

The History of Eldross

The world of Eldross was created by a great and wise being known as Aetera, the Incarnate Queen. Her children were the immortal Incarana, and they knew no end to their lives. From the chaos of the Nethyr sea and the glory of the Aethyr skies above, she created the land and the seas, and banished monsters of unfathomable terror into the multiverse so that the Incarna could thrive and flourish. Aetera watched her people grow and learn, find harmony with one another despite their differences, and made sure they were safe from the terrors beyond the borders of the world.

Eldross was thus a peaceful and serene world, though its people were simple and knew little of the secrets of the multiverse. There were five continents: Ondras to the North, Onma to the South, Tyras to the West, Naras to the East, and Chrossus in the center. Each had its own unique culture, yet all lived together in peace. A wise and undying King and Queen, Rohen and Eonia, ruled over the people from Chrossus. The Incarnate Queen, whose legend tells us she ascended to the celestial realm to ensure the protection of Eldross, empowered these two caretakers and communicated her will only through Rohen and Eonia.

Amongst the Incarna were those who lived short lives, who could not easily avoid death, called mortals. The King and Queen had let it be known that these mortals were a gift of the Incarnate Queen, that they were to be watched over and protected, and that they might serve the Incarna in the mundane tasks of the world. This was the law, that mortals serve Incarna, be subservient, and honor them. Thousands of years passed this way, and life was good and well for all, almost as if it was all a great and perfect dream.

And yet perfection nor dreams can last forever, or so the wise tell us. Over time many became restless, and could sense that something wasn't quite right; that though there was peace, there was also stagnation. Many had dreams of times and places they could not explain, often haunting them in the waking hours. The immortal King and Queen claimed that such mad ravings should not be spoken of, for they came from the banished creatures outside the perfection of Eldross. Those affected by such dreams dared only speak of them in private, and so in secret circles they became known as "echoes". There are those who believe that these echoes wove their way into the consciousness of the people, turning their minds against the will of the Incarnate Queen and her law, and opening the door for chaos.

And chaos did come, in the form of the mortal Kannan of Ondras, who was not content to live under Incarna rule. He challenged the authority of the immortal leaders in a spectacle that broke the world and brought the rule of King Rohen and Queen Eonia to an end. Precisely what Kannan did has been lost to history; it is only known that he created a great structure in the center of the world called the Colosseum, and that somehow events in this Colosseum were responsible for both Kannan's death, the destruction of the entire royal family, and most of the island of Chrossus. Though the details are unclear, the result of his deeds have not been forgotten.

Some remember him as a hero who brought enlightenment to the common people, and others as a malcontent who broke the order of the world. What is agreed is that his death changed the world forever, in an event known as the Great Upheaval. The destruction of the Colosseum created a great magical storm, the Nexus, 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 central island of Chrossus itself vanished into the storm, along with the King, Queen, and most of the leadership of Eldross. The world was torn apart both physically and metaphysically. The lands and cultures that once thrived are now but memories of another age.

Many died in that time, both mortal and Incarna alike. Most of the Incarna were able to return, as they had always done, but many were never seen or heard from again. Mortals, once cursed with short and difficult lives, began to rise from their deaths and take on new forms. They called themselves the Risen. Previously subjected to the tyranny of Incarna law, the mortals rose up and took control of their own fates. Many of them saw Kannan as a savior, one who had come to give them eternal life and free them from Incarna oppression. Yet the social hierarchy had its purpose, and the disruption of this structure created anarchy and chaos.

Vendaeros was the first culture to begin to organize. In an attempt to restore order to the world, they launched a crusade from their rebuilt nation high in the clouds. Ships both in the air and on the sea searched the world for survivors and refugees. Heading northwest, they discovered the pieces of the shattered continent of Ondras, beginning with the haze filled island of Corbin. They established order, a new local government, and began rebuilding projects. The central land of Ondras was in much better shape when the Vendaeros ships arrived there, having already begun to harness the new energies that had emerged from The Great Upheaval, but were terribly in need of assistance. They did however, point the Vendaeros to southern Ondras, where the land had been scorched by magma and its people running mad in self serving bands. Their efforts at relief were met with defiance and hostility, and it was clear that these "Badlanders" had no interest in outside interference. Vendaeros moved on to the south, where they found what had become of Tyras.

All while the Vendaeros crusaders were advancing across the world in an attempt to restore order, something subtle and unexpected was happening. The Incarna had begun to change, and were manifesting all new manner of physical and magical powers. New magic and new ideologies had flooded the world, often very much in opposition to one another. The loss of the central authority in Chrossus and the changes in magic seemed to have both a mental as well as a metaphysical effect. The philosophies of the Paradynes took hold in the minds of the Incarna, and they no longer all held the same desire for order and passivity that was known to the old world. Nowhere was this clash of ideals more apparent, than in the conflict which ensued between Velkaria and Vendaeros.

It had become clear to the Vendaeros rulers that the King and Queen were gone, and thus their duty demanded that they take authority. They named their ruler Emperor, founded the Empire of Vendaeros, and declared themselves the new world leaders. Velkaria had refused to recognize such a bold claim. The first encounter between the Incarna of the two opposed lands was violent and bloody. It began the first true war known to Eldross. The war ended during the siege of the underground city of Undryn, when a mysterious plague broke out. This outbreak, called the Withering Plague, became a pandemic that ravaged the world, permanently killing Incarna and mortal alike. The world went into quarantine as each land closed its borders in an attempt to contain it. For almost 25 years it spread, until one day it was finally contained within the Kingdom of Corbin.

During this time of isolation, each of the new lands developed and evolved its own unique form of magic and meta technologies. The Landonians had been hard at work harnessing the power of Arcane Fire, and with the plague cured, set out on their own set of campaigns to explore the mysterious remains of natural lands of Onma to the South. Tales of "elementals", "faeries", and deep dark forests captured the imaginations of the Landonians. These expeditions were met with varying degrees of enthusiasm by the Incarna there. In the southeast, in the new land of Tentetsu, the Incarna had become vastly changed and had no interest in the horrific Arcamantic devices of the north. However in Tahlea, to the southwest, things went so well that an arrangement was struck that formed a new world currency and a bank that has never once been breached. The central people of Berowen were friendly but highly suspicious of the Landonians, a relationship that persists to this day.

Then something happened that changed everything. Over one hundred and sixty five years after it vanished into the Nexus, the storm subsided and the land of Chrossus returned. Its people were vastly changed, and no longer claimed any central authority over Eldross. They called themselves the Ashari, and they travelled to each new land, where they spoke of the right for sovereignty but also the great need for alliance with all cultures. They told tales of a multiverse beyond the Nexxus and the need to study and explore it. They spoke of unimaginable dangers and horrors, and yet of great knowledge to be gained.

Since that time, many of the old ways have been set aside. And yet there are still those who adhere to the ancient belief that it is the Incarna right to rule over mortals, as it was laid down by the law of the Incarnate Queen. They expect mortals to serve them and they wish to act as gatekeepers to the immortality offered to mortals who would become Risen. Many mortals follow Kannan as a sort of prophet, one who came to defy this archaic and tyrannical ideology.

For the most part though, the world has moved on. Echoes are more common and often studied for the wisdom that can be gained from them. The use of ritual magic has advanced greatly and can be used to aid mortals to return as Risen. The civilized world is fascinated with what lies beyond the Nexus, some seeking knowledge, some power, some untold riches, and others simply want adventure. So far multiple expeditions have been launched into the Nexus (though two have not yet returned), and many more are sure to follow. In the center of the world, what remains of the ancient Kingdom of Chrossus, the Ashari island Luna Insulam, acts as a center of trade, a launch point for campaigns into the Nexus, and the newest adventure that awaits the people of Eldross.

The Paradynes

Paradynes are interpretations of the fundamental forces of the Multiverse at work. Paradyns are philosophical world-views that can manifest into reality. 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.* It is from these Paradynes that magic flows.

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 the Paradyne that is the source of power for creation through life force from the Spirit. It is the Paradyne of light, day, life, harmony and the illuminated.

Umbra

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

Weave

Weave is the Paradyne that deals with the manifested and magical projection of consciousness and patterns in both magic and the mind. It is the Paradyne of machination, clockworks, patterns, mind, order and the forged.

Wyld

Wyld is the Paradyne that is an expression of the material characteristic of magic through manifested physical matter. It is the Paradyne of animals, plants, nature, primal force and elementals.

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

Beings in Eldross descend from one of two lineages. A character is either born of an immortal bloodline (Incarna), 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 doing so, 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 houses 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 called Vestments that give them special powers. Incarna start with the two required Vestments of their culture, and must choose one associated ability 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 Incarna 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 Reincarnate at an Anchor point associated with their Paradyne(s) 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 4 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 Incarna's Paradyne is the one (or two) associated with its culture. An Incarna character may always substitute a Vestment for a skill purchase, even starting.

Mortals

Mortals bear no Vestments, and they die rather easily. They stay dead unless magic 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, and will finish out their full death count before entering Spirit Form. In order for the mortal to return to life, someone will need to perform a Resurrection. They are unable to Reincarnate at will like Incarna and Risen.

Skills: Mortals start with 7 skills in addition to their class starting skills. Mortals are *Versatile*, and may acquire skills from one skill block outside of their class limitations.

The Risen

Risen are mortals who have returned from the dead through magical forces. When this is done, however, it is clear that they are often transformed, and the player must wear appropriate makeup. Knowing their lives are fragile, mortals will often plan ahead with immortal houses to make sure that upon death, they can be brought back into the Risen state of their choice. Players may not 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 a measure of how much magical energy a character has wrapped up in a Paradyne. These points that come mostly from skills or vestments have been acquired that are associated with one of the Paradyne. 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.

Keywords	Locked Paradyne
Gaiamancy, Wyld	Wyld
Arcamancy, Weave	Weave
Necromancy, Umbra	Umbra
Illumimancy, 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 called the Nexus, Asharen was the seat of a great kingdom that ruled all of Eldross. Though today the "*Ashari*" (*ah-shar-ee*) Incarna 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.

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 protectors through the use of the magic of Gaiamancy. The Incarna here are often called the *Berowe* (*bear-oh*).

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 at the pinnacle of culture, keeping themselves entertained with all manner of posh festivities. The Incarna here are sometimes called The "*Achar*" (*ah-kar*).

The 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 twisted feral undead. Its people have managed to survive death and disease through a necrotic form of magic technology called Ark Tech. The Incarna here are rarely seen, and are known simply as the "*Grym*".

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. The people 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. The Incarna here are often called "*Seraphur*".

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 Malifimancy, the magic of poison and deception. The Incarna here are called the *Daoine Sídhe*, or commonly "*Sith*" pronounced "*shee*".

Tentetsu

Tentetsu is a collection of beautiful floating 'skylands' covered in the greenest of flora and blooming with flowers that hover above an island populated with mortal island folk. 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, but choose one when they come of age. They use the magic of communality and attraction, Alluramancy. The Incarna here are called *Yōsei*, which loosely translated in common means "bewitching spirit", or "*faerie*".

