

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 Incarna, 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 Paradyne 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.

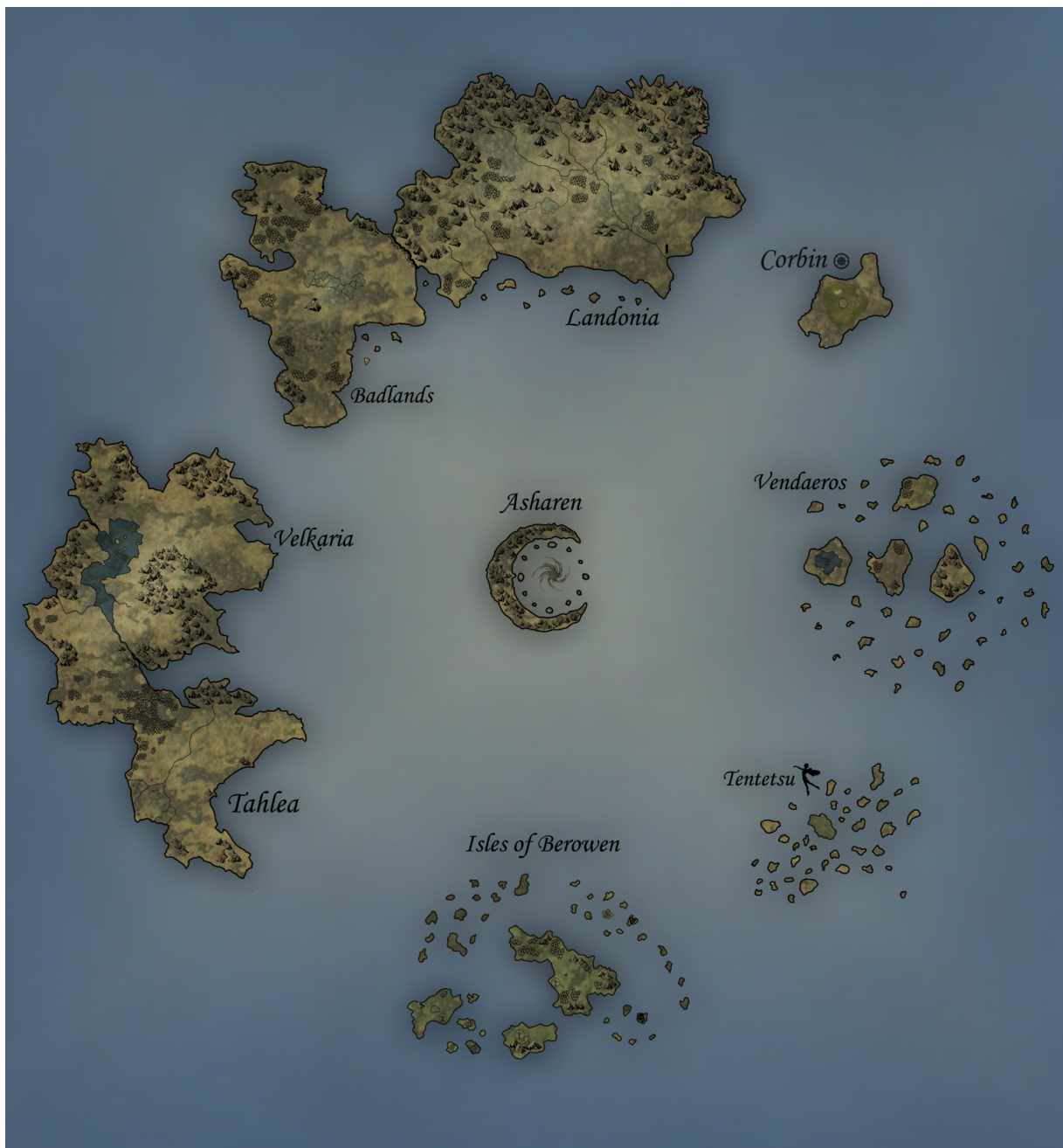
During this time of isolation, each of the new lands developed and evolved its own unique form of magic and meta technologies. The Landonians had been hard at work harnessing the power of Arcane Fire, and with the plague cured, set out on their own set of campaigns to explore the mysterious remains of 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 traveled 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 Nexus 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.



Character Creation Step 1: Culture

Within the world of Eldross are nine cultures from which your character may hail. Each culture allows your character to start with special training, so you will want to read about those. Here is a quick summary to an overview.

Lands of 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.

Kingdom of 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*).

Commonwealth of Landonia

Landonia is 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 magic 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*’).

Badlands of Ondras

The Badlands are so hostile to life that most dare not visit, though many find themselves there as outcasts or outsiders from other lands. There are thriving trade cities protected by walls. Outside of the walls are packs of scavengers, raiders, cannibals, and twisted feral undead. Its people have managed to survive death through a necrotic magic called Machinimancy. The Incarna here are known as the “*Grymm*”.

Lands of 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*”

Lands of 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. Its 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 *Sidhe*, or commonly “*Sith*” pronounced “*shee*”.

Tentetsu Collective

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, called Alluramancy. The Incarna here are called *Tentsei*.

Kingdom of 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 called the *Velk*.

Dominion of Vendaeros

Vendaeros is made up of floating islands high in the clouds. An aristocratic society, it was once an empire that ruled much 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 called 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. A character starts with 5 Tahle credits; backgrounds may offer more.

Asharen

Gifted Alchemancer	Your Alchemy rituals are cast with a -1 difficulty rating.
Ensis Trained	You may store one effect from a Tempus Battle Magic skill 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 then expended and must be reapplied.
Anchored Meditation	Your Basic Combat skill Meditation and Alteration Battlemagic counts are lowered by 2.
Librarian	You gain an additional clue when decoding encrypted messages in Adventure scenarios. Inform the marshal you are using Librarian to gain additional aid.
Patience	Once per social encounter, after an Agenda Statement fails, gain a Power 2 Social statement of your choice.
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. You start with a schema for Headdresses.
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 Cancel <Disable Leg> x 1 per combat and Cancel <Disable Arm> x 1 per combat. Self only.
Danger Sense	Your Sense skill allows you to be aware of the existence of phased out beings. You cannot tell direction or location, only that they are in the area.
Straight Shooter	Gain a Power 2 Assertive Statement at the start of each social encounter..
Badlands Mining	You start with a Gatherer hireling, with a +10% chance to the prospect action when searching for Mining resources.
Saboteur	You may start as a Master Engineer, with a specialization in Devices. You start with Plans for both a Gun and a Bomb.
Tinkerer	You may start as a Master Maker, with a specialization in Tools. You start with a Schema for ArkTech Goggles.
Airship Pirate	You gain +1 to the Navigation skill, and Rank 1 with the Corramere faction.

Berowen

Gaiamancy Adept	You cast Gaiamancy rituals with a -1 difficulty rating.
Trident Training	You gain a Disable <Leg> x1 per combat when fighting with the Overpower style.
Ironwood Armor Training	You may wear Heavy Armor while fighting with the Overpower style.
Withered Lands Camouflage	You may take 5 steps while using the Camouflage skill. If you are using the Move Unseen skill, you may take 15 steps.
An'toran Speaker	Gain a Power 2 Charming Statement at the start of each social encounter.
Wayfinder Network	You start with three Wayfinder hirelings and three mounts.
Totem Carver	You may start as a Master Maker, with a specialty in Totems. You start with a Schema for Animal Totems.
Trident Crafter	You may start as a Master Weaponsmith, with a specialty in Ironwood Tridents. You start with the Secret of Ironwood.
Marauder	You have +1 to the Gunner skill when firing Ballista or Grappling guns on a ship or airship. You have Rank 1 in the Wild Marauders.

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	You 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 2 Logical Statement at the start of each social encounter.
Corbinite Construction	You start with a Builder hireling. When this hireling takes the build action, it reduces the cost to build an improvement by one resource.
Clockwerk Engineer	You may start as a Master Engineer, with a specialization in Clockwerks. You start with Plans for a Clockwerk Limb.
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.
Clockwerk Repair	You may deliver the Heal effect to any target that has a Clockwerk body part, x1 per encounter. On Campaign encounters, you may do this once per turn.

Landonia

Arcamancy Adept	You cast Arcamancy rituals with a -1 difficulty rating.
Supreme Command Combat Training	Your Ranged Weapon Battle Respite Meditation count is lowered by 2.
Supreme Command Defense Training	Gain a Dodge x1 per combat when fighting with the Overpower style.
Enigmatologist	Once per encounter, you may get two clues when using the Ingenuity skill.
Pettifogger	Gain a Power 2 Logical Statement at the start of each social encounter.
Industrialist	You start with 2 Builder hirelings and two Transports.
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 Meditation-10. 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 the 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 2 Charming Statement at the start of each social encounter.
Poison Resistance	You gain a Resist Poison x1 per encounter. 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 Blade Poison.
Frostwood Crafter	You may start as a Master Armorsmith, with a specialization in Frostwood Armor. You start with the Secret of Frostwood.
Sky Seer	You have +1 to the Navigation skill. You have Rank 1 in the Sky Seers Guild.

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 skill.
Harmonic Thoughts	Gain a Power 2 Tactful Statement at the start of each social encounter.
Skyland Farmer	You start with a Gatherer hireling, with a +10% chance to the prospect action when searching for Flora resources.
Potion Crafter	You may start as a Master Apothecary, with a specialization in Potions. You start with the Recipe for 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.
Jatai Warrior	You gain +1 to the Pilot skill when on a Tentetsu airship. You have Rank 1 in the Winged Protectors.

Velkaria

Necromancy Adept	You cast Necromancy rituals with a -1 difficulty rating.
Order of the Dragon Weapon Training	Gain a Reduce x1 per combat when using the Protection style.
Order of the Dragon Shield Training	Gain a Shield Bash x1 per combat when using 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 +5 steps.
Aristocrat	Gain a Power 2 Assertive Statement at the start of each social encounter.
Soldiers of Grymhold	You start with 2 Soldier Hirelings that 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.
Skullbreaker Pirate	You have +1 to the Helmsman skill. You have Rank 1 in the Skullbreaker Coven.

Vendaeros

Lumimancy Adept	You cast Lumimancy rituals with a -1 difficulty rating.
Knight's Weapon Training	Gain a Reduce x1 per combat when using the Protection style.
Knight's Shield Training	Gain a Shield Bash x1 per combat when using the Protection style.
Eyot Walker	You gain an additional step or "do over" when using the Agile skill.
Mediator	Gain a Power 2 Tactful Statement at the start of each social encounter.
Crusader	You start with 2 Soldier Hirelings. These Soldier Hireling 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.
Vendaeros Skyknight	You Gain +1 to the Pilot skill when on a Vendaeros Skyrider airship. You have Rank 1 in the Astral Skyknights faction.

Character Creation Step 2: Lineage

Beings in Eldross descend from one of two lineages. A character is either born of an immortal bloodline (Incarna), or a mortal bloodline ('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

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 generally regenerate and return to life after a short period, thus they are often called immortals. 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. These are represented by the player wearing makeup. Incarna must start with the four required Vestments of their culture, and may purchase associated Vestment Powers with their starting build. Makeup must be worn for these Vestment powers to gain the abilities. Incarna may buy more vestments from their culture and type only.

Immortal Regeneration: When the character's Dead count is completed, an Incarna will return to life at 1 Health, in System Shock. Only a Dissipate effect, while in a Dead state, will put them into Spirit Form.

Reincarnate: Incarna characters in Spirit Form may Reincarnate at will at an Anchor point associated with (but not opposed to) their Paradyne(s) on a 60-count. 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.

Starting Build: Incarna start with 12 Build Points that may be spent on Vestment Powers or any skills allowed by their class.

Paradyne Locked: An Incarna may not acquire any skill that is not associated with one of their own innate Paradyne(s). They may also not acquire any skill that has a Paradyne that is opposite any of its innate Paradyne(s). The one exception is the innate Tempus Paradyne, which allows an Incarna to purchase skills that list no more than one Paradyne (even if they are opposed). An Incarna's innate Paradyne is the one (or two) associated with its culture.

Mortals

Mortals bear no Vestments, and they do not return easily from death. They stay dead unless magic is used to bring them back and this return to "life" may eventually 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

Mortality: Mortals are not affected by Dissipate, and will finish out their full death count before entering Spirit Form. In order for the mortal to return from Spirit Form, a Resurrection is required.

Starting Build: Mortals start with 16 Build Points.

The Risen

Risen are mortals who have returned from the dead into a new form through magical forces, and have been changed by those 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.

Vestments

Vestments are makeup features that grant minor abilities. They are thus two things, the makeup requirement itself, such as horns, wings, pointed ears, or colored hair and skin; and the abilities player's start with, and later purchase with build. The character only gains these abilities if the player is willing to wear the phys reps required. Playing an Incarna means a commitment to makeup, and their abilities, which seem quite powerful, are in fact a counterbalance to the heavy commitments required. It takes quite a bit of time to put on makeup, and it is much more difficult to fight and perform tasks in this extra makeup. The game thus takes very seriously the makeup requirements, and every player must have their makeup approved before they can play.

