

# Greetings Adventurers,

Welcome to Sovereign Scrolls, an extraordinary Live Action Role-Playing (LARP) experience unlike any other! If you're new to the world of LARPing, fear not, for this is an invitation to a realm of boundless creativity, camaraderie, and thrilling adventures. In this rulebook, we aim to introduce you to the captivating world of LARPing and what you can expect from your immersive journey in Sovereign Scrolls.

LARP, or Live Action Role-Playing, is a unique and interactive form of gaming where participants embody characters of their creation. Unlike traditional tabletop games, LARPing takes you beyond the tabletop and into a vivid, shared world where you physically act out your character's actions, decisions, and emotions. Imagine stepping into the shoes of your hero, facing challenges, forging alliances, and weaving your own narrative in a living, breathing story.

In Sovereign Scrolls, the power of creation is in your hands. Craft your unique hero, choosing from a diverse range of races and abilities. Whether you envision yourself as a cunning rogue, a wise mage, a fierce warrior, or something entirely original - the choice is yours! Your character's identity and skills will shape your journey and impact the unfolding story.

Prepare to be whisked away on epic quests and thrilling adventures that will take you to enchanted forests, ancient ruins, and captivating realms. Collaborate with fellow adventurers to overcome challenges and uncover mysteries. The world of Crucible is an ever-changing landscape that responds to your choices, allowing for a dynamic and immersive experience.

In Sovereign Scrolls, you are the master of your fate. With each decision you make, you shape your character's story, their interactions, and the growth of their personality. The choices you make have real consequences, and the journey you undertake is uniquely yours. Will you become a legendary hero, a wise sage, a notorious rogue, or something entirely unforeseen? The path is yours to forge.

Beyond the captivating world of Sovereign Scrolls lies a vibrant community of like-minded adventurers. Sovereign Scrolls brings people together in a way that transcends the game itself. Forge lasting friendships, collaborate on stories, and celebrate shared moments of triumph and camaraderie that extend beyond the game.

Sovereign Scrolls welcomes you to a realm where your imagination knows no bounds, where you will discover the true hero within yourself. LARPing is not just a game; it is a doorway to an unforgettable experience filled with excitement, creativity, and camaraderie. As you enter the enchanted world of Sovereign Scrolls, let your spirit soar and your adventures begin!

With great anticipation and wonder, The Sovereign Scrolls Game Masters

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# Safe Combat Guidelines

At Sovereign Scrolls, safety is of utmost importance, especially during combat encounters. We strive to create an immersive and enjoyable experience for all participants while maintaining a safe environment for everyone involved. To ensure safe combat, we have established the following guidelines:

**1. Foam Weapons:** All combat in Sovereign Scrolls is conducted using foam weapons specifically designed for LARPing. These weapons have a soft, padded exterior that minimizes the risk of injury while allowing for realistic and dynamic combat interactions. Only approved and inspected foam weapons are allowed on the battlefield.

**2. Hit Placement:** Headshots are strictly prohibited to prevent any potential injury to the head or face. Participants must always aim for the torso, arms, or legs when engaging in combat. This is known as the “tunic area,” i.e. the area of the body typically covered by a tunic. The head, groin, feet on the ground, or hands on weapons are not considered legal targets.

**3. Light Touch Combat:** Combat in Sovereign Scrolls is based on the lightest-touch system, where participants gently tap or lightly strike their opponents to indicate a successful hit. It is essential to use control and restraint during combat to prevent any accidental harm.

**4. Trapping Weapons:** Weapon trapping or hooking is a process by which a person uses force in weapon on weapon or weapon on shield contact to move a target. This is a form of physical roleplay and requires explicit consent conversations inherent to physical roleplay rules.

**5. Point Blank:** An archer may not fire an arrow at a combatant that is closer than 10 feet. Instead, an archer may call “Point Blank” followed by the amount and type of damage as per normal weapon strike. An archer is required to drop the nocked arrow at their feet and nock another arrow before calling point blank again. A point blank strike will hit its intended target regardless of shields or weapons, however an appropriate defensive skill may still be used.

**6. Verbal Calls:** Clear verbal calls are essential during combat to maintain safety and provide clarity to all participants. Combatants must audibly call out damage numbers, flavor, and any relevant skills. The recipient should acknowledge each hit.

**7. Respect Personal Boundaries:** Participants must respect each other's personal boundaries and physical limitations. If someone requests a pause or break during combat, others should immediately oblige.

**8. Weapon Inspection:** Before engaging in combat, all participants must have their foam weapons inspected by designated staff members. This inspection ensures that the weapons are safe, correctly constructed, and free of any potential hazards.

**9. Control and Awareness:** Combatants are expected to maintain control over their movements and actions at all times. Being aware of your surroundings and other participants is crucial for avoiding accidental collisions and maintaining a safe atmosphere.

**10. Physical Roleplay:** Outside of combat, physical contact between participants should be consensual and respectful. Participants must respect each other's personal boundaries and comfort levels. Any physical roleplay **must** be consented to by both parties. The generally accepted phrase is "Do you accept my physical roleplay?"

**11. Reporting Safety Concerns:** If any participant observes or experiences unsafe behavior or actions during combat or any other aspect of the LARP, it is essential to report it to the designated staff members immediately. The safety and well-being of everyone in the Sovereign Scrolls community are our top priorities.

Any concerns or questions about these safe combat rules, please seek a rules marshall for answer and demonstration of proper techniques.

# Important Times During Game

While each event is different, regular events have approximately the same schedule (outlined below). Staff Shifts are 4 hours and NPC shifts are 2 hours.

<b>Friday Night</b>	
6pm-10pm	Check-In
10pm	Opening Announcements
10:30-11pm	Game On
11pm-1/2am	Friday Night Monster Shift
<b>Saturday</b>	
9-10am	Logistics table is open for advancement and core slotting
10am	Monster Camp opens for the day
1pm-4pm	Player-driven Content
6pm-7pm	Logistics table is open for advancement and core slotting
~7pm	Feast Begins
8pm-12am	Last Saturday Monster shift; Saturday Night Fight
12am+	Late Night Shenanigans
<b>Sunday</b>	
Clean-up and goodbyes	
Check-Out Logistics table opens allowing for advancement and core slotting	

Beginning of Bell	End of Bell
Game On	6am Saturday
6am Saturday	6pm Saturday
6pm Saturday	6am Sunday

**Bells** are defined as 12-hour periods that break the game into 3 distinct sections - Game on until early Saturday morning, Saturday leading up to feast, then Saturday night into Sunday morning. It is important to know when Bells change, as many skills you can purchase from the Affinity Trees have usages measured per-Bell.

\*Longer events will have additional bells.

**Days** seem self-explanatory, but warrant mentioning. Days change for ability purposes at 6pm, instead of midnight. Much as with bells, there are many skills in game that have usages measured per-Day. Usages of these skills are refreshed at 6pm each evening.

**Chimes** are 1-minute increments that establish the duration of many effects and skills.

# Contributing to an Immersive Environment

Your active participation is vital in crafting an immersive Sovereign Scrolls experience. Here's what you can do:

1. **Refrain from Out of Game Conversations:** After Lay-On please refrain from engaging in out-of-game conversations that could break the immersion for yourself and others. Staying in-character and in the game world enhances the overall experience.
2. **Dress the part:** We ask that all Sovereign Scrolls players please dress appropriately for their character. We do not allow blue jeans on site after Lay-On on Friday Night. In addition, we ask that you report for your NPC Shift (see below) in dark-colored garb that is not something immediately recognizable as your character. This can be a black t-shirt and dark-colored pants; Monster Camp can provide a tabard to cover.
3. **Contribution Points:** Contribution Points are an in-and-out of game currency. Players will receive Contribution points for their NPC shifts and cleanup duties, any donations made to the game (at a rate of 10 CP per dollar spent), and any other contribution that they make above and beyond what is expected. These can be spent at check-in on in-game boons, and also during play at specific academy or sect stores. Players will also have opportunities to receive CP in-game for assisting their chosen academy or sect.
4. **NPC Shifts:** Every player is required to serve on one 2-hour NPC shift during the event. New players are excluded from this requirement for their first event, though we do suggest that they still take a shift to help familiarize themselves with the mechanics of the game. Any player who does not serve an NPC shift during the event will not be able to receive build for that event. Non-Combat players are still required to work a shift, but will be given a non-combatant role or will help to run the table in Monster Camp - tagging reagents or performing another role to help staff. Players will receive 200 Contribution Points for their NPC shift, and can receive additional CP for performing any duty in service of the game above and beyond what is required.
5. **Cleanup Duties:** Every player is expected to help clean up the game site before leaving on Sunday morning. Please make sure to check in with a member of staff after doing so, so that your Contribution Points can be added to your card. Repeated failure to assist with clean up may result in your build from the event being redacted.

# Rules of Arms

## Weapons

The following chart shows the various types of weapons you will find in the game, their base damage, and their minimum/maximum size. Some weapons have two base damage values, this is used to indicate the difference between wielding a weapon (such as a bastard sword) in one or two hands. Increasing your Attack Affinity can increase your base weapon damage - see the **Skills** section at the end of this book for more information.

<b>Weapon</b>	<b>Base Damage</b>	<b>Min/Max Length</b>
Dagger/Small weapons	1	12/24
Club/Blunt weapons	1	24/42
Flail	1	See Description
Short Sword/Short bladed weaponry	1	24/36
Long Sword/Long bladed weaponry	1	24/42
Bastard Sword	1/2	42/48
Great Sword/Two handed weapons (non polearm)	2	48/60
Bow/Crossbow	2	See Description
Polearm	2	60/78
Bastard Spear	1/2	40/60
Staff	1	60/72
Thrown weapons	1	6/18

Attack Affinity	Gains	Attack Affinity	Gains
Iron I		Silver I	
Iron II	+1 H Weapon Damage.	Silver II	+1 H Weapon Damage.
Iron III	+2 H Weapon Damage.	Silver III	+2 H Weapon Damage.
Iron IV	+1 H Weapon Damage.	Silver IV	+1 H Weapon Damage.
Iron V		Silver V	
Iron VI	+1 H Weapon Damage. +2 H Weapon Damage.	Silver VI	+1 H Weapon Damage. +2 H Weapon Damage.

**Attack Damage:** Attack damage is calculated as follows::

1H Damage = Every 2 ranks in attack affinity gives you + 1 damage. Every time you ascend you lose 1 damage if you choose to call your new tier's tagline.

2H Damage = Every 3 ranks in attack affinity gives you + 2 damage. Every time you ascend you lose 2 damage if you choose to call your new tier's tagline.

**Flails:** The haft must be at least 18 inches, with at least 12 inches of the haft having courtesy padding. No more than 3 links of "chain." The head of the flail must be coreless, and the overall length may not exceed 36 inches.

**Bows/Crossbows:** Archery for this iteration has been moved to slingshot style bows similar to [Foam Bows](#). Approval for other bow reps will be on a case by case basis.

**Firearms:** Firearm reps will be approved on a case by case basis by a Sovereign Scrolls weapon marshal.

This is not an exhaustive list; other weapons may be used with plot approval. Weapons must pass safety inspections and **Exotic Weapon** skill will be required for use in game for any weapon that does not fit fully within one of the weapons listed in the chart above. Each weapon type will require its own exotic weapon skill.

## Uncommon Attack Types and Defenses

**Surefire** is a term used to denote Gesture-delivered abilities. A surefire attack with a singular target can be evaded with any normal defense. Surefire attacks can be directed through a fog, such as those in the skills **Obscuring Fog** and **Obscuring Sands**.

Surprise attacks can only be stopped with Evade.

Area of Effect (AOE) attacks can only be stopped with Uncanny Defense.

Mitigate, Block, and Dodge do not defend against either AOE or Surprise attacks.

## Armor

Armor provides damage reduction to any strike that hits the armor. Each location being armored will receive DR based on the type of armor worn. This DR will only reduce damage taken from physical attacks, **NOT SPELLS**. The armor types are cloth, Light, Medium, Heavy. Any strike hitting an unarmored portion does full damage. Summer Armor rules will grant a Bubble armor of DR 1 for all regularly armored players.

The armor types are **Cloth, Light, Medium, and Heavy**.

<b>DR 0</b>	<b>Cloth</b>	<b>Garb, clothes, and padded armor</b>
<b>DR 1</b>	<b>Light</b>	<b>Leather, Pleather, and “Light” organic materials (wood, bark, scales, etc.)</b>
<b>DR 2</b>	<b>Medium</b>	<b>Chain, Scale, Heavily reinforced leather, boiled leather, “Medium” materials (Wyvern scale, Bone, mystic elements, etc)</b>
<b>DR 3</b>	<b>Heavy</b>	<b>Brigandine, Plate, Banded mail Heavy rigid materials</b>

**Cloth** armor does not offer any armor points, but does serve as a tagged item that can be enchanted with armor effects with the proper blueprint.

**Light Armor** offers the least protection, but does not restrict movement. It only offers DR 1 over the entire covered area. You must have wear Light Armor to gain the DR from Light armors.

**Medium Armor** offers slightly more protection, providing 2 DR to all covered areas. Providing fair DR without restricting skill use, it is a good middle ground.

**Heavy Armor** offers the most protection of all, providing 3 DR to all covered areas. Wearing heavy armor will prevent the use of the Dodge, or Evade skills. Having Body 3 in a tier equal to the armor will allow Dodge, and Body 6 in a tier equal to the armor will allow Evade.

Please note, in-game items (such as armor) will often be ranked Iron-Sovereign, just like our adventurers. One of the things that this ensures is that as you ascend from Iron to Silver and your Tier 5 Iron body becomes a Tier 3 Silver body, you will still be able to wear your Iron-level heavy armor; you will only have to increase your body back to 5 to wear Silver-ranked heavy armor. More details are contained in the section labeled "Leveling Up."

## Shields

Besides keeping harmful strikes at bay, tagged shields can grant you additional bonuses in the form of additional protection with proper skills or with smithing augments. Bucklers are round and have a maximum diameter of 18". Basic Shields have a maximum area of 630 sq in with a single maximum length of 42". Shields larger than this will be reviewed on a case by case basis and will require exotic shield proficiency.

# Rules of Magic

Casting elemental magics is a key component of the Sovereign Scrolls LARP. Skills are organized by their frequency. Skill incants are denoted in the **Skills** section of the rulebook. Incants must be said in a clear speaking voice able to be heard by the target.

## Skill Frequency Types

- **At Will** - These skills can be used with a 5 second cool-down. These skills are considered the base skill of each element.
- **Times per Encounter** - These skills form the backbone of a casters spell repertoire. These skills reset between encounters with 15 minutes of non-combat roleplay. If you take any damage within that 15 minutes, the skills fail to refresh and the roleplay timer must be started anew. These skills may also be refreshed during combat by a player spending 30 seconds meditating. To do so, the player must assume as close to a Lotus pose as they are able and roleplay meditating for 30 seconds. Successfully doing so while taking no damage will refresh 1 use of a single per-encounter skill.
- **Times per Bell** - These skills refresh at the next 6th hour, whether AM or PM. These are moderately powerful skills usable to "burn down" an opponent.
- **Times per Day** - These skills refresh daily at 6pm. These are the first "trump card" skills used to bring down a weakened foe and are among the most powerful skills in a cultivator's arsenal.
- **Times per Event/Weekend** - These powerful skills are considered true "Trump Cards", and are used when a cultivator is forced to go all out.

## Effect Durations

- **Chime** - 1 minute increment. So named by a chime noise that is played on large encounters. Players are encouraged to keep their own timers to measure these increments.

## Types of Spells

- **Attack**- These skills cause harm to another target.
- **Buff** - These skills improve a person or their skills.
- **Debuff** - These skills cause a detrimental effect on someone else.
- **Defense** - These skills prevent an effect from harming a target.
- **Healing** - These skills restore health to the target.
- **Self** - These skills can only be targeted on yourself.

