Apotheosis Player's Guide Beta v 1.1

The World of Eldross

Eldross is a world that has seen much change in the past two centuries. Once it was a peaceful and serene world, though its people were simple and knew little of the secrets of the multiverse. There were five continents, each connected to one of five paradyns: Tempus, Astra, Umbra, Wyld and Weave. A wise and undying King and Queen ruled over the people, two caretakers empowered by the ancient celestial creator of Eldross, Aetera the Incarnate Queen.

Then came Kanaan. He challenged the authority of the immortal leaders in a spectacle that threw the world into chaos and brought their rule to an end. Some remember him as a hero who brought justice to the common people, others as an malcontent who broke the order of the world. What is agreed upon is that he changed the world forever. His death created a great magical storm, and from it the world was infused with a force that broke apart the five continents, even sending parts of the land into the sky. The people began to change, manifesting all manner of physical and magical changes. New ideas and new magic flooded the world. The lands and cultures that once thrived are now but memories of another age.

The Nexus

In the very center of the world is a giant storm, a swirling vertical column of aetheric energy known as the Nexus. Though dangerous, this storm can be entered through various means, and to those skilled enough to navigate it, another world beyond can be entered. The Asharen were the first to successfully explore it with flute ships. What they discovered was a strange world on the other side, filled with two flowing forms of energy, the Aethyrial Sky and the Nethyrial Sea. Many riches and unusual resources have been uncovered, and this strange new realm is now the object of exploration and expansion for all of the cultures of the world. One town in particular, Nethyrdown, has become the central hub for launching expeditions.

Paradynes

Paradynes are interpretations of the fundamental forces of the Multiverse at work. Paradyns are philosophical world-views made real. Paradynes are sometimes fundamentally opposed to each other, leading to conflict and disharmony, like dissonance in music. Paradyns are strengthened when there are enough voices in a song in consonance, agreement and harmony. *The Paradyns are Wyld, Weave, Astra, Umbra and Tempus.*

Tempus

Tempus is the axial wheel that acts as the origin point from which all other paradynes originate. It is the Paradyne of time, space, future and past, eternity, transformation and change.

Astra

Astra is a Paradyne is the source of power for creation through lifeforce from the Spirit. It is the Paradyne of seraphim, shining ones, light, day, life, harmony and Spirits.

Umbra

Umbra is a Paradyne that deals with the manifestation of the Soul through the power of will. This is the Paradyne of undead, vampires, shadows, darkness, night and death.

Weave

Weave is the Paradyne that deals with the manifested and magical projection of consciousness in patterns in the mind. It is the Paradyne of machines, clockwerks, patterns, destiny, predictability, order and the forged.

Wyld

Wyld is an expression of the material characteristic of magic through physical magic and matter. It is the Paradyne of animals, plants, nature, elementals, unpredictability and entropy.
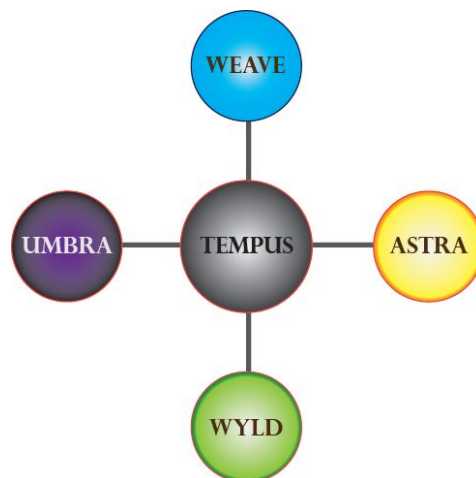
Schools of Magick

Magic is manifested energy drawn from the paradynes and directed towards a purpose. When organized into rulesets, it is more commonly understood as spell groupings called "schools" of magic. In its more powerful but subtle forms, magick must be accessed through rituals.

The nine schools of magic. There are five primary schools of magic, derived from the five Paradynes: Alchemancy, Gaiamancy, Luminancy, Arcamancy and Necromancy. There are four secondary schools of magic, created from joining two adjacent Paradynes: Mechramancy, Malefimancy, Alluramancy and Machinamancy.
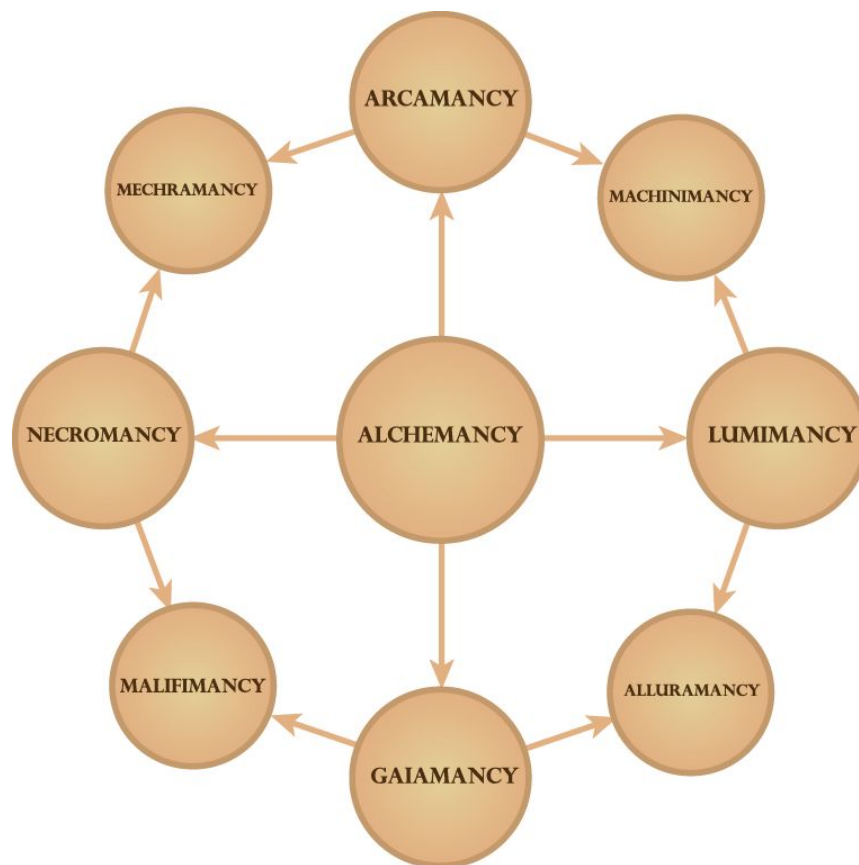
The Primary Schools

Alchemancy

Alchemancy, originating from Tempus, is the basis of understanding all magick, and is required to learn the other arts. It is concerned with change, time and transformation, and is a part of all of the other schools in some way. For this reason it is rarely used directly, and even when used directly it often imitates the other forms in a variety of ways, only appearing truly unique at its most powerful levels. It is the basis of all ritual magic and especially important in rituals involving transformation and transmutation. When used to affect deceased mortals, it can place them out of time and force them into forms called Hollows and Horrors.

Lumimancy

Astra and its strong association with lifeforce and the spirit is the source of Lumimancy, and allows for infusing spiritual energy into the body so that it may heal. Socially it is revealed in a sort of spiritual light, containing aspects of authoritarianism, harmony, obedience, and moral righteousness. It's more powerful forms allow the spirit to resurrect the destroyed body. Through spiritual energy it can affect the mind and has the ability to calm the enraged and make the hostile and rebellious more compliant. It can evolve the Astra-aligned being with unique powers and Vestments. When used on deceased or dying mortals, it can transform them into the form of the Illuminated.

Necromancy

Umbra and its strong association with Soul is the source of Necromancy, and allows the body to survive in manifested form even when wounded. It is the magic of sheer force of will, and the soul's natural resilience from the shadows beyond death. The Soul's higher connection to the spirit even allows Umbra to leech off of spiritual energy to create limited healing. It can enhance and allow travel through the Nethyr to be made easier. It can draw upon and affect the shadows. It can be used to speak with the dead and seek out knowledge where death has occurred. It can imbue the incarnate with Vestments to enhance the body. It can be used on dead mortals to reanimate them as Undead.

Arcamancy

Weave and its strong association with the mind is the source of Arcamancy, and allows thought to disrupt or enhance the patterns necessary to weave spells. The understanding of patterns makes it the ideal magic to create, repair and destroy magically powered arcamantic devices. It can even act as a magical power source, emitting a blue glowing energy. It can transmute metals into higher, more refined and stronger forms. The most powerful Arcamancers have even been known to control mental patterns so well that they can bend the thoughts of others. When used on dead mortals, it can force the mind into the body of machines, called Forged or Woven.

Gaiamancy

Wyld and its strong association with elemental material forms is the source of Gaiamancy. Both primal and intuitive, it embodies the survival of the fittest and communal aspects of nature. It is raw instinct as opposed to organized orderly thinking. It can affect the physical body and anything manifested in nature, such as animals or plants. It can strengthen the weak and grow the body into animal and plantlike vestments. It can be used to commune with the land, and speak with plants and animals. When used on mortals, it can be used to shape change into primal elemental, animal and plant forms called Elementals.

The Secondary Schools

Machinamancy

Machinamancy is the combining of the ordered, authoritarian spiritual power of Astra with the pattern creation of Weave. It can replace the weak flesh of the body with machine parts and vestments that are even stronger than before. This is the magic that stopped the wasting plague from rotting the world. It can be used to improve the interaction between life force and arcamantic devices, and focus thought and energy. It is the primary force that drives clockworks. When used on dead or dying mortals, it can harness spiritual power to bind together flesh and the mechanical, creating beings called the Grafted.

Malefimancy

Malefimancy is the combining of the primal, survivalist force of Wyld with the shadowy resilient nature of Umbra. It is the magick of misdirection, mockery and deception. It expresses itself through shape changing, especially into animal forms, and through illusion and mirage whereby travelers are led away from hidden locations. It is the magic involving the mixing of animal forms with returned dead mortal forms. It can be used to create twisted animal or spiritual forms such as Sluagh, Ghosts and Wraiths.

Mechramancy

Mechramancy is the mixture of the willfully independent resilience of Umbra with the strong mental resolve of Weave. It is the magic born of the determination of free thought, but it is also the magic of fortitude and self-reliance. It creates horrific and ghastly looking hybrids of undead and forged, called Scourge, and wonderful macabre creations called Necrites. It can be used to combine Arktech devices with dead flesh, reanimating the flesh and increasing its power. In battle Mechramancy calls upon the power of Ash and Magma to inflict harm and fuse.

Alluramancy

Alluramancy combines the shining harmonious aspect of astra with the communal aspect from Wyld.The result is a force that attracts the spirit into its natural collective and cooperative state. It is the magic most closely associated with beauty, bewitching, attraction and desire. When used on dead mortals, this use can lure the spirit back into animal and nature like forms, called Yokai andTengu.

Character Creation

A player creates a character in stages: select a Culture, select an Origin, choose a Background, then pick a Class.
- Select an Lineage
- Select a Culture
- Choose a Background
- Pick a Class

Step 1: Lineage

There aren't really races in Eldorss, but instead one of two lineages. A character is either born of an immortal bloodline (Incarana), or a mortal bloodline (effectively 'human'). The Lineage affects the type of background the character may choose, the skills they can buy, how they return to life when killed, and what type of abilities they may have.

Incarna (Immortals)

Those born from the Incarna blood, otherwise known as immortals, do not age quickly, nor can they be easily killed. When they are killed, they are forced to lock more of their Lifeforce into a Paradyne in order to return. In so doing, they become further entrenched in the beliefs of that paradyne and less able to understand the ways of others. For centuries, it has been the noble house of the immortals that rule in Eldross, often served by mortals who seek their wisdom and protection.

Special Rules
Vestments: Incarna have fantastic magical features, varying by the culture from which they come, called Vestments. Incarna start with the two required Vestments of their culture, and must choose one of the associated abilities for each. Makeup must be worn for these Vestments to gain the abilities. Incarna may buy more Vestments from their Culture and type only.
Returning from Death: *Regeneration*- when the character's Dead count is completed, an Incarana will return to life at 1 Health, in System Shock. A Dissipate effect, while in a Dead state, will put them into Spirit Form. Incarna characters in Spirit Form may only Remanifest at a focal point associated with their Paradyne on a 60-count; they may not be Resurrected. Afterwards, the character will be fatigued for a period of ten minutes, during which time they may not use any of Skills or Vestment powers.
Skills: Incarna start with 3 skills in addition to their class starting skills. An Incarna may not acquire any skill associated with any Paradyne outside of their own Paradyne(s). An Incarana's Paradyne is the one (or two) associated with its culture.

Mortals

Mortals are bear no Vestments, and they die rather easily. They stay dead unless magick is used to bring them back and this return to "life" may change them. Mortals arduous lives make them stronger and more versatile. They have a freedom of thought that does not come with the locking of one's views into Paradyne like the Incarna seem to have. They have an open mind when it comes to learning new skills, and can often perfect such skills to a degree that even surprises the Incarna.

Special Rules

Vestments: Mortals may not buy Vestments.

Returning from Death: Mortals don't dissipate (even when affected by Dissipate) after their death count, even though the spirit does leave the body. The player will stand up and roleplay as a spirit (see Spirits) while their corpse sits on the ground. This is indicated by an approved "corpse marker". In order for the mortal to return to life, someone will need to have the body (corpse marker) and perform a Resurrection.

Skills: Mortals start with 7 skills in addition to their class starting skills. Mortals are *Versatile*, and may acquire skills from up to three skill Blocks outside of their class limitation.

The Risen

Knowing their lives are fragile, mortals will often plan ahead with immortals or those in power to make sure that upon death, they can be brought back in the risen state of their choice. When this is done, however, it is clear that they are often transformed. Players may not currently start as Risen. Special rules are available for players interested in becoming Risen after playing as a mortal for at least one event..

Paradyne Points

Paradyne points are simply points that indicate how many skills or vestments have been acquired that are associated with one of the Paradynes. Each skill or vestment acquired adds 2 Paradyne points to the associated paradyne, or 1 point to each associated paradyne in the case of mixed paradyne abilities and skills. Sometimes when a character is resurrected, they may gain more Paradyne points for the Paradyne of the magic that brought them back. For example, a character that returns with Lumimancy may gain a point paradyne into Astra.

Keywords	Locked Paradyne
Gaiamancy, Wyld	Wyld
Arcamancy, Weave	Weave
Necromancy, Umbra	Umbra
Illumancy, Astra	Astra

Step 2: Culture

Within the world of Eldross are nine cultures, or "nations", from which your character may come. Each culture allows your character to start with special training, so you will want to read about those. Here is a quick summary to give you a feel for each culture.

Asharen

In ancient times, before the great storm, Asharen was the seat of a great kingdom that ruled all of Eldross. Though today the "Ashari" still retain their regal countenance of old, they no longer rule, preferring to remain mysterious and stoic while they focus on the pursuit of knowledge and wisdom concerning the magic of time and transformation, Alchemancy.

