

When you create your character, you choose to be True in one and only one header. This choice is made separately from your initial character point expenditures—you still must purchase the header you are True in.

All headers must be purchased for 3/6/9 Cps (progressive), and do NOT give access to those True-Only skills. (They can still be earned/learned in-game)

The General Skills section is open to everyone.

General Skills:

Dagger (1)(i) Club (1)(i) Vitality (1)(2 at 10+)	Income (3)(i) Sage (1)	Alchemy (3) Armor Repair (1)
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<u>Duelist</u>	<u>Soldier</u>	<u>Brute</u>	<u>Archer</u>
<u>General Skills:</u> Weapon (1)(i) Parry (2) Maim (2) Disarm (1) Florentine (1)	<u>General Skills:</u> Weapon (1)(i) Bow (2)(i) Parry (2) Maim (2) Crushing Blow (1)	<u>General Skills:</u> Weapon (1)(i) Parry (2) Thrown Weapon (2)(i) Maim (2) Crushing Blow (1)	<u>General Skills:</u> Weapon (1)(i) Bow (2)(i) Parry (2) Maim (2) Florentine (1)
<u>True-only Skills:</u> Slay (4) Two-Weapon (3)(i) Mutilation (3)(i)	<u>True-only Skills:</u> Slay (4) Shield (4)(i) Armor Expertise (3)(i)	<u>True-only Skills:</u> Slay (4) Toughness (3) Extra Vitality (0)	<u>True-only Skills:</u> Slay (4) Slay with Bow (3) Bow Melee (3)(i)

<u>Assassin</u>	<u>Rogue</u>	<u>Spy</u>
<u>General Skills:</u> Disarm (1) Florentine (1) Maim (2) Thrown Weapon (2)(i) Subdue (3)(i)	<u>General Skills:</u> Parry (2) Florentine (1) Disarm (1) Reveal/Conceal (1) Subdue (3)(i)	<u>General Skills:</u> Weapon (1)(i) Parry (2) Reveal/Conceal (1) Thrown Weapon (2)(i) Subdue (3)(i)
<u>True-only Skills:</u> Knife Fighter (2)(i) Poison (3) Assassinate (4)	<u>True-only Skills:</u> Avoid Trap (1) Set Traps (4)(i) Escape Bonds (3)(i)	<u>True-only Skills:</u> Spy (5) Escape Bonds (3)(i) Poison (3)

<u>Wizard</u>	<u>Seer</u>	<u>Shaman</u>
<u>General Skills:</u> Light (free)(i) Ice Dart (1) Stone Skin (2) Fumble (1) Root (2) Lightning Bolt (3) Circle of Protection (4)	<u>General Skills:</u> Light (free)(i) Silence (1) Sleep (2) Send Dream (1) Prophecy (2) Icon of Will (3)	<u>General Skills:</u> Light (free)(i) Healing (1) Speak w/ Dead (1) Purify (2) Tend (2)(i) Icon of Will (3)
<u>True-only Skills:</u> Spell Shield (4) Spell Storm (4) Wizard Staff (2)(i)	<u>True-only Skills:</u> Dream (1) Oracle (3) Seer Crystal (2)(i)	<u>True-only Skills:</u> Death (5) Benediction Disk (2) Shaman Symbol (2)(i)

General Skills

Alchemy (3) This skill simply allows access to the alchemy skill list, which is learned in-game. This skill alone does not grant any abilities, but it does make the user an alchemist. If you are a new player and are interested in becoming an alchemist, it is best to leave three character points unspent, and inquire about it during game in the Alchemy Guild first.

Armor Repair (1) Allows the repair 2 points of armor (any type) for each time the skill is purchased. **Note:** There may be some types of armor in the game too fine to be repaired by persons who have only this simple skill.

Sage (1) This represents the pursuit of knowledge at an advanced level. This skill can be taken multiple times, representing increased ability. This skill allows users to detect and analyze magical items, teach others to use them and perform scholarly research. Each time this skill is purchased, the user gains one Sage Point to "spend" between events. The points can be spent in any combination of the three things above; users fill out a form at Check Out describing how they will use their Sage Points before the next event. Note: only those with *Sage* can teach someone to use most magic items.

Vitality (1) This represents the ability to sustain damage from weapons, spells, etc. Each time you take this skill you gain one vitality point. Once you have purchased Vitality 10 times, the cost per point of normal vitality doubles.