## Ritual Magic

Ritual magic is a non-standardized method of effecting the Sovereign Scrolls play settings. Rituals are player-driven events that elevate the roleplay of the game. These may have obvious or subtle effects on the game environment. All rituals *should* be approved in advance (though there may be exceptions), and a rules marshal or a staff member must be present for the ritual for it to be effective.

The most common examples of ritual magic are **Formations**. Formations are made by placing foci in specific geometric patterns. These foci can be anything from flags, to crystals, to specially scribed tablets. Formations allow the caster to channel more powerful magic than they would typically be able to handle, or to focus it in ways they would not normally be able to achieve. Formations are always Area of Effect magic, with the area being the space within the formation.

## Miscellaneous

- A gesture skill is a any skill that is delivered by pointing. This effect is surefire. You cannot perform a gesture if you are bound or entangled.
- Any packet-delivered skill or spell may also be delivered by touch.

# Crafting

## Crafting Methods

### Experimental (Sandbox) Method

The crafter gets 1 opportunity to design a recipe. The design has 3 parts: Materials, with justification; Roleplay steps, with explanation; and requested effect. This will be submitted to the approved crafting marshal and a percentage chance for success will be created. This will be reported to the crafter and they will decide if they wish to attempt the crafting. A success adds 10% to the percentage, a failure adds 0-5%. Either way the resources are expended. A crafter must keep the notes to continue testing. This log is an IG item. Any bonus such as monster cores, inspiration potions, rare ingredients will be reflected on the craft log and the recipe.

### Specific Item (Targeted) Crafting

Once an item has been “discovered” using the above method, players may target that item again. Assuming that the player has purchased the Literacy skill, they may “refer to their notes” in subsequent attempts to recreate it. This will result in each subsequent attempt becoming slightly easier. Additionally, players may use a monster core to increase their chance of success when targeting. Once a player has successfully reached 100% they will receive a blueprint (see below) for that item, guaranteeing future attempts are a success.

### Blueprint Crafting

Blueprints are a method of autosuccess item crafting. Blueprints can be found in the world, or else obtained for a specific item. The method that was used for the 10 successful attempts will determine the blueprint. Each Blueprint has a touch of inspiration to it. It can be used to craft a base of 5 of each item per day. Multiple of the same blueprint can be used to increase that number. Some blueprints may be usable more or less.

## Crafting Times

Unless otherwise specified by a blueprint, refer to the table below for crafting times:

Armor	5 minutes
Weapons	5 Minutes
Formations	5 minutes
Alchemy	1 minute

## Item Tags

Items tags are out of game representations of in game descriptions and knowledge that a person would have about a specific item. Proper dates, expiration periods, and the initials of the crafter must be present for the tag to be valid.

Basic items do not require a tag and do base effects (e.g., a basic sword swings for 1 Iron). Basic equipment must be retrieved from a centralized location and it is assumed that a person is not carrying multiple instances of basic equipment (unless appropriately repped).

## Crafting Log

A crafting log is a list of all items made by a crafter with an itemized list of the resources used to create those items, as well as the timestamp of when the item was created. A blank log will be provided at check-in upon request. A crafter should always maintain their own crafting log, and they must be turned in with character cards at the end of the event. Any crafter who does not turn in their crafting log (even if blank) will receive a warning. After 3 warnings, the crafter will lose the privilege of crafting for 1 event.

## Miscellaneous Crafting Rules

- **Dusts** are a specific type of Alchemy that expires at the end of the event. They take a 50% penalty to their effectiveness for every rank of the target past Iron. This applies to both beneficial and harmful effects.
- You may attempt to use lower rank reagents when crafting items from a blueprint, but gain a 25% failure rate for each individual rank a single reagent is downgraded - for example, attempting to craft a blueprint that requires two Tier 4 reagents with a Tier 4 reagent and a Tier 2 reagent will have a 50% failure chance (as would using two Tier 3 reagents).
- Using reagents of differing tiers while crafting using the Sandbox method will result in rolling on the table corresponding to the lowest tier reagent that is used.
- The crafting time listed for **Formations** is the time required to create the foci used in the specific formation. When activating it, there is no time requirement - it is as fast as you can get the foci into the proper placement.
- Armor blueprints can be used to craft armor of any of the three types (Light, Medium, or Heavy) unless otherwise specified by the blueprint.

Weapon blueprints can be used to craft melee weapons of any type unless otherwise specified by the blueprint.

# Common Terminology

## Hold

At Sovereign Scrolls we require that a **Hold!** is called in an echoing fashion. Individuals must look at the ground to avoid ruining potential surprises.

Hold is a term used to address these situations:

- **Safety:** Safety is a primary concern for Sovereign Scrolls. Holds often are called to address safety concerns such as checking for injuries, resolving hazardous situations, or handling emergencies.
- **Communication:** Holds provide an opportunity for players and staff to communicate important information. This may include clarifying rules, conveying plot developments, or resolving disputes.
- **Immobility:** Sometimes, a hold may serve to freeze or immobilize all participants. This is often done to allow staff to make changes to the environment, set up props, or introduce new elements into the game without disrupting the flow of gameplay.
- **OOO (Out of Character) Interaction:** During a hold, participants may be encouraged to engage in out-of-character interactions. This allows players to discuss concerns, strategize, or ask questions that are not part of the in-game role-play.
- **Resolution of Issues:** Holds can be used to address and resolve various issues that may arise during gameplay. This could include handling rule disputes, addressing safety concerns, or managing conflicts between players.
- **Time Limits:** Holds are usually temporary pauses in gameplay, and the particular mod at hand may require one party or the other to get a timed head-start. Once this has been resolved, gameplay is resumed.
- **Respect and Cooperation:** Participants are typically expected to follow the instructions given during a hold and cooperate with staff. This ensures a smooth and safe experience for all involved. Failure to do so may result in your removal from the mod.

## Medic vs Healer

**Medic** is an out of game call that is used only in case of a medical emergency. This will always be called as part of a Hold! call. Medical response personnel will deal with the situation from that point forward. **MEDIC! SHOULD NEVER BE USED TO ASK FOR CHARACTER HELP.**

**Healer** is used as an in game call to ask for someone to help another character or your character.

## Life Effect

**Life Effects** are defined as specific effects that restore a character from their Second Stage death count (see **Death and Dying in Sovereign Scrolls**) to a stabilized condition. Note that

there are effects which will bring you out of Second Stage death count that are not considered Life Effects.

#### Structural Points

Structural Points refer to the essence of buildings and summoned structures. They can only be affected by Massive damage or specific skills.

#### Massive Damage

**Massive Damage** is a specific type of damage that cannot be blocked with shields or weapons. It does **not** bypass armor. It is the only way (outside of specific skills) to deal damage to structures (see Structural Points). Attacks that deal 10 damage can instead be called as "1 Massive." The same is true for attacks that deal 20 damage - "2 Massive," etc.

#### Close

The term **Close** is replacing "Weapon's Reach," and refers to anyone within melee range of the caster/target. This is generally agreed to be anyone you could reach out and touch with your weapon, or your hand after taking one large step; if you are unsure, consider it to be anyone within 5 feet of you.

#### Burst

**Burst Damage** refers to a second wave of instantaneous damage related to a previously called skill. This will typically occur 1 chime after the initial wave of damage, but there are exceptions to this rule. The duty of tracking/calling burst damage falls to the caster.

#### Tag Holds

**Tag Holds** are done by Rules Marshals or the acting Marshal on the Field either during or after mods to check character cards and gather resources used during the mod. When a Tag Hold is called, please gather all resources used and present them to the Rules Marshal. If you have taken a death, a life effect, or anything else that must be indicated on your card, bring that to the Marshal at this time as well.

#### Searching

Searching is a mechanic used to attempt to find/loot other entities within the game. With the exception of certain skills, it takes 15 seconds to complete a search. You must verbally tell the target you are searching them and count out the search: "Searching 1, Searching 2, Searching 3..." until reaching 15. **Under no circumstances are you to attempt to physically search another player.**

#### In Game vs. Out of Game

**Players** are out of the game. If a player is out of game, characters should treat players who are out of game as though they are not there. The commonly accepted sign that a player is currently out of game is a clenched fist held to the top of the head.

**Characters** are in game.

## OOG

In common areas of the game, please refrain from loud out of game conversations that may adversely affect those in the area. Please move out of game conversations to small, out of the way areas to prevent impacting other players. Players who have repeatedly been asked to quieten OOG conversations may face in-game repercussions.

## Moop!

Moop! stands for Medically Out Of Play; these players are indicated by an orange headband. This term is used to indicate that the player may not be struck during combat due to an underlying medical condition. Instead, they will fall under Page rules. In order to attack an individual under Page rules, you simply get within weapons reach and state the words "I slay you, page," while gently tapping them with the end of your weapon. Under no condition should this resemble a full weapon strike. It is acceptable to skip tapping the player with your weapon if you are concerned about the ability to do so safely, but should still ensure that you are truly in weapon's reach. Another person may state "I defend you, page," and place themselves in between the aggressor and the player under Page rules. In this case, the aggressor and defender would move to a combat safe area to fight. If no one defends the Page, then the Page moves immediately into their first stage death count. Refer to the section "Death and Dying in Sovereign Scrolls" for further explanation.

## Headbands

An **orange** headband represents a player who is Moop! This individual may not be struck for any reason. Refer to the heading under Moop! In this section for further information.

A **white** headband represents a player that is out of game. For the purposes of all in-game situations, they do not exist. You should act as though you have not seen the player.

A **red** headband represents a spirit. Individuals wearing a red headband can be seen, but may not be interacted with except through specific skills. A spirit may not be forced to resurrect and may stay in this form for as long as the player desires.

## Tunic Area

Tunic Area is defined as the area from the shoulder to elbow and from the collarbone to the knee, or the area commonly covered by a tunic.

## Machine Gunning

**Same Location Machine Gunning** - Attacks in Sovereign Scrolls require you to change the location of your strike to hit legal strike areas. A player may hit the same area of an opponent two times in a row before needing to change locations. If a player strikes an opponent with

consecutive strikes beyond the second in the same area, Machine Gunning is occurring. All strikes beyond the second do not count and the call is “Machine Gunning - no effect”.

**Rapid Strike Machine Gunning** - Attacks in Sovereign Scrolls require audible calls to indicate the effects of the strike. If you strike an opponent so quickly that you cannot properly convey the information in an understandable manner this is also machine gunning. The call is “Machine Gunning - no effect.”

Proper Shield Use

**Edging** - Shield Edging is defined as using the edge of a shield as a striking surface. This is not allowed in Sovereign Scrolls.

**Bashing** (or shield bashing) - defined as using a shield to make contact with an opponent’s body. This action is considered unsafe and may result in removal from the mod or worse. *\*If both parties agree to physical roleplay, this restriction may be lifted.*

Physical Roleplay

**Physical Roleplay** is a pre-agreement between consenting players that may remove certain combat restrictions and allow for more dynamic, cinematic combat.

**Safety First:** Safety should be the top priority. Everyone involved should have a clear understanding of the safety rules and abide by them at all times. This includes guidelines for combat, prop usage, and any potential hazards in the play area.

**Consent and Respect:** Always obtain explicit consent from other participants before initiating physical contact or engaging in any form of roleplay that may affect them. Respect personal boundaries and be mindful of the comfort levels of others. The commonly accepted and widely-used phrase is “**Do you accept my physical roleplay?**”

**Character vs. Player:** Distinguish between in-character (IC) and out-of-character (OOC) interactions. Ensure that everyone understands when you are speaking or acting as your character and when you are speaking or acting as yourself. **The commonly accepted sign for being OOC is a clenched fist held to the top of your head.**

**Communication:** Clear communication is crucial during physical roleplay. Use appropriate signals or calls to indicate intent, safety concerns, or the need for a break in the action. Use communication tools such as hand-signs (see the following section, Character vs Character Interactions) and consent language between players.

**Props and Costumes:** Ensure that all props and costumes are safe, both for the user and other participants. Avoid using any objects that could cause harm. Be mindful of the size, weight, and construction of props to prevent accidents.

**Ongoing Consent:** Remember that consent is ongoing and can be withdrawn at any time. If someone expresses discomfort or asks you to stop a particular action, respect their wishes immediately.

**Physical Limitations:** Be aware of your physical limitations and take care of your own well-being. Avoid pushing yourself beyond your capabilities, and don't hesitate to ask for help if needed. Stay hydrated and take breaks as necessary.

# Character vs Character Interactions

As we delve into the complexities of dramatic role-playing, we have designed systems to mitigate emotional bleed, fostering an atmosphere where players can explore rich storylines in a safe environment, while prioritizing the principle of "playing to lift" each other's experiences, embracing camaraderie and collaboration on every level.

## Thumbs Up/Down

This system utilizes out-of-game actions to check in with other players during particularly intense roleplay. To use this system, a player would simply put a thumbs up in the center of their chest towards another player while roleplaying with them. The other player will respond with a thumbs up, horizontal flat hand, a thumbs down, or bowing out by partially covering their face.

A **thumbs up** means the other player is good to continue with the current emotional intensity and even increase it, if that is the direction that the roleplay takes.

A **horizontal, flat hand** means the other player is comfortable with the *current* level of intensity, but not comfortable with any further escalation.

A **thumbs down** means the other player is not ok with this situation, and the intensity of the interaction must be lowered immediately.

A **covered face** indicates that the player needs to bow out and leave the situation, and can immediately. You should find a way to quickly wrap up the situation. It is the responsibility of the remaining player to give a reason for the other's disappearance - "Oh, a great rift has opened in the sky and my opponent has vanished! Surely their power is greater than I imagined!"

## Bleed

Bleed, in the context of LARP, refers to the emotional impact that a character's experiences have on the player, and vice versa. It can manifest in both positive and negative ways, significantly influencing player emotions beyond the game setting. Sovereign Scrolls embraces both aspects of bleed while striving to maintain a healthy balance for all participants.

**Positive Bleed:** Positive bleed occurs when a character's triumphant moments, bonds formed with other players, or engaging storylines leave players feeling uplifted and fulfilled. These experiences enhance the player's emotional connection to their character, deepening their investment in the world we've created and fostering a sense of camaraderie with fellow participants.

**Negative Bleed:** Negative bleed arises when a character's traumatic or distressing experiences seep into the player's emotions, leading to feelings of sadness, stress, or anxiety. While

exploring intense and emotional storylines can be rewarding, it is crucial to ensure that negative bleed is managed responsibly to maintain a safe and enjoyable environment.

## Play To Lift

**Playing to Lift** is a fundamental principle in Sovereign Scrolls that encourages participants to support and elevate each other's experiences during the LARP. It revolves around collaborative storytelling and character interactions that foster positive emotions and contribute to the enjoyment of all players. Whether through acts of kindness, empowering role-play, or creating moments of triumph for other characters, playing to lift creates a sense of camaraderie and inclusivity within the LARP community. By embracing this principle, players can collectively enhance the immersive experience, ensuring that every participant feels valued, engaged, and uplifted throughout their journey through Crucible.

## Breaking Immersion To Enhance Immersion

**Breaking Immersion to Enhance Immersion** is the practice of having an out-of-character conversation about a desired roleplay or combat scene before the scene begins, in order to establish what each player wants to get out of the scene beforehand, as well as make sure that both parties are prepared for higher levels of interaction and intensity. Breaking immersion to enhance immersion is **required** for all forms of heavy or intense roleplay. Please note that these conversations are always a negotiation on both players' part, and at no point are you required to consent to any interaction with your character that you are uncomfortable with. We break immersion to help players maintain ownership of their character.

# Spatial Storage and Hotbars

## Spatial Storage

All players have access to **Spatial Storage**. In this storage, time is slowed. Any non-living items that can pass through a 13-inch ring may be placed into the storage with 1 minute of concentration. Removing items also takes 1 minute of concentration. Items in spatial storage are safe from most forms of theft, but skills to “break” into spatial storage exist. Some items cannot be placed into spatial storage; this will be denoted on the item tag. Some items will be damaged from time in spatial storage; this may not always be denoted. Players will be provided with a 1 gallon storage bag that will contain their long-term spatial storage. The spatial storage and the items contained within must remain on your person. Consumables cannot be used from spatial storage, they must be in hand. If the bag is not on your person then the items inside are lootable and must be left in-game.