The player may only purchase Vestments from their Incarna type. These Vestments must be physically represented by appropriate makeup and costuming. Each Incarna has four required Vestments that must be worn in order to play their character. These are the visuals that make it obvious what culture a character is from. In game, Vestments are a character's visual representations of the paradyne magic in the culture from which they originate.

In order to gain the benefits from the required Vestments, the player may spend Build Points to purchase a 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.

The Optional Vestments allow access to Advanced Vestment powers, also purchased with Build. They of course must be worn to get the advanced power.

Risen have their own separate list of Vestments and Vestment powers.

Markings and Sigils

Many of the Vestments refer to markings or sigils. These must be the approved markings, but offer a high degree of player creativity, as long as they meet the specific requirements in the makeup description, and follow the art direction style for the Incarna type.

Using Vestment Powers

Vestment abilities that deliver effects may be delivered either through claws (if present) or a spell packet. Vestment power effects may not be delivered by throwing daggers, ranged weapons, or melee weapons. Vestment power effects 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

Achar

Commonwealth of Landonia



Required Vestments

Makeup Feature	Associated Vestment Powers
Black eyeliner, blue eyeshadow prominent all around the eyes.	Gaze of Intelligence, Woven Aura, Weave Sight
Dark Blue or silver Weave pattern tattoos, or Blue flame tattoos	Sigils of Weaving, Sigils of Awareness
Woven curly hair or dreadlocks, red or copper in color	Aura of Dissociation, Aura of Awareness
Arcomechanical hat phys rep, such as a top hat with gears and tubes.	Arcomechanical Hat, Quick Thinking

Optional Vestments

Makeup Feature	Associated Vestment Powers
Large Arcomechanical wings	Leap (may be purchased four times)
Arcomechanical Chest Reactor(s) or Arcomechanical spine	Arcamantic Shift, Arcamantic Processing, Arcamantic Decoder, Arcamantic Surge
Arcomechanical earpiece, mouthpiece, or eyepiece	Sounds of Reason, Sounds of Understanding, Sound of Fairness, Sounds of Enabling
Bright blue contacts.	Piercing Gaze, Mental Gaze, Precise Vision, Empathic Gaze

Lesser Powers (Weave +2)

Weave Sight: When using the Sense skill to sense Weave, your Count is only a 3-count.

Gaze of Intelligence: You may use your Ingenuity skill a second time on one challenge per encounter.

Woven Aura: Health Increase by One.

Sigils of Weaving: Repair (self only) x1 per encounter.power.

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

Aura of Awareness: Cancel Attract x2 per encounter

Aura of Dissociation: Cancel Taunt x2 per encounter.

Arcomechanical Hat: Sunder, x2 per encounter.

Quick Thinking: You may reuse one of your Power 2 Logical statements, x1 per encounter

Greater Powers (Weave +4)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Arcamantic Shift: 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.

Arcamantic Processing: Your Operate Device count is a Meditation-5.

Arcamantic Decoder: You may use your Decipher skill a second and third time on one challenge per encounter.

Arcamantic Surge: Bleed x2 per encounter

Piercing Gaze: Repel x2 per encounter

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

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

Precise Vision: You may automatically open one lock on a 3-count with the Lock Picking skill, x1 per encounter.

Sounds of Reason: Gain a Power 2 Logical social statement, x1 per encounter.

Sounds of Understanding: Gain a Power 2 Tactful social statement, x1 per encounter.

Sounds of Fairness: You may make the first Relationship in a social encounter be Equitable x1 in a social encounter, if the NPC has a Threshold of 2 or less.

Sounds of Enabling: Cancel Disable x 1 per encounter

Ashari

Lands of Asharen



Required Vestments

Makeup Feature	Associated Vestment Powers
Purple makeup around eyes. Shimmering translucent silvery makeup on exposed skin. May use purple-silver on the upper half of the face. Balance of silver vs purple-silver is for Nethyr vs Aethyr.	Temporal Skin, Aura of Nethyr, Aura of Aethyr
Medium elf ears	Temporal Listening, Aethyric Hearing
Silver or white hair	Touch of Aethyr, Touch of Nethyr
Ornate jewelry attached to forehead: often a crescent moon, but can be a similar ornate. Can also be done as a symbol with makeup	Sigils of Chrossus, Ocularum

Optional Vestments

Makeup Feature	Associated Vestment Powers
Silver Streaming Bat-like Wings.	Leap (may be purchased four times)
Purple lips	Voice of Patience, Voice of Command, Voice of Reason, Voice of Charm
Large smooth dark silver/gray horns	Nethyric Horns, Horns of Strength, Horns of Freedom, Horns of Stability
Silver, white or purple contacts	Aethyric Gaze, Nethyric Gaze, Aethyric Sight, Nethyric Sight

Lesser Powers (Tempus +2)

Temporal Skin: Heal (Self), x1 per encounter.

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

Aura of Nethyr: Your Hide in Shadows Meditation Count is only a Meditation-5.

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

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

Temporal Listening: 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 or Nethyr.

Aethyric Hearing: Your Tracking Meditation count is only a Meditation-5.

Ocularum: When using the Sense skill to detect Tempus, your Count is only a 5-count.

Sigils of Chrossus: You may reuse one of your Power 2 Logical Statements, x1 per encounter.

Greater Powers (Tempus +4)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Nethyric Horns: Cancel Taunt (Self), x2 per encounter.

Horns of Strength: Cancel Weakness (Self), x2 per encounter.

Horns of Freedom: Cancel Slow (Self), x2 per encounter.

Horns of Stability: Cancel Attract (Self), x2 per encounter.

Voice of Patience: Gain a Power 2 Tactful statement, x1 per encounter

Voice of Command: Gain a Power 2 Assertive statement, x1 per encounter.

Voice of Charm: Gain a Power 2 Charming statement, x1 per encounter.

Voice of Reason: Gain a Power 2 Logical statement, x1 per encounter.

Aethyric Gaze: Cancel Sunder (Self), x1 per encounter.

Nethyric Gaze: Your Magical Tracking skill has a Meditation-5 Count.

Aethyric Sight: Your Aethyric Sight skill is usable x3 per encounter.

Nethyric Sight: You may ask the marshal to reveal the location of a single hidden trap in the encounter.

Grymm

Badlands of Ondras



Required Vestments

Makeup Feature	Vestment Power
Pale dead looking makeup to create a slightly dead looking pallor.	Aura of Shadow, Aura of Assertion, Tough Skin
Blue makeup around eyes	Gaze of Weakness, Gaze of Repulsion
ArkTech Jewelry earpiece or temple piece.	Logical Listening, Heightened Senses
Black streaks around eyes and cheeks, forehead and/or mouth.	Sigils of Secrecy, Sigils of Blood

Optional Vestments

Makeup Feature	Vestment Power
Black feathered wings, or bat wings	Leap (may be purchased four times)
ArkTech ThoughtKit fused into head and hair, or worn on the forehead, or where horns might be.	Heightened Awareness, Arktech Repulsor, Crushing Thoughts, Arktech Decoding
Black lipstick with blue spider veins	Threatening Voice, Voice of Determination, Voice of Rebellion, Convincing Voice
Optional blue or red contacts	Gaze of Intimidation, Gaze of Condescension, Gaze of Precision, Gaze of Logic

Lesser Powers (Weave +1, Umbra +1)

Aura of Shadow: Health Increase by One.

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

Tough Skin: You may enter an area with an environmental effect that causes damage for one minute before suffering the effects, x1 per encounter.

Gaze of Weakness: Weakness x2 per encounter

Gaze of Repulsion: Repel x2 per encounter.

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

Heightened Senses: Your Sense count Meditation is only a Meditation-5.

Sigils of Secrecy: You may smuggle a second item in your smuggler's pouch.

Sigils of Blood: Bleed x2 per encounter.

Greater Powers (Weave +2, Umbra +2)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Heightened Awareness: Your Tracking Meditation count is only a Meditation-5.

Arktech Repulsor: Repel x2 per encounter.

Crushing Thoughts: Disable Arm x2 per encounter.

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

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

Voice of Determination: Cancel Attract x2 per encounter

Convincing Voice: You may use the Disguise skill a second time in an encounter.

Voice of Rebellion: Gain a Power 2 Assertive Statement, x1 per encounter

Gaze of Intimidation: Fear x2 per encounter.

Gaze of Condescension: Gain a Power 2 Logical Statement, x1 per encounter

Gaze of Precision: You may automatically open one lock on a 3-count with the Lock Picking skill, x1 per encounter.

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

Berowe

Kingdom of Berowen



Required Vestments

Makeup Feature	Vestment Power
Verdant Green shimmering skin, minimum on the forehead.	Thick Hide, Aura of Nature, Enchanting Aura
Earthy carmine color around eyes	Feral Gaze, Primal Senses
Long pointed fey ears	Active Listening, Acute Hearing
Animal horns, any natural color but not black	Majestic Antlers, Ramming Horns

Optional Vestments

Makeup Feature	Vestment Power
Large Eagle-like wings	Leap (may be purchased four times)
Wild green hair, optional to add leaves	Aura of Aggression, Sylvan Evasion, Wild Aura, Aura of Force
Citrine markings and teal markings, swirling carmine markings	Sigils of Nature, Sigils of Awareness, Sigils of Friendship, Sigils of the Wild
Animal or green contacts	Charming Gaze, Gaze of Courage, Gaze of Empathy, Enhanced Perception

Lesser Powers (Wyld +2)

Thick Hide: Health Increase by One.

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

Aura of Nature: Your Camouflage Meditation Count is only a Meditation-5.

Feral Gaze: Slow x2 per combat

Primal Senses: When using the Sense skill to detect Wyld, your Count is only a 3-count

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

Acute Hearing: You gain an additional "do-over" when using the Agile skill, x1 per encounter.

Majestic Antlers: Weakness x2 per encounter.

Ramming Horns: Disable Limb, x2 per encounter.

Greater Powers (Wyld +4)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Aura of Aggression: Taunt x2 per encounter

Sylvan Evasion: The character may return to the encounter once after using the Double Back skill.

Wild Aura: Cancel Sunder x2 per encounter

Aura of Force: May call *Massive* with 4 packets in a row, called within 1 second of each other.

Sigils of Nature: Your Magical Tracking Meditation count is only a Meditation-5.

Sigils of Friendship: Gain a Power 2 Charming Statement at the start of each encounter

Sigils of Awareness: Cancel Repel x2 per encounter

Sigils of the Wild: You are able to take +5 steps when using Camouflage.

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

Gaze of Courage: Cancel Fear x2 per encounter.

Enhanced Perception: You may use your Full Search skill a second time on an encounter

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

Seraphur

Lands of Corbin



Required Vestments

Makeup Feature	Vestment Power
Shimmering pearlescent makeup on exposed skin	Brassy Skin, Breath of the Seraph, Aura of Awareness
Black eyeliner and glowing blue eyeshadow around the eyes.	Gaze of Objectivity, Gaze of Clarity
Clockwork Jewelry earpiece(s) or headpiece	Active Listening, Acute Listening
Dark Silver Tattoos on skin in the Corbin runic language	Sigils of Corbin, Sigils of the Seraph

Optional Vestments

Makeup Feature	Vestment Power
Large wings with clockwork parts	Leap (may be purchased four times)
White or Silver colored hair	Aura of the Haze, Aura of Empathy, Aura of Reduction, Aura of Endurance
Clockwerk facial covering. This only needs to cover part of the face.	Plague Mask, Clockwerk Courage, Clockwerk Operator, Clockwerk Repair
Glowing Blue or Silver Contacts	Gaze of the Seraph, Lightning Gaze, Gaze of Empathy, Gaze of Logic

Lesser Powers (Astra +1, Weave +1)

Brassy Skin: Health Increase by One.

Aura of Awareness: 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 on you, but the trap is destroyed.

Breath of the Seraph: Cancel Poison x2 per encounter.

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

Gaze of Clarity: You may use your Ingenuity skill a second time on one challenge per encounter.

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

Acute Listening: You may automatically open one lock on a 3-count with the Lock Picking skill, x1 per encounter.

Sigils of the Seraph: Cancel Disease x2 per encounter.

Sigils of Corbin: You may ask for an additional clue when using the Decipher skill, x1 per encounter.

Greater Powers (Astra +2, Weave +2)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Aura of the Haze: Heal x2 per encounter.

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

Aura of Reduction: Reduce x1 per Encounter

Aura of Endurance: Cancel Disable x2 per encounter.

Plague Mask: You are immune to Environmental Diseases (not the Disease combat effect).

Clockwerk Courage: Cancel Fear x2 per encounter

Clockwerk Operator: Your Operate Device count is only a Meditation-5.

Clockwerk Repair: Repair (Self) x2 per encounter.

Gaze of the Seraph: Cancel Bleed x2 per combat

Lightning Gaze: May call *Massive* with 4 packets in a row, called within 1 second of each other.