Income (3) This skill represents a job or craft that your character undertakes between events. Characters with this skill receive a small amount of money (currently 2 Hecta) at the beginning of each event.

Dagger (1) This skill enables the character to use a dagger in combat.

Club (1) This skill enables the character to use a club in combat.

Duelist (Header)

Weapon (1) Allows the use of any one particular type of weapon in combat. This skill may be taken multiple times, allowing the use of different types of weapons.

Parry (2) This skill allows a player to counter the skills *Disarm*, *Maim* or *Crushing Blow*. You may save it until you choose to use it. When another player announces the use of one of these skills, you may say, "Parry." This negates their skill and uses up both yours and theirs. You must have a melee weapon which you have the skill to use in hand to use *Parry*.

Disarm (1) This skill allows a player to dislodge a weapon from the hand of another player, knocking it about five feet away. The player using this skill must state "Disarm" and strike the opponent's weapon. If no successful blow is struck, then the skill is not lost to the player, and they may attempt to use the skill again. **NOTE:** The *Parry* skill can block a *Disarm*. You cannot *Disarm* a shield if it is held to the arm with a strap. You need a melee weapon in hand to use this skill. Please try NOT to hit others with your lost equipment.

Maim (2) This skill allows a player to strike the limb of an opponent and render that limb useless. If target is a leg, then the leg becomes useless (and, they may not hop on one foot). If an arm is struck, the victim cannot hold anything in that hand. As with any weapon hit, a victim who is not already without *Vitality* also loses one *Vitality* point from the strike. You must state, "Maim" as you strike your opponent. If no successful blow is struck then the skill is not lost to the user. A hit to the torso, while not a maiming hit, counts as a successful blow. A character can heal an affected limb with the skill *Tend*. **NOTE:** The *Parry* skill can block a *Maim*.

Florentine (1) This skill allows the use of two (one-handed) weapons at once in combat, one in each hand. At least one of the weapons must be a dagger.

Slay (4) [T] You must state "Slay" as you strike your opponent. The victim of a *Slay* will lose all *Vitality* and must fall unconscious. The weapon blow of a *Slay* must strike the torso to take effect (basically in the area covered by a tank top tee shirt, front or back). The victim also loses 1 point of armor if wearing any. If no successful blow is struck then the skill is not lost to the player.

NOTE: The *Parry* skill cannot block a *Slay*.

Two-Weapon (3)[T] This skill allows the use of any two one-handed weapons at once in combat, one in each hand.

Mutilation (3)[T] A character with this ability may use *Maim* twice for each time the *Maim* skill is taken, effectively doubling the number of times they can use the skill.

Soldier (Header)

Weapon (1) Allows the use of any one particular type of weapon in combat. This skill may be taken multiple times, allowing the use of different types of weapons.

Parry (2) This skill allows a player to counter the skills *Disarm*, *Maim* or *Crushing Blow*. You may save it until you choose to use it. When another player announces the use of one of these skills, you may say, "Parry." This negates their skill and uses up both yours and theirs. You must have a melee weapon which you have the skill to use in hand to use *Parry*.

Bow (2) This skill allows the use of bow and/or crossbow. The entire projectile must be made of soft foam. No hard objects may be inside of the arrow or bolt.

Maim (2) This skill allows a player to strike the limb of an opponent and render that limb useless. If target is a leg, then the leg becomes useless (and, they may not hop on one foot). If an arm is struck, the victim cannot hold anything in that hand. As with any weapon hit, a victim who is not already without *Vitality* also loses one *Vitality* point from the strike. You must state,

"Maim" as you strike your opponent. If no successful blow is struck then the skill is not lost to the user. A hit to the torso, while not a maiming hit, counts as a successful blow. A character can heal an affected limb with the skill *Tend*. **NOTE:** The *Parry* skill can block a *Maim*.

Crushing Blow (1) This skill can be used only with a blunt weapon. To be effective the blow must land anywhere on the victim's body (except the head, groin, hands, or feet). A successful attack causes the victim to fall to the ground for 5 seconds. The victim may not attack during this count. You must state "Crushing Blow" when you attack. A *Parry* can nullify this attack.