Badlands

The Badlands are so hostile to life that most dare not visit. There are thriving trade cities protected by walls, surrounded by a wasteland full of ruins and ash. Outside of the walls are packs of scavengers, raiders, cannibals, and feral undead. Its people have managed to survive death and disease through a necrotic form of magic technology, called Mechramancy.

Berowen

Berowen is a primal, tribal land composed of a collection of islands in the midst of a savage sea. Berowen contains a great variety of environments, from jagged mountain peaks to sweltering desert islands.The flora and fauna are just as varied. The people are highly connected to nature, considering themselves its the protectors, through the use of the magic of Gaiamancy.

Corbin

Corbin is beset with a deep and perpetual disease filled haze that appeared years ago when the Great Plague swept the world of Eldross. Corbinites wear full body coverings and plague masks to protect them. Their magic is called Machinimancy, and is used to not only cure poison and disease, but also create brilliant clockwork body parts and clockwork beasts of burden.

Landonia

A land of educated and resourceful people who employ metaphysical technology through the magic of Arcamancy. They have created meta-mechanical life, prop based airships, and steam powered devices. Within this highly industrious society is a sophisticated upper class who sits to the pinnacle of culture, keeping themselves entertained with all manner of posh festivities.

Tahlea

This land appears as nothing but an endless frozen tundra that serves as a home to wandering ice nomads. Yet far inside is an ancient forest, with a canopy so thick that its inhabitants below live in eternal night. It's mysterious fey-like people serve as the contract negotiators and

bankers of the world. Tahleans study Malefimancy, the magic of poison and deception.

Tentetsu
Tentetsu is a collection of beautiful floating 'skylands' covered in the greenest of flora and blooming with flowers. Each Skyland has room for one town full of stacked homes, called a hive. Tentetsuns have a strong sense of community and are not born with a gender, and are free to choose. They use the magic of communality and attraction, Alluramancy.

Velkaria
Velkaria is harsh craggy land covered in shadow and populated by hardened tribal clans on its surface, and undead in the hidden underworld cities below. They are ruled by an ancient undying nobility and a King who rules with a strong military force, The Order of the Dragon. The favored magic of the land is the magic of shadow and will, Necromancy.

Vendaeros
Vendaeros is made up of floating islands high in the clouds. An aristocratic society, it was once an empire that once ruled most of the world. They value harmony and order in society, and have a strong sense of honor, duty and pride. They study the magic associated with the light, spirit and healing, called Lumimancy.

Cultural Training

Each character begins with one Cultural Training ability. More can be purchased with 90 Steward Points or 270 Resource Points, at a rate of once per year. The first purchase may be made at character creation, allowing for a second.

Asharen

Gifted Alchemancer	Your Alchemancy rituals are cast with a +20% success chance. Incarna and Risen may buy Primary schools outside of their Paradyne.
Ensis Trained	You may store one effect from Alchemancy battlemagic onto your blade after you finish your Meditation (Heal, Cancel <effect>). You may then call that effect while striking with your Ensis weapon (appropriate phys rep). The effect is expended and must be reapplied.
Anchored Meditation	Your combat Meditation counts are lowered to a 5-count.
Librarian	You gain additional aid when decoding encrypted messages. Inform the marshal you are using Librarian to gain additional aid.
Patience	After an Agenda Statement fails, gain a Power 1 Normal statement.
Nexus Explorer	You begin the game with a small Fluyte ship.
Moon Jeweler	You may start as a Master Maker, with a specialization in Jewelry.
Ensis Crafter	You may start as a Master Weaponsmith, with a specialization in Ensis Blades.You start with the smithing Secret of Chrossus.
Royal Tailor	You may start as a Master Tailor, with a specialization in Paradyne Robes. You start with the Pattern for Alchemancer Robes.

Badlands

Mechramancy Adept	You cast Mechramancy rituals with a +20% success chance. May buy Mechramancy without a primary school requirement.
Tough as Nails	Gain x1 Reduce per combat.
Shake it off	Gain x1 Cancel <Disable Leg> per combat and x1 Cancel <Disable Arm> per combat.
Constant Awareness	Once during the encounter, the player may use the reconnaissance skill again.
Straight Shooter	Gain a Power 1 Normal Statement at the start of a social encounter when using the Assertive Style.
Improved Mining	Once per Campaign encounter, you may gather an Uncommon Mining resource when using the Gather skill.

Saboteur	You may start as a Master Engineer, with a specialization in Traps, Guns and Bombs. You start with Plans for one: Greater Explosive Trap, Gun, Greater Bomb.
Tinkerer	You may start as a Master Maker, with a specialization in Tools. You start with a Schema for ArkTech.

Berowen

Gaiamancy Adept	You cast Gaiamancy rituals with a +20% success chance.
Trident Training	May call the Slow effect x1 per combat when fighting with Large Weapon style.
Ironwood Armor	You start with Ironwood Armor (approved phys rep). You may wear Heavy Armor while fighting with the Large Weapon style.
Withered Lands Tracker	When a trail goes cold, you may pick it up again, once per encounter with the Tracking or Magical Tracking skill.
An'toran Speaker	Gain a Power 1 Normal Statement at the start of a social encounter when using the Charming Style.
Scout Network	You gain a second Scout hireling when you purchase the Scouting skill.
Totem Carver	You may start as a Master Maker, with a specialty in Totems. You start with a Totem from your Clan.
Trident Crafter	You may start as a Master Weaponsmith, with a specialty in Large Weapon Tridents. You start with the Secret of Ironwood.

Corbin

Machinimancy Adept	You cast Machinimancy rituals with a +20% success chance. May buy Machinamancy without a primary school requirement.
Arc-Glaive Training	May wear heavy armor while using the Large Weapon style.
Plague Survivor	Gain a Resist Disease x1 per encounter.
Miasma Walker	Gain a Resist Poison x1 per encounter.
Corbinite Frankness	Gain a Power 1 Normal Statement at the start of a social encounter when using the Logical Style.
Corbinite Construction	Once per Campaign encounter, you may build a Tier 2 structure in place of a Tier 1 structure when using the Build skill.
Clockwork Engineer	You may start as a Master Engineer, with a specialization in Clockworks. You start with Plans for a Clockwork Device.
Arc-Brass Crafter	You may start as a Master Armorsmith, with a specialization in Arc Brass Armor.

| | You start with the Secret of Arc-Brass. |

Landonia

Arcamancy Adept	You cast Arcamancy rituals with a +20% success chance.
Supreme Command Combat Training	Gain Parry x1 per combat when fighting with the Large Weapon style.
Supreme Command Defense Training	Gain Reduce x1 per combat when using the Large Weapon Style.
Enigmatologist	Once per encounter, you may get two clues when using the Ingenuity skill.
Pettifogger	Gain a Power 1 Normal Statement at the start of a social encounter when using the Logical Style.
Industrialist	Once per Campaign encounter, you may build a Tier 1 structure at no resource cost.
Aerial Inventor	You may start as a Master Engineer, with a specialization in Airships. You start with the Plans for a Landonian Explorer.
Mad Hatter	You may start as a Master Tailor, with a specialization in Hats. You start with the Pattern for Mad Hats.

Tahlea

Malefimancy Adept	You cast Malefimancy rituals with a +20% success chance. May buy Malefimancy without a primary school requirement.
Poison Blades	You may poison one blade at the beginning of a combat with a 10 count Meditation. You may call the Poison effect once per combat with the blade (may not be re-applied in the same combat).
Quick Reflexes	Gain x1 Parry per combat when fighting with Dual Weapon style.
Sneaky	You may take 5 steps while using the Camouflage skill. If you are using the Move in Unseen skill, you may take 15 steps.
Arbiter	Gain a Power 1 Normal Statement at the start of a social encounter when using the Charming Style.
Poison Resistance	You may enter most corrupted or poisoned Campaign hexes without harm.
Poison Crafter	You may start as a Master Apothecary, with a specialization in poisons. You start with the Recipe for Greater Poison.
Frostwood Crafter	You may start as a Master Armorsmith, with a specialization in Frostwood Armor. You start with the Secret of Frostwood.

Tentetsu

Alluramancy Adept	You cast Alluramancy rituals with a +20% success chance. May buy Alluramancy without a primary school requirement.
Quick Blades	Gain x1 Bleed per combat when fighting with Dual Weapon style.
Nimble	Gain x1 Dodge per combat.
Quick Footed	You gain an additional step when using the Agile or Very Agile skill.
Harmonic Thoughts	Gain a Power 1 Normal Statement at the start of a social encounter when using the Tactful Style.
Skyland Farmer	Once per Campaign encounter, you may gather an Uncommon Flora resource when using the Gather skill.
Potion Crafter	You may start as a Master Apothecary, with a specialization in Potions.You start with the Recipe for Greater Healing Potion.
Silk Crafter	You may start as a Master Tailor, with a specialization in Silk. You start with the Pattern for Silk Protective Clothing.

Velkaria

Necromancy Adept	You cast Necromancy rituals with a +20% success chance.
Order of the Dragon Weapon Trained	Gain x1 Parry when using the Sword and Shield style.
Order of the Dragon Shield Trained	Gain a second Repel effect when using Shield Bash-1 with the Sword and Shield style.
Dark Strider	You may take 5 steps while Hiding in Shadows. If you are using the Move in Shadows skill, you may take 15 steps.
Aristocrat	Gain a Power 1 Normal Statement at the start of a social encounter when using the Assertive Style.
Soldiers of Grymhold	Your Soldier Hirelings are Undead.
Dragon Armorsmith	You may start as a Master Armorsmith, with a specialization in Dragon Armor. You start with the Secret of Platinum.
Blood Brewer	You may start as a Master Brewer, with a specialization in Wine. You start with the Recipe for Blood Wine.

Vendaeros

Luminancy Adept	You cast Lumimancy rituals with a +20% success chance.
Knight's Weapon Training	Gain x1 Parry when using the Sword and Shield style.
Knight's Shield Training	Gain a second Repel effect when using Shield Bash-1 with the Sword and Shield style.
Eyot Walker	You gain an additional do over when using the Balance or Excellent Balance skill.
Diplomat	Gain a Power 1 Normal Statement at the start of a social encounter when using the Tactful Style.
Crusader	Your Soldier Hirelings have a Movement of 2.
Scintilium Weaponcrafter	You may start as a Master Weaponsmith, with a specialization in Scintilium weapons.You start with the Secret of Scintilium.
Chateau Savigne Winemaker	You may start as a Master Brewer, with a specialization in Wine. You start with the recipe for Savigne Blue Wine.

Step 3: Background

Backgrounds are details about where your character came from. Are they descended from a noble house? Or did you grow up in the streets born to commoners? Choose one Background. You may also choose to buy one or more Cultural Advancement Features.

Choose One Background

Background	Description	Lineage Restrictions
Ruling House	Choose one of the ruling noble houses from your culture. You decided to leave home instead of staying back to rule with the house, so you don't start with anything extra except that all-important family name, and a chance to use it.	Incarna only
Noble House	Choose one of the noble houses (or equivalent) from your character's culture. Additionally, you start with an extra 20 Gold Tali, and Rank 1 with that House.	Incarna only
Forsaken	You are of the Incarna bloodline, but the house has denied the validity of your bloodline for whatever reason (usually because you are the offspring of Incarna and mortal blood). You may choose to forgo the costuming for any one Vestment of your choice (may not choose from the original two required vestments).	Incarna only
Mortal Servant	You are in the service of a noble house. Choose one of the noble houses from your culture. You have a deal with that house, that when you are ready, you will be brought back as Risen. You have Rank 2 within that faction.	Mortal only
Mortal Family	You are a well known part of a mortal family, clan or tribe in your land. Choose one from your culture, if available. You have a starting Reputation 2.	Mortal only
Commoner	You were born of common blood, and have had to fend for yourself. Everything you have done has been earned on your own without the help of others. You gain an extra starting skill.	Mortal only
World Traveller	You came from one land and were transplanted or moved to another. You must choose a starting culture, but you may choose a second starting Cultural Training ability from any other culture.	Mortal only

Ruling Houses

Culture	Ruling House	Paradyne
Velkaria	Ulthas	Umbra
Vendaeros	Eres	Astra
Landonia	Harcon	Weave
Berowen	Silvas	Wyld
Chrossus	Aeteras	Tempus
Badlands	None	Umbra-Weave
Corbin	Arc-Seraph	Astra-Weave
Tahlea	Faeryn-Shol	Umbra-Wyld
Tentetsu	Brayeth-Gale	Astra-Wyld

Noble Houses

Culture	House	Paradyne
Velkaria	Draven, Litharian, Ironshadow, Swerdyn (Risen Mortals only)	Umbra
Vendaeros	Osmiere, Argos, Wenmont	Astra
Landonia	Beaumont, Wickham, Gates, Davenport, Mortimer, Thatcher	Weave
Berowen	Torn, Samka, Menawi	Wyld
Chrossus	Qkrendros, Qketraris, Lhorisia, Mandosia, Valisia.	Tempus
Badlands	Minheim-Grim	Umbra-Weave
Corbin	Aliaine, Ashcloth, Leigh, Seilaris, Leoza, Sebatal, Kayson	Astra-Weave
Tahlea	Solanaceae, Hemlock, Grey, Teague, Auran, Issian	Umbra-Wyld
Tentetsu	Hoyoshi, Fiddle, Maplebloom	Astra-Wyld

Families, Clans and Tribes

Culture	House	Paradyne
Velkaria	Bonedigger Tribe, Silverwood Tribe, Littlebear Tribe	Umbra
Vendaeros	None, player may create their own.	Astra
Landonia	None, player may create their own.	Weave
Berowen	Berowen Family, Heralia Family, Valsung Family, Farutah Family, Kar'turah Family	Wyld
Chrossus	None, player may create their own.	Tempus
Badlands	Duskfang, Viper, Cragsmoor, Bloodsong. Saber, Cleave, Aegus, Spearheart	Umbra-Weave
Corbin	None, player may create their own.	Astra-Weave
Tahlea	Ashyr, Otan	Umbra-Wyld
Tentetsu	None, player may create their own.	Astra-Wyld

Cultural Advancement Background Feature (Resource Points/Steward Points)

Feature	Description	RP	SP
Well Known	Start with Reputation rating 1 in the area of your choice that aligns with your chosen culture.	50	5
Contact	Start with Rapport rating 2 with a single approved NPC from your culture.	50	5
Established	Start with Rank 1 in an approved faction of your choice from your chosen culture.	50	5
Very Well Known	Start with Reputation rating 2 in the area of your choice that aligns with your chosen culture.	100	10
Important Contact	Start with Rapport rating 3 with a single approved NPC from your culture.	100	10
Well Established	Start with Rank +2 in an approved faction of your choice from your chosen culture.	100	10

Step 4: Character Classes and Skills

Characters begin with a set of starting skills that cost them no build. (They do not get the entire skill block, just the first skill in the block). Once they begin to advance, characters may only buy skills in the blocks listed in their character skill block table. Characters must pay the listed Skill point cost for all skills in the allowed skill blocks of their class.