Gaze of Empathy: Gain a Power 2 Tactful statement x1 per encounter.

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

Sidhe

Lands of Tahlea



Required Vestments

Makeup Feature	Vestment Power
Black or dark gray makeup around eyes, with a streak extending down.	Taunting Gaze, Aura of Secrecy, Aura of Shadow
Long pointed fey ears	Active Listening, Alertness
Large black swirling horns. Should be very animal-like.	Impressive Horns, Charming Horns
Black or dark silver tattoos or markings	Sigils of Ice, Sigils of Charm

Optional Vestments

Makeup Feature	Vestment Power
Black feathered wings, or bat wings	Leap (may be purchased four times)
Second pair of Horns	Magnificent Horns, Aura of Agility, Aura of Entanglement, Aura of Quickness
Black lipstick	Kiss of Poison, Charming Voice, Voice of Assertion, Intimidating Voice
Animal Contacts or Red Contacts	Icy Gaze, Assertive Stare, Repelling Stare, Shadow Sight

Lesser Powers (Umbra +1, Wyld +1)

Taunting Gaze: Taunt x2 per encounter.

Aura of Shadow: Your Hide in Shadows Meditation Count is only a Meditation-5.

Aura of Secrecy: Your Camouflage Meditation Count is only a Meditation-5.

Active Listening: When using Reconnaissance, the marshal may tell you what subtle sounds you can hear from sources that may be out of line of sight.

Alertness: Dodge x1 per encounter.

Impressive Horns: Armor increased by +1.

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

Sigils of Ice: Slow x2 per encounter

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

Greater Powers (Umbra +2, Wyld +2)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Magnificent Horns: If you have Impressive Horns, armor is increased by another +1.

Aura of Agility: Your tracks cannot be followed by magical means when using the Cover Tracks skill.

Aura of Entanglement: Disable <Limb> x2 per combat

Aura of Quickness: Your Move in Shadows is increased by +5 steps.

Charming Voice: Gain a Power 2 Charming Statement, x1 per encounter.

Kiss of Poison: Poison x2 per encounter.

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

Intimidating Voice: Fear x2 per encounter.

Icy Gaze: Gain a Power 2 Assertive Statement, x1 per encounter.

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

Repelling Stare: Repel x2 per encounter.

Shadow Sight: Your Move Unseen is increased by +5 steps.

Tentsei

Tentetsu Collective



Required Vestments

Makeup Feature	Vestment Power
Brightly colored hair	Aura of Luminescence, Aura of Empathy, Aura of Agility
Exaggerated large eyes. Done with color around eyes, makeup around eyes, or glasses.	Alluring Gaze, Precise Vision
Medium pointed elf ears	Acute Hearing, Charming Ears
Shimmering glowy pearlescent makeup. This can be a thin layer that lets the natural skin color show through.	Sparkling Aura, Shining Aura

Optional Vestments

Makeup Feature	Vestment Power
Colored tattoos and sparkly markings	Sigils of Speed, Sigils of Evasion, Rainbow Sigils, Sigils of Empathy
Insect antenna	Acute Sensing, Charming Antenna, Sense of Awareness, Healing
Insect Wings: butterfly, dragonfly, or moth.	Leap (may be purchased four times)
Brightly colored contacts (any but red or blue), or insect like contacts	Bright Gaze, Charming Glance, Insect Vision, Empathetic Gaze

Lesser Powers (Astra +1, Wyld +1)

Aura of Luminescence: Cancel Repel x2 per encounter.

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

Aura of Agility: You gain +1 steps when using the Agile skill.

Alluring Gaze: Attract x2 per encounter.

Precise Vision: You gain an additional use of the Sidestep skill, x1 per encounter.

Acute Hearing: Your Tracking Meditation count is only a Meditation-5.

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

Sparkling Aura: You gain an additional jump with the Spring skill, x1 per encounter.

Shining Aura: Cancel Fear x2 per encounter

Greater Powers (Astra +2, Wyld +2)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Sigils of Speed: Dodge x1 per encounter

Sigils of Evasion: The character may return to the encounter once after using the Double Back skill.

Rainbow Sigils: Cancel Disease x2 per encounter.

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

Acute Sensing: Cancel Sunder x2 per encounter.

Healing: Heal x2 per encounter.

Charming Antenna: Gain a Power 2 Charming Statement at the beginning of each social encounter

Sense of Awareness: Cancel Slow x2 per encounter.

Bright Gaze: Cancel Fear x2 per encounter.

Charming Glance: You may reuse one of your Power 3 Charming statements, x1 per encounter

Insect Vision: Your Magical Tracking Meditation Count is only a Meditation-5.

Empathetic Gaze: Gain a Power 2 Tactful Statement at the start of each social encounter

Velk

Kingdom of Velkaria



Required Vestments

Makeup Feature	Vestment Power
Pale dead looking makeup, showing purple or blood red veins.	Aura of Shadow, Aura of Importance, Aura of Death
Dark gray shadowy makeup around eyes to create a gaunt appearance.	Gauntly Gaze, Charming Gaze
Medium sized pointed elf ears	Deadly Hearing, Shadow Listening
Vampire fangs with optional dripping blood stains around mouth	Voice of Decisiveness, Feed on the Weak

Optional Vestments

Makeup Feature	Vestment Power
Black Tattoos	Sigils of Will, Sigils of Terror, Sigil of Cleverness, Sigils of Assertion
Jet black hair, or a black wig	Aura of Pestilence, Aura of Umbra, Aura of Assertion, Aura of Deception
Black feathered wings, or bat wings	Leap (may be purchased four times)
Red contacts	Gaze of Intimidation, Gaze of Logic, Gaze of Dominance, Crushing Gaze

Lesser Powers (Umbra +2)

Aura of Shadow: Your Hide in Shadows Meditation Count is only a Meditation-5.

Aura of Importance: Fear x2 per encounter.

Aura of Death: Health Increase by One.

Gauntly Gaze: Disease x2 per encounter.

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

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

Feed on the Weak: You may use your fangs to deliver a 10-Count killing blow, and then heal to full.

Deadly Hearing: Repel x2 per combat.

Shadow Listening: When using the Sense skill to detect Umbra, your Count is only a 3-count.

Greater Powers (Umbra +4)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

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

Sigils of Terror: Taunt x2 per encounter.

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

Sigils of Decay: Poison x2 per encounter.

Aura of Pestilence: Slow x 2 per encounter.

Aura of Umbra: You may take +5 steps when Using Move in Shadows.

Aura of Assertion: Gain a Power 2 Assertive Statement at the beginning of each encounter.

Aura of Deception: You may use the Disguise skill a second time in an encounter.

Gaze of Intimidation: Weakness x2 per encounter.

Gaze of Logic: Gain a Power 2 Logical Statement at the beginning of each encounter.

Gaze of Dominance: You may make yourself Dominant in the Relationship in a social encounter with an NPC of Threshold 2 or lower, x1 per encounter.

Crushing Gaze: Bleed x 2 per encounter.

Vendar

Dominion of Vedaeros



Required Vestments

Makeup Feature	Vendar
Shimmering pearlescent makeup with a slight ivory cast	Aura of Illumination, Aura of Servitude, Aura of Submission
Gold makeup around eyes	Assertive Stare, Gaze of Tact
Medium pointed elf ears	Careful Listening, Precise Hearing
Golden Astra swirl markings.	Sigils of the Sky, Sigils of Astra

Optional Vestments

Makeup Feature	Vendar
Feathered wings of Silver, Palladium or Gold (Based upon chosen House).	Leap (may be purchased four times)
Pure white hair	Aura of Strength, Aura of Judgement, Aura of Balance, Aura of Toughness
Halo phys rep behind head, or golden circlet around head.	Aureole of Radiance, Burst of Light, Aura of Defense, Aura of Empathy
Gold contacts	Gaze of Service, Gaze of Certainty, Gaze of Astra, Gaze of Immunity

Lesser Powers (Astra +2)

Aura of Illumination: Cancel Bleed x2 per encounter.

Aura of Servitude: You may ask the marshal if the NPC is Dominant in the Relationship at the start of a social encounter.

Aura of Submission: Cancel Slow x2 per combat.

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

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

Careful Listening: You gain +1 steps when using the Agile skill.

Precise Hearing: You gain an additional use of the Sidestep skill, x1 per encounter.

Sigils of the Sky: You gain an additional "do-over" when using the Balance skill, x1 per encounter.

Sigils of Astra: When using the Sense skill to detect signs of Astra, your Count is only a 3-count.

Greater Powers (Astra +4)

Leap: 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. You must walk to the packet location, and any traps you set off or run into still count. Use x1 per encounter.

Aura of Strength: Cancel Poison x2 per encounter.

Aura of Judgement: Gain a Power 2 Assertive Statement at the start of each social encounter.

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

Aura of Toughness: Reduce x1 per combat.

Aureole of Radiance: Heal x2 per encounter.

Burst of Light: 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.

Aura of Defense: Parry x1 per combat with a melee weapon

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

Gaze of Immunity: Cancel Disease x2 per combat.

Gaze of Astra: Gain a Power 2 Tactful Statement at the start of each social encounter.

Gaze of Certainty: Cancel Repel x2 per encounter.

Gaze of Service: You may allow the NPC to be Dominant in the Relationship at the start of a social encounter, if their threshold is 2 or less.

Character Creation 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 an extra 10 Tali credits, 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 because you are probably the offspring of Incarna and mortal blood. You may choose to forgo the costuming for any one Vestment of your choice, but may still buy the powers.	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. Your family sent you off to make a name for yourself. You have a starting Rank 1 with the family and 10 additional starting credits.	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 one +1 starting build.	Mortal only
World Traveller	You don't really know where you came from. You must still designate a starting culture, and choose a Cultural Ability from it. You also start with a second Cultural Training ability, which may be from any culture list. All future Cultural Training must come from your Starting Culture.	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*	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

*mortals only - must take Noble House background

Families, Clans and Tribes

Culture	House	Paradyne
Velkaria	Bonedigger Tribe, Silverwood Tribe, Little Bear Tribe	Umbra
Vendaeros	Delveaux, Aubert, Mercier	Astra
Landonia	Fernsby, Berrycloth, Rowlingson, Whipple, Prescott, Hogwood	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 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

*May buy up to four different contacts total between Contact and Important Contact

**May buy up to three times in different factions total between established and Well Established

Character Creation Step 4: Class

A character class determines what skills can be purchased, and in which skills a character will gain extra abilities. As a character advances, the types of skill that may be chosen slowly increases. Each class has a set of skills that it excels within, thus making the player's choice of class determined by the way in which they prefer to play the game.

Character Class	Preferred Skills
Mage, Warden	Battlemagic
Negotiator	Social
Rogue	Adventure
Ritualist	Ritual Magic
Warrior, Warden	Combat

Mage

Level	Ability
1	<i>Battlemagic Specialization:</i> May buy skills from up to six Battlemagic schools. May buy skills from one Basic Social skill block, one Basic Combat skill block and one Basic Adventure skill block.
2	<i>Well Rounded:</i> May buy skills from all Basic Adventure and Basic Social skill blocks.
3	<i>Repute:</i> Earn 1 Magical Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Battlemagic Efficiency-1:</i> Choose a subclass. Your level-5 spell is increased to x3 per combat in your associated subclass Battlemagic school.
6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block.
7	<i>Battlemagic Focus:</i> Your Alteration Battlemagic Meditations are lowered to by 2.
8	<i>Magical Repute:</i> Earn 1 Magical Reputation.
9	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
10	<i>Battlemagic Efficiency-2:</i> Your level-6 spell is increased to x3 per combat in your subclass Battlemagic school.
11	<i>Ritual Magic Training:</i> May buy skills from up to two Ritual magic schools. <i>Improved Combat Training:</i> May buy skills from all Basic Combat blocks.
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>Magical Repute:</i> Earn 1 Magical Reputation.
14	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture
15	<i>Battlemagic Efficiency-3:</i> Your level-7 spell is increased to x3 per combat in your subclass Battlemagic school.
16	<i>Expanded Ritual Magic Training:</i> You may buy skills from up to four Ritual Magic schools. <i>Advanced Combat Training:</i> You may buy skills from one Advanced Combat block.
17	<i>Battlemagic Hyper Focus:</i> Your Alteration Battlemagic meditations are lowered by 1 more (total of 3).
18	<i>Magical Repute:</i> Earn 1 Magical Reputation.
19	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
20	<i>Battlemagic Efficiency-4:</i> Your level-8 spell is increased to x3 per combat in your subclass Battlemagic school.