Velkaria

Velkaria is harsh craggy land covered in shadow, 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. The Incarna here are sometimes called the *Velk*.

Vendaeros

Vendaeros is made up of floating islands high in the clouds. An aristocratic society, it was once an empire that 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. The Incarna here are often called simply the "*Vendar*".

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. They are also received as level abilities.

Asharen

Gifted Alchemancer	Your Alchemy rituals are cast with a -1 difficulty rating.
Ensis Trained	You may store one effect from the Spellcasting combat style 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 by 2.
Librarian	You gain additional aid when decoding encrypted messages. Inform the marshal you are using Librarian to gain additional aid.
Patience	Once per social encounter, after an Agenda Statement fails, gain a Power 1 Normal statement.
Nexus Explorer	You begin the game with a small fluyt 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 -1 difficulty rating. May buy Mechramancy or Fury schools 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, delivered by packet only.
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 Goggles.

Berowen

Gaiamancy Adept	You cast Gaiamancy rituals with a -1 difficulty rating.
Trident Training	May call the Slow effect x1 per combat when fighting with Overpower style.
Ironwood Armor	You start with Ironwood Armor (approved phys rep). You may wear Heavy Armor while fighting with the Overpower 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.
Wayfinder Network	You gain a second Wayfinder hireling when you purchase the Wayfinding 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 Overpower Tridents. You start with the Secret of Ironwood.

Corbin

Machinimancy Adept	You cast Machinimancy rituals with a -1 difficulty rating. May buy Machinamancy or Purity schools without a primary school requirement.
Arc-Glaive Training	May wear heavy armor while using the Overpower 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 -1 difficulty rating.
Supreme Command Combat Training	Gain Parry x1 per combat when fighting with the Overpower style.
Supreme Command Defense Training	Gain Reduce x1 per combat when using the Overpower 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.
Platinum Crafter	You may start as a Master Armorsmith, with a specialization in Platinum Armor. You start with the Secret of Platinum.
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 -1 difficulty rating. May buy Malefimancy or Sorcery schools 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 x1 per combat with the blade (may not be re-applied in the same combat).
Quick Reflexes	Gain x1 Parry per combat when fighting with Flurry style.
Sneaky	You may take 5 steps while using the Camouflage skill. If you are using the Move 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 poisoned ground 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 -1 difficulty rating. May buy Alluramancy or Glamour schools without a primary school requirement.
Quick Blades	Gain x1 Bleed per combat when fighting with Flurry 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 -1 difficulty rating.
Order of the Dragon Weapon Trained	Gain x1 Parry when using the Protection style.
Order of the Dragon Shield Trained	Gain a second Repel effect when using Shield Bash-1 with the Protection 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 Petrified Bone.
Blood Brewer	You may start as a Master Brewer, with a specialization in Wine. You start with the Recipe for Blood Wine.

Vendaeros

Lumimancy Adept	You cast Lumimancy rituals with a -1 difficulty rating.
Knight's Weapon Training	Gain x1 Parry when using the Protection style.
Knight's Shield Training	Gain a second Repel effect when using Shield Bash-1 with the Protection 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. You start with Rank 1 with that House and your 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 2 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. You have a starting Renown 1.	Mortal only
Commoner	You were born of common blood, and had to fend for yourself. Everything you've done has been earned on your own without the help of others. You gain an extra starting skill.	Mortal only
World Traveller	You don't really know where you came from. You must choose a starting culture, but you may choose your starting Cultural training ability from any list. You also start with a second Cultural Training ability, which may also be chosen from any list.	Mortal only

Ruling Houses

Culture	Ruling House	Paradyne
Velkaria	Ulthas	Umbra
Vendaeros	Eres	Astra
Landonia	Harcon	Weave
Berowen	Silvas	Wyld
Asharen	Aeteras	Tempus
Badlands	Minheim-Grym	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 (Mortals only)	Umbra
Vendaeros	Osmiere, Argos, Wenmont	Astra
Landonia	Beaumont, Wickham, Gates, Davenport, Mortimer, Thatcher	Weave
Berowen	Torn, Samka, Menawi	Wyld
Asharen	Qkrendros, Qketarris, 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	Mossgreen, Fiddle, Maplebloom	Astra-Wyld

Families, Clans and Tribes

Culture	House	Paradyne
Velkaria	Bonedigger Tribe, Silverwood Tribe, Littlebear Tribe	Umbra
Vendaeros	Delveaux, Aubert, Mercier	Astra
Landonia	Fernsby, Berrycloth, Rowlingson	Weave
Berowen	Berowen Family, Heralia Family, Valsung Family, Farutah Family, Kar'turah Family	Wyld
Asharen	Azimara, Farrokh	Tempus
Badlands	Duskfang, Viper, Cragsmoor, Bloodsong. Saber, Cleave, Aegus, Spearheart	Umbra-Weave
Corbin	Burkhardt, Kocht	Astra-Weave
Tahlea	Ashyr, Otan	Umbra-Wyld
Tentetsu	Eguchi, Yokoni, Hoyoshi	Astra-Wyld

Cultural Advancement Background Feature (Resource Points/Steward Points)

Feature	Description	RP	SP
Well Known	Start with Reputation rating 1 associated with your 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 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

Skills

There are six different types of skills: Combat, Battle Magic, Ritual Magic, Social Engineering, Adventure and Campaign. Skills are grouped into *skill blocks* of four skills. Each skill within a block must be acquired in order, from 1 to 4. Some skills blocks require other completed skill blocks before they can be purchased. For example, the Advanced Protection Style block requires all of the skills in the Protection Style block to have been purchased.

Styles

Styles are the way in which the character engages in one of the types of play *arenas*. Each type of play arena has four styles within it. No two styles within a type of play arena may be used at the same time. For example, Spellcasting and Protection are two styles within the Combat play arena, and thus may not be used at the same time. Changing styles requires the player to perform a 10-count Meditation without interruption. Thus, a Character could use their Protection style, then go to the edge of combat and perform a 10-count meditation, then switch to Flurry style. Managing the use of styles is an important part of expert play in Legynds Apotheosis.

Play Arena	Play Styles
Combat	Protection, Flurry, Overpower, Spellcasting
Social Engineering	Tactful, Assertive, Logical, Charming
Campaigning	Military, Construction, Acquisition, Exploration
Adventure	Scouting, Agility, Interaction, Stealth

Advanced Skill Blocks

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

Starting Skills

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

Character Levels and 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. A character begins the game at level one, and gains levels based upon skills obtained (see the chart below). Characters may only acquire skills allowed in their character advancement table, determined by their level.

Skills or Vestment Total	Level
Starting Skills and Vestments	1
1	2
3	3
6	4
10	5
15	6
21	7
28	8
36	9
45	10
55	11
65	12
75	13
85	14
95	15
105	16
115	17
125	18
135	19
150	20

Character Classes

Campaigner

Campaigners are strategists who use hirelings and agents to perform their tasks while they play mastermind from afar, collecting resources and exploring the far reaches of the multiverse.

Starting Skills: *Wayfinding, Engage, Build, Gather.* Choose one starting skill from Adventure, one from Campaigning, one from Combat, and one from Social, for a total of eight starting skills.

Level	Ability
1	Choose a subclass. <i>Campaign Specialization:</i> May choose any Campaign skills.
2	<i>Well Rounded:</i> May choose skills from all basic Adventure, Social, and Combat skill blocks.
3	<i>Campaigning Repute:</i> Earn 1 Campaign Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Campaign Efficiency-1:</i> The hirelings in your subclass's associated style gain +1 movement.
6	<i>Very Well Rounded:</i> May choose skills from Advanced Adventure skill blocks, Advanced Combat skill blocks, and Advanced Social skill blocks.
7	<i>Expand Network:</i> You gain an additional hireling in your subclass's associated style.
8	<i>Campaigning Repute:</i> Earn 1 Campaign Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Campaign Efficiency-2:</i> Once per encounter, you may use one of your Per Turn abilities (from your subclass's associated style) twice during that turn.
11	<i>Ritual Magic Training:</i> May choose skills from Ritual magic schools.
12	<i>Expand Network:</i> You gain another additional hireling of your choice in your subclass's associated style.
13	<i>Campaigning Repute:</i> Earn 1 Campaign Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Campaign Efficiency-3:</i> Once per encounter, you may use your Every Three Turn abilities twice during the turn (from your subclass's associated style).
16	<i>Battlemagic Training:</i> May choose skills from Battlemagic schools.
17	<i>Expand Network:</i> You gain another additional hireling of your choice in your subclass's associated style.
18	<i>Campaigning Repute:</i> Earn 1 Campaign Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Campaign Efficiency-4:</i> You may use one of your Per Event abilities a second time during the event (from your subclass's associated style).

Campaigner Subclasses

Name	Associated Style
Strategist	Military
Architect	Construction
Collector	Acquisitions
Explorer	Exploration

Mage

Descended from the Magi of old, Mages specialize in harnessing Battlemagic spells.

Starting Skills: *Single Weapon, Spellblast, Healing, Dispel.* Choose one starting skill from Adventure, one from Campaigning, one from Combat, and one from Social, for a total of eight starting skills.

Level	Ability
1	Choose a subclass. <i>Battlemagic Specialization:</i> May choose skills from all Battlemagic schools. May use two connected schools of Battlemagic at the same time when using the Spellcasting Combat Style.
2	<i>Well Rounded:</i> May choose skills from all basic Adventure, Social, Combat and Campaign skill blocks.
3	<i>Combat Repute:</i> Earn 1 Combat Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Battlemagic Efficiency-1:</i> Your level-1 spell is increased to x3 per combat in your associated subclass battlemagic school.
6	<i>Very Well Rounded:</i> May choose skills from Advanced Adventure skill blocks, Advanced Combat skill blocks, and Advanced Campaign skill blocks, and Advanced Social skill blocks.
7	<i>Spellcasting Focus:</i> Your Spellcasting meditations are lowered to Meditation-5.
8	<i>Combat Repute:</i> Earn 1 Combat Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Battlemagic Efficiency-2:</i> Your level-2 spell is increased to x3 per combat in your subclass Battlemagic school.
11	<i>Ritual Magic Training:</i> May choose skills from Ritual Magic schools.
12	<i>Improved Spellblast:</i> You may call a Special Damage from one Paradyne associated with your subclass school (choose only one). Replace "Damage" in the Spellblast verbal with either "Astra", "Umbra", "Wyld" or "Weave".
13	<i>Combat Repute:</i> Earn 1 Combat Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Battlemagic Efficiency-3:</i> Your level-3 spell is increased to x3 per combat in your subclass Battlemagic school.
16	<i>Expanded Ritual Magic Training:</i> You gain -1 Difficulty rating in the Ritual Magic school of your subclass.
17	<i>Battlemagic Flexibility:</i> You may switch between Battlemagic schools on a Meditation-8 count.
18	<i>Combat Repute:</i> Earn 1 Combat Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Battlemagic Efficiency-4:</i> Your level-4 spell is increased to x3 per combat in your subclass Battlemagic school.

