacity.*

Your perfected skills harvesting organs allows you to remove two different organs from a recently dead body with two minutes of roleplay. You must have an appropriate number of storage coolers to make use of this skill.

### **Magical Prosthetics, 50 CP** [Single Purchase]

*Prerequisite: Harvest Organ*

*Usage: Requires Prop, Organ Cooler*

This skill allows you to modify living, humanoid recipients by attaching magical prosthetics. [In addition, you can remove a Magical Prosthetic from someone who is willing or unable to resist \(dead, unconscious, magically bound\) with 5 minutes of role play.](#)

## **Thanatological Study, 60 CP** [Single Purchase]

*Prerequisite: Medical Procedures, Conviction*

*Usage: Special*

Your understanding of the Undead form through both medical and divine studies has given you insight into ways to combine your Conviction with your medical training. With this skill you are able to learn two medical procedures between events. In addition, when learning medical procedures, you include the following procedures from the Thanatologist Medical Prayers list (see below) to the list available to you.

## **Thanatologist Medical Prayers**

### *Anatomy*

#### **Analyze Undead**

Cost: 1 Conviction

Delivery: Touch

Incantation: "Twilight, Analyze Undead."

Allows you to ask the following questions. You may ask each question once each time you use this medical prayer:

- Are you able to Resist [Effect]?
- Are you immune to [Effect]?
- Are you able to use [Spell or Effect]?
- Do you have a/an [Agility/Artillery/Conviction/Mana/Stamina] pool?

### *Medicinal Expertise*

#### **Harvest Essence**

Cost: 1 Conviction

Delivery: Touch

Time Required: 1 minute

Components Required: *Vial of Blood*

Incantation: "Twilight, Harvest Undead Essence"

Using the very essence of life you are able to harvest and store a small amount of unlife. After a minute of roleplay you are able to extract a small portion of an undead's essence and infuse it into a vial of blood. Upon completion of this medical prayer, write down on a slip what type of Undead's Essence you have harvested and place it in a vial of blood.

## *Pathology*

### **Twilight Insight**

Cost: 1 Conviction

Delivery: Packet

Incantation: "Twilight, what type of Undead are you?"

With some medical insight, and a small amount of conviction, you are able to discern exactly what type of undead is before you.

## *Phlebotomy*

### **Essence Infusion**

*Usage: As components allow*

Delivery: Touch

Time Required: 30 seconds

Components Required: Varies (see below)

Your thanatological knowledge allows you to tap into the traits hidden within the raw essence of certain undead, and infuse them into a willing or unconscious target. When you learn this procedure, you will get the effects of one undead essence. You may learn the effects of other undead essences in game through Research or teaching discussions. This procedure requires a vial of blood filled with undead essence, which is consumed by the procedure.

## **Theurge Specialized Skill Tree**

*Prerequisites: 200 points spent in Basic Divine Skills, 200 points spent in Basic Magic Skills*

Like Archmages and Heirophants, Theurges are not satisfied with the simple knowledge of a single aspect of their magical studies. Seeking to pierce the veil of both magic and the divine, they learn to master both and thereby gain a more flexible manipulation of the magics they wield.

### **Enhanced Understanding, 50 CP** [Multiple, Non-Increasing, Max 2]

For each purchase of this skill, you may choose an additional Divine Domain or School of Magic from which to learn spells. You must choose the Domain or School at time of purchase.

**Mystical Enigmas, 60 CP** [Single Purchase]

*Usage: Special*

With this skill, you are able to learn two spells between events. One must be a domain prayer and the other a mana spell.

**Mystic Modification, 40 CP** [Multiple, Increase Every 5 Purchases]

*Usage: Between Events*

Once per season, you may purchase this skill to augment either a divine prayer or magic spell that you know to have an additional or modified effect. Modification submission should be made via email between games before the character update deadline. Once approved, the augmented prayer will be available at the subsequent event. The final Conviction/Mana cost and incantation will be determined based on the submitted modification.

**Pierce the Veil, 50 CP** [Single Purchase]

*Usage: 5 Conviction or Mana, Once per event*

Once per event, when you are affected by a spell from a Divine Domain or Magic School that you know you may immediately cast the same spell. You must either be able to resist or survive the effect of the spell in order to copy it.

**True Mastery of Magic, 50 CP** [Single Purchase]

*Usage: Special*

You may use your Mana pool to cast Domain prayers and Conviction to cast School spells.

**Thief Specialized Skill Tree**

*Prerequisites: 300 in Basic Clandestine Skills*

Able to pick their way through secure spells and around any trap, Thieves can make just about anything disappear.

**Avoid Trap, 40 CP** [Multiple, Non-Increasing]

*Usage: Once Per Day Per Purchase*

State "Avoid" after triggering a trap to resist the effect.