Negotiator

Level	Ability
1	<i>Social Specialization</i> : May choose any Social skills. May buy skills from one Basic Combat block and one Basic Adventure block.
2	<i>Well Rounded</i> : May choose skills from all Basic Adventure and Basic Combat 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> : Choose a Subclass. 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 one Advanced Adventure skill block and one Advanced Combat skill block.
7	<i>Fancy Clothing</i> : Choose 1 item of costuming you own. While wearing that item, you may touch it to raise one of your social statements by +1 Power, once per encounter
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 buy skills from up to two Battlemagic schools. <i>Extremely Well Rounded</i> : May buy skills from a second Advanced Combat skill block and a second Advanced Adventure skill block.
12	<i>Impressive Trinket</i> : Choose a prop. While holding that item, you may gesture with it to raise one of your social statements by +1 Power, once per encounter
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 buy skills from up to three Ritual Magic schools.
17	<i>Even More Fancy Clothing</i> : Choose another item of costuming you own. While wearing that item, you may touch it to raise one of your social statements by +1 Power, once per encounter.
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.

Ritualist

Level	Ability
1	<i>Ritual Magic Specialization:</i> May buy skills from up to six Ritual Magic schools. May buy skills from one Basic Social block and one Basic Adventure block. May buy skills from up to two Battlemagic schools (including Alteration). Whenever you purchase a Rank in a Ritual school, you get the starting ritual for that skill.
2	<i>Well Rounded:</i> May buy skills from all Basic Adventure skill blocks, all Basic Social skill blocks and one Basic Combat skill Block.
3	<i>Magical Repute:</i> Earn 1 Magical Reputation.
4	<i>Cultural Training:</i> Choose one Cultural Training ability from your starting culture.
5	<i>Ritual Efficiency-1:</i> Choose a subclass. You have -1 difficulty rating on all rituals associated with your subclass.
6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block.
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>Magical Repute:</i> Earn 1 Magical 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 one difficulty rating (minimum 10).
11	<i>Improved Battlemagic Training:</i> May buy skills from a third Battlemagic school.
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>Magical Repute:</i> Earn 1 Magical 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 subclass school is lowered by 2 difficulty ratings (minimum 10).
16	<i>Highly Improved Battlemagic Training:</i> May buy skills from a fourth Battlemagic school. <i>Extremely Well Rounded:</i> May buy skills from a second Advanced Adventure 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>Magical Repute:</i> Earn 1 Magical 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).

Rogue

Level	Ability
1	<i>Adventure Specialization</i> : May buy any Adventure skills. May buy skills from one Basic Combat block and skills from one Basic Social block.
2	<i>Well Rounded</i> : May buy skills from all Basic Social skill blocks and all Basic Combat 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> : Choose a subclass. Your subclass Basic Adventure skills that require Meditation are lowered by 2.
6	<i>Very Well Rounded</i> : May buy skills from one Advanced Combat skill block and one Advanced Social skill block.
7	<i>Adventuring Flexibility</i> : All of your subclass Basic Adventure skills with uses of "Once per encounter" gain one additional use per encounter.
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> : Your subclass Basic Adventure skills that require Meditation-10 are lowered by an additional 1 (3 total).
11	<i>Battlemagic Training</i> : May buy skills from up to two Battlemagic schools. <i>Extremely Well Rounded</i> : May buy skills from a second Advanced Combat skill block and a second Advanced Social skill block.
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, and this meditation number may not be lowered by any means. The call is "5 Damage".
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 by 2.
16	<i>Ritual Magic Training</i> : May buy skills from up to three Ritual Magic schools.
17	<i>Improved Backstab</i> : Your backstab is raised to a 10 hit attack. The call is "10 Damage".
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.

Warden

Level	Ability
1	<i>Warden Specialization:</i> May buy all Basic Combat skill blocks and one Advanced Combat skill block. May buy skills from Alteration Battlemagic. May buy skills from one Basic Social skill block and one Basic Adventure skill block.
2	<i>Warden Versatility:</i> May buy skills from all Basic Social and all Basic Adventure skill blocks. Choose a subclass. May buy one school of Battlemagic in the Primary school of your class.
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 Alteration Battlemagic Meditations are lowered to by 2.
6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. May buy any skills from Battlemagic from one school in the secondary schools of your subclass.
7	<i>General Armor Focus:</i> Your Refit skill Meditation Counts are lowered by 2.
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-5 spells are increased to x3 per combat in your subclass schools.
11	<i>Extremely Well Rounded:</i> May buy skills from a second Advanced Adventure skill block, a second Advanced Combat skill block and a second Advanced Social skill block. May buy any skills from Battlemagic from a second school in the secondary schools of your subclass.
12	<i>General Combat Focus:</i> Your Battle Respite skill Meditation Counts are lowered 2.
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-6 spells are increased to x3 per combat in your subclass schools.
16	<i>Warden Ritual Magic Training:</i> May buy skills from Lesser Alchemancy and Ritual Magic schools associated with 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> You gain -1 difficulty rating in all rituals associated with your subclass.

Warrior

Level	Ability
1	<i>Combat Specialization:</i> May buy any Combat skills. May buy skills from one Basic Social Block and skills from one Basic Adventure block.
2	<i>Well Rounded:</i> May buy skills from all Basic Adventure and all Basic Social 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> Choose a Subclass. You may call the effect with the use of “x1 per Combat” as a double effect (twice in a row within one second) in the Basic skill style associated with your subclass. For Ranged, it is the very next shot.
6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block.
7	<i>Armor Style Focus:</i> Your Refit skill Meditation Count in your subclass is lowered by 2.
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 Meditation Count in your subclass is lowered by 2.
11	<i>Battlemagic Training:</i> May buy skills from up to two Battlemagic schools. <i>Extremely Well Rounded:</i> May buy skills from a second Advanced Adventure skill block and a second Advanced Social skill block.
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 buy skills from up to three Ritual Magic schools.
17	<i>Combat Flexibility:</i> Your Battle Respite skill and Refit skill in your subclass are both lowered by 1 more.
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.

Subclasses

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
Wylder	Nature	Gaiamancy

Negotiator Subclasses

Name	Associated Style
Charmer	Charming
Debater	Logical
Diplomat	Tactful
Overseer	Assertive

Ritualist Subclasses

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

Rogue Subclasses

Name	Associated Style
Acrobat	Agility
Delver	Interaction
Infiltrator	Stealth
Scout	Scouting

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	Nature, Gaiamancy	Glamour, Sorcery, Malefimancy and Alluramancy

Warrior Subclasses

Name	Associated Style
Crusher	Overpower
Guardian	Protection
Striker	Flurry
Marksman	Ranged

Character Creation Step 5: Skills

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. Advanced skill blocks always require the basic skill block first.

Character Advancement

After each event a player gains Build Points, which may then be used to buy skills (and Vestment Powers for Incarna). A character begins the game at level one, and gains levels based upon Build Points obtained at events. Characters may only acquire skills allowed in their class table, determined by their level.

Skill Type	Build Cost
Basic Skills	1
Advanced Skills	2
Alteration Battlemagic and Lesser Ritual Magic	1
All other Battlemagic and Greater Ritual Magic	2
Lesser Vestments Powers	1
Greater Vestment Powers	2

Paradyne Points

Paradyne points measure how much essence a character has wrapped up in a Paradyne. These come mostly from purchased skills or vestment powers that have a keyword associated with a Paradyne. Each skill or vestment acquired adds Paradyne points to one or more associated paradyne, indicated in parenthesis by the skill type.

Keywords	Paradyne
Gaiamancy, Wyld	Wyld
Arcamancy, Weave	Weave
Necromancy, Umbra	Umbra
Illumimancy, Astra	Astra
Alchemancy, Tempus, plus all others totalled	Tempus

Character Advancement

Total Build Points Gained*	Level
0	1
2	2
4	3
7	4
10	5
15	6
20	7
25	8
30	9
35	10
40	11
45	12
50	13
60	14
70	15
80	16
90	17
100	18
110	19
120	20

*does not include starting build

Combat Skill Blocks

Combat skills are broken into four 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. It must be clear to an opponent which style a player is using by the weapons they are holding. Effects are only delivered via the weapons listed with the style. If a player wants to change combat styles, they must physically trade out the proper weapons to change styles.

Basic Protection Style

Rank	Skill	Uses
1	Shield and Weapon	Unlimited
2	Taunt	Staggered*
3	Shield Bash (1)	x1 per combat
4	Refit (Heavy Armor)	Meditation-10

Advanced Protection Style

Rank	Skill	Uses
5	Shield Bash (2)	x1 per combat
6	Push Onward	x1 per combat
7	Shield Bash (3)	x1 per combat
8	Battle Respite (Protection)	Meditation-10

Basic Flurry Style

Rank	Skill	Uses
1	Dual Weapon	Unlimited
2	Weaken	Staggered*
3	Deep Cut (1)	x1 per combat
4	Refit (Medium Armor)	Meditation-10

Advanced Flurry Style

Rank	Skill	Uses
5	Deep Cut (2)	x1 per combat
6	Offhand Parry	x1 per combat
7	Deep Cut (3)	x1 per combat
8	Battle Respite (Flurry)	Meditation-10

**May not call the effect again until you have made two legal attacks with one of the weapons/shield used in the style.*

Basic Overpower Style

Rank	Skill	Uses
1	Large Weapon	Unlimited
2	Crushing Blow	Staggered*
3	Crippling Blow (1)	x1 per combat
4	Refit (Medium Armor)	Meditation-10

Advanced Overpower Style

Rank	Skill	Uses
5	Crippling Blow (2)	x1 per combat
6	Quick Foot	x1 per combat
7	Crippling Blow (3)	x1 per combat
8	Battle Respite (Overpower)	Meditation-10

Basic Ranged Style

Rank	Skill	Uses
1	Ranged Weapon	Unlimited
2	Kite	Staggered*
3	Impede	Staggered*
4	Refit (Light Armor)	Meditation-10

Advanced Ranged Style

Rank	Skill	Uses
5	Skewer	x1 per combat
6	Riposte	x1 per combat
7	Sure Strike	x1 per combat
8	Battle Respite (Ranged)	Meditation-10

**May not call the effect again until you have made two legal attacks with one of the weapons/shield used in the style.*

Combat Skills

Battle Respite (Style)

May reset all skills in the current style being used, meaning they count as not having been used in the combat. This does not reset crafted item abilities or vestment powers.

Crippling Blow (total uses)

May call the Disable<Limb> effect.

Crushing Blow

May call the Massive effect with a large weapon.

Deep Cut (total uses)

May call the *Bleed* effect with either dual weapon.

Dual Weapon

May fight with two one-handed small or medium weapons. May wear *Medium Armor*.

Impede

May call the *Slow* effect.

Kite

May call the *Attract* effect.

Large Weapon

May fight with a Large Weapon. All attacks require both hands. May wear *Medium Armor*.

Offhand Parry

Gain a single *Parry*. This ability is returned by Refit.

Push Onward

Gain a single *Reduce*. This ability is returned by the Refit skill.

Quick Foot

Gain a single Dodge. This ability is returned by Refit.

Ranged Weapon

May fight with guns, bows, crossbows, bombs and throwing daggers. May hold a one handed weapon. May wear *Light Armor*. *Note: guns are a crafted item, and must be built in game. Bows must follow exact safety regulations and must be approved.*

Refit (Armor Type)

May apply the *Repair* effect to self only. The armor value may not exceed the armor type for the current style.

Riposte

Gain a *Parry* with one handed melee weapon or padded ranged weapon, while wearing *Light Armor*. This ability is returned by Refit.

Shield and Weapon

May fight with a shield and one handed small or medium weapon. May wear *Heavy Armor*.

Shield Bash (total uses)

May call the *Repel* effect when your shield is struck by a melee weapon.

Skewer

May call the *Disable <Limb>* effect.

Sure Strike

May add *Massive* to a single shot. This ability is returned by Battle Respite.

Taunt

May deliver the Taunt effect with the one handed weapon.

Weaken

May call the *Weakness* effect with either dual weapon.

Adventure Skill Blocks

Adventure play is all about quietly sneaking into places, solving puzzles, and performing feats of agility. Players will encounter physical and mental challenges, and be expected to complete missions, such as escaping with valuable information or items without being caught. Combat skills are usually unimportant, as discovery usually results in immediate failure or even death. There are four skill blocks within Adventure: Scouting, Interaction, Agility and Stealth.