## Storage Ring

These in-game items allow for items to be stored for immediate access. The call to withdraw items from this ring is “Withdrawing (Item Name).” These items have extremely limited capacity. Items held in spatial storage must be denoted by storing the item tags in the designated Sovereign Scrolls Spatial Storage card sleeve. Please be prepared to show a marshal the items stored in a storage ring. You may only use a spatial ring of your Cultivation tier or lower. Items in a spatial ring are not lootable and the ring is bound to you. Items do exist in-game that may suppress your access to your spatial storages.

Spatial ring Tier	Minimum slots	Maximum slots
Iron	1	4
Silver	3	8
Gold	6	13
Jade	10	19
Saint	15	26
Sovereign	21	35



# Leveling Up

Leveling up in Sovereign Scrolls is the culmination of multiple different methods. These methods are outlined below.

## Build

**Build** is the measurement of your character's mark on the world. As you interact with the world around you, you will grow in influence and standing, as well as skill. Build is the currency used to purchase in-game skills and abilities.

Players will receive a certain amount of build for each home event that they attend simply for registering. For Woodville players, it will be 5 build per event; for Springfield players, it will be 4 build per event. This is to make up the difference for frequency of events; the Springfield Chapter typically has 9 events per year or more, as opposed to the 8 of the Woodville Chapter. This applies only to your home event - for a "traveling" event, there will be no participation build.

In addition, players will be able to consume up to 4 **Monster Cores** of their tier (see below) per event to earn 4 additional build on any home chapter game. If you are attending a traveling game, you will still be able to consume up to 2 Monster Cores to earn 2 build for that game. Players will be required to register their home chapter as part of character creation.

## Monster Cores

**Monster Cores** are a multi-faceted component. Not only can they be used to gain Build as mentioned above, but they may be used to gain affinity with a particular element, as well as serve as the main currency of our world.

Monster Cores are tiered, just as the cultivators of this world are. The lowest-level cores are Iron, and may be used to rank up Iron-level affinities. Only Iron-ranked cultivators may use them; however, Iron-ranked cultivators are **not** strictly bound to using Iron cores. See Perfect Cultivation below for more details.

## Leveling Affinities

Improving specific affinities with cores is fairly straightforward. The cost for the main 5 elemental affinities (Fire, Water, Wood, Earth, and Metal) will be equal in cores to the level you are trying to achieve. So if you are only purchasing a level 1 affinity, it will cost 1 core. To level your affinity from 1 to 2 will cost 2 cores of your tier, then from 2 to 3 will cost 3 cores, and so on.

To level your affinity with divine elements (Death, Life, Light, Shadow, and Fate) as well as Attack or Body will cost twice as much. To purchase your level 1 affinity with Life, you must spend 2 Iron-level cores, then 4 to progress to the second level, and so on.

You must raise your Affinity in an element to the specified level before you can unlock and purchase some higher-level skills. Refer to the Skills section further below for more details.

Players may only slot cores to earn Affinity points up to (their build total) minus 40.

Cores may be slotted at 4 distinct times during the event - During Check-In, at 9am on Saturday, at 6pm on Saturday (directly before feast and Saturday Night Fight), and during Check-Out.

## Perfect Cultivation

Some cultivators may choose to follow a path of perfect cultivation. This is achieved **only** by slotting cores of one level above their own when upgrading their affinities; i.e., an Iron-rank cultivator using Silver cores to upgrade their affinities.

There are two points to keep in mind:

- You may only use cores of **one** rank above your own.
- For every core of a higher rank used, a player will receive a 10% bonus. This bonus does **not** round up - this means that you must use a minimum of 10 higher-rank cores to receive 1 single bonus affinity point.

If both of these prerequisites are met, the character will receive a 10% bonus to their affinities. A player who achieves truly perfect cultivation will be able to gain 88 Affinity points per rank, instead of 80.

## Cultivator Tiers

Cultivators will be permitted to progress to the next tier when they have hit the build cap for their current tier, as outlined in the chart below. They will not be required to ascend until they are ready, but they will earn no additional build until they have progressed to the next tier. It is suggested that cultivators max out all possible affinity points before progressing, as you will be capped at the lowest affinity you have achieved at any level. For example, if you only reach 50 total affinity in Iron, instead of the possible 80 (or 88, in the case of perfect cultivation), you will only ever be able to earn 50 affinity at any given tier. This is known as perfecting your core.

<b><u>Cultivator Tier</u></b>	<b><u>Build Limits</u></b>
Mortal (E)	1-40
Iron (D)	41-120
Silver (C)	121-200
Gold (B)	201-280

Jade (A)	281-360
Saint (S)	361-440
Sovereign (SS)	441-520

When you ascend ranks, each of your affinities drop by two tiers. This is a side effect of condensing your core to make room for higher quality Chi. All Ascensions beyond Silver also focus on developing a **Dao** or seed of elemental truth. This will be guided by plot and the decisions you make in play.

There is a qualitative difference between tiers, as well as, a quantitative.

When ascending from Iron to Silver, all that is required is a decision from the cultivator to advance. The ascension from Silver to Gold will require the cultivator to meet with Plot for a special ceremony, and will reward the character with a custom Cultivation Manual, setting them upon their own unique path.

**Tier Adjusted Affinity:** Tier Adjusted Affinity is used to determine your damage with spells. Your Tier Adjusted Affinity is your Total Cumulative Affinity - 2 for each tier above Iron. If you have purchased 12 total ranks and are Silver Tier your Tier Adjusted Affinity is 10. When you tier up to Gold, without purchasing new ranks your Tier Adjusted Affinity becomes 8. This means your damage tagline for conflagorate, for example, is 40 Gold Fire Damage OR 50 Silver Fire Damage, OR 60 Fire Damage.

**Total Cumulative Affinity:** Total Cumulative Affinity is just how many ranks you have ever bought of a given affinity.

## essence

essence are the measure of your health and the amount of damage you can “take” before you enter Death Stage 1, the beginning of bleedout and death. essence level with the Body stat. The Advancement chart is as follows:

Body Affinity	Gains	Approx. essence	Body Affinity	Gains	Approx. essence*
Iron I	+5 essence	10	Silver I	+5 essence	30
Iron II	+5 essence	15	Silver II	+5 essence	35
Iron III	+1 DR Can dodge	15	Silver III	+1 DR Can	35

	in Heavy Iron Armor			dodge in Heavy Silver Armor	
Iron IV	+5 essence	20	Silver IV	+5 essence	40
Iron V	+5 essence	25	Silver V	+5 essence	45
Iron VI	+1 DR Can evade in Heavy Iron Armor	25	Silver VI	+1 DR Can evade in Heavy Silver Armor	45

\*Assumes maximum purchase in Iron. Results may vary.

In addition, essence may be purchased for build, and the rate of 2 Build for one essence. Players may purchase a maximum of 5 additional essence per tier with this method.

### Temporary essence

Temporary essence are a special kind of health that can be given via skills or alchemy. This health cannot be restored by any healing effects, and is the first to be used when taking any damage.

# Death and Dying in Sovereign Scrolls

## Death Stages

There are two death stages in Sovereign Scrolls. Once a player reaches zero essence they begin what is known as their Death Count, and immediately enter Death Stage 1.

- Death Stage 1 - Bleeding Out
  - This stage lasts 1 minute and any healing will bring the character back to playability at 1 essence.
- Death Stage 2 - Unconscious/Dying
  - This stage lasts 2 minutes and the character may only be healed through a **Life Effect** ability. When reaching the end of Death Stage 2, a Mortal, Iron, or Silver Ranked player has 2 options:
    - **Lose all slotted and consumed cores for the event on which they have died**, and then return to play after a 10 minute "Death." Unless there are mitigating circumstances, the character will return to play at the same location in which they fell.
    - **Undertake a Death Quest.** While a Death Quest will not cause a player to lose slotted or consumed cores, it does bear the risk of permanent character death - while also bearing the possibility of high reward in the form of boons or treasure. Death Quests are generally run by the owner or the GM, and provide an opportunity to dig into your character's motives and desires. If you choose to undergo a Death Quest and survive, you will not remember any details from your time in the land of the dead.

Rank	Death Quest Death chance	Death Quest reward table
Iron	1/10	1/20
Silver	1/5	1/20
Gold	1/3	1/10
Jade	1/2	1/5
Saint	*	*
Sovereign	*	*

## Permanent Character Death and Spirits

If a character does die permanently, they get to have 1 more life. They know that their spirit has been broken and they are considered mortal.



# Status Effects

Status effects in Sovereign Scrolls typically fall into one of two categories - Physical or Mental. Any effects not outlined in one of the charts below will be outlined in the specific ability that causes them.

<b>Physical Effects</b>	
<b><u>Bind</u></b>	The target has their arms connected to their sides. They may not move them away for the duration. They may still use their hands as long as they do not move their arms from their body. They may still walk or run freely. This effect lasts for 1 minute.
<b><u>Bleed</u></b>	The target loses health over time until the wound is treated (1 health per minute unless otherwise specified by an effect). Duration will be given by the attacker.
<b><u>Break Limb</u></b>	Break effects on body parts like limbs will reduce the limb's effectiveness. Broken arms cannot deliver packet-delivered spells (touch-casting and weapon casting is still allowed), cannot wield a shield, and they inflict half damage with weapons or claws (rounded down). Any tasks that require a specific amount of time takes twice as much time if one arm is broken, and cannot be completed at all if both arms are broken. One broken leg will reduce movement to a heel-to-toe rate. Two broken legs will cause a character to be unable to walk (they may roleplay movement without their legs, if they can do so safely). Players with broken legs should stand in place during combat. Breaking a character's limbs will wake them from Waylay. This effect will last until cured.
<b><u>Disarmed</u></b>	You are forcibly disarmed of your weapons or equipment. The target must drop their weapon or shield and it must come to rest before it may be picked up again. You may choose to not drop your rep but you may not use the item for 10 seconds and any weapon strikes that hit the weapon cause you damage.
<b><u>Diseased</u></b>	The target suffers from a debilitating disease that lasts until treated. Does not take effect unless the damage hits their essence, not their AP. Once affected, the target is restricted to a heel-toe pace. If left untreated for one hour, player will begin taking damage as though poisoned.
<b><u>Entangle</u></b>	The target gains the <b>Bind</b> effect. Their legs are bound as well. The target may only hop for the duration for self movement. This effect must be roleplayed as safely as possible. If unable to do so

	this ability will root the target in place with the <b>Bind</b> condition instead. This effect lasts for 1 minute.
<b><u>Exhausted</u></b>	Exhaustion can occur when a cultivator uses one of their Weekend abilities - if an ability will exhaust you, it will be clearly stated in the skill description. A cultivator who is exhausted must roleplay accordingly, and cannot attack, use any abilities, or take any actions outside of activating a magic item or talisman for the duration listed in the skill description (typically 1 minute).
<b><u>Fatigued</u></b>	Your character is fatigued. You gain the Slowed effect and are Stunned. The Stun effect lasts for 5 seconds, as usual. The Slowed effect lasts for 5 minutes or until you receive any amount of healing; physical, alchemical, or magical.
<b><u>Imprison</u></b>	While Imprisoned you are immune to most spells and abilities except area effects, traps or “break sanctuary” effects. You may not move, speak, or perform any in-game actions (excepting latent invocable effects). This effect lasts for 3 minutes.
<b><u>Knockback</u></b>	Pushes the target 5 steps back and confers a Stun effect.
<b><u>Mitigate</u></b>	Allows you to reduce the damage of a single incoming attack to 1. The attack must be of the same tier as your own, or lower.
<b><u>Pull</u></b>	Pulls the target 5 steps towards the caster.
<b><u>Poisoned</u></b>	The target suffers from a toxic substance and loses health over time until the poison is treated (1 health per minute unless otherwise specified by a specific poison.)
<b><u>Root/Pin</u></b>	The target must have a single foot maintain contact with the ground at all times. The target may still pivot on this foot. This effect lasts for 1 minute.
<b><u>Severed Limb</u></b>	Severed limbs are useless. Severed arms cannot perform any tasks, and a character with any severed legs cannot walk or use skills that require mobility (such as Dodge or Evade). Characters with severed heads cannot receive healing effects. Sever effects will wake someone from waylay. This effect will last until cured.
<b><u>Slow</u></b>	The target may not move faster than a heel to toe pace. This effect lasts for 1 minute.
<b><u>Strained Limb</u></b>	The target’s limb is overexerted. This functions as a Break Limb, but the effect only lasts for 1 minute.

<b><u>Stun</u></b>	The target is unable to move or take any offensive actions for 5 seconds. Target may defend themselves. The effect ends if any damage is taken.
<b><u>Transformed</u></b>	The target changes form or shape, which may grant them new abilities or weaknesses. Specific abilities will outline varying effects and durations. Transformed is a status that can be targeted. The time it takes to transform includes an attempt to make the character appear to be different, this includes but is not limited to masks, costumes, tabards, etc.
<b><u>Waylay</u></b>	By striking the target in the back, between the shoulder blades, you can render them unconscious. This skill will have no effect if the target is wearing medium level or higher head protection. This effect will last for 5 minutes, until the target takes 15 damage, or until the target takes a Sever or Break effect.

<b>Mental Effects</b>	
<b><u>Blind</u></b>	Target cannot see and is unable to fight. The target may still defend themselves, but must move at a heel-to-toe pace unless being assisted by another player. This debuff will last for 1 minute or until cleansed.
<b><u>Charm</u></b>	The target is friendly towards the caster and is willing to help them, but cannot be forced to do anything that they wouldn't normally do. This effect lasts for 30 minutes.
<b><u>Cursed</u></b>	The target suffers from a negative effect until the curse is removed by fulfilling specific requirements. Specific effect and removal criteria is indicated by the ability used. Most curse effects will persist through death. Cursed is a status that can be targeted.
<b><u>Deaf</u></b>	The target cannot hear and is unable to use sound-based abilities. This debuff will last for 1 minute or until cleansed.
<b><u>Dominate</u></b>	This effect grants full control of the target to the caster. The target must follow any and all commands with the exception of killing themselves or standing idle while allowing themselves to be killed. Unless otherwise told, they may act as normal. The target may defend themselves from being killed. They will not attack the caster unless commanded to do so. The caster may only have 1 target under domination at a time. This effect lasts for 30 minutes.
<b><u>Enchanted</u></b>	The target is granted a magical ability or bonus that lasts until the effect wears off or is removed. Specific duration or removal

	criteria will be indicated by the ability used. Enchanted is a status that can be targeted.
<b><u>Fear</u></b>	The target is overcome with fear and must flee until line of sight with the caster is broken. Lasts 1 minute.
<b><u>Frenzy</u></b>	The target is filled with anger and must attack the closest entity. Is not dispelled until the target falls unconscious or has their mind cleansed, unless otherwise specified. Lasts 5 minutes.
<b><u>Paralyzed</u></b>	The target is unable to move, take action, or speak for 2 minutes.
<b><u>Possessed</u></b>	The is controlled by an outside force, such as a demon or ghost. This effect lasts until the target loses consciousness or is subjected to a Cleanse Mind effect. Specific traits of the possession will vary by skill used. Possessed is a status that can be targeted.
<b><u>Repel</u></b>	You may not move within weapon's reach of the caster for 1 minute.
<b><u>Silence</u></b>	The target is unable to speak or use verbal abilities; this includes spellcasting. <b>Silence</b> will prevent the <i>character</i> from speaking, but not the person (for safety purposes). This debuff will last for 1 minute.
<b><u>Sleep</u></b>	The target falls asleep and cannot take any actions until they wake up. This debuff lasts for 1 minute or until the target takes <b>any</b> damage or is touched in game.
<b><u>Taunt</u></b>	Prevents anyone affected from attacking anyone but the caster. If attacked by anyone else the taunted player may engage with those that attacked them. This effect lasts for 1 minute.
<b><u>Vulnerable</u></b>	Character suffers increased damage from attacks. This effect lasts for 1 minute. This status will cause you to take 1 additional damage from the source of the allergy, ex Water, Wood, etc.