Slay (4) [T] You must state "Slay" as you strike your opponent. The victim of a *Slay* will lose all *Vitality* and must fall unconscious. The weapon blow of a *Slay* must strike the torso to take effect (basically in the area covered by a tank top tee shirt, front or back). The victim also loses 1 point of armor if wearing any. If no successful blow is struck then the skill is not lost to the player.

NOTE: The *Parry* skill cannot block a *Slay*.

Shield (4)[T] This skill allows the passive use of a shield. As large shields have been the cause of a large number of headshots, shield bashing and generally unsafe fighting, to address safety issues, shields now have the following rules.

Shields are no longer allowed to be any size.

- 1) A shield should be no wider than the width of the shoulders of the person wielding it.
- 2) In the case of a rectangular shield, it can be no longer than the length from the base of the neck to the middle of the thigh of the person wielding it.
- 3) In the case of a teardrop shield (NOT a kite shield, those would be considered rectangular), it can be no longer than the length from the base of the neck to the knees of the person wielding it.

The only exception to these is round shields, which should be no wider than a typical round plastic sled.

A player may 'learn' to wield a larger shield through in game actions and roleplaying.

Armor Expertise (3)[T] A character with this ability has learned to gain an increased advantage from physical armor. Through extensive training and intimate familiarity, you are comfortable in armor and know how to shift your weight to allow it to better block a hit without damaging it, or to better dodge a strike that aimed true. The character gains an additional Armor Point for each piece of physical armor that protects a part of the body, according to the normal armor rules.

Note: These extra armor points stack with, but are not doubled by, the racial ability of Dwarves.

Brute (Header)

Weapon (1) Allows the use of any one particular type of weapon in combat. This skill may be taken multiple times, allowing the use of different types of weapons.

Parry (2) This skill allows a player to counter the skills *Disarm*, *Maim* or *Crushing Blow*. You may save it until you choose to use it. When another player announces the use of one of these skills, you may say, "Parry." This negates their skill and uses up both yours and theirs. You must have a melee weapon which you have the skill to use in hand to use *Parry*.

Thrown Weapon (2) Allows the use of thrown weapons; user must have an appropriate *weapon* skill also (e.g., dagger, axe). The entire projectile can be made only of foam and tape. No hard objects may be inside of the projectile. Objects must be soft and not compressed when ready.

Maim (2) This skill allows a player to strike the limb of an opponent and render that limb useless. If target is a leg, then the leg becomes useless (and, they may not hop on one foot). If an arm is struck, the victim cannot hold anything in that hand. As with any weapon hit, a victim who is not already without *Vitality* also loses one *Vitality* point from the strike. You must state, "Maim" as you strike your opponent. If no successful blow is struck then the skill is not lost to

the user. A hit to the torso, while not a maiming hit, counts as a successful blow. A character can heal an affected limb with the skill *Tend*. **NOTE:** The *Parry* skill can block a *Maim*.

Crushing Blow (1) This skill can be used only with a blunt weapon. To be effective the blow must land anywhere on the victim's body (except the head, groin, hands, or feet). A successful attack causes the victim to fall to the ground for 5 seconds. The victim may not attack during this count. You must state "Crushing Blow" when you attack. A *Parry* can nullify this attack.

Slay (4) [T] You must state "Slay" as you strike your opponent. The victim of a *Slay* will lose all *Vitality* and must fall unconscious. The weapon blow of a *Slay* must strike the torso to take effect (basically in the area covered by a tank top tee shirt, front or back). The victim also loses 1 point of armor if wearing any. If no successful blow is struck then the skill is not lost to the player.

NOTE: The *Parry* skill cannot block a *Slay*.

Toughness (2)[T] This represents having a tough constitution. It can only be taken by "True" *Brute* style fighters, and may only be taken once. The effect is that players with *Toughness* must be hit not just once but the final TWO times in the torso to be knocked unconscious. This does not add any more vitality, it just means that instead of just the Final Blow needing to be in the torso the last person's *Vitality* point can only be lost through a torso hit as well. *Toughness* would be useless to someone who, even when fully healed, had zero *Vitality*. Players with *Toughness* may ignore the Zero Vitality Weakness rule.

Extra Vitality (0)[T] This ability represents the unusual vigor of a True Brute – such characters may always purchase *Vitality* at 1 point of *Vitality* per character point, ignoring the rule about doubling cost after 10 *Vitality*. This ability is free to all True Brute characters.