Basic Agility Skills

Rank	Skill	Uses
1	Agile (1)	x1 per challenge
2	Spring (1)	x1 per encounter
3	Evade	x1 per encounter
4	Sidestep (1)	x1 per encounter

Advanced Agility Skills

Rank	Skill	Uses
5	Agile (2)	x1 per challenge
6	Spring (2)	x1 per encounter
7	Double Back	x1 per challenge
8	Sidestep (2)	A second time per encounter

Interaction Skills

Rank	Skill	Uses
1	Ingenuity (1)	x1 per challenge
2	Disarm Traps	x1 per challenge
3	Lock Picking (1)	x1 per challenge
4	Decipher (1)	x1 per challenge

Advanced Interaction Skills

Rank	Skill	Uses
5	Ingenuity (2)	x1 per challenge
6	Operate Device	Meditation-10
7	Lock Picking (2)	x1 per challenge
8	Decipher (2)	Unlimited

Scouting Skills

Rank	Skill	Uses
1	Reconnaissance	x1 per encounter area
2	Tracking	Meditation-10
3	Search	x1 per encounter
4	Sense	Meditation-10

Advanced Scouting Skills

Rank	Skill	Uses
5	Exploration	x1 per encounter area
6	Magical Tracking	Meditation-10
7	Full Search	x1 per encounter
8	Aethyr Sight	Meditation-10

Basic Stealth Skills

Rank	Skill	Uses
1	Camouflage	Meditation-10
2	Hide in Shadows	Meditation-10
3	Cover Tracks	x1 per encounter
4	Disguise	x1 encounter per event

Advanced Stealth Skills

Rank	Skill	Uses
5	Move Unseen	x1 per encounter
6	Move in Shadows	x1 per encounter
7	Smuggle	One item at a time in a smuggler's pouch.
8	Illusionary Disguise	x1 encounter per event

Adventure Skills

Aethyr Sight

The character may see things that are hidden within the Aethyr, as well as “phased out” beings. This effect lasts for a 10-count, then may be reset with a Meditation-10.

Agile (1-2)

In Adventure encounters, the player gains an ability based on the environmental challenge:

- An additional step when facing agility challenges. The second purchase gives a second step.
- The player may take a “do-over” when facing balance challenges. The second purchase gives a second do-over.
- The player may take a “do-over” when facing dexterity challenges, or may be given a physical environmental advantage (based on the specific encounter write-up). The second purchase gives a second do-over, or a stronger advantage.

Camouflage

Allows the character to hide, behind any natural terrain or behind any concealing object, after a Meditation-10. A concealing object must be roughly 9 square feet (such as a 3x3 wall). The player indicates they are hidden by crossing their hands over their chest. The character hidden must remain completely still and attempt to be completely quiet or they are revealed. The character must count “Coming out of Hiding-1, Coming out of Hiding-2, Coming out of Hiding-3” when leaving this state. The count for coming out of hiding may never be lowered by any means. During this count and while in the hidden state, the character is immune to all physical attacks (weapons and packets).

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.

Decipher (1-2)

Aids the character when decoding encryptions. You may ask the marshal for one clue. A second purchase gives a second clue. Multiple uses of this skill by different players produces the same “1st clue”. The second use, even by multiple players, produces the “2nd clue”.

Disarm Traps

Allows for the disarming of trap challenges. 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. Players without this skill attempting to disarm the trap will set it off.

Disguise

Your character can make themselves look different, but from the same culture and lineage. If using this to look like another Incarna of the same culture, the player must at least have the required four required Vestments, but may wear any other optional Vestments to sell the disguise.

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 an NPC for example). The character is able to be identified with some types of ritual magic. Disguise lasts until the end of the next encounter the player participates in (x1 encounter per event).

Double Back

The player may return to the encounter one time after using the Evade skill. The player should announce “Double back” when doing so.

Exploration

May confer with a marshal before entering an encounter area to ask questions about anything on the encounter. This extends beyond what can just be seen from the starting location, but the marshal will convey information as if the character was able to explore more of the encounter than just the start.

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 player should announce “Evade” when reaching the destination, then go out of play until the marshal tells them to come back into play. The character may not return to the encounter.

Full Search

In adventure scenarios with a marshal, may be used for a complete search of a single room or designated

location. May also be used to locate secret doors. The marshal will reveal any unknown or unseen information. This skill lowers a player's Searching Bodies count to a 3-Count.

Hide in Shadows

The character may stand within a shadow and after a Meditation-10, the character is then hidden within the shadow, and cannot be found so long as the shadow remains. The player indicates this by hands behind their head with elbows up. Any shadowed area a character can stand within and be completely covered in shadow is sufficient for use of this skill; if the shadow moves or is removed, the character is exposed. This skill may only be used at night or in an encounter where the marshal has designated it to be sufficiently dark. The character hidden in shadows must remain completely still and attempt to be completely quiet or they are revealed. The character must count "Coming out of Shadows-1, Coming out of Shadows-2, Coming out of Shadows-3" when leaving this state. The count for coming out of shadows may never be lowered by any means. During this count and while in the hidden state, the character is immune to all physical attacks (weapons and packets).

Illusionary Disguise

The character can make themselves look different, but of a different culture and lineage. If choosing to look like an Incarna, they must at least wear the four Required Vestments, and can wear any other optional Vestments. This change does not affect any of the characters purchased Vestment powers, as it is an Illusion- note that since Vestment powers may not match the illusionary vestments, the character might give themselves away using powers that do not match their Vestments. 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). Illusionary Disguise lasts until the end of the next encounter participated in (x1 encounter per event).

Ingenuity (1-2)

Aids the character in solving *puzzle* challenges by asking the marshal for one clue. A second purchase gives a second clue. Multiple uses of this skill by different players produces the same "1st clue". The second use, even by multiple players, produces the "2nd clue".

Lock Picking (1-2)

Aids in the opening of *lock* challenges by giving a clue. Inform the marshal you are using this skill for aid specific to the lock, and they will give you a "first clue". Multiple uses of this skill by different players produces the same "1st clue". The second use, even by multiple players, produces the "2nd clue".

Magical Tracking

Allows the character to follow the magical tracks of another being.

Move in Shadows

The character is able to take 10 steps while using Hide in Shadows.

Move Unseen

The character is able to take 10 steps while using Camouflage.

Operate Device

Allows the character to intuitively operate large crafted magical machines such as airship devices and resurrection devices. After a Meditation-10 you will know how to operate the Device for 10 seconds of use, then you must Meditate again. This skill also allows the player to set and arm traps.

Reconnaissance

May confer with a marshal before entering an encounter to ask questions about what they can see from the starting location of the encounter.

Search

In adventure encounters with a marshal, may be used for a complete search of a single object. The marshal will reveal any unknown or unseen information. This skill lowers a player's Searching Bodies count to a 5-Count.

Sense

The character may sense, but not see, signs or aspects of one or more magical influences from Tempus, Astra, Umbra, Wylde or Weave. Specifics will vary, but the skill could detect if someone had cast a Ritual recently, for example.

Sidestep

When an *Area of Effect* (AoE) ability is triggered or announced by a marshal, the player may announce "Sidestep" and may go just outside the perimeter of

the area being affected. The second purchase allows a second use in the same 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.

Spring

When any environmental *ground effect* is triggered or called out loud by an encounter marshal, the player














may announce “Spring” and take one jump to any location they are able. If this takes them out of the location where the ground effect is located, the effect is ignored. The second purchase allows for two jumps.

Tracking

Allows the character to follow the tracks of another being or vehicle Device.

Skill Icons

The following icons will be seen in play on props or in various locations, assisting by indicating to a player that the given skill may be used. In some cases this will prompt a player to ask a marshal about the icon and a it's related skill; for example, a player might see the Aethyr sight icon, then ask a marshal to describe what is seen.

AGILITY SKILLS	INTERACTION SKILLS	SCOUTING SKILLS
 Agile	 Ingenuity	 Tracking
 Evade	 Disarm Traps	 Search
	 Lock Picking	 Sense
	 Decipher	 Magical Tracking
	 Operate Device	 Full Search
		 Aethyr Sight

Social Skill Blocks

With social skills, 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.

Basic Assertive Skills

Rank	Skill	Uses
1	Assertive Statement (1)	x1 per encounter
2	Assertive Statement (2)	x1 per encounter
3	Assertive Statement (3)	x1 per encounter
4	Direct Approach	x1 per encounter

Advanced Assertive Skills

Rank	Skill	Uses
5	Take My Advice	x1 per encounter
6	State My Opinion	x1 per encounter
7	Dominant	x1 per encounter
8	Dominate	x1 per encounter

Basic Charming Skills

Rank	Skill	Uses
1	Charming Statement (1)	x1 per encounter
2	Charming Statement (2)	x1 per encounter
3	Charming Statement (3)	x1 per encounter
4	Compliment	x1 per encounter

Advanced Charming Skills

Rank	Skill	Uses
5	Flatter	x1 per encounter
6	Mirror	x1 per encounter
7	Delightful	x1 per encounter
8	Likable	x1 per encounter

Basic Logical Skills

Rank	Skill	Uses
1	Logical Statement (1)	x1 per encounter
2	Logical Statement (2)	x1 per encounter
3	Logical Statement (3)	x1 per encounter
4	Knowledgeable	x1 per encounter

Advanced Logical Skills

Rank	Skill	Uses
5	Debate	x1 per encounter
6	Label	x1 per encounter
7	Calculate	x1 per encounter
8	Objectivity	x1 per encounter

Basic Tactful Skills

Rank	Skill	Uses
1	Tactful Statement (1)	x1 per encounter
2	Tactful Statement (2)	x1 per encounter
3	Tactful Statement (3)	x1 per encounter
4	Too Soon	x1 per encounter

Advanced Tactful Skills

Rank	Skill	Uses
5	Recover	x1 per encounter
6	Apologize	x1 per encounter
7	Humble	x1 per encounter
8	Placate	x1 per encounter

Social Skills

Assertive Statement

May use a Power 2 Style statement that must be spoken in the Assertive style.

Charming Statement

May use a Power 2 Style statement that must be spoken in the Charming style.

Compliment

May use 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.

Direct Approach

May use a Power 3 Special statement in the Assertive Style. The player may make an Agenda Statement, and if the Statement fails, the Agenda Total is not reset. Must use the keyword "Direct" in context, as well as the "Agenda" keyword.

Knowledgeable

May use a Power 3 Special statement in the Logical Style. The Player makes a statement offering knowledge on the subject being discussed. If the statement has influence, gain a Power 2 logical Statement for the encounter. Must use the keyword "Knowledgeable".

Logical Statement

May use a Power 2 Style statement that must be spoken in the Logical style.

Tactful Statement

May use a Power 2 Style statement that must be spoken in the Tactful style.

Too Soon

May use a Power 3 Special Statement that must be spoken in the Tactful style. You must use the keywords, "Too soon..." after a failed attempt at an Agenda Statement. The penalty for the failed Agenda statement is ignored.

Apologize

May use a Power 3 Special statement in the Tactful Style. Right after an Insult has been made, you may negate the penalty for that Insult. You must use the Keyword "Apologize" in context.

Calculate

May use a Power 5 Relationship statement that must be spoken in the Logical style. *This statement will not succeed unless Relationship is Equitable.* You must use the keyword "Equitable" in context.

Debate

May use a Power 3 statement in the Logical Style. The player makes a counterpoint to something said by the NPC. If the statement has influence, you may reuse this Logical Statement in the encounter one time only. Must use the keyword "Debate".

Delightful

May use a Power 5 Relationship statement that must be spoken in the Charming style. *This statement will not succeed unless Relationship is Friendly.* You must use the keyword "Friendly" in context.

Dominant

May use a Power 5 Relationship statement that must be spoken in the Assertive style. *This statement will not succeed unless the PC is Dominant in the Relationship.* You must use the keyword "Dominant" in a context indicating you (the PC) are in charge.

Dominate

May use 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. *This statement will not succeed unless the current Relationship is correctly stated.* If the statement is successful, the PC becomes Dominant in the relationship.

Flatter

May use a Power 3 Special statement in the Charming Style. The player makes a flattering remark, which the NPC legitimately finds genuine. If the statement has influence, the NPC is at -2 Threshold

to the next statement in the encounter. Must use the "Adore" keyword.

Humble

May use a Power 5 Relationship statement that must be spoken in the Tactful style. *This statement will not succeed unless the NPC is Dominant in the Relationship.* You must use the keyword Dominant in a context indicating the NPC is in charge.

Label

May use a Power 3 Special Statement that must be spoken in the Logical style. You must use the keywords, "Seems like..." and then make an objective observation about the NPC's emotional state. (Ex: "It seems like that is really frustrating for you.") If the statement has influence, gain a Power 2 Logical Statement for the encounter.

Likable

May use a Power 4 Impact Statement that must use the current relationship type as a keyword, followed by the "Friendly" keyword. *This statement will not succeed unless the current Relationship is correctly stated.* If the statement is successful, the relationship becomes Friendly. Must use Charming Style.

Mirror

May use 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, using the keywords, "Is that so?"
 NPC: "We're having a lot of trouble with bandits around here".
 PC: "Trouble with bandits? Is that so?"
 If the statement has influence, the NPC may not use a Reaction to the next statement in the encounter.

Objectivity

May use a Power 4 Impact Statement that must use the current relationship type as a keyword, followed by the "Equitable" keyword. *This statement will not succeed unless the current Relationship is correctly stated.* If the statement is successful, the relationship becomes Equitable. Must use Logical Style.

Placate

May use 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. *This statement will not succeed unless the current Relationship is correctly stated.* If the statement is successful, the NPC becomes Dominant in the relationship. Must Use the Tactful style.

Recover

May use a Power 3 Special statement in the Tactful Style. Right after a faux pas has been committed, you may negate the penalty for that faux pas. You must use the Keyword "Faux Pas" in context.

State My Opinion

May use 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 "state my opinion" in context.