**Bypass Security, 40 CP** [Multiple, Increasing]

*Prerequisite: Lock Picking*

*Usage: Once Per Purchase*

With enough time, and a little bit of luck, you can work your way around a secure spell. For each point of mana spent on the secure, you must role play for one minute trying to “pick” the spell. Multiple thieves can pool their talents to shorten the amount of time spent on the secure, but everyone assisting must have this skill and expend it on the attempt.

**Contact: Fence, 30 CP** [Single Purchase]

*Usage: Between Events*

Gives you a contact that can be used to unload contraband items between games. While you may be able to get a better price by finding someone to sell them to in-game, this guarantees you will be able to move them with less attention. Items being fenced must be turned in at checkout.

**Knockout, 30 CP** [Multiple, Increasing]

*Usage: Once Per Day Per Purchase*

State "Slumber" before striking. Strike must be delivered to the torso from behind and both feet planted.

**Secret Stash, 50 CP** [Single Purchase]

*Prerequisite: Deep Pockets*

A second 6" x 6" x 2" pouch that cannot be searched. A Secret Stash pouch cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

## **Toxicant Specialized Skill Tree**

*Prerequisites: 200 points in Basic Guns Skills, 200 points in Basic Clandestine Skills*

*Restrictions: No Melee Skills*

Combining expert toxicology knowledge with precision sharpshooting, Toxicants are feared across the battlefield. These expert marksmen know how to identify the biggest threats and take them out with brutal efficiency.

**Deadeye, 50 CP** [Single Purchase]

*Prerequisite: Trickshot*

*Usage: 3 Artillery Points*

This skill allows you to rapid fire 5 shots of the skill Trickshot. State “Disarm” before each shot.

**Double Dose, 40 CP** [Single Purchase]

*Prerequisite: Apply Poison*

*Usage: As Components Allow*

You know better than to waste a drop of poison. Your skill in applying them allows you to make two called poison attacks from one application of poison. [You may only do this to your own weapons.](#)

**Double Tap, 40 CP** [Single Purchase]

*Usage: Once per event*

If your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

**Pitted Bullets, 50 CP** [Single Purchase]

*Prerequisite: Apply Poison*

*Usage: As Components Allow, Self only*

Your ingenuity with poison applications allows you to apply blade venoms to your bullets and call them as gun attacks.

**Tainted Stash, 40 CP** [Multiple, Increasing]

*Prerequisite: Apply Poison*

*Usage: Per Purchase*

You know better than to leave your valuables vulnerable. When you are searched, you may state “Backlash: Poison” for each purchase of this skill.

## **Vanguard Specialized Skill Tree**

*Prerequisites: 200 points in Basic Magic Skills and 200 points in Basic Melee Skills*

*Restrictions: Only one school of magic. Some Vanguard skills require the use of a special in-game crafted arcane shield.*

Born from an order of spellblades who learned to use their techniques with their shields instead of their weapons. Vanguard hold the front lines of the battlefield. With magically enhanced shields, vanguards can advance as mobile fortresses, deflecting every blow that strikes them.



**Greater Aegis, 50 CP** [Single Purchase]

*Prerequisite: Lesser Aegis*

*Usage: 6 Mana, Requires a crafted arcane shield.*

You have perfected your Lesser Aegis, empowering it further. State, "[School], Greater Aegis" for one minute you have a barrier against all melee and gun attacks and spells/prayers that hit your shield. This ends immediately if you are knocked unconscious in any way.

**Interception, 40 CP** [Single Purchase]

*Usage: Special*

When someone is struck by a negative effect (magical, physical, or spiritual) and they are within arm's reach of you, you may state, "Instant Self-Sacrifice [Effect]." You cannot self-sacrifice curses, other permanent effects, or Weakened Soul Curses. You also cannot self-sacrifice a negative status effect if you already are suffering that effect. For example: if your left arm is maimed, you cannot Self Sacrifice a maimed left arm from another person. If your target is suffering multiple effects, you can only take one at a time. You may not resist in any way the negative status effect that you have Self-Sacrificed. Once taken on, this effect may be cured in any normal way.

**Lesser Aegis, 40 CP** [Single Purchase]

*Prerequisite: Shield*

*Usage: 4 Mana, Requires a crafted arcane shield.*

With focus you can extend your mana from your arcane shield to create a barrier against all melee and gun attacks for one minute by stating, "[School], Lesser Aegis". This ends immediately if you are knocked unconscious in any way.

**Make Some Room, 40 CP** [Single Purchase]

*Prerequisite: Push*

*Usage: 3 Stamina*

Sometimes the best way to move an opponent is to push them out of the way. This skill allows you to swing the Push skill 5 times in succession.

**Vitality, 40 CP** [Multiple, Increase Per Purchase, Max 2]

*Prerequisite: 4 Health Pool*

Each purchase increases your max Health Pool by 1.