Archer (Header)

Weapon (1) Allows the use of any one particular type of weapon in combat. This skill may be taken multiple times, allowing the use of different types of weapons.

Bow (2) This skill allows the use of bow and/or crossbow. The entire projectile must be made of soft foam. No hard objects may be inside of the arrow or dart.

Parry (2) This skill allows a player to counter the skills *Disarm*, *Maim* or *Crushing Blow*. You may save it until you choose to use it. When another player announces the use of one of these skills, you may say, "Parry." This negates their skill and uses up both yours and theirs. You must have a melee weapon which you have the skill to use in hand to use *Parry*.

Maim (2) This skill allows a player to strike the limb of an opponent and render that limb useless. If target is a leg, then the leg becomes useless (and, they may not hop on one foot). If an arm is struck, the victim cannot hold anything in that hand. As with any weapon hit, a victim who is not already without *Vitality* also loses one *Vitality* point from the strike. You must state, "Maim" as you strike your opponent. If no successful blow is struck then the skill is not lost to the user. A hit to the torso, while not a maiming hit, counts as a successful blow. A character can heal an affected limb with the skill *Tend*. **NOTE:** The *Parry* skill can block a *Maim*.

Florentine (1) This skill allows the use of two (one-handed) weapons at once in combat, one in each hand. At least one of the weapons must be a dagger.

Slay (4) [T] You must state "Slay" as you strike your opponent. The victim of a *Slay* will lose all *Vitality* and must fall unconscious. The weapon blow of a *Slay* must strike the torso to take effect (basically in the area covered by a tank top tee shirt, front or back). The victim also loses 1 point of armor if wearing any. If no successful blow is struck then the skill is not lost to the player.

NOTE: The *Parry* skill cannot block a *Slay*.

Slay With Bow (3) [T] This ability functions like the *Slay* ability, but may be used only with a projectile delivered via the *Bow* skill. You must state "Slay" as you launch the projectile. The

victim of a *Slay* will lose all *Vitality* and must fall unconscious. The projectile blow of a *Slay* must strike the torso to take effect (basically in the area covered by a tank top tee shirt, front or back). The victim also loses 1 point of armor if wearing any. If no successful blow is struck then the skill is not lost to the player. **NOTE:** The *Parry* skill cannot block a *Slay*. This skill does not allow the character to use a bow as a melee weapon, nor does it allow the character to *Slay* with thrown weapons.

Bow Melee (3)[T] This skill allows the wielder of an **approved** bow to wield that bow as a melee weapon, including the use of the non-True Archer weapon skills *Parry* and *Maim*. This ability is useless to a character that cannot already wield a bow.

Assassin (Header)

Disarm (1) This skill allows a player to dislodge a weapon from the hand of another player, knocking it about five feet away. The player using this skill must state "Disarm" and strike the opponent's weapon. If no successful blow is struck, then the skill is not lost to the player, and they may attempt to use the skill again. **NOTE:** The *Parry* skill can block a *Disarm*. You cannot *Disarm* a shield if it is held to the arm with a strap. You need a melee weapon in hand to use this skill. Please try NOT to hit others with your lost equipment.

Maim (2) This skill allows a player to strike the limb of an opponent and render that limb useless. If target is a leg, then the leg becomes useless (and, they may not hop on one foot). If an arm is struck, the victim cannot hold anything in that hand. As with any weapon hit, a victim who is not already without *Vitality* also loses one *Vitality* point from the strike. You must state, "Maim" as you strike your opponent. If no successful blow is struck then the skill is not lost to the user. A hit to the torso, while not a maiming hit, counts as a successful blow. A character can heal an affected limb with the skill *Tend*. **NOTE:** The *Parry* skill can block a *Maim*.

Florentine (1) This skill allows the use of two (one-handed) weapons at once in combat, one in each hand. At least one of the weapons must be a dagger.

Subdue (3) This skill allows a player to strike (softly) the center upper back of an opponent, and the opponent must fall and remain unconscious for 5 minutes. This does one point of damage. The player must state "Subdue" as the strike is made. You must be able to make the strike without the victim seeing it fall. It must be by surprise. The strike must be made with the butt of your weapon. A full metal helmet will protect a person from a *Subdue*.

Knife Fighter (2)[T] This ability allows the user to deliver the *Disarm* and/or *Maim* skills via thrown knife. This ability does not confer the ability to use or throw a knife, which must be purchased separately. Advanced *Knife Fighters* can learn to deliver other weapon skills via thrown knife, as well.