Skills

There are six different types of skills: Combat, Battle Magic, Ritual Magic, Social, Exploration and Campaign. Skills are grouped into Skill Blocks of four skills. Each skill within a block must be acquired in order, from lowest to highest. Some Skills Blocks require other completed skill blocks before they can be purchased. For example, the Advanced Shield Style block requires all of the skills in the Shield Style block to have been purchased.

Styles

Styles are the way in which the character approaches a problem within a type of game play. Each type of game play has four styles within it. No two styles within a type of game play may be used at the same time. For example, Alchemancy and Sword and Shield are two styles within the Combat play style, and thus may not be used at the same time. Thus a player is limited to only using skills within their play style at a time. Changing styles requires the player to perform a 10-count meditation without interruption. Thus, a Character could use their Sword and Shield style, then go to the edge of combat and perform a 10-count meditation, then switch to Dual Weapon style. Managing the use of styles is an important part of expert level play in Legynds Apotheosis. Note that some classes allow a character to combine two styles at once!

Starting Skills

Each class begins with seven starting skills from their class. In addition, Incarna characters may choose an additional three skills at character creation, and Mortal players may choose an additional seven skills at character creation.

Obtaining Skills

After each event a player may obtain new skills. The exact number will be based on the type of event, but in general, one skill is rewarded for a small event and two skills for a larger event. Players may only acquire skills from the skill blocks listed in the Advancement Skill Blocks section of their class.

Advanced Skill Blocks

Advanced skill blocks extend the abilities of a style within a skill type. They allow the character access to more abilities without having to change styles. Not all characters can buy all advanced styles (this is determined by class).

Arknight

Arknights are able to use Weave based magics while fighting.
Class Ability: The Arknighmay use one other Weapon Style together with Alchemancy and one Battlemagic school at the same time.
Starting Skills: *Single Weapon, Spellcasting, Healing, Dispel. Choose one starting skill from Exploration, one from Campaigning, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Basic skill blocks in Combat
- Alchemancy; Arcamancy, Mechramancy, Machinamancy Battlemagic
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Social, one Advanced Social Skill Block
- Alchemancy Ritual Magic; Arcamancy, Mechramancy, Machinamancy Ritual Magic

Campaigner

Campaigners are strategists who use hirelings and agents to perform their tasks while they play mastermind from afar.

Starting Skills: *Scouting, Engage, Build, Gather. Choose one starting skill from Exploration, one from Combat, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Campaign
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Combat, one Advanced Combat Skill Block
- All Basic in Social, one Advanced Social Skill Block
- One Battle Magic School
- Alchemancy Ritual Magic, one Ritual Magic school

Mage

Descended from the Magi of old, Mages specialize in harnessing battle magic spells. They are often logically minded and are good at creating and interacting with objects.
Class Ability: Mages may use two connected schools of Battlemagic at the same time when using the Alchemancy Combat Style.

Starting Skills: *Single Weapon, Spellcasting, Healing, Dispel. Choose one starting skill from Exploration, one from Campaigning, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- Alchemancy, up to 6 Battle Magic schools

- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Combat, one Advanced Combat Skill Block
- All Basic in Social, one Advanced Social Skill Block
- Alchemancy Ritual Magic, Up to 3 Ritual Magic schools

Orator

Orators are masters at speaking and thus make good politicians, barterers and diplomats.

Starting Skills: *Tactful Statement, Assertive Statement, Charming Statement, Logical Statement. Choose one starting skill from Exploration, one from Combat, and one from Campaigning, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Social
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Combat, one Advanced Combat Skill Block
- All Basic in Campaign, one Advanced Campaign Skill Block
- One Battle Magic school
- Alchemancy Ritual Magic, one Ritual Magic school

Paladin

Paladins are good in combat and have the ability to use Astra based magic while they fight.
Class Ability: The Paladin may use one other Weapon Style together with Alchemancy and one Battlemagic school at the same time.

Starting Skills: *Single Weapon, Spellcasting, Healing, Dispel. Choose one starting skill from Exploration, one from Campaigning, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Basic skill blocks in Combat
- Alchemancy; Lumimancy, Alluramancy and Machinamancy Battlemagic
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Social, one Advanced Social Skill Block
- Alchemancy Ritual Magic; Lumimancy, Alluramancy and Machinamancy Ritual Magic

Ranger

Rangers are good at using Wylde based magics while fighting.
Class Ability: The Ranger may use one other Weapon Style together with Alchemancy and one Battlemagic school at the same time.
Starting Skills: *Single Weapon, Spellcasting, Healing, Dispel. Choose one starting skill from Exploration, one from Campaigning, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Basic skill blocks in Combat
- Alchemancy; Gaiamancy, Malefimancy, Alluramancy Battlemagic
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Social, one Advanced Social Skill Block
- Alchemancy Ritual Magic; Gaiamancy, Malefimancy, Alluramancy Ritual Magic

Reaver

Reavers are good with sword and shield, and can use Umbra magics while fighting.
Class Ability: The Reaver may use one other Weapon Style together with Alchemancy and one Battlemagic school at the same time.
Starting Skills: *Single Weapon, Spellcasting, Healing, Dispel. Choose one starting skill from Exploration, one from Campaigning, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Basic skill blocks in Combat
- Alchemancy; Necromancy, Mechramancy, Malefimancy Battlemagic
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Social, one Advanced Social Skill Block
- Alchemancy Ritual Magic; Necromancy, Mechramancy, Malefimancy Ritual Magic

Ritualist

Rituals use secrets of the arcane to produce powerful, but slower and more subtle power.
Class Ability: Ritualists gain a +20% success chance to rituals.

Starting Skills: *Anchored Meditation, Foresight, Transmutation, Transformation. Choose one starting skill from Exploration, one from Campaigning, and one from Social, for a total of seven starting skills.*

Advancement Skill Blocks:
- Alchemancy Ritual Magic, Up to 6 Ritual Magic schools
- Alchemancy, up to 3 Battle Magic schools
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Combat, one Advanced Combat Skill Block
- All Basic in Social, one Advanced Social Skill Block

Rogue

Rogues are good at stealth, infiltration, dealing with traps and locks, and hiding.

Starting Skills: *Reconnaissance, Agile, Ingenuity, Cover Tracks. Choose one starting skill from Social, one from Combat, and one from Campaigning, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Exploration
- All Basic in Social, one Advanced Social Skill Block
- All Basic in Combat, one Advanced Combat Skill Block
- All Basic in Campaign, one Advanced Campaign Skill Block
- One Battle Magic school
- Alchemancy Ritual Magic, one Ritual Magic school

Warrior

Warriors excel at combat and martial skills. They have the potential to be good at all weapon styles.

Starting Skills: *Shield and Weapon, Dual Weapon, Large Weapon, Single Weapon. Choose one starting skill from Social, one from Exploration, and one from Campaigning, for a total of seven starting skills.*

Advancement Skill Blocks:
- All Combat
- All Basic in Social, one Advanced Social Skill Block
- All Basic in Exploration, one Advanced Exploration Skill Block
- All Basic in Campaign, one Advanced Campaign Skill Block
- One Battle Magic school
- Alchemancy Ritual Magic, one Ritual Magic school

Combat

In Combat, players use boffer weapons to strike one another, run and move actively around objectives, and may often come into close proximity to one another in aggressive situations. Sometimes projectiles are fired or thrown, and effects are delivered by throwing spell packets. For more powerful abilities, players can concentrate for short periods of time using Meditations.

Damage and Hits

Each weapon (or packet) hit to a legal region does 1 damage (if an effect is not called). Damage Subtracts 1 Health from the target. If the target is wearing Armor, it is subtracted first. A hit to the same body region twice in a row with a weapon does not count, unless a full second has passed before that region is struck. There are 5 regions: 2 arms, 2 legs (legs include feet) and the torso. Hits to the head, hands or groin are considered illegal attacks and do not count.

Health

When damage is taken, the Health total is reduced by 1 point per damage. The Heal effect will return a reduced Health total to full. Characters start with 4 Health, and this number can be increased by Armor or abilities. If a character reaches 0 health, they are Mortally Wounded.

Mortally Wounded

At 0 Health a character is Mortally Wounded, and begins a 60-Count, during this time they have an opportunity to receive a Heal. If they receive a Heal, they will need to make a System Shock count before acting normally (see below). After the 60 Count, they will enter a Dead state. A player should kneel or lay down to indicate they are Mortally Wounded. The character is unaware of everything around them, and the player should roleplay as such.

Dead

Once Dead, a character begins a 60-Count, during which time they have an opportunity to receive a Revive. The player should kneel or lie down and put their hands folded across their chest to indicate their character is Dead. If they receive a Revive, they will need to make a System Shock count before acting normally (see below). After the 60 Count, what happens next depends upon the lineage of the character.
- Incarna (and Risen) will regenerate, and return to 1 Health.
- Mortals will enter Spirit Form while their body stays behind. The player should stand up in spirit form and lay a corpse marker in the place where they died.

System Shock

A character coming out of Mortally Wounded or Dead will need a 10-count before being able to use any skills or abilities, or do anything but walk.

Killing Blow

A killing blow is an attack delivered to a Mortally Wounded character. The character enters a Dead state after a killing blow has been delivered. Killing blows are delivered on a 3-Count with a weapon ("killing blow-1, killing blow-2, killing blow-3").

Dissipate and Spirit Form

If a Risen or Incarance character receives a Dissipate effect while Dead, they will go right into spirit form while their body vanishes (mortals are not affected).

- After a mortal character has ended the Dead state count, they will place a corpse marker on the ground where they died, and stand up and go into Spirit Form.
- If an Incarna or Risen character has received the Dissipate effect during the Dead state count, the body of the character will vanish (called dissipation) and leave no corpse, and enter spirit form.

The player is now a spirit, and should cross their arms over their chest to indicate they are in Spirit Form. Mortal characters require Resurrection, and Incarana characters must find a focal point aligned with their Paradyne where they can remanifest.

Resurrection

This is a method of bringing back mortals who have a corpse. There really doesn't have to be much of the corpse left, so cutting people up isn't really effective. Resurrection requires a 60-Count before any skills can be used.

Combat Summary

- If you take enough damage to go to 0 Health, you are mortally wounded.
- A Mortally Wounded character begins a 60-Count. Afterwards, enter a Dead State.
- Heal brings a Mortally Wounded character to full Health (and consciousness).
- Killing Blow 3-Count to a Mortally Wounded character puts them in a Dead State.
- Dead State begins 60-count. Revive brings to 1 Health.
- Incarna and Risen in a Dead State are affected by Dissipate, mortals are not.
- After the Dead State ends:
  - Incarna and Risen regenerate.
  - Mortals enter spirit form and place a corpse marker on the ground.
- A character in spirit form can be Resurrected (mortal) or Remanifest (Incarna/Risen).
- If a character Resurrects, they return at 1 Health.

Meditations

Meditations are effects that can be activated after a 10 count (Meditation-10), and require the player to stand still with fists together and "concentrate". Any damage or effect taken breaks the

Meditation. Once the Meditation is completed, if it is applying a Support Ability or effect these must be applied by packet or touch within one second or the effect is lost. If the Meditation is applying a Defense, the defense lasts until used.

Weapon Rules

Any player may fight with a single small weapon without the use of a skill. Any player may use a legal ranged weapon while using any style. A player who has purchased a vestment for claws may use Claws without a style. Long weapons, two weapons together, or a large weapon all require the use of a style.

Construction

No swung weapon may have more than 1/3 of its overall length unpadded. Padded foam should be 3/4 " thickness pipe foam. Weapon tips must be padded with at least ½ of soft padding.

- Small Weapon / Claws 24"- 32" (requires one hand to use). Grip no longer than 8"- 9.5".
- Medium Weapon 33"- 46" (requires one hand to use). Grip no longer than 11"-15".
- Large Weapon 47" - 78" (requires two hands to use). Grip no longer than 14"- 26". The area between the grip and the striking area may have lighter padding, from 14' - 26". The
- Staff 48"-64", Grip in center no longer than 16"- 21".

Other weapons made from professional weapon makers may be allowed, and these will need approval per each manufacturer. Take a look on the website for more information.

Daggers and Ranged Weapons

These weapons are between 6 and 8 inches, and may not have a core of any kind. They must be made from materials that are soft and safely padded,as they may be thrown. Players should take care to avoid the head and not throw too hard at close range. Daggers and thrown weapons may not be used to parry, as they have no core. A style is not required to use a throwing weapon, and the player may only call effects from the style they are using that are limited to per combat effects (no Unlimited effects).

Guns and Bombs

Anyone using a style may use non magical guns or throw a non magical bomb (magical guns and bombs may only be used with the Alchemancy style). These items are limited to specific approved phys reps. Guns and bombs are a low rate of fire weapons, and will usually call effects that compensate for their rare use.

Claws

Claws are a pair of small weapon phys reps that require one hand each to use. They are considered attached to the character, and so may not be destroyed by environmental effects. They may also not be disarmed, and if the player drops one in combat, they may say "claw" and their opponent should give them a brief two seconds to pick up the phys rep before attacking.

Armor

Armor allows for a number of defenses that can be used to negate attacks, as well as adds armor points as a bonus on top of your health total. Defenses are described below.

The simple rules for armor:

- Each two armor piece phys rep counts as 1 Armor point.
- If an armor piece is two pieces connected together, it counts as 1 Armor point.
- No more than 1 Armor point may be counted on a body region (no matter the pieces).

Examples

1. Two bracers, covering each forearm would count as 1 Armor point.
2. A full jerkin (two pieces sewn together) counts as 1 Armor point.
3. A breastplate (front only) and a gorget would count as 1 Armor point
4. A coif on the head with a helm would count as 1 Armor point.
5. A coif, a gorget, a pauldron, and a vambrace would count as 2 Armor points.

If an armor piece overlaps with two areas, the wearer may choose which region counts. For example, a gorget covering the neck and upper torso could count for either. A pauldron on the shoulder could count for the arm or for the torso.When wearing armor for a style, the player may wear as much armor as they want, but may never have more points than the style allows, defined as follows:

Costume Armor: *Armor 1*.

Light Armor: *Armor 2*.

Medium Armor: *Armor 3*.

Heavy Armor: *Armor* 4-6.

Body Regions are Torso, Arms, Legs and Head. The **Repair** effect will return all lost Armor points. The Repair effect will also reset any used defenses granted by skills which give defenses to armor, or any effects granted by specially crafted armor.

Final Narrative Death

Legynds Apotheosis characters, by design, do not have "multiple" lives. Instead, it is basically impossible to involuntarily lose your character, as long as you have access to a method of returning to life. The penalty for death is more about failing to complete the objectives on an encounter, or losing play time. Completing objectives is very important, as this is how characters drive the story. Instead of pre-scripted outcomes, all storylines in *Legynds Apotheosis* have multiple outcomes, and it is the success or failure of characters in encounters that weighs the balance towards any given outcome. There is, however, a way for characters to meet final death. When a player feels strongly enough about making a permanent impact upon the world, they may notify the writing staff that they wish to enact their final death. The staff will work with the player to secretly write their final death into an encounter, and work with the player to determine what permanent impact their death will have upon the world.