Take My Advice

May use a Power 3 Special statement in the Assertive Style. The player can offer unsolicited advice to the NPC on the subject at hand. Must use the phrase "Take my advice" in context. This statement will never cause an insult.

Magic

The Paradynes

Paradyne are interpretations of the fundamental forces of the Multiverse at work. Paradyne are philosophical world-views that can manifest into reality. Paradyne are sometimes fundamentally opposed to each other, leading to conflict and disharmony, like dissonance in music. Paradyne are strengthened when there are enough voices in a song in consonance, agreement and harmony. *The Paradyne are Wyld, Weave, Astra, Umbra and Tempus*. It is from these Paradyne that magic flows.

Tempus

Tempus is the axial wheel that acts as the origin point from which all other paradyne 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 the Undead.



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 the Elementals.

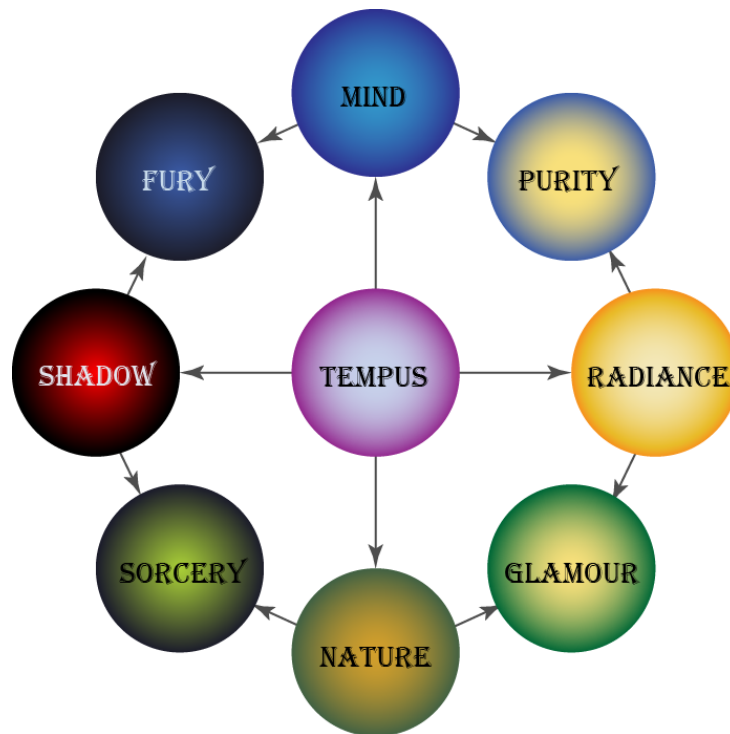


Battlemagic Skill Blocks

Battlemagic uses spell packets as thrown projectiles to generate effects. Battlemagic effects are bought in skill blocks (allowed by class) after first buying the Tempus block to level-4. Some classes, such as Mages, may buy multiple schools.

Schools of Battlemagic

There are nine schools of battlemagic. There are five primary schools of battlemagic: Tempus, Nature, Mind, Radiance and Shadow. There are four secondary schools of magic: Fury, Glamour, Purity and Sorcery. Primary school skills may be purchased only when all the skills in the Alteration Battlemagic 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.



Alteration Battlemagic (Tempus +2)

Battlemagic comes from Tempus. For phys reps, it uses "spell packets" as a thrown magic projectile. The player may also use a one handed weapon or staff, though this weapon may not call effects.

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 wear Very 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 <i>Heal</i> effect. "I restore you to health, <i>Heal</i> "	Meditation-10
4	Dispel	May call the <i>Cancel <effect></i> . "I dispel this magic, <i>Cancel <effect></i> "	Meditation-10

Fury (Umbra +1, Weave +1)

Level	Skill	Description	Uses
5	Ash Cloud	May call the Weakness effect. "With the power of Fury, <i>Weakness</i> ."	x2 per combat
6	Smoke Blast	May call the Repel effect. "With the power of Fury, <i>Repel</i> ."	x2 per combat
7	Flame Weave	May call the Massive effect with the next 4 packets in a row, called within 1 second of each other. "With the power of Fury, <i>Massive, Massive, Massive, Massive</i> ".	x2 per combat
8	Magma Burn	May call the 5 Body effect. "With the power of Fury, <i>5 Body</i> ."	x2 per combat

Glamour (Astra +1, Wyld +1)

Level	Skill	Description	Uses
5	Inspiring Winds	May call the Cancel Repel effect. "I dispel this magic, <i>Cancel Repel</i> ."	x2 per combat
6	Happy Thoughts	May call the Cancel Fear effect. "I dispel this magic, <i>Cancel Fear</i> ."	x2 per combat
7	Peace of Mind	May call the Cancel Sunder effect. "I dispel this magic, <i>Cancel Sunder</i> "	x2 per combat
8	Lure	May call the Attract effect twice in a row. "With the power of Glamour, <i>Attract, Attract</i> ."	x2 per combat

Mind (Weave +2)

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

Nature (Wyld +2)

Level	Skill	Description	Uses
5	Strengthen	May call the Cancel Weakness effect. "I dispel this magic, Cancel Weakness"	x2 per combat
6	Entangle	May call the Disable <Limb> effect. "With the power of Nature, Disable <Limb>."	x2 per combat
7	Flash Flood	May call the Slow effect as a double effect. "With the power of Nature, Slow, Slow."	x2 per combat
8	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 Nature, Massive, Massive, Massive, Massive, Massive".	x2 per combat

Purity (Astra +1, Weave +1)

Level	Skill	Description	Uses
5	Restore Limb	May call the Cancel Disable effect. "I dispel this magic, Cancel Disable."	x2 per combat
6	Cure Disease	May call the Cancel Disease effect. "I dispel this magic, Cancel Disease."	x2 per combat
7	Cure Poison	May call the Cancel Poison effect. "I dispel this magic, Cancel Poison."	x2 per combat
8	Arc-Lightning	May call the Body effect with the next 4 packets in a row, called within 1 second of each other. "With the power of Purity, Body, Body, Body, Body."	x2 per combat

Radiance (Astra +2)

Level	Skill	Description	Uses
5	Speed	May call the Cancel Slow effect. "I dispel this magic, Cancel Slow."	x2 per combat
6	Healing Light	May call the Heal effect. "With the power of Radiance, Heal."	x2 per combat
7	Mend the Flesh	May call the Cancel Bleed effect. "I dispel this magic, Cancel Bleed."	x2 per combat
8	Radiant 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 Radiance, Massive, Massive, Massive, Massive, Massive."	x2 per combat

Shadow (Umbra +2)

Level	Skill	Description	Uses
5	Disease	May call the Disease effect. "With the power of Shadow, <i>Disease</i> "	x2 per combat
6	Intimidate	May call the Fear effect. "With the power of Shadow, <i>Fear</i> ."	x2 per combat
7	Shadow Blast	May call the Repel effect as a double effect. "With the power of Shadow, <i>Repel, Repel</i> "	x2 per combat
8	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 (Umbra +1, Wyld +1)

Level	Skill	Description	Uses
5	Mockery	May call the Taunt effect. "With the power of Sorcery, <i>Taunt</i> ."	x2 per combat
6	Freeze	May call the Slow effect. "With the power of Sorcery, <i>Slow</i> ."	x2 per combat
7	Ice Blast	May call the Body effect with the next 3 packets in a row, called within 1 second of each other. "With the power of Sorcery, <i>Body, Body, Body</i> ".	x2 per combat
8	Poison Spray	May call the Poison effect. "With the power of Sorcery, <i>Poison</i> ."	X2 per combat

Ritual Magic

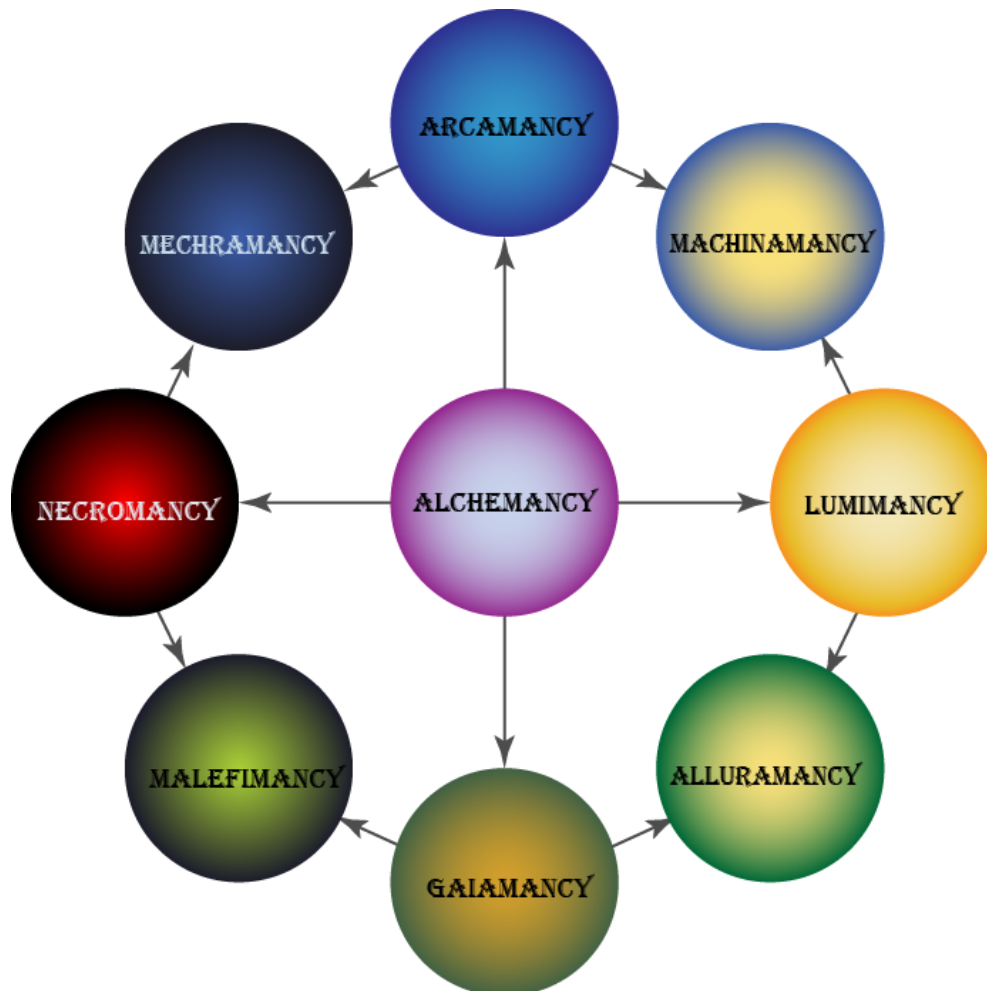
Ritual Magic is manifested energy drawn from the paradynes and directed in a subtle but often powerful way. Magic Rituals are Meditations that require the character to be within a magic Ritual Circle to produce results. There are four types of rituals, and each school of ritual magic has a skill for 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!

Ritual Physical Copies

Out of play, All rituals must be printed copies generated by Legynds, with an official stamp and signature (not physically copied or printed by a player). If a character can use a ritual, they can make a copy of it (in play).

Schools of Ritual 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 Machinamancy. 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.

Lesser Alchemy (Tempus +2)

Lesser Alchemy is the basis of ritual magic, and must be learned in order to learn other ritual schools. Lesser Alchemy itself does not use the four basic types of rituals, but instead has its own four skills.

Rank	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	Changes matter from one state into another. May be used to change 2 components of one rarity into 1 component of the same rarity.
4	Transformation	Converts matter from one state into a higher state. May be used to change 4 components of one rarity into 1 component of the next higher rarity.

Greater Alchemy (Tempus +4)

Greater Alchemy is the pinnacle of Ritual magic, and may only be purchased after a full skill block of Greater Ritual Magic has been purchased for at least one school. Greater Alchemy itself does not use the four basic types of rituals, but instead has its own four skills.

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

Lesser Ritual Magic (Paradyne +2 or Paradyne +1/+1)

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

Rank	Skill	Description
1	Lesser Divination	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.
2	Lesser Imbuement	Channels the energy of the paradyne into a target, creating a range of effects on the target.
3	Lesser Invocation	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.
4	Lesser Enchantment	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.

Greater Ritual Magic (Paradyne +4 or Paradyne +2/+2)

Greater Ritual Magic skills may only be purchased after Lesser Alchemancy and the full skill block of the same school in Lesser Ritual Magic has been purchased.

Rank	Skill	Description
5	Greater Divination	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.
6	Greater Imbuement	Channels the energy of the paradyne into a target, creating a more powerful range of effects on the target.
7	Greater Invocation	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.
8	Greater Enchantment	Enchants an item, person or place with stable energy from one or more Paradyne in order to create Risen or powerful magic items.