Poison (3)[T] This represented by a vial of thick poisonous fluid that may be applied by anyone to an edged weapon. You must state, "poison" as you strike your opponent. It remains on the weapon until one successful hit is made. The victim will fall unconscious five seconds after being struck and die in five minutes, unless they receive a *Purify*. Poison bypasses armor. You receive one *Poison* vial (at each event) for each time the skill is purchased. *Poison* vials can be given to others. This skill cannot be *Parried*.

Assassinate (4)[T] This skill operates exactly as *Subdue* regarding the conditions of surprise. The victim loses all vitality and is dead; no Death Strike is needed. "Assassinate" must be stated as the blow is struck. The blow must be to the torso (in the area which would be covered by a tank top tee shirt, front or back).

Rogue (Header)

Parry (2) This skill allows a player to counter the skills *Disarm*, *Maim* or *Crushing Blow*. You may save it until you choose to use it. When another player announces the use of one of these skills, you may say, "Parry." This negates their skill and uses up both yours and theirs. You must have a melee weapon which you have the skill to use in hand to use *Parry*.

Florentine (1) This skill allows the use of two (one-handed) weapons at once in combat, one in each hand. At least one of the weapons must be a dagger.

Disarm (1) This skill allows a player to dislodge a weapon from the hand of another player, knocking it about five feet away. The player using this skill must state "Disarm" and strike the opponent's weapon. If no successful blow is struck, then the skill is not lost to the player, and they may attempt to use the skill again. **NOTE:** The *Parry* skill can block a *Disarm*. You cannot *Disarm* a shield if it is held to the arm with a strap. You need a melee weapon in hand to use this skill. Please try NOT to hit others with your lost equipment.

Reveal/Conceal (1) The *Conceal* use of this skill allows you to secretly hide one small object on your person (such as a ring, note, potion, etc.) that will not be found by a search. The item *Concealed* must not be in plain sight. The *Reveal* use of this skill cancels all Conceals on a person, and also gives the user the location of all objects on a person without a further search (i.e., give all in-game items to the searcher as quickly as you are able). It would be pointless to use more than one *Conceal* on the same item.

Subdue (3) This skill allows a player to strike (softly) the center upper back of an opponent, and the opponent must fall and remain unconscious for 5 minutes. This does one point of damage. The player must state "Subdue" as the strike is made. You must be able to make the strike without the victim seeing it fall. It must be by surprise. The strike must be made with the butt of your weapon. A full metal helmet will protect a person from a *Subdue*.

Avoid Trap (1)[T] Allows you to evade one trap after the trap goes off for each time the skill is taken. As with *Spell Shield*, you may choose which trap to avoid immediately after the trap goes off. You must state, "resist" immediately when using the skill. This works for all basic traps magical, explosive and contact poison. **Note:** This skill does not allow you to avoid *Blade Poison*.

Escape Bonds (3)[T] Allows player to free themselves from ropes, shackles or manacles. The user of this ability should roleplay their escape attempts for at least 5 seconds per 'escape', but may *Escape Bonds* as many times as they like. This ability may not be used to release another person or object from bonds, or to open locks.

Set Traps (4)[T] This unlimited-use ability allows the character to move and/or place popper traps. These traps must be acquired in-game; the user may not simply bring the traps into the event. Any traps that discharge while the character is using this skill have their normal effects.

Spy (Header)

Weapon (1) Allows the use of any one particular type of weapon in combat. This skill may be taken multiple times, allowing the use of different types of weapons.

Parry (2) This skill allows a player to counter the skills *Disarm*, *Maim* or *Crushing Blow*. You may save it until you choose to use it. When another player announces the use of one of these skills, you may say, "Parry." This negates their skill and uses up both yours and theirs. You must have a melee weapon which you have the skill to use in hand to use *Parry*.

Reveal/Conceal (1) The *Conceal* use of this skill allows you to secretly hide one small object on your person (such as a ring, note, potion, etc.) that will not be found by a search. The item *Concealed* must not be in plain sight. The *Reveal* use of this skill cancels all Conceals on a person, and also gives the user the location of all objects on a person without a further search

(i.e., give all in-game items to the searcher as quickly as you are able). It would be pointless to use more than one *Conceal* on the same item.