# Guilds/Sects

In the realm of Crucible, adventurers have the opportunity to form unbreakable bonds by joining Guilds and Sects, esteemed organizations that transcend the boundaries of chapters. While most entry-level Guilds and Sects may find their roots in one of our two chapters, players are welcome to explore the vast array of options available, even if they decide to align with a Sect that isn't based at their home location. Embracing these dynamic associations allows characters to immerse themselves in rich storylines, engage in thrilling quests, and unlock the potential for boundless support and camaraderie.

The following are the sects that players may join at the beginning of their character's career - other sects may be unlocked through gameplay.

## 1) The Celestial Scholars: (Springfield-based)

a) This sect is dedicated to the pursuit of knowledge and cosmic wisdom. They study the stars, ancient texts, and the mysteries of the universe, seeking to unlock the secrets of existence.

b) Purpose: The Celestial Scholars believe that true power lies in understanding the underlying principles of the universe. They aim to uncover ancient artifacts, forgotten rituals, and lost knowledge to gain an edge in the cultivation world.

## 2) The Radiant Guardians: (Springfield-based)

a) This sect harnesses the power of light and purity. They strive for moral excellence and uphold principles of justice, protection, and compassion.

b) Purpose: The Radiant Guardians see themselves as defenders of the weak and champions of righteousness. They use their cultivation to shield the innocent and combat dark forces threatening the world.

## 3) The Shrouded Blades: (Springfield-based)

a) This sect operates in the shadows and delves into the realm of stealth and illusion. They excel in subterfuge, infiltration, and manipulation.

b) Purpose: The Shadow Walkers believe that power can be most effectively wielded from the shadows. They gather intelligence, carry out covert operations, and aim to maintain a balance of power by undermining oppressive forces.

## 4) The Order of Harmonious Balance: (Woodville-based)

a) This sect focuses on achieving harmony and balance between the different elements and energies of the world. They emphasize inner peace and strive to cultivate their minds and bodies to align with nature.

b) Purpose: The Order of Harmonious Balance seeks to restore harmony to the world and maintain the delicate balance between different forces. They act as mediators and peacekeepers, and their ultimate goal is to prevent any force from overpowering another.

5) The Eternal Forge: (Woodville-based)

a) This sect is fascinated by craftsmanship and forging techniques. They consider cultivation as an art and emphasize the refinement of their bodies and weapons.

b) Purpose: The Eternal Forge seeks perfection in cultivation through mastery of martial arts and weapon forging. They aim to produce legendary weapons and armor, embodying the pinnacle of martial prowess.

6) The Way of Tranquil Serenity: (Woodville-based)

a) This sect follows the path of inner peace and serenity. They focus on meditation and self-reflection, seeking to attain enlightenment through detachment from worldly desires - achieving that personal distance through any means necessary.

b) Purpose: The Way of Tranquil Serenity aims to transcend the limitations of mortal existence. They believe that true power lies in understanding the nature of existence and the self.

They offer guidance to those seeking to free themselves from the cycle of suffering.

7) The Drifting Nomads: *(One sect present at both game sites; aims to recruit traveling players)*

a) This sect is nomadic and in tune with the flow of the world. They possess a deep connection with nature and the elements, using their cultivation to adapt and survive in diverse environments.

b) Purpose: The Drifting Nomads embrace the impermanence of life and adapt to changing circumstances. They aim to promote harmony between humans and nature, while exploring the world's vastness and seeking enlightenment.

8) The Crimson Bloodline: (Western-style guild, Woodville-based)

a) This guild draws power from the ancient lineage of powerful nobility. They hold tight to the traditions and rituals passed down through generations, wielding potent bloodline techniques. They only allow outsiders after rigorous vetting rituals, which grant applicants access to those bloodlines.

b) Purpose: The Crimson Bloodline seeks to preserve the ancient knowledge and protect their legacy. They maintain their influence through strategic alliances and hold a significant role in the political landscape of the cultivation world.

9) The Tempest Keepers: (Western-style guild, Springfield-based)

a) This guild commands the forces of nature, harnessing the raw power of storms, wind, and lightning. They embody the unstoppable forces of nature.

b) Purpose: The Tempest Keepers believe that nature's fury can restore balance and cleanse corruption. They actively oppose any force that threatens the natural order and strive to protect sacred sites and the world's ecosystems.

**\*Notes on Sects:** *These are to maintain player interaction and promote great CvC interactions. If the conflict begins to overshadow player interactions, staff may mediate for the betterment of the community.*

# Character Races

## Amalgams

**Description:** Amalgams are human-like beast folk, be they bird, reptile or mammal. Amalgams, while bipedal, have many animal-like features: ears, beaks, teeth, and scales or fur where you would expect to find a human face. They are often tribal in nature with various cultural groups represented separately.

**Costume Requirements:** Amalgams must wear face paint, a mask, or other accessories to physically represent their animal component. Each animal will be approved on a case by case basis. Foxes are not permitted for amalgams; please see **Kitsune**.

**Free Racial:** Amalgams start at **Attack Affinity, Tier 1**.

The character can use two 24 inch claw reps. Claws treat a Break Weapon effect as a Break Limb effect instead (The call for this is, “got it, claws, reduced.”). Claws are immune to Disarm. Claws cannot have poisons applied to them or become enchanted unless another skill allows it. Claw reps must be built as standard short swords, red in color.

- **Animalistic Combat** - 4 build - This grants the Amalgam the **Florentine** skill when using claws, and allows them to use 1 weapon and 1 claw simultaneously.
- **Sharp Claws** - 3 build- Once a day, the Amalgam can spend a minute of roleplay to sharpen their claws, resulting in their next attack doing double damage.
- **Feral Dodge** - 4 build - Once per day, the Amalgam may use the **Dodge** ability..
- **Giant Leap** - 2 build - Once per day, this skill allows the Amalgam to ignore one physical wall or obstacle.

## Celestial

**Description:** These champions from the plane of Life descended to this plane centuries ago. Combatants in a never-ending battle with Outsider forces, Celestials quickly became a powerful force in the Crucible. Organized into military companies called choirs, Celestials are inherently militant. They respect the chain of command and follow rules to the letter.

**Free Racial:** Celestials gains **Life Affinity, Tier 1**.

**Costume requirement:** Ear tips and a gold sigil, wings optional

- **Protector of Life** - 2 build - Once per bell, the Celestial can use the **Intercede** skill.
- **Lay on Hands** - 3 build - Once per weekend, the Celestial may heal a target for their Life affinity times 2, instantly.
- **Rot Resistance** - 4 build - Once per weekend, the Celestial may resist 1 Death affinity ability.
- **Portent of the Stars** - 4 build - Once per weekend, the Celestial can grant a target of their choice the Dodge skill.

## Deadborn

**Description:** Deadborn are corpse-like with sunken eyes and exposed bones and chunks of decaying flesh. These risen dead can come from any base race, but all racials are lost upon their “Awakening.” The Awakening is the process in which a disembodied spirit takes residence in the body of the recently dead. The body continues to age and develop. Some Deadborn appear at birth and age normally, though no one knows why this phenomenon occurs.

**Costume Requirements:** Eyes should be completely surrounded by dark makeup of black or purple. The “eye circle” can be of any actual shape or design. Because Deadborn are very zombielike in appearance, players must add in exposed bones or bits of decaying flesh to complete their personal look. Deadborn can be the corpse of other PC races. However, due to the nature of death, any races with claws are reborn with their claws non-functional and they may not be used.

**Free Racial:** As Deadborn have previously experienced the throes of death, Deadborn gain the **Death Affinity, Tier 1** for free.

- **No Pain** - 3 build - Once per weekend, the Deadborn may fight to negative 10 essence. The Deadborn collapses at 0 at the end of the combat, or when they reach -10, whichever occurs first.
- **No Metabolism** - 2 build - The Deadborn does not need to breathe or eat, making them immune to drowning or choking.
- **The Dead Don’t Bleed** - 4 build - Once per weekend, resist 1 bleed, 1 disease, or 1 poison effect.
- **Make Whole** - 3 build - Once per event, the Deadborn may restore 1 lost limb with 1 minute of out of combat roleplay by harvesting a fallen ally or enemies limb.

## Drakeling

**Description:** Drakelings are said to have evolved from the blood of a Sovereign-ranked dragon that was spilled in a war during the ancient past. They have developed into powerful solitary groups and often enter human society. Touchy and proud, Drakelings are quick to anger but follow a code.

**Costume Requirements:** Reptilian prosthetics, Wings optional

**Free Racial:** Drakelings gain **Water Affinity, Tier 1.**

The character can use two 24 inch claw reps. Claws treat a Break Weapon effect as a Break Limb effect instead (the call for this is, “got it, claws, reduced.”). Claws are immune to Disarm. Claws cannot have poisons applied to them or become enchanted unless another skill allows it. Claw reps must be built as standard short swords, red in color.

- **Water Jet** - 3 build - Once per day, This ability will confer the Knockback effect to the target.
- **Freedom of Movement** - 1 build- The Drakeling is comfortable in water and suffers no slowed movement while submerged in water.
- **Blind Fighting** - 2 build - Once per weekend, the Drakeling gains **Blind Fighting** for 30 minutes.
- **Animalistic Combat** - 4 build - This grants the Drakeling the **Florentine** skill when using claws, and allows them to use 1 weapon and 1 claw simultaneously.

## Dryad/ Arborkin

**Description:** A plant-like race that mimics trees or flowers, Dryad are culturally and physically alien to the other races. Though they have bark-like skin and hair that resembles moss or vines, they try to mimic the appearance of more common folk to blend in with greater society.

**Costume Requirements:** Players will use branches, vines, and other foliage through their costuming and/or hair to clearly denote their race. Optional bark.

**Free Racial:** Dryads gain **Wood Affinity, Tier 1.**

- **Entangle** - 4 build - Once per day, This ability will confer the Entangle effect to the target. Cast by Gesture
- **Regenerate Limb** - 2 build - Once per event, the Dryad can regrow a limb. This regrowth takes 1 chime to complete.
- **Blooming Presence** - 3 build- Once per event, the Dryad can auracast a heal over time that heals their 1 times their Wood affinity tier to all allies, over their a

number of chimes equal to their Wood affinity tier. The call for this skill is: *By the sound of my voice, Blooming Presence, all allies heal WA health per chime, WA chimes.*

- **Entangling Roots** - 3 build - Once per day, the Dryad plants their feet, letting their roots dig into the ground until they choose to move. This effect may be ended when the Dryad chooses. This may be invoked to resist a movement effect. As long as the Dryad remains entangled, they regenerate, healing essence equal to their Wood affinity per chime, up to their hitpoint cap.

## Efreet

**Description:** Known for their connection to the threads of Fate, Efreet are able to pull and tug the threads to influence the tapestry of Fate. Often Nomadic, Efreet tribes travel vast distances in their familial units. As Oracles and Soothsayers, Efreet are welcomed for their insights but often blamed when the portents aren't all glad tidings. Efreet Matriarchs often refuse to read the Tapestry for those they do not trust.

**Costume Requirements:** Efreet have red or yellow tattoos and sigils on their face, and may have small horn nubs (*optional*).

**Free Racial:** Due to their mystic nature, Efreet gain **Fate Affinity, Tier 1**.

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- **Portent of the Stars** - 4 build - Once per weekend, the Efreet can grant a target of their choice the Dodge skill.
- **Heat of the Desert** - 3 build - Once per day, the Efreet can cast Return Your Damage (Fate Skills) against an attack that successfully strikes the Efreet. This does not count against your 4 possible purchases of the skill.
- **Wandering Steps** - 2 build - Once per weekend, the Efreet may resist a root effect.
- **Paths of Fate** - 2 build - Once per weekend, the Efreet may refresh 1 per-Bell skill. This requires 1 minute out of combat roleplay.

## Half-Giant

**Description:** Despite their imposing presence, Half-Giants embrace a gentle nature, fostering unwavering loyalty and camaraderie among their kin. Guided by the ancient whispers of the stone, they find solace amidst the mountains, their boundless spirit reflecting a deep sense of responsibility towards the natural world.

**Costume Requirements:** Grey tinged skin look like they are made of stone, optional cracks and fissures

**Free Racial:** Half-giants gain **Earth Affinity, Tier 1**.

- **Harden** - 4 build - Once per day, the Half-giant may use the Mitigate skill, reducing any one incoming attack from their tier or lower to 1. This does not count against any possible purchases of the Mitigate skill.
- **Strong Frame** - 2 build - This skill allows a giant to use his damage reduction on all attacks, melee, range, and magical for 1 minute.
- **Stone Armaments** - 2 build - Once per weekend, the half giant can create a weapon and a shield. This weapon lasts 30 minutes per earth affinity tier.
- **Blood of the Earth** - 4 build - Once per weekend, resist 1 bleed, 1 disease, or 1 poison effect.

## Human

**Description:** Humans of the Crucible come in all shapes and sizes. The most numerous and adaptable of the humanoids, many of those found in the world are human. The cultures of man are many, but our region has 4 major subsets.

**Costume Requirements:** Garb denotes cultural background.

**Imperial Citizens** - The People of the Eternal Emperor are a huge power in the world of Crucible. The Cultivation path is deeply linked to their ways and beliefs. Of all of the humans of the world, they alone have adapted the best to ascending the paths of immortality. The naming conventions of this world and the tiers are tied to this race. (This race draws its inspiration from Indian, and East Asian cultures and seeks to provide a respectful embodiment of those ideals. Ideas such as the Dao and respect for the elements and nature are a key foundation of this race.)

**Costume:** Eastern garb such as kimonos, gis, hakama pants, and other martial arts attire.

**Commoners/Serfs** - These are the most plentiful of all of the cultures of man. The commoner is and always will be the baseline from which all humanity springs. Resilient and varied, Commoners are as different as the leaves of the trees, but they maintain a core identity of strength and purpose.

**Costume:** Any human not covered under the other 3 subtypes. Simple attire. May slightly overlap with PotFL.

**People of the Feudal Lords**- This culture was founded centuries ago when the world was in its infancy. Those who entered this world from other Sovereign planes of existence created guilds, kingdoms, and a way of life similar to the planes from which they came. This group views the ascension of immortals more as a mortal getting more

powerful as opposed to a divine imperative. They tend to refer to the stages of developments as “ranks”. Use a scale of E,D,C,B,A,S,SS To refer to tiers.

**Costume:** Western style garb, armor, and style. May overlap with commoners. Playstyle is more of the deciding factor. You decide if its kings over emperors or wizards over cultivators.

**Travelers** - These nomads are mistrustful of outsiders. No one outside of their culture knows why they wander, do they seek something or are they running? Whatever the reason, they have moved about the wide world and offer an outward appearance of affability and hospitality. Merchants, traders, and performers, the Travelers are quick to welcome, but slow to trust.

**Costume:** Bedouin or desert attire. Loose, flowing, brightly colored.

**Free Racial:** Humans start with **Affinity, Tier 1** in any one of the base 5 elements (**Wood, Fire, Earth, Metal, Water**).

- **Courage** - 2 build - Once per weekend, resist a Frenzy or Fear effect.
- **Resistant** - 3 build - Once per weekend, the Human may cast their starting affinity's Resist Skill for free.
- **Strength in Numbers** - 5 build - Once per weekend, the Human may invoke an aura that raises all allies' attack power by 1, for a duration of 1 chime per tier of their Attack affinity. The call for this skill is: *By the sound of my voice, Strength in Numbers, all allies +1 attack, AA chimes.*
- **Trained** - 1 build - The Human can purchase 1 skill from the common skill tree for 1 build, as long as all prerequisites are met.

## Imp

**Description:** These beings are born of fire and are of a trickster nature. Natural crafters, Imps exist in tandem with natural and unnatural fire. Imps are often followers and make strong allies. They will trust those who extend trust to them. They are not demonic, but are often viewed with mistrust by the superstitious and weak-minded.