Mage Subclasses

Name	Associated Battlemagic School	Associated Ritual Magic School
Flame Weaver	Fury	Mechramancy
Illusionist	Glamour	Alluramancy
Mentalist	Mind	Arcamancy
Purifier	Purity	Machinimancy
Radiant Mage	Radiance	Lumimancy
Shadow Mage	Shadow	Necromancy
Sorcerer	Sorcery	Malefimancy
Wylde	Force	Gaiamancy

Negotiator

Negotiators are masters at convincing others to go along with their agendas, and thus make good social engineers.

Starting Skills: *Tactful Statement-1, Assertive Statement-1, Charming Statement-1, Logical Statement-1.* Choose one starting skill from Adventure, one from Campaigning, one from Combat, and one from Social, for a total of eight starting skills.

Level	Ability
1	Choose a Subclass. <i>Social Engineering Specialization:</i> May choose any Social Engineering skills.
2	<i>Well Rounded:</i> May choose skills from all basic Adventure, Combat, and Campaign skill blocks.
3	<i>Social Repute:</i> Earn 1 Social Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Social Efficiency-1:</i> At the start of an encounter, you gain an additional Power 2 statement from the style associated with your subclass.
6	<i>Very Well Rounded:</i> May choose skills from Advanced Adventure skill blocks, Advanced Combat skill blocks, and Advanced Campaign skill blocks.
7	<i>Fancy Clothing:</i> Choose 1 item of costuming you own. You gain +1 Power once per encounter when wearing that item.
8	<i>Social Repute:</i> Earn 1 Social Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Social Efficiency-2:</i> At the start of an encounter, you gain an additional Power 3 statement of your choice from the style associated with your subclass.
11	<i>Battlemagic Training:</i> May choose skills from Battlemagic schools.
12	<i>Impressive Trinket:</i> Choose a prop. You gain +1 Power once per encounter when holding that item.
13	<i>Social Repute:</i> Earn 1 Social Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Social Efficiency-3:</i> At the start of an encounter, you gain an additional Power 5 statement from the style associated with your subclass.
16	<i>Ritual Magic Training:</i> May choose skills from Ritual magic schools.
17	<i>Powerful Relationship:</i> You gain +1 Power to a statement once per encounter when using a power 4 Relationship Statement.
18	<i>Social Repute:</i> Earn 1 Social Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Social Efficiency-4:</i> At the start of an encounter, you may choose any Power 4 statement from a skill you have learned. You gain a second use of that skill for that encounter.

Negotiator Subclasses

Name	Associated Style
Charmer	Charming
Debater	Logical
Diplomat	Tactful
Overseer	Assertive

Ritualist

Ritualists affect the world through the use of ritual magic, often powerful, but subtle and slow.

Starting Skills: *Anchored Casting, Foresight, Transmutation, Transformation.* Choose one starting skill from Adventure, one from Campaigning, one from Combat, and one from Social, for a total of eight starting skills.

Level	Ability
1	Choose a subclass. <i>Ritual Magic Specialization:</i> May choose skills from all Ritual magic schools. Ritualists have a -1 difficulty rating on all rituals.
2	<i>Well Rounded:</i> May choose skills from all basic Adventure, Social, Campaign, and Combat skill blocks.
3	<i>Metaphysics Repute:</i> Earn 1 Metaphysics Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Ritual Efficiency-1:</i> Ritual time in your subclass school is lowered by one difficulty rating (minimum 10).
6	<i>Very Well Rounded:</i> May choose skills from Advanced Adventure skill blocks, Advanced Combat skill blocks, Advanced Campaign skill blocks, and Advanced Social skill blocks.
7	<i>Alter Fate:</i> You gain a new card from a Paradyne associated with your subclass school to add to your ritual deck.
8	<i>Metaphysics Repute:</i> Earn 1 Metaphysics Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Ritual Efficiency-2:</i> Ritual time in your subclass school is lowered by 2 difficulty ratings (minimum 10).
11	<i>Battlemagic Training:</i> May choose skills from Battlemagic schools.
12	<i>Alter Fate:</i> You gain a new card from a Paradyne associated with your subclass school to add to your ritual deck.
13	<i>Metaphysics Repute:</i> Earn 1 Metaphysics Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Ritual Efficiency-3:</i> Ritual time in your specialization school is lowered by 3 difficulty ratings (minimum 10).
16	<i>Extremely Well Rounded:</i> May choose skills from a second Advanced Adventure skill block, a second Advanced Campaign skill block, and a second Advanced Social skill block.
17	<i>Alter Fate:</i> You gain a new card from a Paradyne associated with your subclass school to add to your ritual deck.
18	<i>Metaphysics Repute:</i> Earn 1 Metaphysics Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Ritual Efficiency-4:</i> Ritual time in the two schools adjacent to your specialization school are lowered by 1 difficulty rating (minimum 10).

Ritualist Subclasses

Name	Associated School
Alluramancer	Alluramancy
Arcamancer	Arcamancy
Gaiamancer	Gaiamancy
Lumimancer	Lumimancy
Machinimancer	Machinimancy
Malifemancer	Malefimancy
Mechramancer	Mechramancy
Necromancer	Necromancy

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 *Adventure*, one from *Campaigning*, one from *Combat*, and one from *Social*, for a total of eight starting skills.

Level	Ability
1	Choose a subclass. <i>Adventure Specialization:</i> May choose any Adventure skills.
2	<i>Well Rounded:</i> May choose skills from all basic Combat, Social, and Campaign skill blocks.
3	<i>Adventuring Repute:</i> Earn 1 Adventure Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Adventuring Efficiency-1:</i> Your subclass Basic Adventure skills that require Meditation-10 are lowered to a Meditation-8 count.
6	<i>Very Well Rounded:</i> May choose skills from Advanced Combat skill blocks, Advanced Campaign skill blocks, and Advanced Social skill blocks.
7	<i>Adventuring Flexibility:</i> You may switch between Adventure styles on a Meditation-5 count.
8	<i>Adventuring Repute:</i> Earn 1 Adventure Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Adventuring Efficiency-2:</i> All of your subclass Basic Adventure skills with uses of "Once per encounter" gain one additional use per encounter.
11	<i>Battlemagic Training:</i> May choose skills from Battlemagic schools.
12	<i>Backstab:</i> You gain a single 5 hit attack. This attack may only be used after you stand within 3 feet of your target for a silent 5 count without the target announcing that they are aware of your presence, or without turning around and seeing you. This attack requires a Meditation-10 to reset.
13	<i>Adventuring Repute:</i> Earn 1 Adventure Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Adventuring Efficiency-3:</i> Your subclass Advanced Adventure skills that require Meditation-10 are lowered to a Meditation-8 count.
16	<i>Ritual Magic Training:</i> May choose skills from Ritual magic schools.
17	<i>Improved Backstab:</i> Your backstab is raised to a 10 hit attack.
18	<i>Adventuring Repute:</i> Earn 1 Adventure Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Adventuring Efficiency-4:</i> All of your subclass Advanced Adventure skills with uses of "Once per encounter" gain one additional use per encounter.

Rogue Subclasses

Name	Associated Style
Acrobat	Agility
Delver	Interaction
Infiltrator	Stealth
Scout	Scouting

Warden

Wardens have the ability to use Spellcasting while they fight with other combat styles. Wardens specialize in different types of magic based on their subclass.

Starting Skills: *Single Weapon, Spellblast, Healing, Dispel.* Choose one starting skill from Adventure, one from Campaigning, one from Combat, and one from Social, for a total of eight starting skills.

Level	Ability
1	Choose a subclass. <i>Warden Versatility:</i> May choose any skills from Basic Combat. May choose any skills from Battlemagic in the primary or secondary schools of your subclass. The Warden may use one other Weapon Style together with Spellcasting and one of their Battlemagic schools at the same time.
2	<i>Well Rounded:</i> May choose skills from all basic Adventure, Social, and Campaign skill blocks.
3	<i>Combat Repute:</i> Earn 1 Combat Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Warden Efficiency-1:</i> Your system shock counts are lowered to an 8-count.
6	<i>Very Well Rounded:</i> May choose skills from Advanced Adventure skill blocks, Advanced Combat skill blocks, advanced Campaign skill blocks, and Advanced Social skill blocks.
7	<i>General Armor Focus:</i> Your Refit skills are lowered to a Meditation-8 count.
8	<i>Combat Repute:</i> Earn 1 Combat Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Warden Efficiency-2:</i> Your level-1 spells are increased to x3 per combat in your subclass schools.
11	<i>General Spellcasting Focus:</i> Your Spellcasting skills are lowered to a Meditation-8 count.
12	<i>General Combat Focus:</i> Your Battle Respite skills are lowered to a Meditation-8 count.
13	<i>Combat Repute:</i> Earn 1 Combat Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Warden Efficiency-3:</i> Your level-2 spells are increased to x3 per combat in your subclass schools.
16	<i>Warden Ritual Magic Training:</i> May choose skills from Ritual Magic schools. You gain -1 Difficulty rating in the primary Ritual magic school of your subclass.
17	<i>Battle Hardened:</i> You always have +1 Armor point.
18	<i>Combat Repute:</i> Earn 1 Combat Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Warden Efficiency-4:</i> Your level-3 spells are increased to x3 per combat in your primary subclass schools.

Warden Subclasses

Name	Primary Schools	Secondary Schools
Paladin	Radiance, Lumimancy	Purity, Glamour, Alluramancy and Machinamancy
Reaver	Shadow, Necromancy	Fury, Sorcery, Mechramancy and Malefimancy.
Arknight	Mind, Arcamancy	Purity, Fury, Mechramancy and Machinamancy
Ranger	Force, Gaiamancy.	Glamour, Sorcery, Malefimancy and Alluramancy

Warrior

Warriors excel at combat and martial skills. They can be good at all weapon styles.

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

Level	Ability
1	Choose a subclass. <i>Combat Specialization:</i> May choose any Combat skills.
2	<i>Well Rounded:</i> May choose skills from all basic Adventure, Social, and Campaign skill blocks.
3	<i>Combat Repute:</i> Earn 1 Combat Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Combat Efficiency-1:</i> You may call the effect with the use of “one time per Combat” as a double effect (twice in a row within one second) in the Basic skill style associated with your subclass.
6	<i>Very Well Rounded:</i> May choose skills from Advanced Adventure skill blocks, Advanced Campaign skill blocks, and Advanced Social skill blocks.
7	<i>Armor Style Focus:</i> Your Refit skill in your subclass is lowered to a Meditation-5 count.
8	<i>Combat Repute:</i> Earn 1 Combat Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Combat Efficiency-2:</i> Your Battle Respite skill in your subclass is lowered to a Meditation-5 count.
11	<i>Battlemagic Training:</i> May choose skills from Battlemagic schools.
12	<i>Battle Hardened:</i> You always have +1 Armor point.
13	<i>Combat Repute:</i> Earn 1 Combat Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Combat Efficiency-3:</i> All of your skills with uses of “A Third time per combat” gain one additional use per combat in the style associated with your subclass.
16	<i>Ritual Magic Training:</i> May choose skills from Ritual magic schools.
17	<i>Combat Flexibility:</i> You may switch between Combat styles on a Meditation-8 count.
18	<i>Combat Repute:</i> Earn 1 Combat Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Combat Efficiency-4:</i> The rating-3 defense advanced combat skills (that grants either Reduce, Parry or Dodge) may be used a second time per combat in the style associated with your subclass.