Thrown Weapon (2) Allows the use of thrown weapons; user must have an appropriate *weapon* skill also (e.g., dagger, axe). The entire projectile can be made only of foam and tape. No hard objects may be inside of the projectile. Objects must be soft and not compressed when ready.

Subdue (3) This skill allows a player to strike (softly) the center upper back of an opponent, and the opponent must fall and remain unconscious for 5 minutes. This does one point of damage. The player must state "Subdue" as the strike is made. You must be able to make the strike without the victim seeing it fall. It must be by surprise. The strike must be made with the butt of your weapon. A full metal helmet will protect a person from a *Subdue*.

Spy (5)[T] This powerful skill allows a player to do one of two things. First, a player may insert counter intelligence into the plot. Or second, a player may discover something of the plots that will occur during the event. The latter type will yield specific information about a topic designated by the player. This is a between-game skill. The boundaries of this skill are quite broad, and the coordination with Legends is mandatory.

Escape Bonds (3)[T] Allows player to free themselves from ropes, shackles or manacles. The user of this ability should roleplay their escape attempts for at least 5 seconds per 'escape', but may *Escape Bonds* as many times as they like. This ability may not be used to release another person or object from bonds, or to open locks.

Poison (3)[T] This represented by a vial of thick poisonous fluid that may be applied by anyone to an edged weapon. You must state, "poison" as you strike your opponent. It remains on the weapon until one successful hit is made. The victim will fall unconscious five seconds after being struck and die in five minutes, unless they receive a *Purify*. Poison bypasses armor. You receive one *Poison* vial (at each event) for each time the skill is purchased. *Poison* vials can be given to others. This skill cannot be *Parried*.

WIZARD (Header)

Light (Free): This allows the unlimited use of a green chemical light source.

Ice Dart (1) This magical projectile causes 1 point of damage to one target. This damage is treated as Torso damage.

Fumble (1) The victim must drop anything held in their hands except out-of-game things (e.g., spell packets). Things should be dropped approximately five feet away. This lasts only an instant (i.e. things can be picked right back up). This includes unhanding shields. Please try NOT to hit others with your lost equipment.

Stone Skin (2) The beneficiary of this spell gains 3 points of magical armor. This spell may be stacked with a spell shield, and/or with physical armor, but does not stack with any other spell or effect that grants magical armor.

Root (2) This spell will immobilize any part of the target that is touching the ground. Usually this means both feet, but if you happen to be sitting or kneeling this means that you can't get up. If you were lying down when the spell was cast, then you are well and truly stuck. This spell lasts for 5 minutes.

Lightning Bolt (3) This magic projectile causes 5 points of damage to one target. This damage is treated as Torso damage.

Circle Of Protection (4) A caster must trace a circle on the ground; the circle is to be 3 feet in diameter maximum. For 5 minutes you cannot be affected by any means. Unless you know

otherwise, you may not cast spells or use weapons through the Circle, but you may freely talk and make use of spells and effects that target yourself only. Only the caster can fit inside the protected area. If anyone attempts to affect you, you should state, "resist." You may leave the Circle at anytime, thereby dropping it, and ending its protection. **Note:** The True Wizard ability *Wizard Staff* allows for casting spells through the circle, as long as the staff is in hand.

Spell Shield (4)[T] Once cast on a player, this allows the recipient to resist the effects of one magic spell or effect of their choosing. "Resist" must be stated immediately after being struck with a spell or effect. You may decide which spell you want to resist: in other words, you may keep your spell shield until you decide to use it. An unconscious person or eidolon may activate an already-cast *Spell Shield*. This can be cast on others. A player can't stack multiple *Spell Shields* on the same person, via elixirs or casting.

Wizard Staff (2)[T] Allows the use of a Wizard staff. This staff is a particular physical weapon, and you are encouraged to decorate and personalize the item. If the staff is lost, the character may attune another, although this typically may only be done between events. A character with this skill may cast spells while holding this particular attuned staff, as an exception to the rules for casting spells with items in hand. A character with this skill may also cast Wizard spells through a *Circle of Protection*, as an exception to the general rule about casting spells from within such a *Circle*. There are many advanced skills that a character may learn that are tied to the Wizard Staff.