**Costume Requirements:** Red makeup with black sigil/s.

**Free Racial:** Imps begin with **Fire Affinity, Tier 1**.

- **Incite Rage** - 3 build - Once per weekend, This ability will confer the Frenzy effect to the target. Cast via Packet.
- **Fire Resistance** - 3 build - Once per day, resist any fire attack/effect of your tier or lower.
- **Flame Weapon** - 3 build - Once per event, coat your personal weapon in flames and transform the damage type to *fire* for 1 chime per Fire affinity tier.
- **Heat of the Desert** - 3 build - Once per day, the Imp can cast Lesser Damage Shield (Fire Affinity tier x3) against an attack that successfully strikes the Imp.

## Kijin/Ork

**Description:** Monstrous humanoid known for body cultivation. Kijin are organized into clan and consider family and lineage important. Their society is Matriarchal with a Peace leader chosen from the Wise women of the tribe. In times of conflict a War Leader is chosen from the young warriors and they ride to war at the behest of the tribe. Only in the past few decades have they been allowed into most Sects or Academies.

**Costume Requirements:** Green tinged skin, pronounced lower tusks. Jaw or Brow prosthetic optional.

**Free Racial:** Kijin start at **Body Affinity, Tier 1.**

- **Slam** - 4 build - Once per day, this skill knocks the target back 3 steps and the target is stunned for 5 seconds. This is a movement and stun effect. The movement effect of this skill will end if the target comes into contact with another person or physical obstruction.
- **Cleanse your Mind** - 3 build - This Skill grants 1 use of Cleanse Your Mind once per day
- **Hard Headed** - 4 build - Once per weekend, the Kijin can call Resist to 1 Waylay.
- **Fearful Shout** - 3 build - Once per weekend, This ability will confer the Frenzy effect to the target. Cast via Aura.

## Kitsune

**Description:** Kitsune are delicate Fox-like Humanoids said to be descendants of Daeva, the original shadow. Kitsune are reclusive and hard to find when they want to be isolated. Skilled in shadow-play, Kitsune are often thought to be rogues and ne'er-do-wells. Irascible tricksters, Kitsune often resist authority and push boundaries. As Kitsune evolve they “grow” more tails, but often hide most of their tails to maintain mystery.

**Costume Requirements:** Kitsune must wear Fox ears and at least 1 tail. Additional tails as appropriate for the storyline are optional.

**Free Racial:** Kitsune gain **Shadow Affinity, Tier 1**. The character may also use two 24 inch claw reps. **Claws** treat a Break Weapon effect as a Break Limb effect instead (The call for this is, “got it, claws, reduced.”). Claws are immune to Disarm. Claws cannot have poisons applied to them or become enchanted unless another skill allows it. Claw reps must be built as standard short swords, red in color.

- **Fox-like Charm** - 3 build - Once per bell, the Kitsune may Charm one target creature, denoted by touch or packet delivery. This spell will break if the caster attacks the target. This lasts for 1 minute per Shadow affinity, as opposed to 4 chimes.
- **Animalistic Combat** - 4 build - This grants the Kitsune the **Florentine** skill when using claws, and allows them to use 1 weapon and 1 claw simultaneously.
- **Meld with Shadow** - 3 build - Once per day, the Kitsune can meld with a shadow that is larger than themselves for a number of chimes equal to their Shadow affinity. This counts as a Sanctuary effect.
- **Lick Wounds** - 2 build - Once per day, this skill heals the Kitsune for their Shadow affinity every chime until fully healed. This skill will not restore lost limbs. This skill may not be used in combat.

## Quicksilver

**Description:** Constructs given life, Quicksilvers are an artificial life form that possesses a spirit and can form a core. Thought to have formed from an unknown element, Quicksilvers do not have any known culture. They are thought to be unemotional beings; this is not necessarily true. Their lack of cultural identity makes them slower at learning social interactions.

**Costume Requirements:** Metallic eye makeup or sigil

**Free Racial:** Quicksilver have natural affinity with **Metal, Tier 1.**

- **Shiny Body** - 3 build - Once per event, This ability will confer the Blind effect to the target. Cast via Gesture.
- **Sturdy** - 3 build - Once per weekend, the Quicksilver may resist 1 Movement effect.
- **No Pain** - 3 build - Once per weekend, the Quicksilver may fight to negative 10 essence. The Quicksilver collapses at 0 at the end of the combat, or when they reach -10, whichever occurs first.
- **Regenerate Limb** - 2 build - Once per event, the Quicksilver can regrow a limb. This regrowth takes 1 chime to complete.

## Veilkin

**Description:** The origins of Veilkin have been lost to time. They are natural illusionists and infiltrators, and are therefore slow to trust. In their natural form they have white or pale blue sigils on their face, but all Veilkin have an “outward appearance” that looks like one of the other races. This primary identity is what the Veilkin “looks like.” Rarely are Veilkin found in their natural skin. This transformation is more than a spell, and they retain their identity even in death. There are abilities that can force a Veilkin to “Transform,” but they are expensive and rare.

**Costume Requirements:** A white or pale blue sigil on face; raised brow optional.

**Free Racial:** Veilkin gain the **Light Affinity, Tier 1.**

- **Illusionary Race** - 1 build + cost of racial - The Veilkin can purchase 1 racial from any other race. This becomes the Veilkin’s illusionary race.
- **Charm** - 2 build - Once per weekend, This ability will confer the Charm effect to the target.
- **Light Construct** - 4 build - Once per weekend, the Veilkin gains a single use of the dodge skill.
- **Cleansing Light** - 3 build- Once per day, the Veilkin can remove one negative status effect from themselves or an ally.

# Skills

Miscellaneous notes on Skills:

- Each specific named Skill in the charts below may be purchased a maximum of 4 times (meaning each skill can be purchased from one skill tree, unless a specific skills tree does not offer 4 total purchases of the skill).
- All Weapon-Cast skills may only be delivered on a successful hit.

## Common Skills List

Name	Frequency	Build	Prereqs	Description	Duration
Buckler	Passive	2		Allows the use of a buckler with a maximum area of 255 sq inches or a 18" diameter.	
Shield	Passive	3	Buckler	This allows the player to use a shield that has a maximum diameter of 28". For a non-circular shield the maximum area is 630 sq in with a single maximum length of 42 and a maximum for 63" taken for both length+width at the longest line being of 42 and a maximum for 63" taken for both length+width at the longest line being treated as length. A shield is considered wielded in one hand, therefore a weapon cannot be held in that hand. If the shield is destroyed, then anything attached to the shield ie. talismans, weapons, etc. are also destroyed.	Passive
Shield (Exotic)	Passive	4	Shield	Any shields that do not conform to the above description; e.g. dart shield, oversized shield.	
Florentine	Passive	4		Allows you to wield a 1h and short weapon in either hand for use in combat.	Passive
Master Florentine	Passive	3	Florentine	Allows you to wield a 1H weapon in each hand for combat.	Passive
Grand Master Florentine	Passive	3	Master Florentine	Allows you to wield a 2H and 1H in either hand for combat. The 2H weapon will only deal 1H weapon damage.	Passive
Literacy	Passive	2		Allows you to read and write. This skill is required to read/write blueprints, read/write spells scrolls, or scribe talismans.	Passive
Identify	Passive	1		This skill allows the user to determine the	Passive

Name	Frequency	Build	Prereqs	Description	Duration
				primary affinity of a monster or cultivator with 10 seconds of visual inspection (hold then ask) one time per bell. This skill can be obfuscated.	
Examination	B	2	Identify	1 time per bell you can get 1 characteristic from a fallen monster. Examples include approximate essence, affinity depth, special attacks, special defenses, potential reagents from harvesting.	Active
Weapon Skill- 2H	Passive	2		This allows the use of any two-handed LARP safe and approved weapon in combat.	Passive
Weapon Skill - Bows	Passive	2		This allows you to use a nerf bow as a weapon for combat.	Passive
Exotic Weapon Skill - Throwing	Passive	3		This allows you to use throwing weapons as weapons for combat.	Passive
Exotic Weapon Skill - Other	Passive	4		This allows you to use an approved LARP-safe weapon not previously covered under Rules of Arms in combat. Requires Plot/Staff approval.	Passive
Evaluate Item	Passive	5		This ability will give you an insight into the value of an item in a merchant's possession.	Passive
Lockpicking	Passive	4		Allows you to pick a lock up to your highest affinity level.	Passive
Harvest	Passive	3	Wood Affinity	Allows you to pick herbs up to 1+ your affinity level.	Instant
Distill	Passive	3	Water Affinity	Allows you to take 2 lower quality liquid reagents and distill them into a single rank higher liquid, up to 1+ your affinity level.	Instant
Destroy	Passive	3	Fire Affinity	Allows you to destroy items and recover a single crafting reagent used to produce the items, up to 1+ your affinity level.	Instant
Refine	Passive	3	Metal Affinity	Turns two lower class metal reagents into 1 tier higher metal reagent, up to 1+ your affinity level.	Instant
Mining	Passive	3	Earth Affinity	Allows you to gather minerals up to 1+ your affinity level.	Instant
Crafter's Mentality	Passive	3		This ability will allow you to treat 1 reagent while crafting as 1 tier higher.	Passive

Name	Frequency	Build	Prereqs	Description	Duration
Crafter's Focus	Passive	4	Crafter's Mentality	This ability will allow you to treat 1 reagent while crafting as 1 tier higher. This ability can stack with Crafter's Mentality.	Passive
Light Armor	Passive	1		Offers DR 1 over the entire covered area. You must have wear Light Armor to gain the DR from Light armors.	Passive
Medium Armor	Passive	2	Light Armor	Providing 2 DR to all covered areas. Provides fair DR without restricting skill use.	Passive
Heavy Armor	Passive	4	Medium Armor	Providing 3 DR to all covered areas. Wearing heavy armor will prevent the use of the Dodge, or Evade skills. Having Body 3 in a tier equal to the armor will allow Dodge, and Body 6 in a tier equal to the armor will allow Evade.	
Backstab	Passive	7,6		1 weapon attack to the back deals 1 additional damage. You must be able to see both shoulder blades to use this ability.	
Uncanny Defense	Passive	4		Allows for the use of a defense you know to avoid an AOE effect.	Instant
Blind Fighting	Passive	5		Allows you to fight normally while blinded or in complete darkness.	Passive

## Earth Skills List

Name	Frequency	Build per Purchase	Prereqs	Verbal	Description	Delivery Method
Mote of Earth	AW	4		By Earth, Mote of Earth: (Damage).	Deals 1 damage. At Affinity 3 and Affinity 6 the damage increases by one. This ability has a 5 second cooldown.	Packet

Name	Frequency	Build per Purchase	Prereqs	Verbal	Description	Delivery Method
Wall of Earth	E/AW	5,4,3,2		By Earth, I summon a wall.	Allows you to summon an impassible wall that lasts for 1 minute. This wall must be clearly represented so that anyone encountering the wall knows that there is a barrier present. The count to climb this wall is 30 seconds. If this ability is used outside of combat it may be used at will instead of per encounter for no cost. These walls created out of combat will last for 1x earth affinity hours. These walls require a status card with times. They can be refreshed with an additional casting. This wall is 10ftx10ft and has 10 Structural Points of health.	Touch
Taunt	E	4,3,2,1		By Earth, Fight me (Taunt).	This ability will confer the Taunt effect to the target	Aura
Deflect	E	4,3,2,1		(Deflect)	Allows you to prevent a physical ranged attack from dealing damage to you. This does not work against surprise or AOE attacks.	
Intercede	E	5,4,3,2		(Intercede)	This ability allows you to put yourself between an attack and a target within weapons reach allowing you to take the damage/healing and/or effect in the target's place.	
Knockback	E	2,1,1,1		(Knockback)	This ability will confer the Knockback effect to the target.	Weapon
Unmovable Stone	E	4,3,2,1		(Resist)	This ability allows you to Resist a single movement effect.	
Stun	E	4,3,2,1		(Stun)	This ability will confer the	Weapon

Name	Frequency	Build per Purchase	Prereqs	Verbal	Description	Delivery Method
					Stun effect to the target	
Stoneblood	B	4,3,2,1		By Earth, I grant you stoneblood (Number).	This ability grants 1x your tier adjusted Earth affinity temporary health to the target. This health lasts for one hour or until used.	Touch
Stoneskin	B	4,3,2,1	Stoneblood	By Earth, I grant you stoneskin.	This ability allows you to grant the target DR 1 for 1 minute.	Touch
Pocket Sand	B	4,3,2,1		By Earth, I blind you.	This ability will confer the Blind effect to the target	Packet
Break Limb	B	4,3,2,1		(Break Limb)	This ability confers the Break Limb effect to the target.	Weapon
Stone Shield	B	5,4,3,2		By the immovable earth, I summon a stone shield.	Summons a usable shield made of stone for 1x your tier adjusted Earth affinity.	
Trip	B	4,3,2,1		By Earth, I trip you.	This ability will confer the Trip effect to the target.	Packet
Mitigate	B	4,3,2,1		(Mitigate)	Allows you to reduce the damage of a single incoming attack to 1. The attack must be of the same tier or lower as yourself. This does not work against surprise or AOE attacks.	
Obscuring Sands	B	4,3,2,1		By earth, I cast obscuring sands.	For one minute, the target of this spell cannot make any attacks from outside of melee range, and is protected from all attacks outside of melee range.	Packet
Lesser Resist Element	<b>B</b>	4,3,2,1		By earth, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Blinding Sands	D	6,5,4,3	Pocket Sand	By the swirling sands, I blind you all. Sweeping Blindness.	This ability will confer the Blind effect to everyone, allies included, within close range.	<b>Aura</b>

Name	Frequency	Build per Purchase	Prereqs	Verbal	Description	Delivery Method
Resist Affinity	D	5,4,3,2		By the swirling sands, I grant you a resistance to (Affinity).	This ability allows you to confer a single invokeable use of Resist (Affinity) to a target. Lasts the event or until Invoked. The affinity must be determined at the time of the casting.	Packet
Dispel Water	D	4,3,2,1	Resist Water	By the swirling sands, I dispel Water.	This ability allows you to dispel a single Water affinity ability, banish a Water affinity summon, and end a Water affinity transformation.	Packet
Earthen Shell	D	4,3,2,1	Ummovable Stone	By the swirling sands, I grant you an earthen shell. (Invoked - Invulnerability)	This ability allows you use 1 Invulnerability against a physical attack. This ability may be used on yourself, or conferred to a target you can touch. This ability lasts for 30 minutes or until invoked.	Touch
Stone Arm	D	6,5,4,3		By the immovable earth, I summon an arm of stone.	This spell turns the casters arm to stone, and allows them to block weapons with a single arm. This skill does not allow the grasping or holding of any item in that hand. Spells that target a limb will be "No Effect;" however, spells that target a shield will function normally. *This is for defense only. There is no striking with the stone limb. This ability lasts for 1 minute per your tier adjusted Earth affinity.	
Total Defense	W	7,6	Taunt, Earthen Shell, Affinity 3/6	By the swirling sands and immovable earth, Fight Me (Taunt, 1 minute). (Weapon Strike - Mitigate) (All status effects - Resist)	This skill taunts the target for 1 minute, forcing them to attack you. Each weapon strike is mitigated and all status effects are ignored for 1 minute per your tier adjusted Earth affinity. This skill can be purchased at Affinity levels 3 and 6. After	Aura

Name	Frequency	Build per Purchase	Prereqs	Verbal	Description	Delivery Method
					using this ability, you must roleplay extreme fatigue for 1 minute.	