Combat and Battlemagick Effects

Effects are one word out loud calls that create the effect on one target, that the target must then enact or roleplay them. They can be canceled by the Cancel effect. A character who is conscious may self cancel any effect on a 60-count, but each new effect applied to the target starts this count over.

Effect Durations

Effects last until the source of the effect or the target of the effect is Dead, or until a Cancel effect has been applied (including self Cancels).

The 10 Effects

Legynds uses a system of 10 special out loud calls that a player should learn in order to play in combat. Each has a keyword, and when the player is struck with a weapon or packet while the opponent has called an effect, the description of that effect should be played as accurately as possible. Some effects have a second keyword (such as Poison for Bleed). The effect works the same for both, but the keyword matters for cancels and defense effects. For example, if a target is hit by Poison, a Cancel Poison would be needed. This is done to allow flavor and variety, but avoid players needing to memorize too many similar effects.

Attract	Target must move towards the source of the effect and stay within a safe distance of them, wherever they go.
Bleed / Poison	Target takes 1 damage whenever they take a step.
Disable <Limb>	Target may not use the named limb (right arm, right leg, left arm, left leg). Disable All means that all limbs are affected.
Fear	Target may not attack the source of the Fear unless the source attacks the target.
Massive	The attack is considered a hit, even if blocked. When combined with an effect, the effect counts as though it had hit a legal region even if blocked.
Repel	Target must take 20 steps away from the source of the Repel. Effect ends when the steps have been taken.
Sunder	Target May not call effects with packets.
Taunt	Target may only attack the source of the Taunt when they are within 5 feet of the target.
Slow / Disease	The target may only take one step every three seconds.
Weakness	The target may not call effects with weapons (base hits only).

Defense Abilities

Defenses are used to negate effects. A defense is applied and then stays on the character until such time as they are ready to use it. When the player decides to use the defense, they call out the name of the defense to indicate that effect was countered.

1. Resist <effect> - user may negate a specified named effect
2. No Effect - the effect does not work on the target.
3. Dodge - user may negate a single ranged or packet effect.
4. Parry - user may negate a single melee effect.
5. Reduce -the *effect* is taken as a 1 damage.

Support Abilities

Support abilities are used to enhance characters or return them to a fully operational state once they have been wounded or had negative effects applied.

1. Cancel <effect> - Removes the named effect from the target.
2. Heal - Return all Health points. Does not work on a dead character.
3. Repair - Return all lost Armor Points and lost defenses to Armor.

Other Effects

Revive	Brings a Dead character to 1 Health.
Armor <x>	Adds +x Armor Points on top of the normal Health total of the character. These are the First points to be removed when damage is taken.
Dissipate	: A dead target ends their death count and immediately goes into Spirit Form.
Leap	In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.
Resurrect	Brings a mortal character in spirit form back to life at 1 Health. The character may not do anything for one minute except walk or talk weakly (no skills or abilities).
Diagnose	You may say, "Diagnose, what is your Health Total, and what effects are you under?". The player must respond truthfully.
Special Damage	In rare cases, damage will have a number associated with it (5 Damage), in which case that number is subtracted from Armor then Health. Damage may have a Paradyne associated with it, in which case the Paradyne will be replaced with the word damage, such as "Astra."

Fighting Styles

A fighting style is a combination of weapon phys reps used in larp combat. *Two fighting styles may not be used at the same time.* Effects are only delivered via the weapons listed with the style. The style will state which weapons can deliver which effects. If a player wants to change combat styles, they must engage in a one minute meditation outside or at the edge of the combat area.

Shield and Weapon: *Combat*

A style focused on holding objectives. Shield physically blocks better than any other style, and is by its nature the most defensive style. It also offers the best armor. A Shield blocks packets (spells).

Level	Skill	Description	Uses
1	**Shield and Weapon**	May fight with a shield and one handed small or medium weapon. May wear Heavy Armor.	Unlimited
2	**Taunt**	May deliver the ***Taunt*** effect with the one handed weapon.	Unlimited
3	**Shield Bash**	May call the ***Repel*** effect when your shield is struck by a melee weapon.	One time per combat
4	**Refit**	May apply the ***Repair*** effect to self only.	Meditation-10

Dual Weapon: *Combat*

Two Weapon has the highest rate of attack and can do the most number of hits, while still maintaining a defensive capability.

Level	Skill	Description	Uses
1	**Dual Weapon**	May fight with two one-handed small or medium weapons. May call effects with both. May wear Medium Armor.	Unlimited
2	**Weaken**	May call the ***Weakness*** effect.	Unlimited
3	**Deep Cut**	May call the ***Bleed*** effect. May use with thrown weapons.	One time per combat
4	**Refit**	May apply the ***Repair*** effect to self only.	Meditation-10

Large Weapon: *Combat*

Large Weapon style has the advantage of reach. This style works best when the user is highly mobile and can lock down opponents onto one location.

Level	Skill	Description	Uses
1	**Large Weapon**	May fight with a Large Weapon. All attacks require both hands. May wear Medium Armor.	Unlimited
2	**Crushing Blow**	May call the ***Massive*** effect.	Unlimited
3	**Crippling Blow**	May call the ***Slow*** effect. May use with thrown weapons.	One time per combat
4	**Refit**	May apply the **Repair** effect to self only.	Meditation-10

Alchemancy: *Combat*

Alchemancy uses "spell packets" as a thrown projectile. The player may also use a one handed weapon or staff, though this weapon may not call effects. The base style, Alchemancy, is a Combat style and thus may not be used at the same time as any other combat style.

Level	Skill	Description	Uses
1	**Single Weapon**	May fight with a single one handed small or medium melee weapon, or a staff. You may also Diagnose. May use magical guns and bombs. May wear Light Armor.	Unlimited
2	**Spell Casting**	May throw packets for 1 damage each. Effects may only be called with packets. "I smite you with *Damage*."	Unlimited
3	**Healing**	May call the ***Heal*** effect. "I restore you to health, *Heal"*	Meditation-10
4	**Dispel**	May call the ***Cancel <effect>.*** "I dispel this magic, *Cancel <effect>"*	Meditation-10

Advanced Fighting Styles

Advanced styles are extensions of the normal basic fighting styles and have one or more of the basic styles as a prerequisite An advanced style increases the abilities of the basic style and does not count as a separate style.

Shield and Weapon (Advanced): *Combat*

Level	Skill	Description	Uses
1	**Shield Bash-2**	May call the ***Repel*** effect when their shield is struck by a melee weapon against the attacker.	A second time per combat
2	**Push Onward**	Gain a single ***Reduce*** while wearing Heavy Armor. This ability is returned by the Refit skill.	Meditation-10
3	**Shield Bash-3**	May call the ***Repel*** effect against the attacker when your shield is struck by a melee weapon.	A third time per combat
4	**Shield and Weapon Battle Respite**	The player may reset all of their *per combat* skills within the weapon style.	Meditation-10

Dual Weapon (Advanced): *Combat*

Level	Skill	Description	Uses
1	**Deeper Cut**	May call the ***Bleed*** effect. May use with thrown weapons.	A second time per combat
2	**Offhand Parry**	Gain a ***Parry*** while wearing Medium Armor. This ability is returned by Refit.	Meditation-10
3	**Deepest Cut**	May call the ***Bleed*** effect. May use with thrown	A third time per

		weapons.	combat
4	**Dual Weapon Battle Respite**	Player may reset all of your Dual Weapon per combat skills within the Dual Weapon style	Meditation-10

Large Weapon (Advanced): *Combat*

Level	Skill	Description	Uses
1	**Crippling Blow-2**	May call the ***Slow*** effect. May use with thrown weapons.	A second time per combat
2	**Quick Foot**	Gain a ***Dodge*** while wearing Medium Armor. This ability is returned by Refit.	Meditation-10
3	**Crippling Blow-3**	May call the ***Slow*** effect. May use with thrown weapons.	A third time per combat
4	**Large Weapon Battle Respite**	Player may reset all of their per combat skills within the weapon style	Meditation-10

Battlemagick

Battlemagick uses spell packets as a thrown projectile to generate effects. In order to use Battlemagic, the player must be using the Alchemancy combat style, and may only use *one* Battlemagic school at a time. Thus, a player could use Alchemancy style with the Gaiamancy school, or the Alchemancy style and the Necromancy school, but not Necromancy and Gaiamancy together. If a player wants to change their Battlemagic school, they must engage in a 10-Count Meditation outside of the combat area.

Alchemancy is the prerequisite skill for all schools of Battlemagic. When purchasing skills for schools of Battlemagic, primary schools must be purchased first, and then secondary schools connected to that primary school may be purchased. Thus you need one primary school to buy a connected secondary school. The diagram illustrates the prerequisites with arrows indicating the order in which schools may be purchased.

Gaiamancy: *Battlemagick*

Level	Skill	Description	Uses
1	**Strengthen**	May call the ***Cancel Weakness*** effect. "I dispel this magic, Cancel *Weakness*"	x2 per combat
2	**Entangle**	May call the ***Slow*** effect. "With the power of Wylde, *Slow.*"	x2 per combat
3	**Elemental Blast**	MThe player may call the **Massive** effect with their next 3 packets in a row, called within 1 second of each other. "With the power of Wylde, *Massive, Massive, Massive*".	x2 per combat
4	**Greater Elemental Blast**	The player may call the **Massive** effect with their next 5 packets in a row, called within 1 second of each other. "With the power of Wylde, *Massive, Massive, Massive, Massive, Massive*".	x2 per combat

Necromancy: *Battlemagick*

Level	Skill	Description	Uses
1	**Disease**	May call the ***Disease*** effect two times in a combat. "With the power of Umbra, *Disease*"	x2 per combat
2	**Deadly Disease**	May call the ***Disease*** effect twice in a row. "With the power of Umbra, *Disease, Disease*"	x2 per combat
3	**Wither Limb**	May call the ***Disable Leg*** effect two times in a combat. "With the power of Umbra, *Disable <Limb>*"	x2 per combat
4	**Withering Blast**	May call the ***Disable All*** effect. "With the power of Umbra, *Disable All*"	x2 per combat

Arcamancy: *Battlemagick*

Level	Skill	Description	Uses

1	**Calm the Mind**	May call the **Cancel Taunt** effect. "I dispel this magic, *Cancel Taunt*"	x2 per combat
2	**Numbness**	May call the **Sunder** effect. "With the power of Weave, *Sunder*"	x2 per combat
3	**Demoralize**	May call the **Weakness** effect. "With the power of Weave, *Weakness.*"	x2 per combat
4	**Numb the Mind**	May call the **Sunder** effect twice in a row. "With the power of Weave, *Sunder, Sunder*"	x2 per combat

Lumimancy: *Battlemagick*

Level	Skill	Description	Uses
1	**Speed**	May call the **Cancel Slow** effect. "I dispel this magic, *Cancel Slow.*"	x2 per combat
2	**Healing Light**	May call the **Heal** effect. "With the power of Astra, *Heal.*"	x2 per combat
3	**Mend the Flesh**	May call the **Cancel Bleed** effect. "I dispel this magic, *Cancel Bleed.*"	x2 per combat
4	**Restore**	May call the **Cancel <effect>** twice, choosing any two effects of choice. "With the power of Astra, *Cancel <effect>, Cancel <effect>*"	x2 per combat

Alluramancy: *Battlemagic*

Level	Skill	Description	Uses
1	**Happy Thoughts**	May call the **Cancel Fear** effect. "I dispel this magic, *Cancel Fear.*"	x2 per combat
2	**Lure**	May call the **Attract** effect. "With the power of Astra-Wylde *Attract.*"	x2 per combat
3	**Inspiring Winds**	May call the **Cancel Repel** effect. "I dispel this magic, *Cancel Repel.*"	x2 per combat
4	**Entrance**	May call the **Attract** effect twice in a row. "With the power of Astra-Wylde, *Attract, Attract.*"	x2 per combat

Machinamancy: *Battlemagic*

Level	Skill	Description	Uses
1	**Cure Disease**	May call the **Cancel Disease** effect. "I dispel this magic, *Cancel Disease.*"	x2 per combat
2	**Restore Limb**	May call the **Cancel Disable** effect. "I dispel this magic, Cancel Disable."	x2 per combat

Level	Skill	Description	Uses
3	Cure Poison	May call the **Cancel Poison** effect. "I dispel this magic, *Cancel Poison.*"	x2 per combat
4	Arc-Lightning	"With the power of Astra-Weave, *Massive, Massive, Massive, Massive.*"	x2 per combat

Malefimancy: *Battlemagic*

Level	Skill	Description	Uses
1	Mockery	May call the **Taunt** effect. "With the power of Umbra-Wylde, *Taunt.*"	x2 per combat
2	Intimidate	May call the **Fear** effect. "With the power of Umbra-Wylde, *Fear.*"	x2 per combat
3	Poison	May call the **Poison** effect. "With the power of Umbra-Wylde, *Poison.*"	x2 per combat
4	Deadly Poison	May call the **Poison** effect twice in a row. "With the power of Umbra-Wylde, *Poison, Poison.*"	x2 per combat

Mechramancy: *Battlemagic*

Level	Skill	Description	Uses
1	Resolve	May call the ***Cancel Attract*** effect. "I dispel this magic, *Cancel Attract*"	x2 per combat
2	Resilience	May call the ***Cancel Sunder*** effect. "I dispel this magic, *Cancel Sunder*"	x2 per combat
4	Ash Cloud	May call the ***Repel*** effect as a double effect. "With the power of Umbra-Weave, *Repel, Repel.*"	x2 per combat
3	Magma Burn	May call the **Bleed** effect twice. "With the power of Umbra-Weave, *Bleed, Bleed.*"	x2 per combat

Exploration

The Exploration play style is all about quietly sneaking into places, often requiring feats of agility. Players will encounter physical and mental challenges, and be asked to gain and escape with valuable information or items without being caught. Combat skills are unimportant, as discovery usually results in immediate failure or even death. There are four play styles within exploration: scouting, interaction, agility and stealth. A player may only use one exploration style at a time, and may only change styles after a one minute meditation at a location designated by the marshal.

Scouting

Marshals will generally allow a player to access secret information about an encounter before the actual encounter has begun. During encounters, a search may be required to locate something, and scouting will speed up this process. Sometimes tracks can be found on adventures, allowing the character to follow them. In some cases, magical residue may lead to clues about events that have occurred in the area.

Interaction

During an adventure, a character may be faced with physical challenges. These challenges may include picking a lock or similar device, decoding a message, disarming a trap, or working through a puzzle. These challenges can always be attempted by any player, but interaction skills can greatly speed up this process, give needed clues, or allow for failures to be attempted again.

Agility

Often encounters require the player to actually perform physical feats, such as jumping from place to place, balancing along a line, outrunning an opponent, or completing a physical dexterity challenge. Agility skills allow a player to recover from failure or reduce the difficulty of these challenges.