Warrior Subclasses

Name	Associated Style
Crusher	Overpower
Guardian	Protection
Striker	Flurry

Combat

In Combat, players use boffer weapons to strike one another. 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 illegal attacks and do not count.

Health

When damage is taken, the character's 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 other 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. 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. While Mortally Wounded, a character has an opportunity to receive a Heal. If they receive a Heal, they will need to make a System Shock 10-count before acting normally (see below).

Dead

Once Dead, a character begins a 60-Count. After the 60 Count, what happens next depends upon the lineage of the character.

- Mortals will dissipate and enter Spirit Form.
- Incarna (and Risen) will regenerate, and return to 1 Health.

While Dead, The player should kneel or lie down and put their hands folded across their chest to indicate their character is Dead. During the 60-count, they have an opportunity to receive a Revive. If they receive a Revive, they will need to make a System Shock 10- count before acting normally (see below).

System Shock

A character coming out of Mortally Wounded, Dead or returning from Spirit Form 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").

Dissipation

If an Incarna or Risen character receives the Dissipate effect during the Dead state count, the body of the character will vanish (called dissipation) and go into spirit form. *Mortals are unaffected by the Dissipate effect.* After a mortal character has ended their Dead count, they will go into Spirit Form. After dissipation, all personal possessions will stay with the player, such as costuming, armor, personal phys reps, etc. However, game owned items should stay where the character dissipated, such as item cards, resource phys reps, etc.

Spirit Form

Upon dissipation the character is considered a spirit, and the player should go out of play. The player should not walk around and observe in-game events or attempt to gain information while in spirit form. Though a character in spirit form is out of play, they can be interacted with if a marshal is present and needs to speak to the player. Such circumstances might include another player using ritual magic to contact them or to Resurrect them.

Reincarnation and Resurrection

There are two different ways a character can be brought back to life from Spirit Form, one for Mortals and one for Incarna/Risen. Mortals require Resurrection, either through ritual magic or a special resurrection device. Incarna must find an Anchor point and may return to material form (*reincarnate*) after a 60-count. Both require a 10-Count system shock afterwards before being able to use any skills or abilities and do anything besides sit and recover.

Summary

- A character who goes to **0 Health** is **Mortally Wounded**.
- A **Mortally Wounded** character begins a 60-Count. Afterwards, they are **Dead**.
- **Heal** brings a **Mortally Wounded** character to full Health and **System Shock**.
- **Killing Blow** 3-Count to a **Mortally Wounded** character makes them **Dead**.
- Becoming **Dead** begins a 60-count. **Revive** brings to 1 Health.
- Incarna and Risen who are **Dead** are affected by **Dissipate**, mortals are not.
- After the count for being **Dead** ends:
 - Incarna and Risen regenerate.
 - Mortals dissipate and enter spirit form.
- A character in spirit form can be Resurrected (mortal) or Reincarnate (Incarna/Risen).
- When a mortal Resurrects, they return at 1 Health and wait 60 seconds to do anything.

Meditations

Meditations are periods of concentration that do something useful after a count (usually Meditation-10). They 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 1/2 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 Spellcasting 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 second 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:

- An "armor piece" is an approved phys rep that covers a body region: chest, back, head, neck, shoulders, forearms, upper arms, pelvis, upper legs, lower legs, feet or hands.
- Every two pieces of armor counts as 1 Armor point.
- If an armor piece covers two regions, it counts as 1 Armor point.
- No more than armor one piece may be counted on a body region (if they overlap).

Examples

1. Two bracers, each covering a forearm, would count as 1 Armor point.
2. A full jerkin (covering chest and back) counts as 1 Armor point.
3. A breastplate (chest only) and a gorget (neck) would count as 1 Armor point.
4. A coif (head and neck) with a helm (also head) 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. All of the armor a player is wearing is calculated for its total point value, and this value then determines which classification of armor they are wearing.

Less than 2 points: Basic Armor (no style required).

2 to 2.5 points: Light Armor

3 to 3.5 points: Medium Armor

4-6 points: Heavy Armor

When wearing armor, the player may wear as much armor as they want, but may never have more than 6 points, nor may not receive more points than the combat style they are using allows. 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.

Shields

Shields that physically block weapons, packets and ranged weapons will stop all effects and damage delivered from the attack. The exception is the Massive effect, which always counts as a hit when hitting a weapon or shield. If the Massive effect is combined with another effect, that effect also works.

Construction

Shields may be made of light wood or a similar substance such as Sintra board (used to make signs). They should have padding such as pipe foam around the edges to prevent injury to others, as well as to prevent damage to weapons that strike them. The longest dimension of a shield may not exceed 36 inches, including any foam that covers its edges. The maximum area of a shield is 531 square inches (roughly a 26" diameter circle).

Combat and Battlemagick Effects

Effects are one word calls that do something useful to a target through the use of a delivery method, like a weapon or spell packet. Once the effect has been delivered, the target must enact or roleplay the effect. Effects do not go away, but 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. Effects also end if the source of the effect or the target of the effect is Dead.

The Effects

Legynds uses a limited list of effects that a player should learn in order to play in combat. Each effect has a keyword; when a player is struck with a weapon or packet and 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.

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). If no specific limb is called, the target may choose.
Fear	Target may not attack the source of the Fear unless the source attacks the target.
Massive	The attack is a hit, even if physically 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 before they are applied to a target. An ability may grant a defense, which is applied ahead of time 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.

Resist <effect>	User may negate a specified named effect
No Effect	The effect does not work on the target
Dodge	User may negate a single ranged or packet effect
Parry	User may negate a single melee effect.
Reduce	An <i>effect</i> 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.

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

Additional 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.
Diagnose	You may say, "Diagnose, what is your Health Total, and what effects are you under?". The player must respond truthfully.
Health <x>	Adds +x Health Points on top of the normal Health total of the character. These are the First points to be removed after all armor has been removed.
Dissipate	A Dead Incarna or Risen 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. The character is immune to everything except ranged weapons while leaping.
Resurrect	Brings a mortal character in Spirit Form back to life at 1 Health. The character is in System Shock afterwards.
Special Damage	Damage may sometimes 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."

Combat Styles

A combat style is a combination of weapon phys reps used in larp combat. *Two combat 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 Meditation-10 count.

Protection: 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-1	May call the Repel effect when your shield is struck by a melee weapon.	One time per combat
4	Protection Refit	May apply the Repair effect to self only.	Meditation-10

Flurry: 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 wear Medium Armor.	Unlimited
2	Weaken	May call the Weakness effect with either dual weapon.	Unlimited
3	Deep Cut-1	May call the Bleed effect with either dual weapon, or thrown weapons.	One time per combat
4	Flurry Refit	May apply the Repair effect to self only.	Meditation-10

Overpower: Combat

The Overpower style has the advantage of reach and the ability to power through blocks. 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 with a large weapon.	Unlimited
3	Crippling Blow-1	May call the Slow effect with a large weapon or a thrown weapon.	One time per combat
4	Overpower Refit	May apply the Repair effect to self only.	Meditation-10

Spellcasting: Combat

Spellcasting 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, Spellcasting, 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	Spellblast	May throw packets for 1 damage each. Effects may only be called with packets. "I smite you with <i>Damage</i> ."	Unlimited
3	Healing	May call the Heal effect. "I restore you to health, <i>Heal</i> "	Meditation-10
4	Dispel	May call the Cancel <effect> . "I dispel this magic, <i>Cancel <effect></i> "	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.

Advanced Protection: *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 . This ability is returned by the Refit skill.	One time per combat
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	Protection Battle Respite	May reset all Protection per combat skills.	Meditation-10

Advanced Flurry: *Combat*

Level	Skill	Description	Uses
1	Deep Cut-2	May call the Bleed effect with either dual weapon or with a thrown weapon.	A second time per combat
2	Offhand Parry	Gain a single Parry . This ability is returned by Refit.	One time per combat
3	Deep Cut-3	May call the Bleed effect with either dual weapon or with a thrown weapon.	A third time per combat
4	Flurry Battle Respite	May reset all Flurry per combat skills.	Meditation-10