## Alternate CP Rewards

The following table includes out of game purchases that can be used for (excess) CP. Extra CP – beyond what is awarded for attending an event and submitting a PEL – can be earned by providing donations, participating in PR events, and helping with early setup, meal prep and service in the kitchen, and clean up.

Requests for Alternate CP Rewards must be submitted to [characters@sustainablecollapse.com](mailto:characters@sustainablecollapse.com) before the character update deadline in order to be prepared and ready for your character at the following event. Please be aware of the purchasing limits. Purchasing any of these options does not count against your character’s spending cap.

Name	Description	CP Cost
CP Transfer	Transfer your CP to another player at a 1:1 transfer rate. Please let us know who you’re transferring to, either character or player name, in an email.	XX CP
Scavenging: Flora and Fauna	Blind Box pull earns a random plant or animal component. 10% potential for "trash pulls".	10 CP
Scavenging: Material	Blind box pull earns a random mineral, vial, or otherwise inert component. 10% potential for "trash pulls".	10 CP
Name an NPC	Come up with a name, basic back story, and reason for an NPC to exist within the colony Limit: 1 per season	25 CP
Name a Bad Guy	Come up with a name, a problem they are causing, and watch us unleash them upon game. Staff has rights to veto outlandish ideas and request/make revisions in order to make the concept suit the world. This is not personal plot. Limit: one per player	50 CP
Random Crafting Recipe	Learn a crafting recipe, at random, from all the disciplines. Limit: 1 per season	20 CP
Random Basic Crafting Recipe	Learn a crafting recipe, at random, for one of the basic crafting skills without a prerequisite that you possess. Limit: 1 per season	30 CP

Random Advanced Crafting Recipe	Learn a crafting recipe, at random, for one of the crafting skills that you possess. Limit: 1 per season	45 CP
Incomplete Recipe	Receive a partial recipe from a random craft. Name a component and receive that component along with a partial recipe you don't have yet in which it can be used. Limit: 1 per season	50 CP
Apothecary Coupon	Gives you the benefit of Last Rites if no one has given you it prior to going to the Apothecary. Does not stack with Last Rites.	20 CP
Apothecary Store Credit (BOGO: Buy One Get Out)	Upon drawing a Final Death Stone, you can instead present this item and return to the world of the living. Limit: Once per character	40 CP
Apothecary Punch Card (Frequent Diners Reward)	Each time you go to the Apothecary, you can present this card to gain an effect in addition to the results of the stone you draw. Can be used up to six times. Limit: Once per character.	100 CP
General Store	Purchase listed items at listed CP prices from the Colony General Store. Items will be placed in character bags as part of Check-In: Aluminum/Lead Ore (20 CP) Copper Ore (25 CP) Iron Ore (10 CP) Random Common Component (15 CP) Random Uncommon Component (30 CP) Healing potion (40 CP)	10-40 CP
Care Package	Receive a "care package" during the game from the QM. Contents at the discretion of cast, and may include, but not limited to: IG snacks, tchotchkes, components, notes from NPCs.	70 CP
Wine Tasting Box	Four samples of wine. Each comes with a single random effect tag. 1 - Random, unlabeled 1 - Random, labeled 1 - Helpful, labeled 1 - Detrimental, labeled	80 CP

Plastic Surgery	Your character managed to get an appointment with a body modifications specialist. Between seasons, you may make a large cosmetic change to your character. Limited: Once per character	50 CP
Neural Pruning	You can spend twice the amount of CP of a single skill to remove that skill from your character sheet and earn back the character cap space. Limit: Once per year	XX CP

## Character Death and Retirement

Every story reaches its conclusion, even in LARPs. Sometimes that conclusion is an untimely death, sometimes it just means that you've achieved all of your goals and you're ready to bow out to try something new.

Those who draw Final Death during a visit to the Apothecary are gone from the world. As sad as it is, the character is no more. At this point you can start a new character.

Your spending cap for your new character will start at one third of your current spending cap; rounded up to the next integer of 50 or at a baseline of 150 points. Whichever is greater. You will receive 100 points to spend, and will retain any unspent points you had while playing your previous character. For example, if your character draws Final Death with a 600 CP spending cap, you would be able to spend up to 200 CP ( $600/3 = 200$ ) on your new character.

If your character was retired, either for plot reasons or out of a desire to play a new character, your new character will also start with 40% of your spent CP, with a minimum 150 CP. You always retain any unspent CP.

Additionally, for every 2 events you played as your retired character you may choose one of the following options. Each option costs 20 CP and does not count against your spending cap.

- Your next character can come in as a Carcer Guardian. This comes with various benefits, including a payroll and the opportunity to advance in rank. You will receive more information about being a Carcer Guardian after you purchase this benefit.
- Start with an additional spell. You must have all the prerequisites, and can choose spells/prayers up to intermediate in tier or ask us to assign appropriate spells based on your new character.
- Start with 2 random recipes related to your craft skills.