Spell Storm (4)[T] This skill may be used in conjunction with another Wizard spell that costs 1 character point to buy (typically, *Fumble* and *Ice Dart*). The user may then throw ten (10) of the used spell in the next 5 minutes. Both skills are used, and the user is unable to move until the entire Storm is thrown. Advanced users may learn to apply *Spell Storm* to additional spells.

SEER (Header)

Light: This spell allows the unlimited use of a green chemical light source.

Silence (1) The target of this spell will be completely unable to speak (including spell casting) or make verbal sounds for 5 minutes. Note that this does not prevent victims from stating game terms such as "*Slay*".

Sleep (2) This causes the victim to fall asleep for 5 minutes; they will awaken before that time if anything so much as touches them.

Send Dream (1) Allows the caster to partially control someone else's dreams, sending them a message or vision that Legends will deliver. This is a between-game skill. All dreams that are to be sent must be approved; a single Send Dream skill can send a medium-sized paragraph message or vision – longer Dreams may require multiple uses of the skill.

Prophecy (2) This skill gives the user a glimpse into the future of a character, location, or event. It is uncontrolled, and the player should roleplay some means of acquiring the glimpse (such as tossing bones, reading tea leaves or Tarot-style cards, astrology, etc.). True Seers may acquire the ability to focus their powers of *Prophecy* via the use of a *Seer Crystal*; see below.

Icon Of Will (3) The spell protects the caster from anything as long as they remain standing in one place with their arms crossed, their head bowed and nothing at all in their hands or in/on their arms. If they move, the spell is broken. Another player cannot directly cause this spell to be broken. The caster may not speak or make any sound, or the spell ends. Their senses still perceive normally. No one may touch the caster or the caster's possessions. In effect, the caster has a force field surrounding their body. Ropes etc. may not be put on a player in an *Icon of Will*.

Dream (1)[T] This more powerful version of the *Send Dream* ability may be used to send a dream to another person, as with the *Send Dream* ability, but it may also be used to control the

Seer's own dreams, allowing glimpses of future plots, among other things. This is a between-game skill.

Oracle (3)[T] This divination spell will allow the caster to witness a specific event in the past or future. This is a between-game skill. There are three elements that could be included: content, time, and place. If you include only one of these elements then your Oracle will almost certainly be very clear. Including two elements will 'fog' the casting somewhat. Three elements will cause an unclear and puzzling reading.

Seer Crystal (2)[T] This ability allows the Seer to have and make use of a crystal scrying device. This device has many possible uses, the most common of which is the ability to focus the *Prophecy* skill on special places, people, etc., by studying the target or targets through the crystal during events. As with the *Wizard Staff* and the *Shaman Symbol*, the *Seer Crystal* is a potential gateway to many additional skills and abilities.

SHAMAN (Header)

Light: This allows the unlimited use of a green chemical light source.

Healing (1) One point of *Vitality* may be restored each time this spell is taken. Once cast, the restoration is instantaneous. Any Shaman can exchange healing components for additional *Healing* spells with the help of a skilled alchemist. *Healing* does not cure *Maimed* limbs, nor return someone to consciousness.

Speak With Dead (1) For 5 minutes, the caster can speak with the dead if the deceased is willing and able. This can also be used on an eidolon.

Purify (2) This allows a caster to cure poison or disease on a recipient. Generally this must take place within 5 minutes of the infection or poisoning. This effect works for weapon poisons, contact poison and most alchemical poison elixirs. One Purify will cure multiple Poisonings. Use of this skill does not cause the *Poisoned* individual to regain consciousness or regain any *Vitality*.

Tend (2): This infinite-use skill will awaken an unconscious person and may be used as many times as desired. This skill also heals a limb crippled by the skill *Maim*. It takes 1 full minute to apply this skill in either case and the Shaman must start over if interrupted. The effect is instantaneous once the minute is spent in application. This skill does not restore any lost vitality. Note that each *Maimed* limb requires a full minute to be *Tended*.

Icon Of Will (3) The spell protects the caster from anything as long as they remain standing in one place with their arms crossed, their head bowed and nothing at all in their hands or in/on their arms. If they move, the spell is broken. Another player cannot directly cause this spell to be broken. The caster may not speak or make any sound, or the spell ends. Their senses still perceive normally. No one may touch the caster or the caster's possessions. In effect, the caster has a force field surrounding their body. Ropes etc. may not be put on a player in an *Icon of Will*.