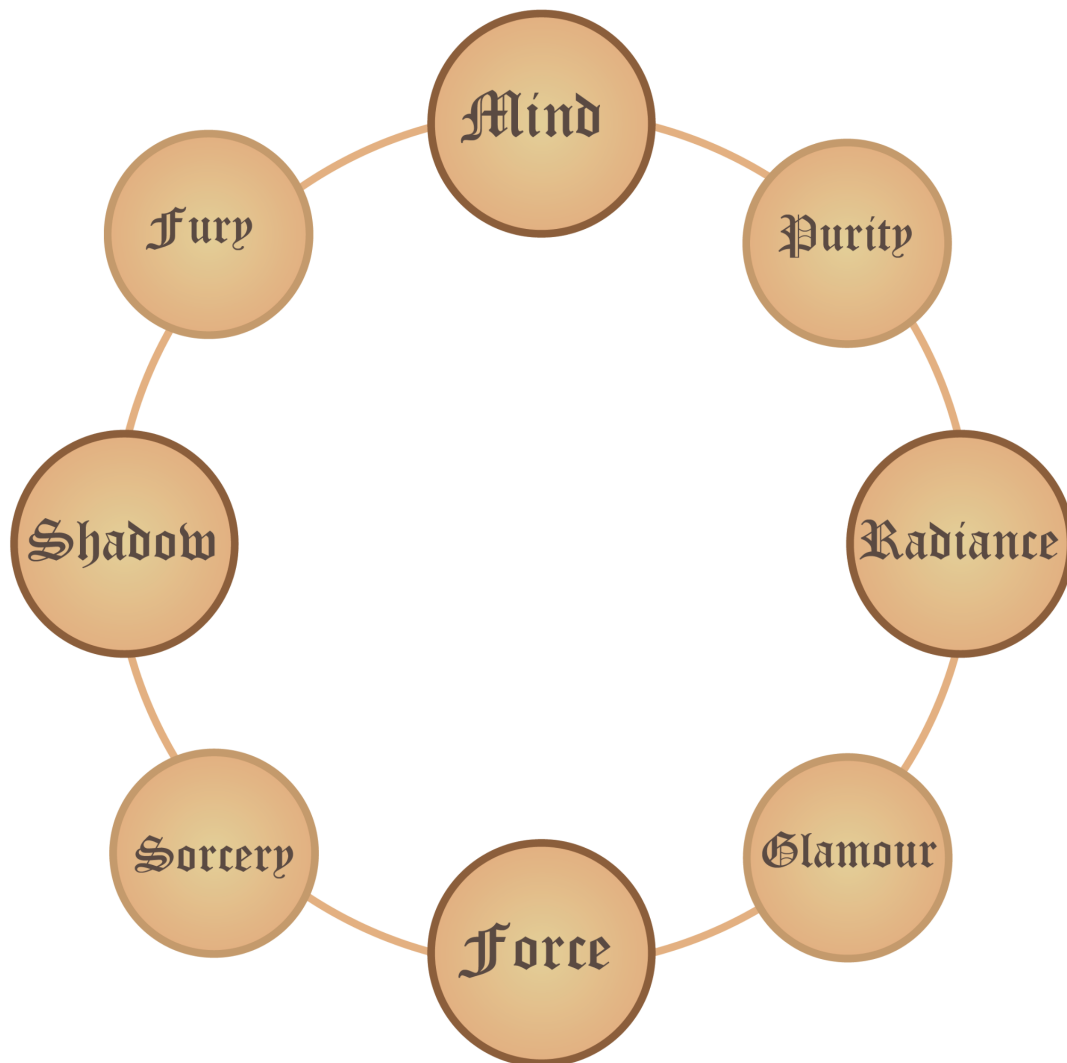
Advanced Overpower: *Combat*

Level	Skill	Description	Uses
1	Crippling Blow-2	May call the Slow effect with either Large weapon or with a thrown weapon.	A second time per combat
2	Quick Foot	Gain a single Dodge . This ability is returned by Refit.	One time per combat
3	Crippling Blow-3	May call the Slow effect with either Large weapon or with a thrown weapon.	A third time per combat
4	Overpower Battle Respite	May reset all Overpower per combat skills.	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 Spellcasting style in combat, and may only use *one* Battlemagic school at a time. Thus, a player could use Spellcasting style with the Force school, or the Spellcasting style and the Shadow school, but not Shadow and Force together. If a player wants to change their Battlemagic school, they must engage in a Meditation-10 outside of the combat area.

There are eight schools of battlemagic. There are four primary schools of battlemagic: Force, Mind, Radiance and Shadow. There are four secondary schools of magic: Fury, Glamour, Purity and Sorcery. Primary schools may be purchased only when the skills in the Spellcasting Skill Block have been purchased. Secondary schools can only be purchased if they are connected to one of the primary schools that has been purchased first.



Force: Battlemagick (Wyld)

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 Disable <Limb> effect. "With the power of Force, Disable <Limb>."	x2 per combat
3	Flash Flood	May call the Slow effect as a double effect. "With the power of Force, Slow, Slow."	x2 per combat
4	Force Blast	May call the Massive effect with the 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

Fury: Battlemagic (Umbra, Weave)

Level	Skill	Description	Uses
1	Ash Cloud	May call the Weakness effect. "With the power of Fury, Weakness."	x2 per combat
2	Smoke Blast	May call the Repel effect. "With the power of Fury, Repel."	x2 per combat
4	Flame Weave	May call the Massive effect with the next 3 packets in a row, called within 1 second of each other. "With the power of Fury, Massive, Massive, Massive".	x2 per combat
3	Magma Burn	May call the Bleed effect twice. "With the power of Fury, Bleed, Bleed."	x2 per combat

Glamour: Battlemagic (Astra, Wyld)

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

Mind: Battlemagick (Weave)

Level	Skill	Description	Uses
1	Rational Mind	May call the Cancel Taunt effect. "I dispel this magic, <i>Cancel Taunt</i> "	x2 per combat
2	Hemorrhage	May call the Bleed effect. "With the power of Mind, <i>Bleed</i> ."	x2 per combat
3	Resolve	May call the Cancel Attract effect. "I dispel this magic, <i>Cancel Attract</i> "	x2 per combat
4	Numb the Mind	May call the Sunder effect twice in a row. "With the power of Mind, <i>Sunder, Sunder</i> "	x2 per combat

Purity: Battlemagic (Astra, Weave)

Level	Skill	Description	Uses
1	Cure Disease	May call the Cancel Disease effect. "I dispel this magic, <i>Cancel Disease</i> ."	x2 per combat
2	Restore Limb	May call the Cancel Disable effect. "I dispel this magic, <i>Cancel Disable</i> ."	x2 per combat
3	Cure Poison	May call the Cancel Poison effect. "I dispel this magic, <i>Cancel Poison</i> ."	x2 per combat
4	Arc-Lightning	May call the Massive effect with the next 4 packets in a row, called within 1 second of each other. "With the power of Purity, <i>Massive, Massive, Massive, Massive</i> ."	x2 per combat

Radiance: Battlemagick (Astra)

Level	Skill	Description	Uses
1	Speed	May call the Cancel Slow effect. "I dispel this magic, <i>Cancel Slow</i> ."	x2 per combat
2	Healing Light	May call the Heal effect. "With the power of Radiance, <i>Heal</i> ."	x2 per combat
3	Mend the Flesh	May call the Cancel Bleed effect. "I dispel this magic, <i>Cancel Bleed</i> ."	x2 per combat
4	Radiant Blast	May call the Massive effect with the next 3 packets in a row, called within 1 second of each other. "With the power of Radiance, <i>Massive, Massive, Massive</i> ."	x2 per combat

Shadow: Battlemagick (Umbra)

Level	Skill	Description	Uses
1	Disease	May call the Disease effect. "With the power of Shadow, <i>Disease</i> "	x2 per combat
2	Intimidate	May call the Fear effect. "With the power of Shadow, <i>Fear</i> ."	x2 per combat
3	Shadow Blast	May call the Repel effect as a double effect. "With the power of Shadow, <i>Repel, Repel</i> "	x2 per combat
4	Wither	May call the Disable <Limb> effect as a double. "With the power of Shadow, <i>Disable <Limb>, Disable <Limb></i> "	x2 per combat

Sorcery: Battlemagic (Umbra, Wyld)

Level	Skill	Description	Uses
1	Mockery	May call the Taunt effect. "With the power of Sorcery, <i>Taunt</i> ."	x2 per combat
2	Impede	May call the Slow effect. "With the power of Sorcery, <i>Slow</i> ."	x2 per combat
3	Poison	May call the Poison effect. "With the power of Sorcery, <i>Poison</i> ."	x2 per combat
4	Deadly Poison	May call the Poison effect twice in a row. "With the power of Sorcery, <i>Poison, Poison</i> ."	x2 per combat

Adventure

The Adventure play arena is all about quietly sneaking into places, solving puzzles, and enacting 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 styles within Adventure: Scouting, Interaction, Agility and Stealth. A player may only use one adventure style at a time, and may only change styles after a Meditation-10 count at a location designated by the marshal.

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 increase the chance of completing these challenges.

Interaction

During an adventure, a character may be faced with physical or mental 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.

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.

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.

Adventure Styles

Agility: *Adventure*

Name	Description	Uses
Agile	In Adventure 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 Adventure encounters, the player may take a “do-over” when facing dexterity challenges.	Once per encounter

Interaction: *Adventure*

Name	Description	Uses
Ingenuity	Aids the character in solving simple 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

Scouting: Adventure

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

Stealth: Adventure

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	Your character can make themselves 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 Adventure Styles

Advanced Agility: *Adventure*

Name	Description	Uses
Very Agile	In Adventure 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 one time after using the Evade skill.	Once per encounter
Very Dexterous	In Adventure encounters, the player may take another “do-over” when facing dexterity challenges.	A second time per encounter.

Advanced Interaction: *Adventure*

Name	Description	Uses
Inventive	Aids the character in solving complex puzzle challenges. You may ask the marshal for one clue.	Unlimited
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
Set Trap	This skill allows the player to set and arm traps.	Unlimited

Advanced Scouting: Adventure

Name	Description	Uses
Deep Reconnaissance	May briefly enter the entrance to an encounter area to ask questions about what they can see from 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.	Meditation-10
Full Search	In adventure scenarios with a marshal, may be used for better or more complete search of a single room or designated location. May also be used to locate secret doors.	Once per encounter
Aethyr Sight	The character may see things that are hidden within the aether.	Once per encounter

Advanced Stealth: Adventure

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 themselves 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).	One encounter per event

Social Engineering

In the Social Engineering play arena, players use language and human communication 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 to impact the NPC. Social encounters are not usually spontaneous interactions with NPCs, but planned meetings. In some cases, a marshal allows a social encounter on the fly; the player can test this by saying “can we talk?” The NPC or marshal will give an appropriate response, such as “no” (or something similar), “yes” (meaning a social encounter can happen) or “let’s have a meeting” meaning the social encounter must be scheduled for another time.

Overview of Social Encounters

In social encounters, player’s attempt to convince npc’s of an *agenda* by delivering *social statements*, or sentences used to impact or influence an npc. Social statements are gained by purchasing social skills. When delivering a statement, the player is required to roleplay and speak appropriately in a convincing manner, in one of four roleplaying styles. A social statement can be flubbed if the statement was not roleplayed properly in the style. 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 acquiesce to the player’s agenda at first go. Social game play may seem a bit overwhelming at first, but with a little practice it becomes easy to play.

Social Statements

Each social statement has a *power rating* that represents its level of influence. The npc *Resistance Threshold* is a specific number that must be exceeded by the power rating of a social statement in order to have influence. For example, a power 3 statement delivered to an NPC with a Resistance Threshold of 2 will have influence. The number of statements needed to get an agenda through will vary depending on the npc, simply called *difficulty*. An npc with a difficulty of 4 would require four social statements to have influence. When enough social statements have had an influence, the npc will no longer be able to resist the players, who can then state what they want (called the agenda).

Agendas

Before a social encounter, players must have an agenda (i.e. the objective they are trying to accomplish in the social encounter). Once the players suspect they have had enough influence to meet the difficulty, the players will use a social statement to try and get agreement with their agenda, called “Stating the Agenda”. A player can state their agenda with any social statement they have available, and should let the marshal know they are making an Agenda Statement by using the “Agenda” keyword in the statement. If an Agenda statement is failed, all influences are lost and the players must start over!

Social Modifiers

Some things can modify social statements, such as an npc's reactions, the nature of the relationships with the characters, good costuming, cultural conventions, and even players committing a faux pas or an offense against the npc.

NPC Reactions

Each time a social statement is made, the npc may have a special reaction. This will come in the form of appropriate dialogue. Reactions increase the resistance of the npc for one statement. They are almost always specific to style. For example, an npc might be prone to the occasional emotional reaction, and thus have a +1 Threshold vs Logical for one statement. It is useful for players to learn as much as they can about an npc's reactions.

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 and Hostile.

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 are using the statement by touching the item in as natural a way as possible (tipping a hat, etc).

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. A successful gift or 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 gravely insults or offends an npc in a social encounter, the npc gains a grievance. A grievance is a free +3 Resistance Statement that the npc can save to use when they like. Grievances accumulate and stack! If a social encounter fails while the npc has one or more Grievances, they may hold a grudge. Grudges are bad, and can result in hostile action against the players!