Starting Lesser Rituals**Alluramancy**

Divination	Commune with Mist
Imbuement	Spirit Link
Invocation	Illusionary Projection
Enchantment	Armor of Courage

Arcamancy

Divination	Commune with Weave Guide
Imbuement	Bolster Armor
Invocation	Arcane Weave Walk
Enchantment	Armor of Resolve

Gaiamancy

Divination	Commune with Wyld Guide
Imbuement	Bolster Health
Invocation	Nature Walk
Enchantment	Armor of Strength

Lumimancy

Divination	Connect with Astra's Spirit
Imbuement	Revive Dead
Invocation	Spirit Walk
Enchantment	Armor of Mobility

Machinimancy

Divination	Commune with Haze
Imbuement	Steam Front
Invocation	Clockwerk Copy
Enchantment	Armor of Constitution

Malefimancy

Divination	Commune with Past Spirits
Imbuement	Poison the Earth
Invocation	Doppelganger
Enchantment	Enchantment of Taunting

Mechramancy

Divination	Commune with Ash
Imbuement	Magma Fortress
Invocation	Necrotic Visage
Enchantment	Armor of Resilience

Necromancy

Divination	Communicate with Shadow Guide
Imbuement	Dissipate
Invocation	Soul Walk
Enchantment	Enchantment of Withering

Starting Greater Rituals

Alluramancy

Divination	Consult Alluramancy's Lore
Imbuement	Glamour
Invocation	Greater Alluramancy Familiar
Enchantment	Manifest Alluramancy Anchor Point

Arcamancy

Divination	Consult Arcamancy's Lore
Imbuement	Greater Fabrication
Invocation	Greater Arcamancy Familiar
Enchantment	Manifest Arcamancy Anchor Point

Gaiamancy

Divination	Consult Gaiamancy's Lore
Imbuement	Greater Naturalization
Invocation	Greater Gaiamancy Familiar
Enchantment	Manifest Gaiamancy Anchor Point

Lumimancy

Divination	Consult Lumimancy's Lore
Imbuement	Greater Consecration
Invocation	Greater Lumimancy Familiar
Enchantment	Manifest Lumimancy Anchor Point

Machinimancy

Divination	Consult Machinamancy's Lore
Imbuement	The Haze
Invocation	Greater Machinimancy Familiar
Enchantment	Manifest Machinimancy Anchor Point

Malefimancy

Divination	Consult Malefimancy's Lore
Imbuement	Bubbling Muck
Invocation	Greater Malefimancy Familiar
Enchantment	Manifest Malefimancy Anchor Point

Mechramancy

Divination	Consult Mechramancy's Lore
Imbuement	Impenetrable Fortress of Ash
Invocation	Greater Mechramancy Familiar
Enchantment	Manifest Mechramancy Anchor Point

Necromancy

Divination	Consult Necromancy's Lore
Imbuement	Greater Desecration
Invocation	Greater Necromancy Familiar
Enchantment	Manifest Necromancy Anchor Point

Ritual Circles

Circle Basics

Ritual circles are magical constructs of force that may be created with at least 1 level in any Ritual School. The circle is impenetrable to everything in both directions, and may only be dispelled by extremely powerful magic. Any character may exit the circle at any time by simply stepping across the outer ring. This is an instant process, and must be completed if begun. You are always completely inside or outside of a circle. The caster may enter their own circle with a Meditation-5. If the caster is inside the circle they may also perform a Meditation-5 to allow a single other individual to enter or pass an object in. At the completion of the count the caster must place their hands on the person or object and state "You may enter." At which point they are considered to be inside the circle and must immediately step in or push the item across the threshold.

In order to create a circle the caster must engage in a Meditation-10, at the completion of which they may either physically draw the circle on the ground, or place a prepared Circle Phy Rep, while miming the drawing of the circle. Once the circle is in place they must state the phrase "Circle Up" and if they are not already inside the circle may step inside without the count normally required to enter a circle. It is important to note that the area in which the circle is placed must be large enough to support the circle as outlined in the Circle Phys Rep section below.



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. The circle can be dispelled instantly by the creator touching the circle, stating the phrase "Circle Down", and either erasing a portion of the circle if drawn, or by picking up the phys rep if using a pre-drawn circle. If the caster stays out of the circle or in Spirit Form for 10 minutes, the circle is automatically dispelled. In such cases they should proceed to the location out of play to pick up the phys rep, or have a marshal do so if they are unable.

Circle Phys Reps

Ritual circles have specific requirements based on in play metaphysical designs. These designs may be simple or complex, but must always have the five Paradyne and an outer ring which must be no less than 3 and no greater than 4 feet in diameter. See the above image for a sample circle design. Phys reps can be created by printing the circle graphic in the image above onto sign material or fabric, or by a player creating their own approved version.

Circle phys reps are not in play items, and do not exist within the game world. In play the character is always drawing a fresh circle each time they create one. As such you should always strive to have the phys rep folded or rolled up when not in use. This is to prevent confusion on whether or not a circle is active. If another player sees a circle on the ground they should always be able to assume that it is active. When the player wishes to "draw" the circle, the phys rep must then be unrolled/unfolded and laid onto a legal area of the ground, not overlapping any other phys reps or people. It must be able to physically fit on the ground, and may not be placed in any area where the ground could not support it (such as a small floating stone) or in any area where walls, trees, or similar obstructions do not allow it to be placed. When the circle is ended, the player must roll or fold up the phys rep again as soon as possible and may not hold it in an open manner. The act of unfolding and placing the circle is an integral part of its creation and players are encouraged to roleplay it in a manner fitting to how the character would draw the circle. (With formality for a meticulous character, or sloppily for one that is lazy etc)

Casting Rituals

Ritual Basics

Before beginning the ritual there are several factors that need to be considered. The caster should know which ritual they are casting, what the difficulty of that ritual is, what components they will be needing, whether or not they are using assistants, and how long the ritual will take. If the ritual is creating an item, generating information, or effecting the campaign system the caster should inform a marshal before they begin.

Ritual Difficulty

Rituals all have a chance of success, based on the difficulty rating of the task being attempted. The number of cards flipped is equal to the difficulty rating. Difficulty ratings range from 1-8. Many rituals have a variety of ratings to choose from to generate different effects. 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 and then consumed for each ritual. The exact components listed with the ritual must be used. If a Ritual is failed, the components are still consumed. If a card result requires more ritual components to be added, the caster must produce those components before flipping the next card, therefore wise casters frequently begin their rituals with extra components in their circle.

Assistants

A ritual caster may be aided by up to four additional casters. These assistants must have purchased enough levels in the ritual skill to cast the ritual in question. 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 effect to cast. For example a difficulty 6 ritual would take 60 seconds to cast. This time may be reduced by abilities that reduce the level of the ritual or that reduce the casting time. It is important to note that only skills possessed by the primary caster can affect the casting time. Note that casting time only refers to the time spent chanting. Rituals can be expected to take longer than the required casting time when factoring in other steps necessary to complete the ritual.

Beginning the Ritual

In order to cast a ritual, a character must be sitting inside their ritual circle. The ritual phys rep, all required components, and the caster's ritual deck (detailed below) must also be in the circle and able to be interacted with. It is not sufficient to have them stored in a bag inside the circle. If the caster is employing assistants they must also be with their circles positioned at the cardinal directions corresponding to the Paradyne circles on the primary caster's circle with their ritual decks at the ready. If there are less than four assistants they may choose at which paradyne points they create their circles.

When the caster is ready to begin they should state the phrase "Ritual Begins, Difficulty <X>" which all assistants should immediately echo. This allows the assistants, any observers, and marshals present to know which version of the ritual is being cast, and how many cards will need to be flipped.

Performing the Ritual

Performing the ritual requires that all participants follow several requirements. First off they must all maintain concentration. If at any time any caster takes damage or an effect, the ritual is interrupted. A wise caster does not let anyone else into their circle while casting. Next, all parties must chant an appropriate incantation throughout the entire casting. The chanting may be done in unison, or as a call and response with the primary caster saying their line, with the assistants repeating it immediately afterwards. This chant should be customized to the caster, one to two sentences long, and thematically appropriate to their style and paradynes. Players are given wide latitude in developing their incantation, and they may even have multiple chants using different ones for different rituals. The caster and assistants need not have the same incantation, although doing so may make it easier to complete the ritual. If at any time one of the casters stops incanting, or says the incorrect words the ritual immediately fails.

After the first ten seconds of chanting the primary caster should flip over the first card of their ritual deck and state out loud the paradyne of the card, as well as the effect listed for that paradyne on their printed ritual phys rep, next, starting with the assistant of their choice, and proceeding clockwise the caster should gesture to one assistant, who will then flip over the top card of their ritual deck, stating the card type out loud. The caster should respond with the effect of that card as listed on the ritual sheet. If the ritual has neither succeeded nor failed he repeats the process with each assistant caster. Once all of the casters have flipped their card, if the ritual is still in progress all casters should immediately begin chanting again. Once ten seconds of chanting are complete, the primary caster should flip over their card. Thus the cycle continues until the ritual either succeeds or fails. It is important to note that if the caster is able to lower the casting time below that of the ritual difficulty then the casters should proceed through multiple card flip cycles without further chanting needed once the maximum chant duration has been reached.

Completing the Ritual

Once any of the ritualists has flipped a card that indicates the ritual has succeeded, flipped a card indicating the ritual has failed, or flipped a number of cards per person equal to the difficulty of the ritual. The ritual is over and the primary caster should state "Ritual Complete" followed by either "Success" or "Failure" depending on which was achieved. The caster should then, at their earliest opportunity, turn over the components consumed by the ritual to a marshal.

Success

If the ritual succeeded, any effects listed on the ritual sheet take effect immediately. If a marshal is required to provide information or take notes, they should be informed as well.

Failure

The primary method a ritual can fail is if one of the casters was interrupted, or the primary caster flipped the **Void** card. A ritual always fails if the primary caster flips the **Void** card. Enough secondary casters flipping the **Void** card can also cause a ritual to fail, although that may vary based on the ritual itself. Most of the time, failing a ritual simply means time and components have been wasted. However, there are times when failure can result in negative effects. Consumed components should immediately be turned over to the nearest marshal.

The Ritual Deck

A Ritual Deck is an "in game" deck of cards containing nine specific cards, one card of each type: Tempus, Astra, Umbra, Wyld, Weave, Aethyr, Nethyr, Omni and **Void**. When casting a ritual, the ritual deck should be shuffled as the casters begin chanting their incantation. 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.



Combat System Rules

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.

Combat Fighting Rules

When swinging a weapon, a player's swing must be between 45 and 90 degrees. A player should not strike any of the illegal body areas: head, hands, or groin. When striking an opponent with any melee weapon, the attacker may never hit the same body region twice in a row (alternate swings). Costuming props that act as appendages are not legal targets. For example, freestanding wings that act like appendages are not valid targets. If a player is struck in one of these regions, they should not take the hit and let the opponent know of the infraction by saying "illegal hit".

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.

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 go to 1 Health and 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, abilities, or move faster than a walk. Poison also produces this effect.

Killing Blow

A killing blow is 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

After a character Dissipates, they must enter a state called Spirit Form. Spirit Form is a state of partial manifestation where the character is in play, but cannot really interact with anyone. When your character enters Spirit Form, hold both palms together in an upward position in front of you to indicate the state. Your character is now in Spirit Form and is subject to the following rules:

1. They may not do anything but walk, and all skills and effects of any kind are suppressed while in this form.
2. No one can see someone in Spirit Form except another being in Spirit Form, or someone using Spirit Sight.
3. Spirits cannot communicate or interact at all with any being or each other, including gestures of any kind.
4. They are immune to all effects and abilities save those that specifically say they target a being in Spirit Form.
5. A player should not walk around and observe in-game events or attempt to gain information while in Spirit Form.
6. The player may brush past leaves and partially obscuring objects, including weapons held by other beings, but any solid object that entirely blocks their path may not be crossed, including buildings, ritual circles, trees, etc.
7. A player must stand up and may not duck or jump over objects. If an area of ground does not support their character in play, they may not walk on that area in Spirit Form, and their body will behave the same as if the character was standing in that location (they would not hover over a cliff for example).
8. A player can choose to Teleport while in Spirit Form to any point where they could remanifest (Anchor Point, Resurrection device, etc).
9. A marshall may always restrict a player's movement while in Spirit Form, based on encounter circumstances.
10. Coming out of Spirit Form must always be done on a 10-Count, unless an effect or ability states for otherwise.

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 enter Spirit Form.
- An Incarna who is dissipated will enter Spirit Form.
- A character in Spirit Form can be Resurrected (mortal) or Reincarnate (Incarna/Risen).
- When Mortals Resurrect, or Incarna/Risen Reincarnate, they return at 1 Health and wait 60 seconds to act.

Meditations and Count Effects

Meditations are periods of concentration that do something useful after a count. When an ability requires Meditation the number of times required to count will be displayed after the word, for example; Meditation-10, for a 10 count. In order to perform a meditation the player should stand still with their fists together and elbows out to their side. This count may be performed silently, although it is obvious to any observer that the character is concentrating. At the completion of the count the player must announce in a normal speaking voice the effect that they are performing. This is an out-of-play statement and as such would not alert others, although any visible effect is still visible (such as the creation of a circle). If the Meditation is applying a Defense, the defense lasts until used.