Stealth

Adventures often require players to avoid being seen, leave a scenario without exposure or anyone knowing they were there. This can involve countering trackers, staying hidden, and or even appearing like someone else. This generally involves NPCs such as guards or scouts.

Exploration Styles

Scouting: *Exploration*

Name	Description	Uses
Reconnaissance	May confer with a marshal before entering an encounter area to ask questions about what they can see from the starting location of the encounter.	Once at the start of encounter
Tracking	Allows the character to follow the tracks of another being or device.	10-Count Meditation
Search	In adventure scenarios with a marshal, may be used for better or more complete search of a single object.	Once per encounter
Sense	The character may see signs or aspects of one or more magical influences from Tempus, Astra, Umbra, Wylde or Weave.	10-Count Meditation

Agility: *Exploration*

Name	Description	Uses
Agile	In exploration scenarios, the player may gain additional distance when facing environmental challenges. The player gains one additional step or distance unit when jumping, falling, running or climbing.	Once per encounter
Balance	In adventure scenarios with a Marshal, the player may take a "do-over" when facing balance challenges.	Once per encounter
Evade	In adventure scenarios, the character may attempt to outrun aggressors; if the player makes it to a location designated by the marshal, the pursuers are considered to have lost the character. The character may not return to the encounter.	Once per encounter
Dexterous	In exploration encounters, the player may take a "do-over" when facing dexterity challenges.	Once per encounter

Interaction: *Exploration*

Name	Description	Uses
Ingenuity	Aids the character in solving puzzle challenges by asking the marshal for one clue.	Unlimited
Disarm Traps	Aids in the disarming of simple traps. The trap may be destroyed in the process, but it may be able to be salvaged. Inform the marshal you are using this skill for aid specific to the trap.	Unlimited
Lock Picking	Aids in the opening of simple locks. Inform the marshal you are using this skill for aid specific to the lock.	10-Count Meditation
Decipher	Aids the character when decoding encrypted messages. You may ask the marshal for one clue.	Once per encounter

Stealth: *Exploration*

Name	Description	Uses
Cover Tracks	The character is able to limit his or her ability to be tracked by declaring that their tracks have been covered. This is a counter to the Tracking skill.	Once per encounter
Camouflage	Allows the character to Hide in Woods or natural terrain. The player indicates this by hands crossed over their chest. The character must count "Coming out of Hiding-1, Coming out of Hiding-2, Coming out of Hiding-3" when leaving this state. The character cannot be seen without special sight.	10-Count Meditation
Hide in Shadows	The character may Hide in Shadows. The player indicates this by hands behind head with arms up. The character must count "Coming out of Shadows-1, Coming out of Shadows-2, Coming out of Shadows-3" when leaving this state. The character cannot be seen without special sight.	10-Count Meditation
Disguise	The character can make themself look different, but from the same culture. The character is so convincing that no one has any idea who they really are (this idea extends out of play—they may tell others they are playing someone other than their character).	Once per encounter

Advanced Scouting: *Exploration*

Name	Description	Uses
Deep Reconnaissance	May briefly enter the entrance to an encounter area to ask questions about what they can see from the just past the starting location of the encounter (marshal discretion).	Once per encounter
Magical Tracking	Allows the character to follow the magical tracks of another being.	10-Count Meditation
Advanced Search	In adventure scenarios with a marshal, may be used for better or more complete search of a single room or designated location.	Once per encounter
Aethyr Sight	The character may see things that are hidden within the aether.	Once per encounter

Advanced Agility: *Exploration*

Name	Description	Uses
Very Agile	In exploration scenarios, the player may gain additional distance when facing environmental challenges. The player gains a second additional step or distance unit when jumping, falling, running or climbing.	Once per encounter
Excellent Balance	In adventure scenarios with a Marshal, the player may take another "do-over" when facing balance challenges.	A second time per encounter.
Double Back	The player may return to the encounter after using the Evade skill.	Once per encounter
Very Dexterous	In exploration encounters, the player may take another "do-over" when facing dexterity challenges.	A second time per encounter.

Advanced Interaction: *Exploration*

Name	Description	Uses
Disarm Complex Traps	Skill allows for the disarming of complex traps. The trap may be destroyed in the process, but it may be able to be salvaged.	Unlimited
Complex Lock Picking	Allows the character to open complex locks.	Unlimited
Inventive	Aids the character in solving complex puzzle challenges. You may ask the marshal for one clue.	Unlimited
Set Trap	This skill allows the player to set and arm traps.	Unlimited

Advanced Stealth: *Exploration*

Name	Description	Uses
Move in Shadows	The character is able to take 10 steps while using Hide in Shadows.	Once per encounter
Move Unseen	The character is able to take 10 steps while using Camouflage.	Once per encounter
Smuggle	The character has a separate approved pouch for smuggling items. This pouch may not be searched, and must be ignored as if it were cleverly hidden. Only the smuggler may access the container, unless he or she gives permission to another person with the smuggling skill permission.	One item at a time in the pouch.
Illusionary Disguise	The character can make themself look different, but of a different culture. The character is so convincing that no one has any idea who they really are (this idea extends out of play—they may tell others they are playing someone other than their character).	Once per encounter

Social Interaction

In Social Interaction, players use language and human interaction skills to convince NPCs to go along with an agenda. This involves both talking and a willingness to understand and research communication styles and accepted in-game cultural norms. This is done during a social encounter, in which the player delivers a series of social statements in order to impact the NPC.

Agendas

Before a social encounter, a player must have an agenda,(i.e. the request or objective they are trying to accomplish in the social encounter). The difficulty of the encounter is based upon the agenda, so the marshal must know ahead of time what agenda is being attempted.

Social Statements

Social Statements are sentences used to impact or influence an NPC. Roleplaying with an NPC may be normal conversational statements, but they have no influential power. A social statement is a deliberate attempt to influence the NPC. Each player has a limited number, and they require a player to roleplay and speak appropriately in a convincing manner, in one of four roleplaying styles. They can be flubbed if the statement was not roleplayed properly in the style.

Power

Each social statement has a power rating that represents its level of influence. A statement must be powerful enough to overcome the resistance of the NPC for it to have influence.

NPC Resistance

Each time a player makes a social statement, the NPC will respond in some way. When they do so, they will likely show some level of resistance to the player. In other words, they do not simply intend to acquiesce to the player's agenda at first go. The NPC resistance is a specific threshold number, and must be exceeded by the power of the social statement. Each time this threshold is exceeded, the statement counts as a success. After enough successes (varying by the NPC difficulty), the NPC is open to the Agenda.

Agenda Rating

The Agenda Rating represents the difficulty of the agenda - the number of successes that are required for the agenda statement to work. Each success counts toward the Agenda Rating.

Stating the Agenda

At some point in the conversation, a player will state what it is they want - called Stating the Agenda. A player can state their agenda with any social statement, and should let the marshal know they are making an Agenda Statement. If the number of successes meets the Agenda Rating, the agenda will be successful. If it is not, the Agenda fails and a success is lost.

Social Modifiers

A great many things can modify the social statements, such as an NPCs reactions, the nature of the relationships with the players, good costuming, cultural conventions, and even committing a faux pas or an offense against the NPC.

NPC Reaction Statements

Each time a social statement is made, the NPC may have a special reaction. This will come in the form of some kind of statement or dialogue. Reactions increase the resistance of the NPC for one statement. They are almost always specific to style (+1 Threshold vs Assertive, etc.).

Relationships

Each social encounter will begin with the marshal defining the relationship between the character(s) and the NPC(s). Each social style has an advantage in a different relationship, so it is important for the player to choose the right social style to best engage an NPC based upon the relationship. The relationship types are: Dominant, Friendly, Equitable.

Costuming

Vestments and Good costuming can add a Power bonus to Normal social statements. For example, a fancy hat might offer a +1 Power once per encounter. A player indicates they wish to use the bonus for the statement by touching the item in a natural way as possible (tipping a hat, etc). Some very rare costuming items are specific to the type of statement, NPC or social encounter, but must be crafted in game. For example, a shiny Alchemancers robe might only offer a +1 bonus to Logical Statements, or in encounters with the Order of Royal Alchemancers.

Cultural Conventions and Gifts

Each culture has its own set of conventions. It is important for a good social player to know the cultural conventions of the NPC they are interacting with, such as the proper way to greet them. Some NPCs are fond of gifts; this may be based upon the culture, or personal to the NPC. A successful convention will give the NPC -1 to their Resistance Threshold for the next statement.

Faux Pas

A faux pas occurs when a player fails to perform a certain social convention or gets one completely wrong. A Faux Pas will give the NPC +1 to their Resistance Threshold for the next social statement. Multiple Faux Pas stack!

Insults and Grievances and Grudges

Whenever a player insults or offends an NPC in a social encounter, the NPC gains a grievance. A grievance is free +3 Resistance Statement that the NPC can save to use when they like. Grievances accumulate and stack! If a social encounter is failed while the NPC has one or more Grievances, they may hold a grudge. Grudges are bad!

Social Styles

Tactful: *Social*

Tactful style uses agreeable, empathic, cooperative and conciliatory statements. They ask insightful questions and listen a lot to learn about people. They are respectful, show sensitivity to the feelings of others, are nurturing, calm and understanding.

Tactful Statement Guidelines:
- A question showing interest in them or their subject matter.
- Agreeing heartily with something the NPC said to do or says.
- An empathetic, soothing or sensitive statement when they express something.

Name	Description	Uses
Tactful Statement	Gain a Power 2 Style statement that must be spoken in the Tactful style. This statement may be used as a Normal statement for Power 1.	per encounter
Tactful Statement-2	Gain a second Power 2 Style statement that must be spoken in the Tactful style. This statement may be used as a Normal statement for Power 1.	per encounter
Tactful Statement-3	Gain a third Power 2 Style statement that must be spoken in the Tactful style. This statement may be used as a Normal statement for Power 1.	per encounter
Too Soon	Gain a Power 3 Special Statement that must be spoken in the Tactful style. You must use the keywords, "*Too soon...*" after a failed attempt at an Agenda Statement. The penalty for the failed Agenda statement is removed.	per encounter

Advanced Tactful: *Social*

Name	Description	Uses
Recover	Gain a Power 3 Special statement in the Tactful Style. Right after a faux pas has been committed, you may negate the penalty for that faux pas. You must use the Keyword *"Faux Pas"* in context.	per encounter
Apologize	Gain a Power 3 Special statement in the Tactful Style. Right after an Insult has been made, you may negate the penalty for that Insult. You must use the Keyword *"Apologize"* in context.	per encounter
Humble	Gain a Power 5 Relationship statement that must be spoken in the Tactful style. May only be used when the NPC is Dominant in the Relationship. You must use the keyword Dominant in a context indicating the NPC is in charge.	per encounter
Placate	Gain a Power 4 Impact Statement that must use the current relationship type as a keyword, followed by the Dominant keyword indicating the NPC should be recognized as the authority. If the statement is successful, the NPC becomes Dominant in the relationship. Must Use the Tactful style.	per encounter

Assertive: *Social (Direct)*

Assertive style uses controlling, demanding imperatives to control the conversation. They are at a bonus when they are in a relationship where they are Dominant.

Assertive Statement Guidelines:
- A demand for something
- Confidence or arrogance on the subject being discussed
- Unsolicited advice to the NPC
- Strong vocal opinions on any subject, even controversial ones

Name	Description	Uses
Assertive Statement	Gain a Power 2 Style statement that must be spoken in the Assertive style. This statement may be used as a Normal statement for Power 1.	per encounter
Assertive Statement-2	Gain a second Power 2 Style statement that must be spoken in the Assertive style. This statement may be used as a Normal statement for Power 1.	per encounter
Assertive Statement-3	Gain a third Power 2 Style statement that must be spoken in the Assertive style. This statement may be used as a Normal statement for Power 1.	per encounter
Direct	Gain a Power 3 Special statement in the Assertive Style. The player may make an Agenda Statement, and if the Statement fails, the Agenda Total is not reset. Must use the keyword *direct* in context, as well as the *agenda* keyword.	per encounter

Advanced Assertive: *Social*

Name	Description	Uses
Take My Advice	Gain a Power 3 Special statement in the Assertive Style. The player can offer unsolicited advice to the NPC on the subject at hand. Must use the phrase "*Take my advice*" in context. This statement cannot cause an Insult. Gain a Power 1 statement.	per encounter
State My Opinion	Gain a Power 3 Special statement in the Assertive Style. The player may render a strong opinion on any subject, and not cause a faux paus. The player must use the keyword phrase "*state my opinion"* in context. Gain a Power 1 statement.	per encounter
Dominant	Gain a Power 5 Relationship statement that must be spoken in the Assertive style. May only be used when the PC is Dominant in the Relationship. You must use the keyword "Dominant" in a context indicating the PC is in charge.	per encounter
Dominate	Gain a Power 4 Impact Statement that must use the current relationship type as a keyword, followed by the "Dominant" keyword indicating the PC should be recognized as the authority. If the statement is successful, the PC becomes Dominant in the relationship. Must use the Assertive Style.	per encounter

Logical: *Social*

This approach uses logic and facts to win debates. They often play Devil's advocate, remaining stoic and detached, attempting to trap opponents in contradictions. They are at a bonus in Equitable relationships.

Logical Statement Guidelines:
- Attempt to show objective reasons or clear facts
- Playing devil's advocate or initiating a debate
- Stoic or detached observations or emotionless commentary

Name	Description	Uses
Logical Statement	Gain a Power 2 Style statement that must be spoken in the Logical style. This statement may be used as a Normal statement for Power 1.	per encounter
Logical Statement-2	Gain a second Power 2 Style statement that must be spoken in the Logical style. This statement may be used as a Normal statement for Power 1.	per encounter
Logical Statement-3	Gain a third Power 2 Style statement that must be spoken in the Logical style. This statement may be used as a Normal statement for Power 1.	per encounter
Knowledgeable	Gain a Power 3 Special statement in the Logical Style. The Player makes a statement offering knowledge on the subject being discussed. If the NPC responds, Gain a Power 1 Normal Statement for the encounter. Must use the keyword "*Knowledgeable*".	per encounter

Advanced Logical: *Social*

Name	Description	Uses
Debate	Gain a Power 3 Special statement in the Logical Style. The player makes a counterpoint to something said by the NPC. If the NPC responds in agreement, gain a Normal Power 1 Normal Statement for the encounter. Both statements must use the keyword *"Debate"*. No more statements are gained after the second statement.	per encounter
Label	Gain a Power 3 Special Statement that must be spoken in the Logical style. You must use the keywords, "*Seems like...*" and then make an objective observation about the NPC's emotional state. (Ex: "It *seems like* that is really frustrating for you.") Gain a Power 1 Normal Statement.	per encounter
Calculating	Gain a Power 5 Relationship statement that must be spoken in the Logical style. May only be used when the NPC is Dominant in the Relationship. You must use the keyword "Equitable" in a context.	per encounter
Objective	Gain a Power 4 Impact Statement that must use the current relationship type as a keyword, followed by the "Equitable" keyword. If the statement is successful, the relationship becomes Equitable. Must use Logical Style.	per encounter

Charming: *Social*

Charming characters use humour, wit, and flattery to break the ice and attempt to create a lighthearted mood. They are at a bonus in Friendly relationships.