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: Hands out, palms facing down.

Logical: Hands together upright with fingers touching.

Intonation and Tone of Voice

Normal: Unassuming, do not speak similarly to another style.

Assertive: Commanding, confident, decisive, intimidating.

Charming: Playful, emphatic, dramatic, witty.

Tactful: Calming, soothing, soft spoken, "late night DJ voice".

Logical: Unemotional, analytic, detached, pedantic.

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 can't right now, etc).

Gesture: Rubbing chin, scratching head, facial expressions indicating considering the words.

Social Engineering Styles

Assertive: Social

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-1	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 Approach	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 <i>direct</i> in context, as well as the <i>agenda</i> keyword.	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-1	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 "Admire" keyword.	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-1	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 " <i>Knowledgeable</i> ".	per encounter

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-1	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, " <i>Too soon...</i> " after a failed attempt at an Agenda Statement. The penalty for the failed Agenda statement is removed.	per encounter

Advanced Social Styles

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 " <i>Take my advice</i> " 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 pas. The player must use the keyword phrase " <i>state my opinion</i> " 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 you (the PC) are 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

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 " <i>Adore</i> " 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—, beginning with the keywords, " <i>Is that so?</i> " (NPC: "We're having a lot of trouble with bandits around here". PC: " Mirror <i>Is that so?...</i> "—"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

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 Power 1 Normal Statement for the encounter. Must use the keyword " <i>Debate</i> ". 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, " <i>Seems like...</i> " and then make an objective observation about the NPC's emotional state. (Ex: "It <i>seems like</i> 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

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 " <i>Faux Pas</i> " 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 " <i>Apologize</i> " 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

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 Nexus. 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 orders to carry out campaign skill actions and represent their interest through the campaign map. Basic Hirelings all have 1 Health, and when killed will stay until the end of the current campaign turn, then dissipate.

Builder		Builds improvements and controls transports. Improvements are buildings, structures, transports and the like.
Gatherer		Discovers and gathers useful resources.
Wayfinder		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 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 raid or fight. When raiding it may do one:

- Steal 1-3 of resources. After it consumes 10 resources, it will spawn another threat.
- Attack an improvement and deal structural damage based on the creature 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. If a hireling does not have enough movement to get through a hex in one turn, it will take them multiple turns to get through the hex. Add the movement up each turn until it equals the Move number, then move through into the next hex, then reset movement.

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














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	Cost	Upkeep
Lumber Mill <i>Tier-1</i>		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.	2 Lumber and 2 Stone	1 Stone and 2 Food
Quarry <i>Tier-1</i>		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	3 Lumber and 1 Stone	1 Lumber and 2 Food
Mine <i>Tier-1</i>		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	3 Lumber and 1 Stone	1 Lumber and 2 Food
Farm <i>Tier-1</i>		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	2 Lumber and 1 Stone and 1 Ore	2 Lumber and 1 Food
Smithy <i>Tier-2</i>		Produces arms (Requires ore). Each Tier produces an additional resource. Converts 1 ore to 1d 3 Arms	2 Lumber and 2 Stone and 1 Ore	1 Lumber and 1 Stone and 1 Ore and 1 Food
Barracks <i>Tier-2</i>		Defensive structure with power rating-1.	2 Lumber and 2 Stone and 1 Food and 1 Arms	1 Arms and 1 Food and 1 Lumber and 1 Ore
Watchtower <i>Tier-1</i>		Grants one Take Watch action (2 hex radius if a soldier is present).	2 Lumber	1 Lumber
Road <i>Tier-1</i>		Makes movement in a hex normal, ignoring terrain penalties.	1 Lumber and 1 Stone	1 Stone
Trading House <i>Tier-2</i>		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.	2 Lumber and 2 Stone and 10 Coins	1 Lumber and 1 Stone
Bridge <i>Tier-2</i>		Acts as a road, but may span a river or ravine.	2 Lumber and 2 Stone	1 Lumber and 1 Stone
Transport <i>Tier-2</i>		May transport 10 units and 1 person. Movement 3.	2 Lumber and 1 Ore and 1 Horse	1 Lumber and 1 Food
Stable <i>Tier-1</i>		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)	1 Lumber and 1 Stone and 2 Food	1 Lumber and 2 Food
Shipyard <i>Tier-2</i>		Produces ships and airships.	2 Stone and 2 Lumber and 2 Ore	1 Stone and 1 Lumber and 1 Ore

Campaigning Styles

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

Acquisition: Campaign

Acquisition	Actions	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 campaign tile they are in, or an Uncommon if available.	Per Turn
Prospect	May prospect a hex to find Common resource sources at a 60% chance, or Uncommon sources at a 30% chance.	Per Turn
Increased Gathering	Gain 2 additional Common resources, or 1 additional Uncommon resource.	Every 3 Turns
Double Yield	Gain 200% of maximum yield of a Common resource from an improvement.	Per Encounter

Construction: Campaign

Construction	Actions	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 <i>Tier 1</i> 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 Encounter

Exploration: Campaign

Exploration	Actions	Uses
Wayfinding	Gain 1 Wayfinder hireling that comes with its own dedicated mount the first time you purchase this skill. Once per turn, you may have one of your Wayfinders identify features of the land as well as vegetation, weather, creatures and hazards in a single campaign tile they are in. This action produces a map tile.	Per Turn
Terrain Walk	Your Wayfinder hirelings gain a terrain walk of your choice: Choose any terrain type from the Terrain table (except Magical). When this action is taken, your Wayfinders may walk at full movement through any terrain they have a type for.	Per Turn
Follow Tracks	Ability to track and identify creatures and animals in the hex. May make a free move into any campaign tile 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 Encounter

Military: Campaign

Military	Actions	Uses
Engage	Gain 1 Soldier Hireling the first time you purchase this skill. Once per turn, you may force all threats in your campaign tile to engage the Soldier in the Threats phase.	Per Turn
Take Watch	May reveal all threats in a one campaign tile 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 Encounter

Advanced Campaign Styles

Advanced Acquisition: Campaign

Acquisition	Actions	Uses
Advanced Gathering	May gather a rare resource from a hex if available.	Per Turn
Advanced Prospecting	May search a campaign tile for Rare resource sources at a 15% chance.	Per Turn
Highly Increased Gathering	Gain an additional 1 Rare resource if available.	Every 3 Turns
Increased Yield	Gain 150% of maximum yield of an Uncommon resource from an improvement.	Per Encounter

Advanced Construction: Campaign

Construction	Actions	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 campaign tile.	Per Encounter

Advanced Exploration: Campaign

Exploration	Actions	Uses
Advanced Wayfinding	Able to identify magical phenomena of the land in a single campaign tile.	Per Turn
Advanced Terrain Walk	Your Wayfinder hirelings gain a second terrain walk of your choice: Choose any terrain type from the Terrain table (except Magical). When this action is taken, your Wayfinders may walk at full movement through any terrain they have a type for.	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 Encounter

Advanced Military: Campaign

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

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 (Wayfinder, soldier, gatherer, builder). In this case, the players also have previously generated 10 resources from campaigning, and so load those 10 resources on the transport (2 stone, 3 lumber, 2 ore, 2 food). The players send their hirelings 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:

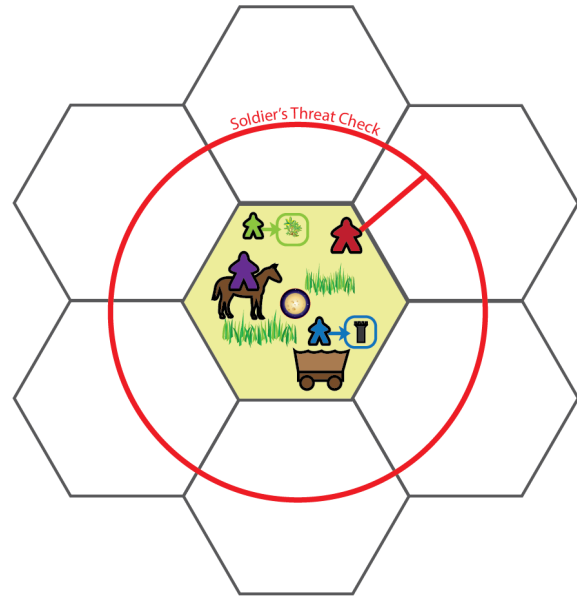
Actions

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).

Wayfinder: takes the **Wayfinding** 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;

Wayfinder: 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.

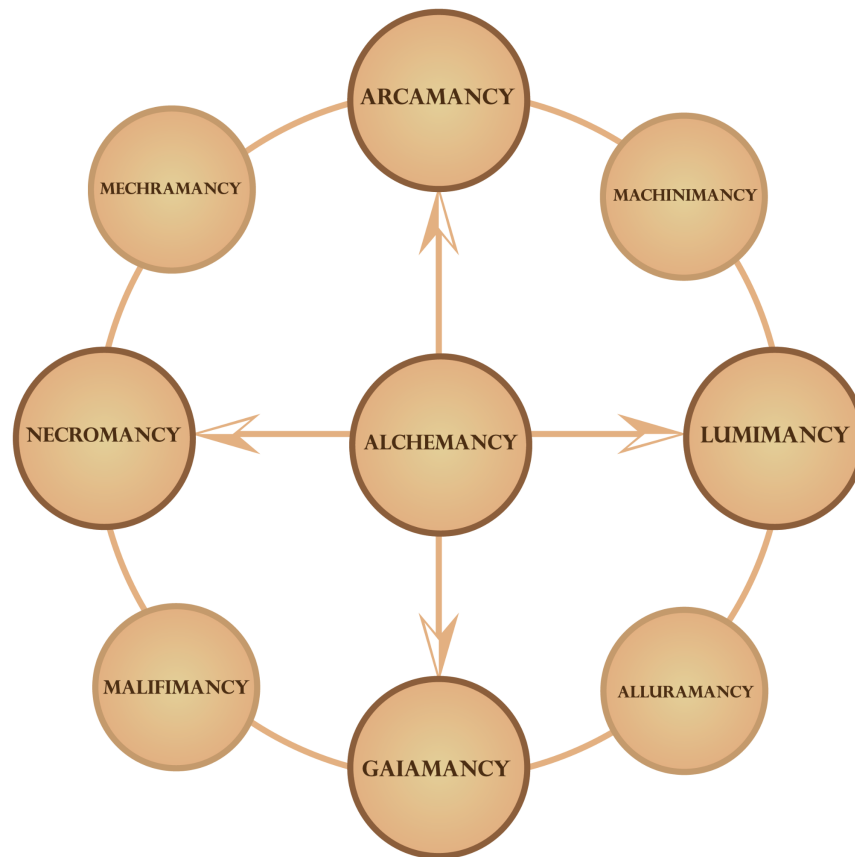
Gatherer: The gatherer locates some crops (1 *Food* resource), and a *Source* for Anise.