Death (5)[t] This powerful spell kills the victim instantly. No death strike is needed. It does not affect *Vitality*, instead it sunder the spirit from the body, causing death.

Benediction Disc (2)[T] This ability gives the character the ability to use *Benediction Disks* (a small white disk) to grant a favorable aura with which to go to Death. This can only be cast on a dead body, not on a living being or an eidolon. After casting, place the White Disk in the hand of the corpse. Each time this ability is purchased, the character gains an additional Benediction Disc for the event. These Discs are physical items and may be transferred, stolen, etc. Characters may learn to deliver other effects via Benediction Discs.

Shaman Symbol (2)[T] This ability allows a Shaman to use a personal Shaman Symbol. There are many possible skills that can be learned in-game using the Shaman Symbol; the basic ability

of the Shaman with a Shaman Symbol is ``turning'' the undead. The Shaman symbol must be held boldly forth with no room to doubt the ability, or the undead will not leave. Players will be given a Shaman Symbol of their own, and you are encouraged to customize and decorate your symbol. If your particular symbol is broken or lost, you may attune a new symbol, typically between events.

Racial Benefits

Each specific race or culture on Areth provides the members with some particular, specific benefit. More information on the specific background of the races can be found in the full rulebook, but the racial packages have been modified along with the rules. In this version of the rules, each character starts with 15 character points, and must choose one racial benefit from the list below.

Tor Aquillion: Empathic Health (cannot be magically healed, may empathically heal, regenerate Vitality each night).

Tor Loch Maben: Battlesong (Retreat 1/event while singing)

Tor Arbreth: Cold Adaptation (Immunity to *Ice Dart*)

Tor Lanencrest: Family Ties (receive a stipend in-game each event, and may choose to have a minor title).

Tor Morbihan: Woodland Guile (may escape from *Root* spells after 1 minute, instead of the normal 5 minutes).

Alhadim: Spirit Bargain (when dead, Alhadim do not transform into Eidolon, and are thus not drawn to Death's Realm. They instead must be carried into Death, where they bargain for their spirit, and their release. Additionally, Alhadim may cast spells on themselves while dead. This includes *Spell Shield*, *Benediction* (via Disc), and *Speak with Dead*. Many Alhadim learn to cast *Speak With Dead* specifically so that they can call for assistance if their body is laid in a hard-to-find location.

Okian: Poison Resistance (the onset times of Poison are doubled, so that you fall unconscious after 10 seconds, instead of 5 seconds, and you die 10 minutes later, rather than 5 minutes later).

Aknorian: Aknorian Spirit (Aknorian characters start with 10 extra character points, but rather than returning from Death's Realm some number of times, Aknorians have a single Boon from Death).

Galanese: Strong Spirit (The Galanese, through long travails and troubles, possess a stronger spirit than those of most races)

Whitesnake Tribe Barbarian: Hale and Hearty (The members of the Whitesnake Tribe are tougher than most humans, possessing 4 additional *Vitality*. This additional *Vitality* is not counted against the limit of 10 *Vitality* that a character may purchase before the cost doubles.)

Bear Tribe Barbarian: Spirit Talker (The members of the Bear Tribe practice many rites and

rituals that allow them to speak with spirits. All members of the Bear Tribe may use *Speak With Dead* at will.)

Raven Tribe Barbarian: Tribal Dance (Raven Tribe members may perform a group ritual dance once per event that refreshes their lost *Vitality* to full. Learned members of the Raven Tribe may learn to perform other, more potent dances as well.

Dwarf: The Dwarves of Areth are all bearded (females too!), and must be at most 5'7" tall. All magical skills cost double for Dwarves, but they may buy *Spell Shield* at the normal cost, without purchasing the *Wizard* header. Armor Points for Dwarven Armor are doubled; of course, it normally takes a Dwarf to repair such armor.

Kia: All Kia are female. Kia possess some measure of Fey blood which has a strange magical affect on how Death deals with their spirit. If a Kia is killed by a Fey of some sort, then their spirits are taxed more heavily than otherwise. If they are killed by mortals, their spirit is more lightly taxed. Additionally, all Kia have some affinity with nature that may be developed in-game.

Half-Elf: Free Spirited (Half-Elven characters must wear pointed ears at all times, and should have light or no facial hair. They may not use *blunt/crushing* weapons) Due to their free spirited and capricious nature, half-elves may resist the spell dominate once per moon.