Charming Statement Guidelines:
- Funny or humorous statements such as jokes
- Witty rapport or non scathing sarcasm
- Flattering remarks

Name	Description	Uses
Charming Statement	Gain a Power 2 Style statement that must be spoken in the Charming style. This statement may be used as a Normal statement for Power 1.	per encounter
Charming Statement-2	Gain a second Power 2 Style statement that must be spoken in the Charming style. This statement may be used as a Normal statement for Power 1.	per encounter
Charming Statement-3	Gain a third Power 2 Style statement that must be spoken in the Charming style. This statement may be used as a Normal statement for Power 1.	per encounter
Compliment	Gain a Power 3 Special statement in the Charming Style. The player makes a flattering remark, which the NPC legitimately finds genuine. The NPC has -1 Resistance Threshold to the next statement in the encounter. Must use the "A*dmire*" keyword.	per encounter

Advanced Charming: *Social*

Name	Description	Uses
Flattering	Gain a Power 3 Special statement in the Charming Style. The player makes a flattering remark, which the NPC legitimately finds genuine. The NPC has -1 Resistance Threshold to the next statement in the encounter. Must use the "*Adore*" keyword.	per encounter
Mirror	Gain a Power 3 Special statement. Choose 2 or 3 words of importance in the NPC's sentence and repeat them back in the form of a question, in the Charming style. (NPC: "We're having a lot of trouble with bandits around here." Mirror: "Trouble with bandits?") If the NPC speaks in response, the NPC is at -1 Threshold to the next statement in the encounter.	per encounter
Delightful	Gain a Power 5 Relationship statement that must be spoken in the Charming style. May only be used when the NPC is Friendly in the Relationship. You must use the keyword "Friendly" in a context.	per encounter
Likeable	Gain a Power 4 Impact Statement that must use the current relationship type as a keyword, followed by the "Friendly" keyword. If the statement is successful, the relationship becomes Friendly. Must use Charming Style.	per encounter

Statement Delivery

When using a social statement, a player must use the correct delivery for that statement, including hand gestures, voice tone, and any keywords necessary. This will allow the marshal and the NPC to know everything they need to know about the statement.

Gestures

Normal: One hand palmed over the other in a fist, held at the solar plexus.
Assertive: Palms vertical facing each other, hands forward pointing at the NPC.
Charming: Palms open and out, hands up facing upward, fingers open, friendly gestures.
Tactful: Palms down or inward, can be overlapped over abdomen or heart.
Logical: Hands together with fingers touching upright.

Intonation and Tone of Voice

Normal: Unassuming, do not speak similarly to another style.
Assertive: Commanding, confident, arrogant.
Charming: Playful, emphatic, dramatic.
Tactful: Calming, soothing, soft spoken, "late night DJ voice".
Logical: Unemotional and even monotone, analytic.

Keywords

Many statements have keywords or phrases. These words or phrases must be worked into the statement in a convincing manner. In addition, they should be strongly emphasized even if it would seem odd in normal conversation. ("I really must *compliment* that fine hat".)

NPC responses

The person playing the NPC should try and let the players know if a statement has failed. The following indicates statement failure:
Gesture: Hand held up, palm outward. Arms folded across the chest.
Words: Absolute disdain or disagreement (No, I do not care, you are irrelevant, you bore me).

Success

Words: Leading words (go on…, I'm listening...) or agreement (I see your point, agreed), or hesitation that indicates partial agreement (I would like to but I just cant right now, etc).
Gesture: Rubbing chin, scratching head, facial expressions indicating considering the words.

Campaigning

The Campaign system is a way for players to explore new territory and claim land and estates for resource gathering. In addition, it can be used to set up encounters and modules through advanced intel and planning. It is played on a hex grid map, with players controlling pawns who perform various tasks, using turns at a macro scale. At the end of these turns, modules or encounters may be required to execute the details in a "hands on" manner.

The Campaign Map

In the center of Eldross, in the Land of Asharen, is a location known to only a few that contains a powerful artifact called the Tabula Mundi. It is literally a living map that can be used to interact with the world of Eldross, and more recently it has been discovered to allow interaction with the multiverse beyond the Nexxus. Most commonly called the "campaign map", it has the power to teleport individuals to real physical locations when used properly. Powerful heroes can transport themselves to such locations if the need is great enough, though they generally prefer to send hirelings for most jobs.

Hirelings

Hirelings are individuals that campaigners can assign actions in order to carry actions and represent their interest through the campaign map.

Builder		Builds improvements and controls transports. Improvements are buildings, structures, transports and the like.
Gatherer		Discovers and gathers useful resources.
Scout		Explores surrounding hexes, moves through difficult terrain.
Soldier		Looks for threats and fights enemy threats, protecting other hirelings.

Campaign Turns

The Campaign System is executed in turns. One turn might take some time to execute, and results of that turn (or a series of turns) may take time to process, so players should expect a limited number of turns in an event. Turns are further broken down into phases: *Upkeep > Income > Movement > Actions > Threats > Results.*

Upkeep

Upkeep must be paid every turn during the upkeep. If not paid, the improvement becomes dormant and cannot be used until paid. If upkeep has not been paid within 5 turns, the improvement is destroyed.

Income

Any resources earned from Improvements or Sources happen during this phase.

Movement

A hireling may move one hex in any direction each turn. If they are on a mount, they may move 2 hexes, and if on a transport, may move 3 hexes.
Carrying Resources: A hireling may carry one of any resource while moving. Transports may carry up to 10 resources and one hireling.

Actions

Players get actions from Campaign Style skills, and they assign those actions to hirelings. A player may only use one Style per turn, though a player can assign any number of actions allowed by all skills they have purchased in the Style they are using.

Enemy Threats

After players have assigned actions for the turn, hostile threats may move into an adjacent hex on the map. When a threat enters a hex it may fight or it may raid. When raiding it may do one:
- Steal 1-3 of resources. After it consumes 10 resources, it will spawn another threat.
- Attack an improvement (With a chance to damage or destroy based on the threat type).

When fighting, the threat will attack a random hireling in the hex. A soldier will draw the attack of an enemy to itself and the threat will not attack any other hireling in the combat phase. The enemy threat will also not advance to another hex. A soldier automatically defeats a threat in it's hex if it's power rating is higher than the threat. If a hireling is killed by a threat, it may be respawned at a manifestation focal point at the beginning of the following turn.

Results

Most actions are declared in the Actions phase, but results are not known until this phase. Thus a Soldier might Take Watch but will not know the results of the action until the end of the turn, representing the time it takes to complete the various actions. During this phase, a marshal will let the players know about any results of their actions and the behavior of all threats.

Map Interaction

Terrain

Each Hex is designated with a different terrain type, which increases the number of movement points it takes to get through the hex. The Walk skill of the appropriate type will negate the penalty.

Terrain	Move	Walk
Swamp	3	Swamp Walk
Forest	2	Timber Walk
Jungle	2	Timber Walk
River	3	Water Walk
Lake	2	Water Walk
Canyon	4	Highland Walk
Mountain	3	Highland Walk
Hills	2	Highland Walk
Plains/Savannah	1	None
Barren / Desert	2	Desert
Magical	varies	Aether

Resources

Resources are produced from Improvements, or are gathered as an action by gatherers.

- Food
- Arms
- Stone
- Ore
- Lumber
- Coin
- Magic

Sources: Sources are permanent locations on a hex that have a chance to randomly generate resources on their own each turn in the Income phase. They are highly specific, and they last one event unless extended.

Improvements

Improvement	Icon	Description
Lumber Mill		Produces **lumber** in a hex that contains trees & extends a lumber source to 3 events. Each Tier produces an additional resource. Creates 1d3 of lumber per turn.
Quarry		Produces **stone** in a hex that contains rocks & extends a mining source to 3 events. Each Tier produces an additional resource. Creates 1d3 of Stone per turn
Mine		Produces **ore** in a hex that contains rocks & extends a mining source to 3 events. Each Tier produces an additional resource. Creates 1d3 of Stone per turn
Farm		Produces **food** in a hex that contains good soil & extends an apothecary source to 3 events. Each Tier produces an additional resource. Creates 1d3 of Food per turn
Smithy		Produces **arms** (Requires ore). Each Tier produces an additional resource. Converts 1 ore to 1d3 Arms
Barracks		Defensive structure with power rating-1.
Watchtower		Grants one Take Watch action (2 hex radius if a soldier is present).
Road		Makes movement in a hex normal, ignoring terrain penalties.
Trading House		Buys and sells resources. This is only limited by the resources and coins that the trading post has. Buys a resource for 1 coin and sells resources for 2 coins. The owner of the trading post may disband the trading post at any time, and gather the resources.
Bridge		Acts as a road, but may span a river or ravine.
Transport		May transport 10 units and 1 person. Movement 3.
Stable		May produce a horse for 3 a food. Horses may be added to any pawn to increase their movement by 1 hex. This gives the pawn an upkeep of 1 food per 5 turns. (per event)
Shipyard		Produces ships and airships (Requires stone, and lumber).

Campaign Styles

A player may only use Campaign style during a turn, but may choose to purchase multiple styles and switch between them between each turn.

Military: *Campaign*

Military	Description	Uses
Engage	Gain 1 Soldier Hireling the first time you purchase this skill. Once per turn, you may force all threats in your hex to engage the Soldier in the Threats phase.	Per Turn
Take Watch	May reveal all threats in a one hex radius.	Per Turn
Entrench	May double power rating; may not do this in a turn the Soldier moves.	Every 3 Turns
Force March	May increase move to 5 once in the encounter.	Per Event

Construction: *Campaign*

Construction	Description	Uses
Build	Gain 1 Builder Hireling the first time you purchase this skill. Once per turn, you may have one of your Builders build a *Tier 1* Improvement.	Per Turn
Transport	Gain 1 Transport the first time you purchase this skill. May operate up to one transport (carries 10 resources and 1 pawn).	Per Turn
Cut Corners	Reduce the cost to build an improvement by one resource.	Every 3 Turns
Speed Burst	Double transport movement speed for one turn.	Per Event

Acquisition: *Campaign*

Acquisition	Description	Uses
Gather	Gain 1 Gatherer Hireling the first time you purchase this skill. Once per turn, you may have your Gatherers gather a Common resource from a hex they are in, where available.	Per Turn
Prospect	May prospect a hex to find Common resource sources at a 60% chance.	Per Turn
Increased Gathering	Gain 2 additional Common resources.	Every 3 Turns
Double Yield	Gain 200% of maximum yield of a Common resource from an improvement.	Per Event

Cartography: *Campaign*

Cartography	Description	Uses
Scouting	Gain 1 Scout hireling that comes with its own dedicated mount the first time you purchase this skill. Once per turn, you may have one of your Scouts identify features of the land as well as vegetation, weather, creatures and hazards in a single Hex they are in. This action produces a map.	Per Turn
Terrain Walk	Your hirelings may walk at full movement through terrain. Choose one: forest/jungle, mountain/rocky, swamp, tundra/ice, desert (or any other type where movement is hindered).	Per Turn
Follow Tracks	Ability to track and identify creatures and animals in the hex. May make a free move into any hex in the direction where the tracks have been identified.	Every 3 Turns
Infiltration	May not be attacked or seen by normal means. May not use a mount, may not carry anything. Lasts until the user wishes to reveal themselves.	Per Event

Advanced Campaign Styles

Advanced Military: *Campaign*

Military	Description	Uses
Aggressive Engagement	May force all threats in an adjacent hex to move and engage you in the Threats phase.	Per Turn
Increased Watch	May reveal all threats in one chosen hex 2 hexes away.	Per Turn
Relocate	May Move one hex before entrenching	Every 3 Turns
Increased Force March	May increase the basic Force March to 8 movement	Per Event

Advanced Construction: *Campaign*

Construction	Description	Uses
Advanced Build	Upgrade Tier 1 Improvement / Build Tier 2 Improvement	Per Turn
Improved Transport	May operate a second transport (carries 10 resources or 1 pawn)	Per Turn
Cut More Corners	Reduce the cost to build a second improvement by one resource	Every 3 Turns
Secret Pass	Your transports may ignore the terrain penalty in one hex.	Per Event

Advanced Acquisition: *Campaign*

Acquisition	Description	Uses
Advanced Gathering	May gather an Uncommon resource from a hex	Per Turn
Advanced Prospecting	May search a hex for Uncommon resource sources	Per Turn
Highly Increased Gathering	Gain an additional 1 Uncommon resource.	Every 3 Turns
Increased Yield	Gain 150% of maximum yield of an Uncommon resource from an improvement.	Per Event

Advanced Cartography: *Campaign*

Cartography	Description	Uses
Advanced Scout	Able to identify magical phenomena of the land in a single Hex.	Per Turn
Terrain Walk	May walk at full movement through terrain. Choose forest, mountain, swamp, etc.	Per Turn
Follow Hidden Tracks	May locate creatures using infiltration or in hidden forms, such as "phased".	Every 3 Turns
Advanced Infiltration	May move at normal speed for the turn while using Infiltration.	Per Event

Campaign Turn Example

In this example, there are four players, each using a different campaign style, and each has purchased all four skills in that style. Therefore each player has one hirling (scout, soldier, gatherer, builder). In this case, the players also have previously generated 10 resources from campaigning, and so load those on 10 resources on the transport (2 stone, 3 lumber, 2 ore, 2 food). The players send their hirlings and resources through the Tabula Mundi to an established focal point located on the starting hex.

Turn 1

There is nothing to upkeep, nothing to generate income, and the players choose not to move in this first turn. Instead, they get right to actions:
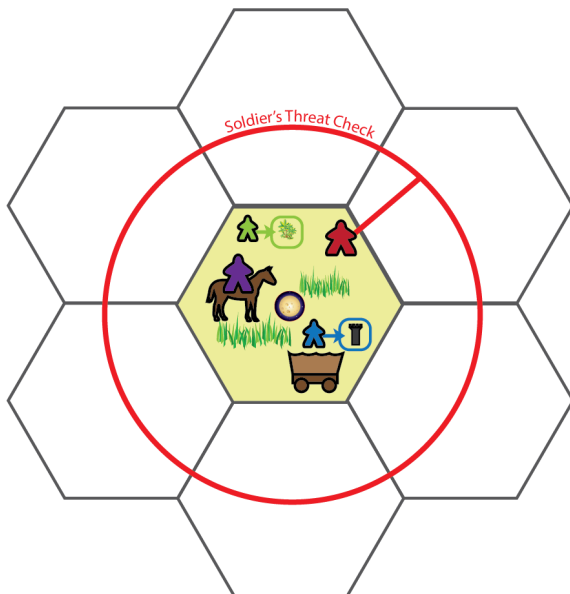
Actions
Soldier: takes the **Take Watch** action to locate threats one hex around the hex they are in, and the **Engage** action in case any attack the hex.
Builder: takes the **Build** action and begins construction on a Watch Tower (takes 2 Lumber).
Scout: takes the **Scout** action, exploring the land within the hex.
Gatherer: takes the **Gather** action to try and find a resource, and the **Prospect** action to find a permanent Source.