## Metal Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Metal	AW	4		By Metal, Mote of Metal: (Damage)	Deals 1 damage. At Affinity 3 and Affinity 6 the damage increases by one. This ability has a 5 second cooldown.	Packet
Backlash of the Blade	E	5,4,3,2		By Metal, I grant you a backlash of the blade. (On invoke) Backlash: (Damage).	When a physical attack strikes you, you may call Backlash damage to the target equal to 1x your tier adjusted Metal affinity in response. You still take the effects of the attack which triggered this ability. You may only have a single Backlash skill active at a time. This ability remains active for a number of hours equal to your Metal affinity, or until invoked.	Gesture
Needle	E	6,5,4,3		By metal, I cast needle (damage).	You deal 1x your tier adjusted Metal affinity damage to the target instantly.	Packet
Stun	E	4,3,2,1		(Stun)	This ability will confer the Stun effect to the target	Weapon
Bypass Armor	E	5,4,3,2		(Bypass Armor)	This skill bypasses the target's armor and deal full damage regardless of if the area is covered or not. .	Weapon
Sharpen	B	8,7,6,5		By Metal, I sharpen my blade.	Increases the damage of your physical attacks by 1/2 per your tier adjusted Metal affinity (rounded up) for 1 minute.	Touch
Blind	B	6,5,4,3		By metal, I blind you. (Surefire Blindness)	This ability will confer the Blind effect to the target	Gesture
After Image	B	7,6,5,4		Surefire (copied attack)	Allows you to instantly deal a duplicate weapon attack or weapon delivered skill to the same target of your previous attack.	Surefire

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mitigate	B	4,3,2,1		(Mitigate)	Allows you to reduce the damage of a single incoming attack to 1. The attack must be of the same tier as yourself or lower. This does not work against surprise or AOE attacks.	
Honed Spike	B	5,4,3,2	Needle	By metal, I cast Honed Spike (damage)	You target a single target dealing 2x your tier adjusted Metal affinity instantly.	Packet
Destroy Wall	B	5.4.3.2		By the glint of steel, I destroy your wall.	This ability instantly deals 2x your tier adjusted Metal affinity structural damage to walls and buildings. This damage is doubled against wooden structures.	Weapon
Lesser Resist Element	<b>B</b>	4,3,2,1		By steel, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Slice	D	5,4,3,2	Sharpen	By the glint of steel, I slice you, (sweeping damage)	This skill does 2x your tier adjusted Metal affinity to everyone in close range, including allies.	Weapon
Shield Spike	D	5,4,3,2	Honed Spike	Shield Spike, (damage)	This skill allows the caster to call 1x your tier adjusted Metal affinity damage to an attacker that strikes the shield. This enchantment is represented by a red cloth or strip on the shield. Casting takes 2 free hands. This enchantment requires 30 seconds of roleplay to apply, and remains active for a number of hours equal to your your tier adjusted Metal affinity.	Touch
Sever Limb	D	4,3,2,1		(Sever)	This ability will confer the Sever effect on the target.	Weapon

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Resist Affinity	D	5,4,3,2		By the glint of steel, I grant you a resistance to (Affinity).	This ability allows you to confer a single invokeable use of Resist (Affinity) to a target. Lasts the event or until Invoked. The affinity must be determined at the time of the casting.	Packet
Dispel Wood	D	4,3,2,1	Resist Wood	By the glint of steel, I dispel Wood.	This ability allows you to dispel a single Wood affinity ability, banish a Wood affinity summon, and end a Wood affinity transformation.	Packet
Blade of the Destroyer	D	8,7,6,5	Sharpen	By the strength of chains, I summon the blade of the destroyer of (Affinity).	When invoked, the caster names a specific affinity. For the next 10 swings, you deal an extra 3 damage to beings of that element.	Touch
Strike of the Life Stealer	W	6,5	Backlash of the Blade, Blade of the Destroyer, Affinity 3/6	By the glint of steel and strength of chains, I invoke the strike of the life stealer. (On hit) (Damage), Heal (amount).	You deal 4x your tier adjusted Metal affinity damage to a target with a weapon and heal yourself for the damage done. Cannot be After Imaged. This skill can be purchased at Affinity levels 3 and 6. You have 3 swings to land the ability after casting. After using this ability, you must roleplay extreme fatigue for 1 minute.	Weapon

## Water Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Water	AW	4		By Water, Mote of Water: (Damage)	Deals 1 damage. At Affinity 3 and Affinity 6 the damage increases by one. This ability has a 5 second cooldown.	Packet
Healing Waters	AW	4		By water, I restore you (healing) [This ability also requires 1 minute of roleplay before the healing will take effect].	Heals 1 damage. At Affinities 3 and 6 the healing increases by one. This ability takes 1 minute.	Packet
Stabilizing Waters	AW	3		By water, I stabilize you.	This will stabilize a dying target, halting their death count. You must maintain contact for this ability to work.	Touch
Knockback	E	2,1,1,1		(Knockback)	This ability will confer the Knockback effect to the target.	Packet
Water Drill	E	6,5,4,3		By water, I strike you with a water drill (damage).	Deals 1x your tier adjusted Water affinity damage to the target instantly.	Packet
Clear the Water	E	5,4,3,2		By water, I cleanse (effect).	Removes a single negative status effect from the target, excepting imprison. The effect being cleansed must be named by the caster.	Packet
Stun	E	4,3,2,1		(Stun)	This ability will confer the Stun effect to the target	Weapon Cast
River of Life	B	4,3,2,1		By water, I revive you.	You are able to bring a being back to life from the second stage of death to 1 health. This is a life effect.	Touch
Obscuring Fog	B	4,3,2,1		By water, I cast obscuring fog.	For one minute, the target of this spell cannot make any attacks from outside of melee range, and is protected from all attacks outside of melee	Packet

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					range.	
Bestow Flowing Health	B	5,4,3,2		By the healing waters, I bestow flowing health, Healing waters (damage), Healing waters (Damage)...	Allows chain casting of Healing Waters on a single target for one minute.	Touch
Water Jet	B	5,4,3,2		By water, I strike you with a water jet (damage).	Deals 2x your tier adjusted Water affinity damage to the target instantly.	Packet
Clear the River	B	5, 4, 3, 2		By my voice, all Allies, by water I cleanse you.	Clears 1 negative status effect from all allies within the sound of your voice instantly.	Aura
Pull	B	2,1,1,1	Knockback	By water, I pull you.	This ability confers the Pull effect to the target.	Packet
Silence	B	4,3,2,1		By water, I silence you.	This ability will confer the Silence effect to the target	Packet
Healing Rain	B	6,5,4,3	Healing Waters	By the healing waters, I cast healing rain. Sweeping heal (amount healed)	This ability allows you to heal all close targets for 2x your tier adjusted Water affinity instantly.	Aura
Root	B	5,4,3,2		By water, I root you.	This ability confers the Root effect.	Packet
Break Limb	B	4,3,2,1		(Break Limb)	This ability confers the Break Limb effect.	Weapon
Lesser Resist Element	<b>B</b>	4,3,2,1		By water, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Resist Affinity	D	5,4,3,2		By the healing waters, I grant you a resistance to (Affinity).	This ability allows you to confer a single invokeable use of Resist (Affinity) to a target. Lasts the event or until Invoked. The affinity must be determined at the time of the casting.	Packet
Dispel Fire	D	4,3,2,1	Resist Fire	By the healing	This ability allows you to	Packet

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
				waters, I dispel Fire.	dispel a single Fire affinity ability, banish a Fire affinity summon, and end a Fire affinity transformation	
Downpour	D	5,4,3,2	Water Jet	By the enchanting waters, I summon a downpour. Sweeping (Damage).	Deals 3x your tier adjusted Water affinity damage to all beings that are "close." <b>CASTER NOTE: THIS INCLUDES ALLIES AS WELL AS ENEMIES.</b>	Aura
Deluge	W	7,6	Affinity 3/6	By the enchanting waters, I summon a deluge. By the sound of my voice, all Enemies (Damage).	Deals 3x your tier adjusted Water affinity damage to all enemies within the sound of your voice. After using this ability, you must roleplay extreme fatigue for 1 minute.	Aura
Healing Flood	W	8,7	Healing Rain, Affinity 3/6	By the enchanting waters and healing flow, I summon a Healing Flood. By the sound of my voice, all Allies heal (amount), all Enemies take (damage).	This ability allows you to instantly heal all allies within the sound of your voice for 3x your your tier adjusted Water affinity, while harming all enemies within the sound of your voice for the same amount. After using this ability, you must roleplay extreme fatigue for 1 minute.	Aura

## Wood Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery
Mote of Wood	AW	4		By Wood, Mote of Wood: (Damage)	Deals 1 damage. At Affinity 3 and Affinity 6 the damage increases by one. This ability has a 5 second cooldown.	Packet
Stabilize	AW	3		By wood, I stabilize you.	This will stabilize a dying target, halting their death count. You must maintain contact for this ability to work.	Touch
Wall of Wood	E/AW	5,4,3,2		By wood, I summon a wall.	Allows you to summon an impassible wall that lasts for 1 minute. This wall must be clearly represented so that anyone encountering the wall knows that there is a barrier present. The count to climb this wall is 30 seconds. If this ability is used outside of combat it may be used at will instead of per encounter for no cost. These walls created out of combat will last for 1x Wood affinity hours. These walls require a status card with times. They can be refreshed with an additional casting. This wall is 10ftx10ft and has 10 Structural Points of health.	Touch
Root	E	5,4,3,2		By wood, I root you..	This ability will confer the Root status effect.	Packet
Light Regeneration	E	6,5,4,3		By wood, I grant you light regeneration. Heal 2 per minute for 5 minutes.	Heals 2 essence per minute up to 5 minutes. <b>This regeneration stops if the target reaches zero essence. CASTER NOTE: PLEASE NOTIFY THE TARGET ABOUT THE DIFFERENCE BETWEEN LIGHT AND REGULAR REGENERATION</b>	Touch
Strain Limb	E	4,3,2,1		By wood, I strain your	This ability will confer the Strain Limb effect to the target	Packet

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery
				(Targeted Limb)		
Sleep	E	3.2.1.1		By wood, I lull you to sleep.	This ability confers the Sleep effect.	Packet
Bind	B	6,5,4,3	Root	By wood, I bind you.	This ability will confer the Bind status effect.	Packet
Splint	B	3,2,1,1		(1 minute of roleplay)	Repairs a broken or strained limb. This is a physical healing effect and requires one minute of roleplay.	Touch
Regeneration	B	5,4,3,2		By the twisted woods, I grant you Regeneration. Heal 5 per minute for 5 minutes.	Heals 5 essence per minute for 5 minutes. <b>This regeneration does NOT stop if the target reaches zero essence. CASTER NOTE: PLEASE NOTIFY THE TARGET ABOUT THE DIFFERENCE BETWEEN LIGHT AND REGULAR REGENERATION</b>	Packet
Thorns	B	4,3,2,1		By wood, I strike you with thorns (Damage).	This ability will deal 2x your tier adjusted Wood affinity damage to the target instantly.	Packet
New Growth	B	5,4,3,2		By growing vines, I regenerate your limb.	This ability allows the target to regenerate a single limb over 30 seconds.	Touch
Entangling Vines	B	7,6,5,4	Bind	By the twisted woods, I entangle you.	This ability will confer the entangle status effect.	Packet
Trip	B	4,3,2,1		By wood, I trip you.	This ability will confer the Trip effect to the target	Packet
Lesser Resist Element	B	4,3,2,1		By earth, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery
Heavy Regeneration	D	5,4,3,2		By the twisted wood and growing vines, I grant you Heavy Regeneration. Heal 10 per minute for 5 minutes.	Heals 10 essence per minute for 5 minutes. <b>This regeneration does NOT stop if the target reaches zero essence.</b> This will reperate 1 limb per minute in addition to the hit point restoration. This is a visable effect. <b>CASTER NOTE: PLEASE NOTIFY THE TARGET ABOUT THE DIFFERENCE BETWEEN LIGHT AND REGULAR REGENERATION</b>	Touch
Resist Affinity	D	5,4,3,2		By the twisted woods, I grant you a resistance to (Affinity).	This ability allows you to confer a single invokeable use of Resist (Affinity) to a target. Lasts the event or until Invoked. The affinity must be determined at the time of the casting.	Packet
Dispel Earth	D	4,3,2,1	Resist Earth	By the twisted woods, I dispel Earth.	This ability allows you to dispel a single Earth affinity ability, banish a Earth affinity summon, and end a Earth affinity transformation	Packet
Mass Trip	D	5,4,3,2		By the twisted woods, All within the sound of my voice, mass trip.	This ability confers the Trip effect to all within the sound of your voice (allies included).	Aura
Nature's Wrath	W	7,6	Bind, Affinity 3/6	By the twisted woods and growing vines, I invoke Natures Wrath. All enemies by the sound of my voice, (Damage) and Root, 1 Minute.	Causes 4x your tier adjusted Wood damage to all enemies and confers the Root status. This skill is purchasable at Affinities 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	Aura



## Fire Affinity Skills

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Fire	AW	4		By Fire, Mote of Fire: (Damage)	Deals 1 damage. At Affinity 3 and Affinity 6 the damage increases by one. This ability has a 5 second cooldown.	Packet
Burn	E	6,5,4,3		By fire, I burn you (damage), (Afterburn) <surefire> Burning (1/2 affinity, rounded up)	Deals 1x your tier adjusted Fire affinity damage instantly. Within the next minute, you may call "Burning" and do additional 1/2 your tier adjusted Fire affinity damage instantly by gesture when called. This skill is stopped with a single defense.	Packet
Disarm	E	4,3,2,1		(Disarm)	Disarm a held weapon or shield from the target.	Weapon
Strain Limb	E	4,3,2,1		By fire, I strain your (Targeted Limb)	This ability will confer the Strain Limb effect to the target.	Packet
Backlash of Flame	E	5,4,3,2		By fire, I grant you a backlash of flame. (On invoke) Backlash: Damage	When a physical attack strikes you, you may call Backlash damage to the target equal to 1x your tier adjusted Fire affinity in response. You still take the effects of the attack which triggered this ability. You may only have a single Backlash skill active at a time. This ability must be precast, and last for 1x Fire affinity hours, or until invoked.	Touch
Cleansing Flame	E	5,4,3,2		By fire, I cleanse (effect).	Instantly removes a single negative status effect from the target, excepting Imprison. The effect being cleansed must be named by the caster.	Packet
Melt Weapon	B	5,4,3,2		By fire, I destroy your weapon	This destroys a weapon instantly..	Packet

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
				(define which weapon)		
Dragon Claws	B	5,4,3,2		By the flames of war, I summon the claws of a dragon.	Grow 28" claws that do 1 damage. This damage increases by 1 at Fire affinity 2, 4, and 6. This skill confers the use of claws for the duration of the effect. All 1 handed skills you possess can be used through the claws. The claws cannot be further enchanted. These claws last until the end of the encounter.	
Blaze	B	6,5,4,3		By the flames of war, I set you ablaze (damage). (Afterburn) <surefire> Burning (1/2 affinity, rounded up).	Deal 2x your tier adjusted Fire affinity damage to target instantly. Within the next minute, you may call "Burning" and do additional 1/2 your tier adjusted Fire affinity damage instantly by gesture when called. This skill is stopped with a single defense.	Packet
Cone of Fire	B	6,5,4,3		By the flames of war, I summon a cone of fire. Sweeping Fire (Damage) Burning (1/2 affinity, rounded up)	You deal 2x your tier adjusted Fire affinity damage to all targets in close range instantly. Then, the caster may call "Burning" and do additional 1/2 your tier adjusted Fire affinity instantly when called. This skill is stopped with a single defense.	Aura
Sever Limb	D	4,3,2,1		By the cleansing blaze, I sever your limb (Targeted Limb)	This ability will confer the Sever Limb effect to the target	Packet
Lesser Resist Element	B	4,3,2,1		By fire, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Resist Affinity	D	5,4,3,2		By the cleansing blaze, I grant you a resistance to (Affinity).	This ability allows you to confer a single invokeable use of Resist (Affinity) to a target. Lasts the event or until Invoked. The affinity must be determined at the time of the casting.	Packet
Dispel Metal	D	4,3,2,1	Resist Metal	By the cleansing blaze, I dispel Metal.	This ability allows you to dispel a single Metal affinity ability, banish a Metal affinity summon, and end a Metal affinity transformation	Packet
Firestorm	D	6,5,4,3	Cone of Fire	By the flames of war, I invoke a firestorm. All within the sound of my voice, (Damage)	You deal 2x your tier adjusted Fire affinity damage to all targets in range. <b>CASTER NOTE: THIS INCLUDES ALLIES AS WELL AS ENEMIES</b>	Aura
Melt Shield	D	5,4,3,2	Melt Weapon	By the flames of war, I destroy your shield.	This destroys a shield instantly.	Packet
Rise of the Firebird	W	7,6	Affinity 3/6	By the flames of war and cleansing blaze, I prepare to Rise as a Firebird. (When Invoked) Rise of the Firebird, Knockback. (Afterburn) <surefire> Burning (1/2 affinity, rounded up)	You precast this ability, and may invoke it within your first Death Count within a period equalling 5 minutes times your Fire affinity. When invoked, you may rise from the ashes at full health. You confer a knockback effect to all close enemies. Within the next minute, you may call "Burning" and do additional 1/2 your tier adjusted Fire affinity fire damage instantly by gesture to all previously affected enemies when called. This skill is stopped with a single defense. This ability may be purchased at Affinity levels 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Conflagration	W	8,7	Dragon Claws, Firestorm, Affinity 3/6	By the flames of war and cleansing blaze, I invoke a Conflagration. All Enemies(Damage), by voice. (Afterburn), (Damage), by voice.	This skill deals x5 your tier adjusted Fire affinity damage to all enemy targets in aura range instantly. Within the next minute, you may call "Burning" and do additional 1x your tier adjusted Fire affinity damage instantly by gesture when called. This skill is stopped with a single defense. This ability may be purchased at Affinity levels 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	Aura