Ritual Magic

Ritual Magic is manifested energy drawn from the paradynes and directed towards a powerful but subtle purpose. 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 magic has a skill for each. 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!

Schools of Magic

There are nine schools of ritual magic. Five are primary schools of magic, derived from the five Paradynes: Alchemancy, Gaiamancy, Lumimancy, Arcamancy and Necromancy. There are four secondary schools of magic, created from joining two adjacent Paradynes: Mechramancy, Malefimancy, Alluramancy and Machinimancy. Alchemancy must be purchased first. Primary ritual schools may then be purchased. Then the player may purchase any school connected to a primary school they have purchased.



The Primary Schools

Alchemancy

Alchemancy, originating from Tempus, is the basis of understanding all magic, 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. It can transmute metals into higher, more refined and stronger forms. When used to affect deceased mortals, it can place them out of time and force them into forms called Hollows and Horrors.

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. When used on dead mortals, it can force the mind into the body of machines, called Forged or Woven. Arcamancy is most strongly associated with the core element of Fire.

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 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 Nature Elementals. Gaiamancy is most strongly associated with the core element of Water.

Lumimancy

Astra and its strong association with life force 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. Its 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. Lumimancy is most strongly associated with the core element of Air.

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. Necromancy is most strongly associated with the core element of Earth.

The Secondary Schools

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 insect-like form, creating Drones.

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 magic and hand made devices, called arcwerks. When used on dead or dying mortals, it can harness spiritual power to bind together flesh and the mechanical, creating beings called the Grafted. Machinamancy is associated with the elements of Lighting and Gas.

Malefimancy

Malefimancy is the combining of the primal, survivalist force of Wyld with the shadowy resilient nature of Umbra. It is the magic of trickery, obfuscation and deception. It can subtly influence people and corrupt their minds and wills to make them more socially malleable through hexes. Its practitioners can curse objects to inflict detrimental effects upon their enemies. It can be used to create twisted animal or spiritual forms such as Sluagh, Ghosts and Wraiths. Malefimancy is associated with the elements of Mud and Ice.

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 can be used to combine Arktech devices with dead flesh, reanimating the flesh and increasing its power. It creates horrific and ghastly looking hybrids of undead and forged (seen by some as wonderful macabre creations) called Necrites. Mechramancy is associated with the elements of Ash and Magma.

Alchemancy Ritual Magick

Alchemancy is the basis of ritual magic, and must be learned in order to learn other ritual schools.

Alchemancy itself does not use the four basic types of rituals, but instead has its own four skills.

Level	Skill	Description
1	Anchored Casting	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.

Ritual Magic

Each ritual school must be purchased separately, following the rules of the magic diagram. There is both basic Ritual Magic (lesser rituals, rated 1-4) and Advanced Ritual Magic (greater rituals, rated 5-8).

Advanced ritual magic skills may only be purchased after a full skill block of basic ritual magic has been purchased for at least one school.

1	Lesser Divination	<i>Identify or sense the magical energy in a person, item or location, in order to gain insight or information into a person, place or object.</i>
2	Lesser Imbuement	<i>Channels the energy of the paradyne into a target, creating a range of effects on the target.</i>
3	Lesser Invocation	<i>Calls upon the spirit or will of a being, item or place and brings it forth. This might be to ask for aid, or even summon it.</i>
4	Lesser Enchantment	<i>Enchants an item, person or place with stable energy from one or more Paradyne with the goal of enhancing or altering the state of the target.</i>

Advanced Ritual Magic

1	Greater Divination	<i>Identify or sense the magical energy in a person, item or location, in order to gain insight or information into a person, place or object.</i>
2	Greater Imbuement	<i>Channels the energy of the paradyne into a target, creating a more powerful range of effects on the target.</i>
3	Greater Invocation	<i>Calls upon the spirit or will of a being, item or place and brings it forth. This might be to ask for aid, empower it or even possess it.</i>
4	Greater Enchantment	<i>Enchants an item, person or place with stable energy from one or more Paradyne in order to create Risen or powerful magic items.</i>

Advanced Alchemancy

Level	Skill	Description
1	Identification	Allows the caster to identify properties of items and similar things.
2	Telepathy	Communicate over range with other beings.
3	Teleportation	Teleport to anchor points or locations on the campaign map.
4	Temporalization	Affects time, such as extending durations of other rituals.

Casting Rituals

Rituals require both concentration and repeating an incantation. This incantation is one that 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.

Ritual Circles

All rituals must be cast within a ritual circle. Ritual circles have a specific phys rep with an exact metaphysical design. This design may be simple or complex, but always has the five paradynes and both an inner and outer ring. The outer ring is 3' in diameter, and is impenetrable to anything the caster does not wish to allow inside, and may only be dispelled by extremely powerful magic. Thus the caster may allow items to be passed in and out, or may choose to get up and walk outside the ring. The caster may only allow one other person to enter the outer ring at a time. This outer ring will prevent the caster from being physically interrupted, but the caster can still fail the ritual if they are mentally interrupted (see below). The ritual 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 circle.



The Ritual Deck

A Ritual Deck is an “in game” deck of cards containing nine specific cards. When the player has finished repeating the incantation for the first 10 seconds of the concentration period, they flip over a number of cards from the Ritual Deck equal to the difficulty rating of the ritual, and see what fate has in store. The ritual deck must contain one card of each type: Tempus, Astra, Umbra, Wyld, Weave, Aethyr, Nethyr, Omni and Void. New cards can be discovered in game and may replace an existing card of the same type. Thus if a player discovered a new Astra card, they could trade it out for the starting Astra card before casting a ritual. Different cards may affect the ritual in a different way, something that must be researched and discovered in play. Ritual decks may be obtained from Legynds, and all decks must be approved for use.

Ritual Difficulty

Rituals all have a chance of success, based on the difficulty level of the task being attempted. The number of cards flipped is equal to the difficulty rating. Difficulty ratings range from 1-8. The difficulty rating can be lowered, but only to a minimum of 1, thus at least one card will always be turned. Every card flipped has a potential to generate an unusual result, printed on the ritual.

Components

Components are resources that are required for each ritual. The exact components listed with the ritual must be used.

Assistants

A ritual caster may be aided by up to any number of assistants. In order to assist, the assistants must have purchased the ritual skill being used for that school. Each assistant lowers the difficulty rating by 1, but assistants must also flip their cards as well! Whereas the caster of the ritual sits in the center of the circle upon the Tempus symbol, the assistants must choose one of the other four Paradyne points along the outside of the ritual to sit next to. There can be a maximum of four assistance, one for each paradyne symbol.

Casting Time

Rituals take 10 seconds per difficulty rating of the ritual (60 seconds for a difficulty rating 6 ritual, etc.). The cards should be flipped at the end of the casting time of the ritual.

Failure

A ritual always fails if the caster flips the Void card. HoweverMost 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.

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 in an area of expertise. Thus a character might have a reputation as a great combatant (Combat), or an expert politician (Social). 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 class advancement, and sometimes through participation in limited, specific events.

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.

Rank	Cost in Renown	Rank Type
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, Royal Advisor
8	375	Head of Nation (King, Queen, etc)
9	758	Head of Many nations (High King / Emperor)
10	1525	Supernal Leader

Volunteer Rewards

Legynds Apotheosis 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 "monsterring", 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/Teardown	10	Early arrival, late stay pickup.
Expert Event Setup/Teardown	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, Traps, Bombs
Apothecary	Poisons, Potions
Tailor	Clothing, Hats, Sewn Leather Goods
Maker	Totems, Instruments, Dolls, Puppets, Toys, Tools
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	Quality of Goods	Tahle Earned per Event
1	30 (initial buy)	Apprentice	Common	Basic Crafted	2
2	90	Journeyman	Uncommon	Well Crafted	6
3	180	Master	Rare	Master Crafted	12
4	270	Grand Master	Very Rare	Supernal	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, but duplicate effects do not stack. For example, a player wearing two pieces of magic armor that both give +1 to their Armor total will only grant +1 Armor. 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. Spellcasting, Protection and Overpower may gain one weapon ability, while Flurry 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 Potions 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.

Item	Crafted	Well Crafted	Master Crafted	Supernal
Trap (Explosive)	5 Hits	10 Hits	15 Hits	May be enchanted with effects
Bomb (Thrown)	5 Hits	10 Hits	15 Hits	May be enchanted with effects

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 with the Tabula Mundi.

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 game 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 magic. Only items made with Supernal materials may be enchanted, and the material used to create the item must be one associated with the ritual magic being enchanted. An enchanted item with a benefit may not be used by a character that has an opposite Paradyne to the enchantment on the item.

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. 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 have their own separate list of vestments, only one of which is required. 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 (Ashari)

Temporal Skin (required)

Makeup: Shimmering silvery purple skin.

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.

Nethyric Gaze (required)

Makeup: Dark Purple around eyes.

Ability 1: You may reuse one of your Power 2 Assertive statements, x1 per encounter.

Ability 2: Your Tracking Meditation count is only a 5-count.

Ocularum

Makeup: A Crescent moon symbol on the forehead, or jewelry headpiece with a crescent moon.

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 Wayfinding skill, as long as you have a Wayfinder hireling on the map. The Wayfinder 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.

Ability 2: Increase a Logical social statement power by 1, x1 per encounter.

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.

Ability 2: Once per encounter, when using Take Watch, one of your soldiers may use the Take Watch skill on any hex on the map.

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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per

encounter.. You must walk from one side to the other, and any traps or obstacles you set off or run into still count.

Voice of Patience

Makeup: Dark Purple Lips.

Ability 1: Increase a Tactful social statement power by 1, x1 per encounter.

Ability 2: Once per encounter, you may move one of your Hirelings an extra Hex.

Nethyric Horns

Makeup: Horns that face forward (similar to a Wildebeest).

Ability 1: Cancel Taunt (Self), x1 per encounter.

Ability 2: Increase an Assertive social statement power by 1, x1 per encounter.

Aethyric Gaze

Makeup: Glowing silver contacts.

Ability 1: You may reuse one of your Power 2 Charming statements, x1 per encounter.

Ability 2: You may ask for an additional clue when using the Decipher skill, x1 per encounter.

Touch of Aethyr

Makeup: Azure Stars on forehead (around or near the Ocularum).

Ability 1: Increase a Charming social statement power by 1, x1 per encounter.

Ability 2: Once per event, your Gatherer Hirelings may prospect a Hex to locate a rare Tempus resource.

Badlands (Grym)

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 Wayfinders 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 smuggler's pouch.

Ability 2: You may reuse one of your Power 3 Logical statements, x1 per encounter.

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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter. You must walk from one side to the other, and any traps or obstacles you set off or run into still count.

Touch of the Flame Weavers

Makeup: Living blue flame makeup around wrists and hands.

Ability 1: Bleed x1 per encounter.

Ability 2: Your Hirelings may gather in Hexes with hot ash, lava or magma without ill effects. Your Wayfinders may walk through these areas without a terrain penalty.

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.

Ability 2: Repel x1 per encounter.