Threats
The results phase has not yet occurred, so any threats are still undetected. In this case, no threats are present, and nothing happens in this phase.

Results
The marshal informs the players of the results of the actions of the hirelings:

Soldier: No threats detected;

Builder: The Watch Tower is completed;

Scout: The land is fertile plains with good soil, so good for farming. The weather is good. There seems to be evidence of a farm that was once here, but has fallen into disrepair.

Gatherer: The gatherer locates some crops (1 *Food* resource), and a *Source* for *Anise*.

Turn 2

Upkeep
The Watch Tower requires no upkeep.

Income
The source for Anise produces 1 unit of Anise.

Movement
Scout: Moves just 1 into the northern hex.

Soldier: Moves 1 to the northern hex.

Gatherer: Stays.

Builder: Stays.

Actions
**Scout:** takes the **Scout** action, exploring the land within the hex.

Soldier: takes the **Take Watch** action to locate threats one hex around the hex they are in, and the **Engage** action in case any attack the hex.

Builder: Knowing the land has good soil, takes the **Build** action and begins construction on a Farm (Takes 2 Food, 1 Lumber, 1 Stone).

Gatherer: takes the **Gather** action, and the **Prospect** action.

Threats
A threat appears in the Hex to the Southeast, and is detected by the Watch Tower!
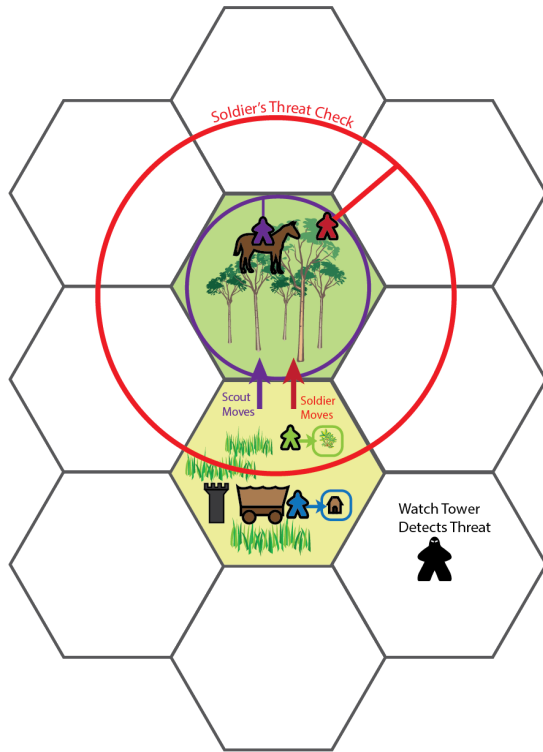
Results

Soldier: No threats detected.

Builder: The Farm is completed.

Scout: The land here is forested, and will be difficult for travel. There are signs that combat has occurred here. The weather looks like rain may be coming.

Gatherer: The gatherer locates 1 *Food* resource, and no Sources.

Ritual Magick

Magic Rituals are Meditations that require the character to be within a magic ritual circle to produce results. There are four types of rituals, and each school of ritual magick has a skill for each. Rituals are written documents whose results have varying effects when cast in different situations.

Alchemancy is the prerequisite skill for all schools of Ritual Magic. When purchasing skills for schools of Ritual Magic, primary schools must be purchased first, and then secondary schools connected to that primary school may be purchased. Thus you need one primary school to buy a connected secondary school. The diagram illustrates the prerequisites with arrows indicating the order in which schools may be purchased.

Once the skill has been purchased, the player will receive a written copy of the ritual which explains how it works when cast in different situations. Sometimes the caster has to try a ritual out to see what the results will be. Ritual magic is tricky business, and cannot always be entirely predictable!

- **Divination -** gains insight or information into a person, place or object
- **Invocation** - channels the energy of the paradyne *through* a target, with the goal of manifesting or demanifesting the energy in its physical form. When an item or location is present, the energy may manifest in a completely new summoned or created object or being. When targeting an existing being, the ritual manifests as a very specific effect (such as a Revive).
- **Projection** - the ability to send oneself into another realm or phase state. This can allow for exploration into aethyric and nethyric substances, or simply observing a situation without fear of physical harm.
- **Enchantment -** enchants an item, person or place with stable energy from the Paradyne with the goal of enhancing or altering the state of the target. Enchantments can affect people's behavior in social situations, or add powers to items or places.

Alchemancy is the basis of ritual magick, and must be learned in order to learn other rituals. Alchemancy itself does not use the four basic types of rituals, but instead enhances or modifies those rituals (or their components) in special ways.

Casting Rituals

Rituals require concentration and repeating an incantation - one the player invents that is personal to their character. This Incantation phrase is repeated until the ritual casting time is completed. If the player stops the incantation, either through flubbing the words, being attacked, being distracted or stopping to do something else, the ritual fails and must be restarted. Rituals all have a chance of success, based on the difficulty level of the task being attempted. (Difficulty ratings are measured 10 - 60). Components also increase the chance of success. (Components are resources that are associated with the rituals Paradyne).

Base Chance: 60% minus the Difficulty Rating.
Common Component: +10%
Uncommon Component: +20%
Rare Component: +30%
Very Rare Component: +40%

Assistants: A ritual caster may be aided by up to three assistants. In order to assist, the assistants must have purchased the ritual skill being used. Each assistant lowers the difficulty rating by 10% for each assistant.

Casting Time: Rituals take an equal time in seconds as the difficulty of the ritual to cast (10 seconds for a difficulty rating 10 ritual etc.).

Ritual Circles: Ritual circles have a specific phys rep and do not offer protection, so the caster can be interrupted. The circle can be dispelled instantly and at will by the creator. There is no limit to the number of times a character's ritual circle can be created, as long as the creator only has one drawn at a time. Thus they can create one, then dispel it, then move to a new location and recreate the ritual circle.

Failure: Most of the time, failing a ritual simply means time and components have been wasted. However, there are times when failure can result in negative effects, based upon the encounter. Three failures in a row requires an hour rest before the caster may try the ritual again.

Alchemancy Ritual Magick

Level	Skill	Description
1	**Anchored Meditation**	Puts the caster into a higher state that improves the chances of success of various tasks.
2	**Foresight**	Gain Information about the future, or have a vision.
3	**Transmutation**	Converts matter from one state into a higher state. May be used to change 2 components of one rarity into 1 component of the same rarity.
4	**Transformation**	Changes matter from one state into another. May be used to change 4 components of one rarity into 1 component of the next higher rarity.

Other Ritual Magick

Each school must be purchased separately, following the rules of the magic diagram.

Level	Ritual Type
1	**Divination**
2	**Invocation**
3	**Projection**
4	**Enchantment**

Cultural Advancement System

Players can increase Cultural advancement through some encounters, as well as through gatherings such as feasts, court, or festivals. Such events help a character gain recognition through Reputation, Rank and Renown, and Rapport. All of these generally have phys reps associated with them that all players can see, such as badges or sashes.

Reputation

Reputation indicates how well known the character is amongst all of society. Reputation is generally specific to an area of gameplay. Thus a character might have a reputation as a great combatant, or an expert politician. Reputation can be positive or negative, depending on the NPC a player is interacting with. For example, if a character has a high reputation as a politician, they may gain an advantage in a social encounter, but less advantage in points in an interaction with a group of combatants. Reputation is earned through participation in limited, specific events. Each time a player joins in an event, they earn reputation in their playstyle.

Rapport

Rapport is a rating between an NPC and a PC. When you engage in social encounters or adventures involving a specific NPC, you may gain Rapport with that NPC. This information is tracked and can affect the way the NPC interacts with your character later.

Renown and Rank

Renown indicates how well known a character is known within a specific faction. A character might have a great deal of Renown within a faction of Necromancer's, for example, allowing them more influence in encounters involving that faction. Renown is earned for organizations and orders only, through participation in events specific to those orders or organizations (factions) that have been listed in culture packets. A player has a Renown associated with each faction they have assisted or done work for. A faction may also have Ranks (i.e titles) which require a certain number of Renown to obtain. Ranks are earned when a player's renown has reached a high enough total.

Ranks for Factions

Rank	Renown	Title Examples
1	1	New Member
2	3	Low Ranking Member
3	8	Mid Ranking Member
4	19	High Ranking Member
5	42	Master
6	89	Lord
7	184	Grand Master, Court Lord
8	375	Head of Nation (King, Queen, etc)
9	758	Head of Many nations (High King / Emperor)
10	1525	Supernal Leader

Volunteer Rewards

Legynds depends upon the help of the community and time and efforts volunteered by its players. Without this valuable assistance, the game cannot run effectively, and so this time and effort is rewarded. There are two kinds of rewards for helping the game: Resource points and Steward Points.

Resource Points

Resource points are earned mainly through help outside the events themselves. This includes help such as content creation, writing, artwork, prop making, etc. This valuable work is necessary, and takes up personal time of the volunteer during their normal life.

Steward Points

Steward points are rewards for the hard work at the actual events. Not only is volunteering at an event very necessary, it often forces the player to sacrifice time they could be playing the game. Events take quite a lot of work to set up, take down and clean up, and this exhausting work is greatly valued as well. Steward Points are a special type of reward for this work.

Task	Steward Points per Hour	Task Description
Minimum Volunteering	10	This is the base volunteer for "monstering", playing social NPCs, assisting an encounter marshal, etc.
"Staff/Expert" Volunteer	15	Monster town shift lead, field Battle lead, module lead, highly trained volunteer capable of organizing other volunteers and executing content.
Event Setup/Tear Down	10	Early arrival, late stay packup.
Expert Event Setup/Tear Down	15	Experienced labor leading other labor or doing a really hard/critical job like latrine cleaning operations building checkout.
Event Staff Task	12	Check-in, weapons certifier, kitchen help.
Event Staff "Lead"	15	Responsible onsite lead (i.e kitchen lead)
Event Staff Entertainment	20	Traditional "Full Time" entertainment staff. Note this is a limited role with a limited number of full time staff, and can be done for only part of an event as well.

Rewards

A great many options are available for players to spend both Steward points and Resource points. However, Steward points have rewards that may not be obtained with resource points.

Crafting

Trade Skills

Trade skills allow the player to make the specific products and sell them for in game money. They may even set up shop and sell their goods or services from an in-game store. Players should choose to specialize in an area of their trade, such as being an Entertainer(Painting).

Trade Skill	Produces
Weapon Smith	Melee and Ranged Weapons
Armor Smith	Armor and Shields
Brewer	Wine, Beer, Spirits
Engineer	Clockworks, Airships, Sailing Ships, Locks, Devices
Apothecary	Poisons, Potions
Tailor	Clothing, Hats, Sewn Leather Goods
Maker	Totems, Instruments, Dolls, Puppets, Toys, Tools, Traps, Bombs
Chef	Foods, Deserts
Entertainer	Music, Painting, Drawing, Poetry, Dance

Players may learn a Trade skill by spending 30 Steward Points. When a new skill is learned, characters start with a Reputation of 1 (Apprentice). Steward points may be spent to increase the reputation as follows:

Reputation	Steward Point Cost	Title	Resources allowed	Tahle Earned per Month
1	30 (initial buy)	Apprentice	Common	2
2	90	Journeyman	Uncommon	6
3	180	Master	Rare	12
4	270	Grand Master	Very Rare	18

Resources may be purchased from the Asharen Trade House for the following values:

Rarity	Cost in Tahle	Cost in RP	Cost in SP
Common	1	30	10
Uncommon	2	60	20
Rare	4	120	40
Very Rare	8	240	80

Gear and Item Rules

Items have four classifications: Basic Crafted, Well Crafted, Master Crafted and Supernal. A character cannot use multiple items that duplicate an effect or a power. They may overlap with skills and vestments, but item effects may not double up or accumulate.

Armor

A player may wear any combination of armor pieces allowed by their style, as long as they do not duplicate effects. For example, a player could not wear two pieces of armor that both gave +1 to their Armor total. Armor crafted from special materials may be enchanted, but the Armorsmith must know the Smithing Secret for each material in order to craft with it.

Weapons

Weapons are limited by the style being used. A player may only gain the benefit of weapon abilities per encounter, based upon the style they are using. Alchemancy, Sword and Shield and Large Weapon may gain one weapon ability, while Dual Weapon may gain the benefits of two weapons per encounter. If the player wishes to trade out a weapon, they must engage in a 10 count Meditation in order to do so, just like a style change. Weapons which are crafted from special materials may be enchanted, but the Weaponsmith must know the Smithing Secret for each material in order to craft with it.

Poisons and Potions

A player may only carry one potion and one poison at a time. Poisons create harmful effects, and Potions create helpful effects, both that may only be used once per encounter., Once used, they may be "refilled" only after the end of the encounter. Poisons and Poisons require recipes to craft.

Clothing

Crafted clothing abilities work when used with an appropriate matching costuming phys rep. Any number of clothing items may be worn, and their abilities may not duplicate. Some clothing has special abilities, and these items require a Pattern to create.

Traps and Bombs

Traps must be set with the Set Trap skill. They must be set on a 10 count, and cannot be moved once set or they will go off. Trap use is highly regulated by the encounter and the marshal, and are not intended for general combat use. Bombs are thrown weapons, and must use the appropriate phys rep and combat skills. Traps and Bombs require Plans to make.

Clockworks

Clockworks are necessary to make timepieces, of course, but also anything that runs on the precise spring and gear mechanics that makes a clock work properly. Clockwork Devices require Plans to create.

Airships

There are many airships in Eldross, and an Engineer must have the proper plans to make each type. Airships can be used in Campaigning.

Devices and Locks

There are all sorts of oddball creations made with engineering, but the most common are locks. Locks are not picked with traditional lock purposes (for legal reasons) but generally use a code or combination of some sort.

Entertainment and Food

The skills Artist and Chef allow players to make their own out of games goods - food dishes, works of art, performances and the like - and then serve their food, display their art, or give a performance. These skills are used during a Cultural engagement, and all characters eating the food gain the effects of the food for the next encounter they are on. All watching a performance, or attending a gallery showing, will gain the benefits for the next encounter they go on. These two skills may only be advanced in Reputation if the player is actually doing the tasks at the event, and therefore cannot be purchased as Cultural Training.

Enchanted Items

Enchanted items have been modified by Ritual magick. Only Supernal items may be enchanted, and the material used to create the item must be one associated with the ritual magic being enchanted. Paradyne points can limit magic item use. For example, an enchanted item with a benefit might not be usable by a character that has paradyne points in an opposite Paradyne to the one enchantment on the item. Another item might require a certain number of paradyne points in specific paradyne to activate.