## Death Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Death	AW	4		By Death, Mote of Death: (Damage)	Deals 2 damage. At Affinity, 3, and 6 the damage increases by two. This ability has a 5 second cooldown.	Packet
Death Watch	AW	3		By death, I perform a Death Watch.	This ability will allow the caster to assess a target and determine what stage of death count they are in, as well as how much time has elapsed in that stage.	Touch
Personal Containment	P	9		N/A	The caster may become the target of their own summoning rituals.	Passive
Bestow Death's grasp	E	4,3,2,1		By Death, I bestow death's grasp	This spell paralyzes the target from the waist down for 1 minute	packet
Delay the Inevitable	E	4,3,2,1		By death, I delay the inevitable (duration).	You pause the Death Count of a target for 5 minutes per your tier adjusted Death affinity.	Packet
Siphon Your Soul	E	6,5,4,3		By the writ of bone, I siphon your soul (damage), heal (amount).	This spell deals 2x your tier adjusted Death affinity damage to the target then heals you for half (rounded down) of the damage dealt.	Packet
Heal Unlife	E	6,5,4,3		By death, I heal unlife (amount).	Provides 2x your tier adjusted Death affinity healing to undead target.	Packet
Summon Skeleton	E	4,3,2,1		By the writ of bone, I summon a skeleton.	Summon a skeleton to fight for you. This summons will follow your commands. It has no skills, but 15 essence and swings 1 Iron. The skeleton is a lesser undead. This can only be cast on target in either their first or second stage death count. This skill will stop the death count of the target. This summons will	Touch

					last for 30 minutes or until the Skeleton is killed.	
Render Soul	B	5,4,3,2		By the writ of bone and fury of crows, I render your soul (duration).	Temporarily separates a willing target from their own soul, causing them to be treated as undead for the purposes of any skills or abilities that specifically target undead for the duration. This ability lasts for 1 hour per Death affinity.	Touch
Dominate Lesser Undead	B	6,5,4,3		By death, I command you (duration).	This ability will confer the Dominate effect to an undead target. This can only target one undead at a time. This spell will affect any undead rank 1 - 4.	Packet
Summon Lesser Undead	B	6,5,4,3	Command Lesser Undead, Summon Skeleton	(5 minute ritual)	Allows the caster to perform a 5 minute ritual to summon 1 Undead servant based on their Death Affinity. This skill summons a creature based on the affinity level of the summoner. The creature is summoned for 30 minutes or until killed. The summoner gets access to all types of summons they possess the affinity level to summon, but they can choose to summon a lower summon than their maximum.	Ritual
Silence	B	4,3,2,1		By death, I silence you .	This ability confers the Silence effect to the target.	Packet
Lesser Resist Element	B	4,3,2,1		By death, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Undead Rage	B	4,3,2,1	Render Soul	By the fury of crows, I grant you undead rage	This ability will confer the Frenzy effect to the target.	Packet

				(Frenzy, Duration).		
Dominate Greater Undead	B	4,3,2,1	Command Lesser Undead	By the writ of bone, I command you (duration).	This ability will confer the Dominate effect to an undead target This can only target one undead at a time. This spell will affect any undead up to a rank 6 summons.	Packet
Feast for the Crows	D	5,4,3,2	Summon Skeleton	By the fury of crows, I offer a feast for the dead (duration).	For the duration, for every enemy you perform killing blow on, you earn a skeleton counter to summon a skeletal warrior for free. This effect lasts for 1 minute per death affinity, and the counters last for up to 30 minutes per current tier adjusted death affinity. These counters can be used in merge undead and other necromantic rituals.	
Sever Limb	D	4,3,2,1		By the writ of bone, I sever your limb (Targeted Limb)	This ability will confer the Sever Limb effect to the target	Packet
Resist Life	D	5,4,3,2		By death, I grant you a resistance to Life.	This ability allows you to confer a single invokeable use of Resist Life to a target. Lasts the event or until Invoked.	Touch
Dispel Life	D	4,3,2,1	Resist Life	By the writ of bone, I dispel Life.	This ability allows you to dispel a single Life affinity ability, banish a Life affinity summon, and end a Life affinity transformation	Packet
Summon Greater Undead	D	6,5,4,3	Command Lesser Undead, Summon Skeleton	(5 minute ritual)	Allows the caster to perform a 5 minute ritual to summon 1 Undead servant based on their Death Affinity. This skill summons a creature based on the affinity level of the summoner. The creature is summoned for 1 hour or until killed. The	Ritual

					summoner gets access to all types of summons they possess the affinity level to summon, but they can choose to summon a lower summon than their maximum.	
Sacrifice Pawn	D	5,4,3,2		By the writ of bone, I sacrifice this pawn.	This ability allows you to destroy your summoned being in order to heal yourself for 2x your tier adjusted Death affinity health per rank of the summon.	Touch Cast
Strength of Bone	D	5,4,3,2		By Death, I grant strength of bone.	Grants +1 Weapon Damage to Undead target for 10 minutes per your tier adjusted Death affinity.	Touch
Mass Summons	W	6,5	Affinity 3/6	By the writ of bone and fury of crows, by the sound of my voice, Mass Summon Skeleton, pause all Allied Death Counts.	This ability allows you to animate all allies in a death count within the sound of your voice as skeletons. They have 15 health and swing 1, but have no other skills. The summoned skeletons last 30 minutes or until killed. This ability pauses all Death Counts. This counts as a Transformation effect, and will last until the summoned skeletons have reached zero essence at which time the target's Death Count will resume. This skill can be purchased at Affinity levels 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	Aura
Merge Undead	W	8	Summon Undead, Affinity 6	(1 minute ritual)	Combine 2 different undead from the summon list. This requires a component of your level that is used up in the ritual, as well as two previously summoned undead. All skills of the	Ritual

					summons stay the rank that they were before being merged. This ability can be purchased at Affinity level 6.	
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## Life Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Type
Mote of Life	AW	4		By Life, Mote of Life: (Damage)	Deals 2 damage. At Affinity, 3, and 6 the damage increases by two. This ability has a 5 second cooldown.	Packet
Mote of Blooming Life	AW	4		By life, blooming life: (Healing)	Heals 1 damage. At Affinities 2,4,6 the healing increases by one. This ability takes 30 seconds.	Packet
Stabilize	AW	3		By life, I stabilize you	This will stabilize a dying target, halting their death count. You must maintain contact with the target. This is a physical effect and does not count as magical healing.	Touch
Resuscitate	E	6,5,4,3	Stabilize	(1 minute of roleplay)	This ability allows you to resurrect a single target via touch. The target is resurrected after 1 minute at 1 essence. This is a physical life effect.	Touch
Touch of Life	E	3,2,1,1		By Life, Touch of Life	Heals 1 damage. At Affinity 2, 4, 6, healing increases by 1. This ability has no cooldown.	Touch
Triage	E	5,4,3,2	Stabilize	(1 minute of roleplay)	After 1 minute remove 1 negative physical effect from the target. This is a physical healing effect.	Touch
Intercede	E	5,4,3,2		(Intercede)	This ability allows you to interpose yourself between another target within weapons reach and an incoming attack or ability, allowing you to take the attack and all effects instead of the target.	

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Type
Cure	B	7,6,5,4		By life, I cure you of (effect).	Allows you to remove 1x your tier adjusted Life affinity negative physical effects from a target. This includes severed limbs. The effect cured or removed must be stated at the time of casting.	Packet
Evolution	B	4,3,2,1		By life, I strike you (damage).	This ability deals 2x your tier adjusted Life affinity damage to the target.	Packet
Regenerate All	B	7,6,5,4		By the blessing of life, I regenerate all.	This ability will regenerate all missing limbs on the target instantly.	Touch
Revive	B	5,4,3,2	Mote of Blooming Life	By the bounty of life, I revive you.	This ability allows you to resurrect a single target via touch. The target is resurrected at 1 health. This is a magical life effect.	Touch
Bestow Flowing Life	B	6,5,4,3		By life, I bestow flowing life, blooming life (number), blooming life (number).	You plant your feet and you are allowed to perpetually cast Mote of Blooming Life with no cooldown for 1 minute. May affect multiple targets as long as the feet remain planted, but only 1 target per verbal.	Touch
Lifebloom	B	6,5,4,3		By the bounty of life, life bloom, sweeping heal (healing).	This ability allows you to heal all close targets for 2x your tier adjusted Life affinity.	Aura
Lesser Resist Element	<b>B</b>	4,3,2,1		By life, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Resist Death	D	5,4,3,2		By the bounty of life, resist Death.	This ability allows you to confer a single invokeable use of Resist Death to a target. Lasts the event or until Invoked.	Touch
Dispel	D	4,3,2,1	Resist	By the bounty of	This ability allows you to	Packet

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Type
Death			Death	life, I dispel Death.	dispel a single Death affinity ability, banish a Death affinity summon, and end a Death affinity transformation	
Adaptation	D	7,6,5,4	Evolution	(Invulnerable). By the bounty of life, I embrace adaptation - Heal (damage).	This allows you to absorb any one attack that deals numerical damage and deliver that healing as a packet delivered healing within 5 minutes.	Touch
Seal These Wounds	D	6,5,4,3		By the blessings of life, seal these wounds.	This ability will bring the target's life total back to maximum health.	Packet
Mass Resurrection	W	9,8,7,6	Revive, Seal These Wounds	By the blessings and bounties of life, by my voice, all Allies: Resurrection and Seal Wounds.	This ability allows you to revive all allies within the sound of your voice. If allies are not in second stage, this counts as a seal wounds and they rise at maximum essence. If they are in second stage, they return to 1 essence. This is a magical life effect. After using this ability, you must roleplay extreme fatigue for 1 minute.	Aura
Create Hospital	W	11,10,9,8	Triage	5 minutes of roleplay setting up a hospital. Phys reps for bandages/etc. are preferred.	You designate a point, and you and any allies within Close range of that point may perform a 1 minute ritual to use any physical healing ability without expending a usage of the skill, or to heal a target for 2x your your tier adjusted Life affinity. All physical healing effects take 1 minute. You may continue to do so for the duration. Any allies within Close range of this point are automatically stabilized. This effect lasts for 15 minutes, or until disrupted.	

## Light Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Light	AW	4		By Light, Mote of Light: (Damage)	Deals 2 damage. At Affinity, 3, and 6 the damage increases by two. This ability has a 5 second cooldown.	Packet
Illusory Object	AW/E	5,4,3,2		By light, I create an object.	You create a non working replication of an object. A green ribbon or cloth must be placed on the object to indicate to plot the object is an illusion. This illusion cannot be used to replicate Monster Cores, and lasts for 1 hour per tier adjusted Light affinity.	Touch
Flash	E	4,3,2,1		By light, I stun you (Duration).	This ability will confer the Stun effect to the target	Packet
Dazzling Array	E	5,4,3,2		By light, I charm you (Duration).	This ability will confer the Charm effect to the target.	Packet
Beam of Light	E	4,3,2,1		By light, surefire Light beam (damage).	You deal 1x your tier adjusted Light affinity damage to the target.	Gesture
Illusory Race (self)	E	6,5,4,3		Shrouded in light, I change my race.	You may take on the appearance of any other race you have touched. Makeup requirements must be met, you cannot replicate another person exactly. This counts as a Transformation and lasts for 1 hour per Light affinity.	
Scarring Light	E	5,4,3,2	Beam of Light	By light, I summon a scarring light 2 Light, scarring light 2 Light,...	Once this spell is cast, the caster must keep line of sight on the target and hold his arm fully extended. This spell allows the caster to repeat the verbal without expending another usage of the skill to do 2 Light damage for each utterance of the incant; for up to 2	Gesture

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					minutes or until the caster's arm is dropped or line of sight is broken.	
After Image	B	7,6,5,4		Surefire (copied attack)	Allows you to deal a duplicate attack via gesture to the same target of your previous attack.	Surefire
Blind	B	7,6,5,4		By light, I Blind you.	This ability will confer the Blind effect to the target	Packet
Strobe	B	6,5,4,3	Flash	By the radiance of light, I Stun you (Sweeping Stun).	This ability allows you to confer the Stun effect to all targets within Close range. A stun caused using this ability lasts for 5 seconds per Light affinity.	Aura
Concealment	B	5,4,3,2	•	Shrouded in light, I conceal you.	This skill allows a target to be shrouded in illusion. They are to cross their arms and any movement breaks concealment. Concealed characters may deliver an attack from surprise if the target did not watch the character become concealed. This effect lasts for 1 minute or until broken. THIS IS A META SKILL AND WE ARE PLAYTESTING IT. PLEASE PROVIDE FEEDBACK	Packet
Lesser Resist Element	B	4,3,2,1		By light, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Resist Shadow	D	5,4,3,2		By light, I grant you a resistance to Shadow.	This ability allows you to confer a single invokeable use of Resist Shadow to a target. Lasts the event or until Invoked.	Touch

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Dispel Shadow	D	4,3,2,1	Resist Shadow	By the radiance of light, I dispel Shadow.	This ability allows you to dispel a single Shadow affinity ability, banish a Shadow affinity summon, and end a Shadow affinity transformation	Packet
Prism	D	6,5,4,3		By the radiance, I Imprison you in light.	This ability will confer the Imprisoned effect to the target.	Packet
Ray of Light	D	4,3,2,1	Beam of Light	By the radiance of light, I summon a ray of light (Damage).	You deal 2x your tier adjusted Light affinity to the target.	Packet
Illusory Race (other)	D	7,6,5,4	Illusory Race	Shrouded in light, I change your race.	Allows you to grant Illusory Race to another willing target: You may take on the appearance of any other race you have touched. Makeup requirements must be met, you cannot replicate another person exactly. This counts as a Transformation and lasts for 1 hour per tier adjusted Light affinity.	Touch
Searing Light	W	5,4	Affinity 3/6	By the powerful radiance of light, by my voice all Enemies searing light 2 Light, searing light 2 Light, ...	Once this spell is cast, it deals 2 Light damage to all enemies within line of sight of the caster. The caster must keep line of sight on the targets and hold their arms fully extended. This spell allows the caster to repeat the verbal without expending another usage of the skill to do 2 Light damage for each utterance of the incant. This spell requires both hands. This spell lasts for one minute, or until line of sight with all enemies is broken, or the caster drops one or both hands. After using this	Aura

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					ability, you must roleplay extreme fatigue for 1 minute.	