Crushing Grip

Makeup: ArkTech arm fused into skin.

Ability 1: Disable Arm x1 per encounter.

Ability 2: You may destroy one existing Improvement in one campaign tile and gain resources from it, x1 per encounter.

Heightened Hearing

Makeup: Arktech earpiece.

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.

Ability 2: Your hiring Scouts may choose one adjacent hex to use the Scouting skill in.

Gaze of Intimidation

Makeup: Red eye contacts.

Ability 1: Fear x1 per encounter.

Ability 2: Increase an Assertive social statement power by 1, x1 per encounter.

Heightened Awareness

Makeup: Ark Tech Aethyrkit fused into head and hair.

Ability 1: Your Tracking Meditation count is only a 5-count.

Ability 2: Your Scout hirelings may use the infiltration skill a second time per event.

Berowen (Berowe)

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 Wayfinder 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 Wayfinders may choose one adjacent hex to use the Wayfinding 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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter. You must walk from one side to the other, and any traps or obstacles you set off or run into still count.

Majestic Antlers

Makeup: Large Stag antlers.

Ability 1: Your Camouflage Meditation Count is only a 5-Count.

Ability 2: You may ask the marshal if the Relationship is Friendly at the start of a social encounter.

Toothy Grin

Makeup: Animal Fangs or Tusks.

Ability 1: You may reuse one of your Power 3 Charming statements, x1 per encounter.

Ability 2: Weakness 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 campaign tile.

Ability 2: Your Tracking Meditation count is only a 5-count.

Cloven Hooves

Makeup: Faun legs with fur and costuming.

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

Ability 2: Your Wayfinders have an additional terrain type in addition to whatever terrain you choose with the Terrain Walk skill.

Voice of Intimidation

Makeup: Cerulean-white lips.

Ability 1: Fear x1 per encounter.

Ability 2: You may reuse one of your Power 2 Assertive statements, x1 per encounter.

Sharp Talons

Makeup: Sharp claw or talon makeup or costuming on hands.

Ability 1: Bleed x1 per encounter.

Ability 2: You are able to point out and indicate where the better Wylde resources can be found. Once per encounter, when using the Gather skill, your Gatherers may gain an Uncommon Wylde resource.

Feral Gaze

Makeup: Animal eye contacts or glowing green eyes.

Ability 1: Increase a Charming social statement power by 1, x1 per encounter.

Ability 2: Your Scouts may use the Tracking skill every two turns instead of every three turns.

Corbin (Seraphur)

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.

Gaze of Objectivity (required)

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.

Ability 2: Once per event, you may reduce the cost to build a structure by 2 resources when using the Cut Corners skill.

Plague Mask

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 Adventure 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.

Sigils of Corbin

Makeup: Dark 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.

Ability 2: You may reuse one of your Power 3 Tactful statements, 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.

Ability 2: Heal (Self) 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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter. You must walk from one side to the other, and any traps or obstacles you set off or hit count.

Clockwork Hands

Makeup: Clockwork hand gloves or phys reps.

Ability 1: Repair (Self), x1 per encounter.

Ability 2: 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.

Aura of the Haze

Makeup: Brass or golden colored hair with optional greenish blue streaks.

Ability 1: Cancel Poison (Self), x1 per encounter.

Ability 2: You may remove all poison effects from all hirelings in any one hex, x1 per encounter. This includes hirelings that are not your own.

Gaze of the Seraph

Makeup: Brass or gold eye contacts.

Ability 1: Increase a Logical social statement power by 1, x1 per encounter.

Ability 2: You may use the Speed Burst skill a second time in an event.

Precise Hearing

Makeup: Clockwork earpiece.

Ability 1: You may reuse one of your Power 3 Logical statements, x1 per encounter.

Ability 2: You may ask the marshal for an additional clue when using Lock Picking skill, x1 per encounter.

Landonia (Achar)

Sigils of Weaving (required)

Makeup: Dark 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 resource 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.

Ability 2: Sunder 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.

Ability 2: You may ask the marshal for an additional clue when using the Lock Picking skill, x1 per encounter.

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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter. You must walk from one side to the other, and any traps or obstacles you set off or run into still count.

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 teleport directly there. Go out of play and head immediately to the location, and return to play there.

Ability 2: Once per event, you may teleport your transport to any other hex on the map before using the Transport skill.

Arcomechanical Hat

Makeup: Arcomechanical hat phys rep, such as a top hat with gears and tubes.

Ability 1: You may ask for an additional clue when using the Decipher skill, x1 per encounter.

Ability 2: Once per encounter, your Builders may build a Tier 2 improvement in place of a Tier 1 improvement with the Build skill.

Voice of Reason

Makeup: Blue lips.

Ability 1: Cancel Sunder(Self), x1 per encounter.

Ability 2: You may reuse one of your Power 2 Tactful statements, x1 per encounter.

Piercing Gaze

Makeup: Bright blue contacts.

Ability 1: Weakness x1 per encounter.

Ability 2: You may reuse one of your Power 3 Logical statements, x1 per encounter.

Aura of Dissociation

Makeup: Coppery or deep red colored hair.

Ability 1: Increase a Logical social statement power by 1, x1 per encounter.

Ability 2: Once per event, you may reduce the cost to build a structure by 2 resources when using the Cut Corners skill.

Tahlea (Sidhe)

Malefic Skin (required)

Makeup: Cold pale icy skin; 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 Wayfinders 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.

Ability 2: 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 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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter.. You must walk from one side to the other, and any traps or obstacles you set off or run into still count.

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.

Ability 2: Your Hide in Shadows Meditation Count is only a 5-Count.

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.

Ability 2: Once per event, you may steal a resource from any campaign tile on the map.

Kiss of Poison

Makeup: Animal fangs or vampire teeth with black lips.

Ability 1: Poison x1 per encounter.

Ability 2: Your Gatherers may search for resources used to make Poisons at one higher rarity rating when using the prospecting and advanced prospecting skills, x1 per encounter.

Icy Gaze

Makeup: Solid white contacts for Ice Nomads; solid black for House Faeryn-Shol.

Ability 1: Fear x1 per encounter.

Ability 2: You may reuse one of your Power 3 Assertive statements, x1 per encounter.

Taunting Gaze

Makeup: Black or Dark Swirling Silver around eyes.

Ability 1: Taunt x1 per encounter.

Ability 2: Increase an Assertive social statement power by 1, x1 per encounter.

Aura of Secrecy

Makeup: Ornate tiara, or black cowl.

Ability 1: Your Disguises and Illusionary Disguises may not be detected by magical means.

Ability 2: Your Hirelings may carry items while using Infiltration.

Tentetsu (Yosei)

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, your Hirelings may gather an additional resource with 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.

Ability 2: Once per event, you may force all threats to move towards the campaign tile of your choice for the turn.

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.

Ability 2: Heal (Self) 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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter. You must walk from one side to the other, and any traps or obstacles you set off or hit count.

Acute Hearing

Makeup: Pointed ears.

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

Ability 2: Once per event, you may choose any revealed campaign tile on the map to listen for threats. This works like the Take Watch skill in any hex of your choice, and without a hireling.

Rainbow Whispers

Makeup: Brightly colored lips.

Ability 1: Cancel Taunt (Self) x1 per encounter.

Ability 2: You may reuse one of your Power 3 Tactful statements, x1 per encounter.

Sparkling Aura

Makeup: Sparkly shimmering skin.

Ability 1: Increase a Charming social statement power by 1, x1 per encounter.

Ability 2: Once per event, you may create a shiing aura that stuns your pursuers when using the Evade skill. They must wait 5 second before pursuing you. Inform the marshal before you use this ability.

Bright Gaze

Makeup: Brightly colored contacts.

Ability 1: Cancel Fear (Self) x1 per encounter.

Ability 2: You may reuse one of your Power 3 Charming statements, x1 per encounter.

Sigils of Speed

Makeup: Colored tattoos and markings.

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

Ability 2: Once per event, you may gather 300% of maximum yield from an improvement, using the Double Yield skill.

Velkaria (Velk)

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.

Ability 2: Reduce the cost of an improvement by 2 resources by sacrificing one of your hirelings, once per encounter. A replacement hireling returns at the beginning of the next 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.

Ability 2: When using Take Watch, your Soldiers have a 2 Hex radius for one chosen hex outside the normal 1 hex radius.

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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters. You must walk from one side to the other, and any traps or obstacles you set off or run into still count, x1 per encounter.

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.

Ability 2: Cancel Disable Arm (Self) x1 per encounter.

Seductive Horns

Makeup: Small pointed "devil" horns.

Ability 1: You may reuse one of your Power 2 Charming statements, x1 per encounter.

Ability 2: You may use the Disguise skill a second time in an encounter.

Aura of Pestilence

Makeup: Jet black hair (or wig).

Ability 1: Disease x1 per encounter.

Ability 2: When you use Cover Tracks, you may leave a disease that will affect the first person trying to track you, giving them the disease effect.

Sigils of Will

Makeup: Black Umbra tattoos and markings.

Ability 1: You may reuse one of your Power 3 Assertive statements, x1 per encounter.

Ability 2: Your Soldier hirelings Force March at a +2 Movement.

Gaze of Intimidation

Makeup: Red contacts.

Ability 1: Fear x1 per encounter.

Ability 2: Increase an Assertive social statement power by 1, x1 per encounter.

Vendaeros (Vendare)

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.

Ability 2: You are able to leap over chasms or other similar spaces during adventure encounters, x1 per encounter.. You must walk from one side to the other, and any traps or obstacles you set off or run into still count.

Aureole of Radiance

Makeup: Halo phys rep behind head.

Ability 1: Increase a Tactful social statement power by 1, x1 per encounter.

Ability 2: Once per Event, you may produce a burst of light that blinds anyone following you while using the Evade skill. All attempting to follow you are under the Slow effect (inform the marshal before using).

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.

Ability 2: Heal (Self) x1 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.

Ability 2: You may reuse one of your Power 3 Tactful statements, x1 per encounter.

Voice of Astra

Makeup: Sparkling gold lips.

Ability 1: You may reuse one of your Power 2 Charming statements, x1 per encounter.

Ability 2: Umbra based threats in a 2 Hex radius around one campaign tile must engage your Soldiers when using the Engage skill.

Illuminated Glow

Makeup: Pearly iridescent skin with slight silver cast.

Ability 1: Cancel Bleed (Self) x1 per encounter.

Ability 2: You may create a light within one entire hex, revealing anything hidden by shadow or darkness, x1 per encounter.

Aura of Strength

Makeup: Golden hair or pearly white hair.

Ability 1: Cancel Weakness (Self) x1 per encounter.

Ability 2: You gain +1 steps when using the Agile or Very Agile skills.

Gaze of Judgement

Makeup: Glowing white or gold contacts.

Ability 1: You may reuse one of your Power 2 Logical statements, x1 per encounter.

Ability 2: Your Soldier hirelings Force March at a +2 Movement.

Narrative and Story in *Legynds: Apotheosis*

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.