Vestments

Vestments are a character's visual representations of the paradyne magic in the culture from which they originate. They can include makeup features such as horns, wings, pointed ears, or colored hair and skin. They may also include costuming like clothing, jewelry and armor that have become imbued with the magical power of the paradyne in the culture. Vestments grant minor abilities, and these abilities may be chosen during update in place of a skill. The player may only purchase Vestments from the culture of their origin. These Vestments must be physically represented by appropriate makeup and costuming.

Each Incarna has a set of two required starting vestments. These are the visuals that make it obvious what culture a character is from. The player should represent these two vestments with the appropriate makeup and/or costuming. Characters that start as Incarna may choose an ability from the two starting required Vestment abilities at no cost (one from each vestment).

In order to gain the benefits from new Vestments, the player must wear an appropriate makeup or costuming phys rep that fits the description. For vestments that have multiple abilities, the player may purchase the new ability without needing a new costume phys rep; however, they may wish to improve or enhance the costume piece to indicate its new power.

Risen Mortals have one required costuming Vestment. If a player becomes Risen during an event, the next skill purchase they make after the event must be an ability for the required vestment for the type of Risen they have become.

Markings and Sigils
Many of the Vestments refer to markings or sigils. These must be the approved markings provided (see Markings).

Using Vestment Abilities
Vestment abilities that deliver effects may be delivered either through claws (if present) a weapon (restricted by weapon style) or a packet. Effects may not be delivered by throwing daggers, but may be delivered by the standard small weapon allowed by all characters. Effects also do not require a spell verbal or a meditation (unless indicated), though a player must say "Vestment" followed by the effect name ("Vestment Heal") when using the vestment ability. Vestment abilities list the number of uses per encounter with the indication x1. Effects that say (Self) may not be used on other characters.

Incarna Vestments

Asharen

Temporal Skin (required)

Makeup: Shimmering silvery skin with purple cast.
Ability 1: Heal (Self), x1 per encounter.
Ability 2: You may reuse one of your Power 2 Tactful statements, x1 per encounter.
Ability 3: Your Hide in Shadows Meditation Count is only a 5-Count.
Ability 4: You are able to heal one fallen Hireling per Campaign encounter.

Ocularum (required)

Makeup: A Crescent moon symbol on the forehead.
Ability 1: Cancel Sunder (Self), x1 per encounter.
Ability 2: You may reuse one of your Power 2 Logical statements, x1 per encounter.
Ability 3: When using the Sense skill to detect signs of Tempus, your Count is only a 3-count.
Ability 4: Once per event, you may choose any hex to use the scouting skill, as long as you have a Scout hireling on the map. The Scout does not need to be in that hex.

Sigils of Chrossus

Makeup: Azure Markings.
Ability 1: You are able to locate where the better Tempus resources can be found. Once per encounter, when using the Gather skill, your Gatherers may Gain an Uncommon Tempus resource.

Temporal Listening

Makeup: Medium Pointed ears.
Ability 1: When using Reconnaissance, the marshal may tell you what subtle sounds you can hear from sources that may be out of phase or in the Aethyr.

Shifting Wings

Makeup: Silver Streaming Bat-like Wings.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Voice of Patience

Makeup: Dark Purple Lips.
Ability 1: Increase a Tactful social statement power by 1, x1 per encounter.

Badlands

Aura of Resilience (required)

Makeup: Dead Rotting flesh with exposed wounds showing.
Ability 1: Health Increase by One.
Ability 2: You may reuse one of your Power 2 Assertive statements, x1 per encounter.
Ability 3: You may enter an area with an environmental effect that causes damage for one minute before suffering the effects, x1 per encounter.
Ability 4: Your hirelings may carry items while using Infiltration.

Gaze of Perception (required)

Makeup: Black makeup around the eyes with blue spider like veins.
Ability 1: Sunder x1 per encounter.
Ability 2: You may reuse one of your Power 2 Logical statements, x1 per encounter.
Ability 3: Your Sense count Meditation is only a 5-Count.
Ability 4: Your Scouts may use the Tracking skill every two turns instead of every three turns.

Sigils of Determination

Makeup: Blue Weave patterns and runes on skin.
Ability 1: You may smuggle a second item in your smugglers pouch.

Wings of the Raven

Makeup: Rotting Raven wings.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Touch of the Flame Weavers

Makeup: Living blue flame makeup around wrists and hands.
Ability 1: Bleed x1 per encounter.

Threatening Voice

Makeup: Black Lips with blue spider veins coming out.
Ability 1: You may reuse one of your Power 3 Assertive statements, x1 per encounter.

Berowen

Thick Hide (required)

Makeup: Verdant silvery-green shimmering skin.
Ability 1: Health Increase by One.
Ability 2: You may reuse one of your Power 2 Charming statements, x1 per encounter.
Ability 3: When using the Sense skill to detect signs of Wylde, your Count is only a 3-count.
Ability 4: Your Scout hirelings may use the infiltration skill a second time per event.

Primal Hearing (required)

Makeup: Large Pointed fey-like ears.
Ability 1: Cancel Sunder (Self), x1 per encounter.
Ability 2: You may reuse one of your Power 2 Tactful statements, x1 per encounter.
Ability 3: When using Reconnaissance, the marshal may tell you what subtle sounds you can hear from sources that may be out of line of sight.
Ability 4: Your hireling Scouts may choose one adjacent hex to use the Scouting skill in.

Wings of the Wylde

Makeup: Large Eagle-like wings.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Majestic Antlers

Makeup: Large Stag antlers.
Ability 1: Your Camouflage Meditation Count is only a 5-Count.

Toothy Grin

Makeup: Animal Fangs or Tusks.
Ability 1: You may reuse one of your Power 3 Charming statements, x1 per encounter.

Sigils of Nature

Makeup: Swirling citrine, carmine and/or teal markings.
Ability 1: Once per encounter, your Builders may reduce the cost of a structure by one resource, only in a Forest hex.

Corbin

Brassy Skin (required)

Makeup: Brass colored makeup on exposed skin.
Ability 1: Health Increase by One.
Ability 2: You may reuse one of your Power 2 Tactful statements, x1 per encounter.
Ability 3: You may ask for an additional clue when using the Ingenuity skill, x1 per encounter.
Ability 4: Your Hirelings and Transports may enter diseased or plagued areas without ill effects. They are also resistant to similar effects created by enemy threats.

Plague Mask (required)

Makeup: Plague mask or arc-brass and leather face covering.
Ability 1: Cancel Disease (Self), x1 per encounter.
Ability 2: You may reuse one of your Power 2 Logical statements, x1 per encounter.
Ability 3: You are immune to Environmental Diseases in exploration encounters for 10 minutes.
Ability 4: You may remove all disease effects from all hirelings in any one hex, x1 per encounter. This includes hirelings that are not your own.

Gaze of Objectivity

Makeup: Greenish blue around eyes with blue veins spidering out.
Ability 1: You may reuse one of your Power 3 Logical statements, x1 per encounter.

Sigils of Corbin

Makeup: Silver tattoos on skin in Corbin runic language.
Ability 1: You may ask for an additional clue when using the Decipher skill, x1 per encounter.

Breath of the Seraph

Makeup: Silvery-White Lips with fog effects coming from the costume.
Ability 1: You may Heal fallen or wounded Hireling, x1 per encounter.

Clockwork Wings

Makeup: White or gold feathered wings with brass or gold clockwork joints.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Landonia

Sigils of Weaving (required)

Makeup: Blue Weave patterns and runes on skin.
Ability 1: Repair (Self) x1 per encounter.
Ability 2: You may reuse one of your Power 2 Logical statements, x1 per encounter.
Ability 3: Once per event, you get one "do-over" after you set off a trap. If the trap cannot be reset, the trap's effects are negated but the trap is destroyed.
Ability 4: Your Builder Hirelings may repair a damaged structure in a hex they are in as an action, using no resources, x1 per encounter..

Metallic Skin (required)

Makeup: Hammered platinum blue skin.
Ability 1: Health Increase by One.
Ability 2: You may ask the marshal if the Relationship is Equitable at the start of a social encounter.
Ability 3: When using the Sense skill to detect signs of Weave, your Count is only a 3-count.
Ability 4: You are able to sense Weave resources in any hex. Your Hirelings may gain an Uncommon Weave resources once per event when using the Gather skill.

Gaze of Intelligence

Makeup: Eyeliner and dark blue eyeshadow, prominent around eyes.
Ability 1: Increase a Logical social statement power by 1, x1 per encounter.

Touch of the Weave

Makeup: Blue nail polish on nails or Weave markings on hands.
Ability 1: You may use the Speed Burst skill a second time in an event.

Wings of the Weave

Makeup: Arcomechanical wings.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Arcamancy Shifter

Makeup: Arcamancy Chest Reactor or arcamancy spine implant with glowing lights.
Ability 1: When using the Evade skill, once per event you do not need to run to your escape location, but may instead teleport directly there. Go out of play and head immediately to the location, and return to play there.

Tahlea

Malefic Skin (required)

Cold pale icy skin makeup; deep red skin for House Faeryn-Shol.
Ability 1: Dodge x1 per encounter.
Ability 2: You may reuse one of your Power 3 Charming statements, x1 per encounter.
Ability 3: You gain +1 steps when using the Agile or Very Agile skills.
Ability 4: Your Scouts have Forest and Tundra walk in addition to whatever terrain you choose with the Terrain Walk skill.

Magnificent Horns (required)

Makeup: Curled ram or long straight gazelle horns, or both.
Ability 1: Armor Increase by 1
Ability 2: You may reuse one of your Power 2 Charming statements, x1 per encounter.
Ability 3: Your Camouflage Meditation Count is only a 5-Count.
Ability 4: You may project a mirage to protect your hirelings. Once per event, one of your Hirelings may take a free movement action in response to a threat moving into their Hex.

Active Listening

Makeup: Long pointed ears.
Ability 1: Once per encounter, you may have your Hirelings gather an additional resource with the Gather skill.

Wings of Blackheart

Makeup: Batwings or Black wings with optional dark rainbow colored feathers.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Sigil of Deception

Makeup: Spiral markings in dark silver; lighter silver for House Faeryn Shol.
Ability 1: Increase a Charming social statement power by 1, x1 per encounter.

Hands of Misdirection

Makeup: Pale Hands with black pointed nails.
Ability 1: Your tracks cannot be followed by magical means when using the Cover Tracks skill.

Tentetsu

Alluring Gaze (required)

Makeup: Large round eyes (makeup effect). May also use large round glasses.
Ability 1: Attract x1 per encounter.
Ability 2: You may reuse one of your Power 2 Charming statements, x1 per encounter.
Ability 3: Your Tracking Meditation count is only a 5-count.
Ability 4: Once per encounter, you may have your Hirelings gather an additional resource with the Gather skill.

Acute Sensing (required)

Makeup: Antenna coming from the head.
Ability 1: Cancel Repel (Self) x1 per encounter.
Ability 2: You may reuse one of your Power 2 Tactful statements, x1 per encounter.
Ability 3: You gain +1 steps when using the Agile or Very Agile skills.
Ability 4: Once per event, your chances of finding a source when your Hirelings use the Prospect skill is 90%. Applies to flora resources only.

Aura of Luminescence

Makeup: Brightly colored hair.
Ability 1: Increase a Tactful social statement power by 1, x1 per encounter.

Touch of Luminescence

Makeup: Brightly colored nails.
Ability 1: Your Gatherers may search for resources used to make Potions at one higher rarity rating when using the prospecting and advanced prospecting skills, x1 per encounter.

Wings of Allure

Makeup: Insect Wings: butterfly, dragonfly, or moth.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Acute Hearing

Makeup: Pointed ears.
Ability 1: You gain an additional "do-over" when using the Dexterous or Very Dexterous skills, x1 per encounter.

Velkaria

Aura of Shadow (required)

Makeup: Pale visage and gaunt dead skin color.
Ability 1: Health Increase by One.
Ability 2: You may ask the marshal if you are Dominant in the Relationship at the start of a social encounter.
Ability 3: Your Camouflage Meditation Count is only a 5-Count.
Ability 4: Your entrenched Soldiers gain +1 to their power rating (after doubling), x1 per encounter.

Gauntly Gaze (required)

Makeup: Gaunt black circles around eyes.
Ability 1: Weakness x1 per encounter.
Ability 2: You may reuse one of your Power 2 Assertive statements, x1 per encounter.
Ability 3: When using the Sense skill to detect signs of Umbra, your Count is only a 3-count.
Ability 4: Astra based threats in a 2 Hex radius must engage your Soldiers when using the Engage skill.

Voice of Decisiveness

Makeup: Vampire teeth, red lips and blood around mouth.
Ability 1: You may reuse one of your Power 2 Logical statements, x1 per encounter.

Deadly Hearing

Makeup: Pointed ears.
Ability 1: When using Reconnaissance, the marshal may tell you what subtle sounds you can hear from sources that may be out of line of sight.

Wings of Umbra

Makeup: Bat wings or feathered black wings.
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Finger of Umbra

Makeup: Black nails and dead flesh on hands.
Ability 1: You are able to point out and indicate where the better Umbra resources can be found. Once per encounter, when using the Gather skill, your Gatherers may gain an Uncommon Umbra resource.

Vendaeros

Careful Listening (required)

Makeup: Medium pointed ears.
Ability 1: Cancel Taunt (Self) x1 per encounter.
Ability 2: You may ask the marshal if the NPC is Dominant in the Relationship at the start of a social encounter.
Ability 3: You gain an additional "do-over" when using the Dexterous or Very Dexterous skills, x1 per encounter.
Ability 4: When using Take Watch, your Soldiers have a 2 Hex radius for one chosen hex outside the normal 1 hex radius.

Gaze of Righteousness (required)

Makeup: Gold eyeshadow, or gold strip over eyes.
Ability 1: Cancel Repel (Self) x1 per encounter.
Ability 2: You may reuse one of your Power 2 Tactful statements, x1 per encounter.
Ability 3: When using the Sense skill to detect signs of Astra, your Count is only a 3-count.
Ability 4: Your Entrenched Soldiers gain +1 to their power rating (after doubling), x1 per encounter.

Wings of Astra

Makeup: Feathered wings of Silver, Palladium or Gold (Based upon chosen House).
Ability 1: Leap x1 per encounter. In combat encounters, you may throw a packet and move to the location of that packet saying no effect to all effects while you move, indicated by hands crossed over your chest. When you get to the location, uncross your hands and you are affected normally again.

Aureole of Radiance

Makeup: Halo phys rep behind head.
Ability 1: Increase a Tactful social statement power by 1, x1 per encounter.

Touch of Life

Makeup: Iridescent skin and gold nails or gold markings on hands.
Ability 1: You are able to heal one fallen Hireling per encounter.

Sigils of the Sky

Makeup: Gold Astra swirl Markings.
Ability 1: You gain an additional "do-over" when using the Balance skill or Excellent Balance skills, x1 per encounter.