## Shadow Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Shadow	AW	4		By Shadow, Mote of Shadow: (Damage)	Deals 2 damage. At Affinity, 3, and 6 the damage increases by two. This ability has a 5 second cooldown.	Packet
Trap Dodge	P	4	Uncanny Defense	(Trap Dodge)	Allows for the use of a defense you know to avoid a trap or explosive.	
Deflect	E	4,3,2,1		(Deflect)	Allows you to instantly avoid a single incoming physical ranged attack. This does not work against surprise or AOE attacks.	
Critical Backstab	E	6,5,4,3		(Crit Backstab) (Damage)	Allows you to deal damage equal to x2 your tier adjusted Shadow affinity to the target. You must be able to see both shoulderblades of the target. This ability is weapon cast. This is a surprise attack.	Weapon
Conceal Item	E	4,3,2,1		By the cloaking shadows, I conceal this item.	Allows the player to conceal items in a small pouch no bigger than 4"x4". If searched, the player does not hand over any items inside of the concealed pouch. Concealed pouches must be noted by having a green ribbon tied around the opening and the items must be appropriately repped within the pouch. A player can have multiple concealed pouches. The cost must be spent for each individual pouch. This effect lasts for 1 hour per Shadow affinity, or until the player opens the pouch for any reason.	
Charm	E	5,4,3,2		By shadow, I Charm you.	This ability will confer the Charm condition to the	Packet

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					target.	
Strain Limb	E	4,3,2,1		(Strain Limb)	This ability will confer the Strain Limb effect to the target	Weapon Cast
Personal Concealment	B	5,4,3,2		By the cloaking shadows, I conceal myself.	This skill allows the caster to be shrouded in illusion. They are to cross their arms and any movement breaks concealment. Concealed characters may deliver an attack from surprise if the target did not watch the character become concealed. This effect lasts for 1 minute or until broken. THIS IS A META SKILL AND WE ARE PLAYTESTING IT. PLEASE PROVIDE FEEDBACK	
Break Limb	B	4,3,2,1		(Break Limb)	This ability confers the Break Limb effect on the target.	Weapon
Fear	B	6,5,4,3		By the consuming darkness, I strike you with Fear (Duration).	This ability will confer the Fear effect to the target	Packet
Consuming Darkness	B	6,5,4,3	Fear	By the consuming darkness, I bestow a Frenzy (Duration).	This ability will confer the Frenzy effect to the target	Packet
Dodge	B	4,3,2,1		(Dodge)	Allows you to dodge an incoming attack from the front. This does not work against surprise or AOE attacks.	
Backstab	B	5	Backstab 1 & 2 (Common Skill List)	(Backstab)	Weapon attacks deal 1 additional damage if you are able to see both shoulderblades. This damage stacks with surprise skills.	Weapon

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Waylay	B	5,4,3,2	Dodge	(Waylay)	By striking the target in the back of the torso area between the shoulder blades with a weapon, this ability will confer the Waylay effect to the target. This is a surprise attack.	Weapon
Lesser Resist Element	B	4,3,2,1		By shadow, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Iado Strike	D	5,4,3,2	Backstab	Surprise, Surefire (Damage).	This ability will allow you to deal damage equal to your tier adjusted Shadow Affinity instantly by gesture, as long as your weapon is sheathed. This is a surprise attack.	Gesture
Resist Light	D	5,4,3,2		By shadow, I grant you a resistance to Light.	This ability allows you to confer a single invokeable use of Resist Light to a target. Lasts the event or until Invoked.	Touch
Dispel Light	D	4,3,2,1	Resist Light	By the consuming darkness, I dispel Light.	This ability allows you to dispel a single Light affinity ability, banish a Light affinity summon, and end a Light affinity transformation	Packet
Counterstrike	D	5,4,3,2	Waylay	Attack called, {Dodge or Block}; Counterstrike (repeat attack effect)	This skill will allow the player to bypass the skills Block and Dodge. This will force the attack to go through unless a different defense is called in response to the counterstrike.	
Shadowform	W	9,8,7,6	Counterstrike	By the cloaking shadows and consuming darkness, I summon a form of Shadow.	You gain 1x your tier adjusted Shadow affinity uses of the Surprise skill, which allows you to use any surprise skill without the need for surprise. You are	

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					non-corporeal and take 1 damage from all numerical attacks, excluding Light-affinity attacks. You take double damage from all Light attacks while in shadow form. This effect counts as a Transformation and lasts 1 minute. After using this ability, you must roleplay extreme fatigue for 1 minute.	

## Fate Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Mote of Fate	AW	4		By Fate, Mote of Fate (damage)	Deals 2 damage. At Affinity, 3, and 6 the damage increases by two. This ability has a 5 second cooldown.	Packet
Karmic Protection	E	5,4,3,2		By fate, I provide karmic protection. (When Invoked) Karmic Protection, heal (damage).	This ability makes a killing blow heal a target for the amount of damage received in the killing blow. This ability takes effect after the killing blow damage is announced. This effect must be pre-cast, and lasts for 30 minutes per Fate affinity of the caaster, or until invoked.	Touch
Karmic Beam	E	4,3,2,1		By fate, surefire karmic beam (damage).	You deal 1x your tier adjusted Fate affinity damage to the target.	Gesture
Return Your Damage	E	5,4,3,2		By fate, I return your damage, surefire (damage).	This spell strikes the target with the last numerical damage they dealt.	Gesture

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Karmic Backlash	E	5,4,3,2		By fate, I grant you a karmic backlash. (On invoke) Backlash: Damage	When a physical attack strikes you, you may call Backlash damage to the target equal to 1x your tier adjusted Fate affinity in response. You still take the effects of the attack which triggered this ability. You may only have a single Backlash skill active at a time. This ability must be pre-cast, and lasts for 1 hour per Fate affinity of the caster, or until invoked.	Gesture
Stun	E	5,4,3,2		(Stun)	This ability will confer the Stun effect to the target	Weapon
Grant Invulnerability	B	5,4,3,2		By the twists of fate, I grant you an invulnerability. (When invoked) (Invulnerable).	Allows you to grant 1 invulnerability to yourself or a target, which stops 1 incoming physical attack. This effect lasts for 1 hour per Fate affinity, or until invoked.	Packet
Dodge	B	4,3,2,1		(Dodge)	Allows you to avoid a frontal non-surprise incoming attack. This does not work against surprise or AOE attacks.	
Silence	B	4,3,2,1		By the twists of fate, I silence you.	This ability confers the Silence effect to the target for 1 minute.	Packet
Karmic Ray	B	4,3,2,1	Karmic Beam	By the twists of fate, I strike you with a karmic ray (damage)	You deal 2x your tier adjusted Fate affinity to the target.	Packet
Change Destiny	B	5,4,3,2	Karmic Protection	By the twists and turns of fate, I change your fate.	When the target finishes their 1st stage death count they get back up at 1. This is a life effect. A killing blow will negate this skill. This effect must be pre-cast, and lasts for 1 hour per Fate affinity of the caster, or until invoked.	Touch

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Lesser Resist Element	B	4,3,2,1		By fate, I grant you a resistance to elements	This skill stops the next spell, harmful or beneficial, that is not touch cast. This skill lasts until invoked. This is an automatic effect.	Touch
Grant a Magic Shield	D	5,4,3,2	Grant Invulnerability	By the twists and turns of fate, I grant you a magic shield.	This allows you to resist any spell or spell effect including AOE. This effect must be pre-cast, and lasts for 1 hour per Fate affinity of the caster, or until invoked.	Packet
Resist Affinity	D	5,4,3,2		By the twists and turns of fate, I grant you a resistance to (Affinity).	This ability allows you to confer a single invokeable use of Resist (Affinity) to a target. Lasts the event or until Invoked. The affinity must be determined at the time of the casting.	Packet
Dispel Affinity	D	4,3,2,1	Resist Affinity	By the twists and turns of fate, I dispel (Affinity).	This ability allows you to dispel a single affinity ability, banish an affinity summon, and end an affinity transformation. Affinity is chosen at time of casting.	Packet
Karmic Renewal	D	7,6,5,4		By the twists and turns of fate, I grant you karmic renewal.	You are able to restore one use of an ability of Bell level or lower to another individual.	Packet
Path Not Taken	W	8,7	Grant a Magic Shield, Karmic Renewal, Affinity 3/6	1 minute ritual roleplay. By the twists and turns of an improbable fate, I take the path not taken.	The caster of this ability creates a copy of their character card including consumed and slotted cores. This alternate path is a new build, and can include different skills, affinities, and abilities. These are restricted to AW,E,B,D skills. When this transformation occurs the caster becomes this alternate version of themselves. This counts as a Transformation, and lasts for 5 minutes per Fate affinity of the caster.	

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					This skill can be purchased at affinities 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	

## Attack Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
1H Weapon Strike	AW	Free		-	The base weapon strike does 1. At each even purchase damage increases by 1. Ex. Dagger, short sword	Weapon
2H Weapon Strike	AW	Free	Weapon Skill- 2H	-	The base weapon strike does 2. At every third purchase damage increases by 2. Ex. claymore, polearm	Weapon
1H Ranged	AW	Free	Exotic Weapon Skill - Throwing	-	The base weapon strike does 1 or 2. At every third purchase damage increases by 1 or 2.. Ex throwing knife 1, bow 2	Weapon
2H Ranged	AW	Free	Weapon Skill - Bows	-	The base weapon strike does 2. At affinities 3 and 6 this damage increases by 2. Ex bow	Weapon
Stun	E	4,3,2,1		(Stun)	Confers a stun effect to 1 target.	Weapon
Retain	E	4,3,2,1		(Resist)	Allows you to resist a single disarm skill attempt. This will do nothing against an actual physical disarming.	

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Disarm (1H)	E	5,4,3,2		(Disarm)	This ability allows you to confer the disarm condition to the target.	Weapon
Critical Strike (1H)	B	5,4,3,2		Crit Strike (Damage)	Allows you to deal 2x attack damage to the target with a 1H weapon.	Weapon
Critical Strike (2H)	B	5,4,3,2	2H weapon skill	Crit Strike (Damage)	Allows you to deal 2x attack damage to the target with a 2H weapon.	Weapon
Critical Strike (Ranged)	B	5,4,3,2	Ranged	Crit Strike (Damage)	Allows you to deal 2x attack damage to the target with a Ranged weapon.	Weapon
After Image	B	7,6,5,4		Surefire (copied attack)	Allows you to deal a duplicate weapon delivered attack via surefire to the same target of your previous attack.	Surefire
Strain Limb	E	4,3,2,1		(Strain Limb)	This ability causes the target to Strain their limb. Must hit a limb for the ability to work.	Weapon
Slam	B	4,3,2,1		(Slam)	This ability confers the knockback and stun effect to the target.	Weapon
Sweeping Stun	B	5,4,3,2	Stun	Sweeping (Stun)	You confer the stunned condition to all targets within close reach.	Weapon
Power Attack (1H)	B	5,4,3,2	Critical Strike (1H)	Power Attack (Damage)	This ability will allow you to deal 3x your tier adjusted Attack affinity damage to the target with a 1H weapon.	Weapon
Power Attack (2H)	B	5,4,3,2	2H Proficiency, Critical Strike (2H)	Power Attack (Damage)	This ability will allow you to deal x3 your tier adjusted Attack affinity damage to the target with a 2H weapon.	Weapon
Double Shot	B	7,6,5,4		Surefire (Copied Attack)	Allows you to deal a duplicate physical ranged attack via gesture to the same target of your previous attack.	Surefire
Disarm (2H)	B	5,4,3,2		(Disarm)	This ability allows you to confer the disarm condition to the target.	Weapon

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Break Limb	B	4,3,2,1		(Break Limb)	This ability confers the Break Limb effect on the target.	Weapon
Scapegoat	D	5,4,3,2	Riposte	Dodge, Surefire (Repeated attack)	This ability stops an attack and redirects it to a new target.	Surefire
Piercing Strike (1H)	B	5,4,3,2		Piercing Strike (Attack)	This ability will allow the next strike to treat a shield like a legal strike zone and deal damage. May not be combined with other melee effects.	Weapon
Sweep Knockback	D	4,3,2,1	2H Proficiency	Sweeping (Knockback)	This ability will allow you to confer the Knockback effect to all beings within weapons reach +1 step using a 2H weapon.	Weapon
Sever Limb	D	4,3,2,1		(Sever)	This ability will confer the Sever effect on the target.	Weapon
Dazing Blast	D	4,3,2,1	Sweeping Stun	All within the sound of my voice, Stun.	You confer the stun condition to all beings within the sound of your voice.	Aura
Empowered Strike	D	5,4,3,2	After Image	By the power of cultivation, Empower my Strike.	This ability allows you to fight at 1 Cultivation tier higher for 1 minute per Attack affinity. After using this ability, you must roleplay extreme fatigue for 1 minute.	
Chained Attack	W	6,5	Riposte(1H), Piercing Strike (1H), Empowered Strike (1H)	By the power of cultivation, I chain my power. (Damage x2), Chain, (Damage x4), Chain, (Damage x8).	For the next three strikes, double your base attack damage for each successful strike landed. The first strike is doubled, then the second is x4, and the third is x8. This ability may not be used in conjunction with any other skills. This skill can be purchased at affinities 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	Weapon



## Body Skills List

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
Trap Dodge	P	4	Uncanny Defense (Common Skill)	(Trap Dodge)	Allows for the use of a defense you know to avoid a trap or explosive.	
Deflect	E	4,3,2,1		(Deflect)	This ability allows you to prevent 1 ranged physical attack from striking you. This does not work against surprise or AOE attacks.	
Immovable Stance	E	3,2,1,1		(Resist)	You root yourself in place and become immune to movement based effects for 1 minute.	
Block	E	4,3,2,1		(Block)	This ability allows you to prevent 1 physical attack from striking you. This does not work against surprise or AOE attacks.	
Intercede	E	5,4,3,2		(Intercede)	This ability allows you to interpose yourself between another target within weapons reach and an incoming attack, allowing you to take the attack and all effects instead of the target.	
Iron Boned	B	5,4,3,2		(Resist)	This ability will allow you to call a resist to a break effect.	
Willpower	B	5,4,3,2		(Willpower)	This ability allows you to resist or cleanse a mental effect from yourself.	
Mitigate	B	4,3,2,1	Deflect	(Mitigate)	Allows you to reduce the damage of a single incoming attack to 1. The attack must be of the same tier or lower as yourself. This does not work against surprise or AOE attacks.	
Riposte	B	6,5,4,3	Block	Block, Surefire Disarm	This ability allows you block a physical melee attack and	Surefire

Name	Frequency	Build Cost per Purchase	Prereqs	Verbals	Description	Delivery Method
					disarm the attacker.	
Dodge	B	4,3,2,1		(Dodge)	Allows you to avoid a frontal non-surprise incoming attack. This does not work against surprise or AOE attacks.	
Charge	B	4,3,2,1	Immovable Stance	(Charge)	This ability allows you to escape a movement effect. You must take a large safe forward step to simulate the charging effect.	
Endless Momentum	D	3,2,1,1		By the strength of cultivation, I invoke Endless Momentum.	This ability will allow you to run or jump over a single wall.	
Iron Constitution	D	5,4,3,2		By the strength of cultivation, I nurture an Iron Constitution. (When Invoked) (Resist)	You precast this ability and may invoke it to resist the effects of either poison or disease. The effect to be resisted must be decided at the time of casting. The ability lasts for 30 minutes per Body affinity, or until invoked.	
Strong Sinew	D	5,4,3,2	Iron Boned	(Resist)	This ability will allow you to call resist against a single sever effect.	I
Thousand Hands Defense	W	7,6	Block	By the strength of cultivation, I summon a Thousand Hands Defense.	You plant your feet in a single spot and are able to call 3x your tier adjusted Body Affinity blocks within the next 1 minute per Body affinity. If you move or are moved, the skill ends and you lose all remaining blocks you would have used with this casting of the skill. This ability may be purchased at Affinity levels 3 and 6. After using this ability, you must roleplay extreme fatigue for 1 minute.	

# Affinity Charts