Dragging Bodies

A character may drag a body (being mindful of the physical contact rules) by taking baby steps so that the heel of the foot moving forward does not surpass the toe of the opposite foot, and repeat "dragging" while reaching down with an outstretched hand to the body.

Searching Bodies

Whenever a character or being is unconscious, they may be searched. Searching is not instant—a character must search a fallen body on a 10-count (Searching one, searching two, searching three...searching ten).

Weapons

Any player may fight with a single small weapon without the use of a skill. A player who has purchased a vestment for claws may use Claws without a style. Long weapons, two weapons together, ranged weapons, 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 Thrown 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. These weapons do 1 damage per hit, and crafted versions will have improved effects.

Bows and Arrows

All bows must have a draw weight of 30 pounds or less at 28 inches draw. Compound (pulley) bows are not allowed. An arrow must strike with its head to cause a hit. Arrows may not easily pass through a 2.5" diameter hole. The softer padded face of the arrow must be at least 2.5" wide in all directions. The stiffer structural base foam must be at least 2" in diameter where it meets the open cell face foam. All arrows must contain a circular metal disk measuring at least 3/4 of an inch in diameter and 1/16 of an inch thick (the size of a penny) secured perpendicularly (flat) at the end of the shaft, unless it is an arrow with a golf tube shaft. In this case, a washer or disk slightly larger than the golf tube's rolled edge must be used instead. All circular disks must be at least the hardness of a penny. All arrow striking surfaces must be constructed of open-cell foam. All bows have a base damage of 1 damage per hit, and crafted versions will have improved effects.

Guns and Bombs

These items are limited to specific approved phys reps. Guns and bombs are a lower rate of fire weapons, and although a non crafted guns and bombs will do the base damage of 1 per hit, crafted versions will have effects that compensate for this. Guns are usually nerf style, and must be single shot only. Gun phys reps can never be modified to *increase power*. They can be modified to make them single shot only. Shotguns must be phys repped with break barrel guns. Rifles must be phys repped with a much longer rifle barrel. Bomb phys reps must be approved.

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.

Spell Packets

Spell packets are made from cloth tied tightly around a small amount of birdseed, such that it is a size a bit smaller than a golf ball. There should be nothing but birdseed inside, and bound tightly with a rubber band. The remaining "tail" may be cut down to manageable size. Spell packets are considered "physical" attacks that act like other ranged weapons, thus they can be blocked with shields and weapons. If the packet is blocked, the called effect is ignored,

except for the case of the *massive* effect. In order to deal damage, a player must announce the associated verbal and throw the spell packet on the very last syllable of that verbal.

Armor

Armor Points add a bonus on top of a player's Health total. When damage is taken, the character's Armor total is reduced by 1 point per damage, before Health points are reduced. Crafted armor also allows for a number of defenses that can be used to negate attacks. Armor points are returned to full at the end of a combat, limited by the style being used (if any).

- An "armor piece" is an approved phys rep that covers a body region: chest, back, head, face, neck, shoulders, forearms, upper arms, pelvis, upper legs, lower legs, feet or hands (20 regions total).
- 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.

Armor Type	Points
Costume Armor (does not require a skill)	1 point
Very Light Armor	2 points
Light Armor	3-4 points
Medium Armor	5-6 points
Heavy Armor	7-10 points

When wearing armor, the player may wear as much armor as they want, but may never get credit for more than the combat skill they are using allows. The Repair effect will return all lost Armor points. The Repair effect will also reset any used defense effects granted by *skills*. If armor bonuses are added from any source, such as by specially crafted armor, those bonuses allow the character to exceed the maximum limit allowed by the style they are using. Thus a character getting credit for Light Armor would only be allowed to get credit for up to 4 points of worn phys reps, but could still go to a total of 5 points with a +1 Armor Vestment power, and 6 with 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).

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.

Offense 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.

Attract	Target must move towards the source of the effect and stay within a safe distance of them, wherever they go.
Body	Body is Damage that is subtracted from Health, ignoring armor. It (like Damage) may sometimes have a value associated with it (such as "5 Body").
Disease	The character may only walk, and will enter a Mortally Wounded state after 1 minute.
Bleed	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 anyone (they may still defend and use defense effects).
Massive	The attack is a hit, even if physically blocked.
Poison	The target enters System Shock (lasts 10 seconds).
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	The target may only take one step every three seconds.
Weakness	The target may not call effects with weapons (base hits only).
Dissipate	A Dead Incarna or Risen ends their death count and immediately goes into Spirit Form.
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."

Defense Effects

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 weapon or packet effect
Parry	User may negate a single melee effect.
Reduce	An <i>effect</i> is taken as a 1 damage.

Support Effects

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.
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.
Revive	Brings a Dead character to 1 Health.
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.
Resurrect	Brings a mortal character in Spirit Form back to life at 1 Health. The character is in System Shock afterwards.
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.
Diagnose	You may say, "Diagnose, what is your Health Total, and what effects are you under?". The player must respond truthfully.

Phantom Effects

Phantom effects (Phantom <effect>) are just other effects that have a specific type of encounter use:

- They must be used the first time the option to use them is available.
- Once they are used they never come back. They cannot be returned by any means.

For example, "Phantom +1 Armor" would be the first point of armor removed, and would not be returned with the Refit skill. "Phantom +1 Health" would give the player an extra Health point, but once lost would not be returned with Heal. "Phantom Resist Fear" would require the character to resist the first Fear effect they took, and would be expended.

Social System Rules

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 encounters are not 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.

Social Statements

- Each social statement has a *Power Rating* that represents its ability to have *influence*.
- *NPC Resistance Threshold* is a number for an NPC that must be **exceeded** by the power rating of a social statement in order to have a single influence. Anytime you successfully exceed a Threshold you get a single influence. Thus you can only ever get one influence per statement. For example, a power 4 statement delivered to an NPC with a Resistance Threshold of 2 will have 1 influence.
- *Difficulty Rating* is the total number of statements needed to have influence in order to get an Agenda statement through. This will vary depending on the NPC. For example, an NPC with a Difficulty Rating of 4 would require four successful statements (or 4 influence) to succeed.
- In order to be successful, the player must deliver a final Power statement as an Agenda statement. This statement will only be successful if the accumulated influence is equal to or greater than the Difficulty Rating. This means it is up to the players to make their best guess as to when to deliver the Agenda statement.

Agenda Statements

Before a social encounter, players must have an *agenda*, which is 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 indicate 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! The final Power statement delivered by a player must also be the Agenda statement.

Support Statements

Every player has access to one support statement per encounter that may be used to boost another player's social statement. The support statement is indicated with a sentence using the keyword "support" after another player has delivered one of their Power statements. This confers a +1 Power bonus to that statement. Only one support statement may be used per social statement (thus these bonuses do not stack). No more than three support statements total may be used in any one encounter; thus no more than three players can assist in this manner.

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 offense against the npc.

NPC Reactions

Each time a social statement is made, the NPC might have a resistant reaction. This will come in the form of appropriate dialogue. Reactions increase the Resistance Threshold 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. Reactions are often used by the person playing the NPC when they feel a player has poorly roleplayed a social statement.

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. The Hostile relationship indicates that the party will not engage in a social encounter at all, and is likely only to want to fight.

Costuming

Vestments and Good costuming can add a Power bonus to 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

Each culture has its own set of conventions and customs for greeting one another. 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). Failing to do so can create a Faux pas.

Gifts

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 rest of the encounter. Multiple Faux Pas stack!

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 deliver the statement in a manner that allows the marshal and the NPC to know everything they need to know about the statement.

- Use the correct hand gesture for the style
- Use the correct tone of voice
- Use any keywords necessary, and emphasize keywords when saying them.
- The social statement should be only one sentence long
- Pause after delivering the social statement to gauge if the statement had influence.

Note that a player can roleplay as much as they like by simply talking to the NPC before they deliver the actual statement in order to set up a social statement. During this roleplaying time, do not use the hand gestures- they are only used when delivering the actual statement!

Social Styles

Assertive

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

Intonation and Tone of Voice: Commanding, confident, decisive, intimidating.

Gesture: Palms vertical facing each other, hands forward pointing at the NPC.

Charming

Charming characters use humor, 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

Intonation and Tone of Voice: Playful, emphatic, dramatic, witty.

Gesture: Palms open and out, hands up facing upward

Tactful

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.

Intonation and Tone of Voice: Calming, soothing, soft spoken, "late night DJ voice".

Gesture: Hands out, palms facing down.

Logical

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

Intonation and Tone of Voice: Unemotional, analytic, detached, pedantic.

Gesture: Hands together upright with fingers touching.

Social 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.

How to Understand Statement Power

There several different kinds of statements, and you can tell the Power by the keywords used:

Style Statements are delivered in their respective style, and are always Power 2.

Special Statements each have their own unique effect, and must be delivered in their style. They must be delivered with their unique keyword, and are always Power 3.

Relationship Statements are delivered in their respective style, and can only be used in a specific Relationship. They are always Power 5, and must name the relationship keyword in which the statement has power. Examples:

"Since we are all *Friendly* here, I would just like to say..."

"As this is an *Equitable* arrangement..."

"It is obvious you are the *Dominant* person in this room..."

"We have the *Dominant* position in this situation..."

Relationship statements will not work if the Relationship is incorrect, and therefore may be wasted if the players have misassessed the nature of the Relationship.

Impact Statements are delivered in their respective style, and can change the Relationship if successful. They are always Power 4, and must name the current relationship keyword, followed by the desired relationship keyword in the statement, in context. Impactful statements will not work if the current Relationship is incorrect, and thus can fail.

"I can see things are *Friendly*, but it is only fair that it be *Equitable* for everyone."

Agenda Statements can be any of the above statements, but the player must include the keyword *Agenda*.

Adventure System Rules

Apotheosis is an objective based game, and each adventure encounter will have a specific objective. This could be something such as steal an object, get to a location or target, or the like. These encounters will generally be timed, so the goal must be completed in a limited time frame. The rewards players receive after an adventure encounter is in part based upon the success or failure of the objective, so make sure you know what the objective is. Most of the characters in an encounter could die and the encounter could still be a success- just as none of the characters might die, but the objective could still be failed.

Uses per Challenge

When a skill says it may be used once per challenge, the challenge refers to a specific puzzle or physical feat. Thus, if a player wanted to gain a clue about a puzzle with the Ingenuity skill, they could gain one clue for that puzzle, but if they were required to solve a second puzzle on the encounter, they could use their skill again to gain one clue for that new puzzle. Skills that "give a clue" should be used by informing the marshal, who will have a set of pre-prepared clues to hand out. For example, if the player were attempting to solve a puzzle that required a combination of five numbers to be put in order, gaining a clue might mean the marshal gave the first number in the series. In many cases, it might simply mean that the marshal will only let the player know if they are on the right track, requiring the player to make an attempt first. Thus, in the example above, the clue might only let the player know if the first number in their attempt was correct or not.

Do-Overs

A do over simply means that if the player fails at a specific task required by a challenge, they can try again. For example, if the player was required to walk along a line without losing their balance, they would be allowed to try again if they lost their balance and one or more of their feet left the line.

Area Effects

Players may encounter Area Effects, which are effects that emanate from a radius. Sometimes a marshal will call a hold and measure the distance, usually using a weapon and circling it around. Anyone touched by the weapon or object being used is affected.

Ground Effects

Players may also encounter ground effects, which are areas marked with a perimeter or some sort of demarcation that indicates the entire area of that ground is delivering an effect, usually on a timed basis.

Adventure Skill use Examples

There are four different skill blocks that will come into play in adventure encounters, with examples of their use explained below.

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.

Example 1: A series of phys reps on the ground that represent stones, and the player must jump from one to the next until they cross a chasm, and where falling in might mean being burned in lava.

Example 2: A player might be required to throw a spell packet, rock or other physical object through a hoop.

Example 3: A player might see a 2x4 beam sitting along the ground. The challenge might be to walk the beam without falling off to get to the other side, and if the player loses their balance and falls off, a “do-over” would allow them to ignore the failure and get back onto the beam.

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. At the advanced levels, they allow for the operation of special devices and tools, such as airships.

Example 1: A mouse trap with fishing line tied to it is set across a path and hidden where it is difficult to physically see. The player might notice the mouse trap, and if they can unset it without the trap snapping, the trap is disarmed.

Example 2: A combination lock might require three numbers. Asking for a clue might mean getting the first number of the combination. A second clue might give the second number.

Example 3: A set of four runes might be on a piece of paper, and the player must decode the message. A clue might give the player a special decoder tool, or the marshal might allow them to know what letter of the alphabet one of the runes represents.

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.

Example 1: A player confers with the marshal ahead of time using the Reconnaissance skill. The marshal informs them that there are explosive devices hidden under the ground in the road they are about to travel along, and what phys rep represents them.

Example 2: A player sees a Search icon upon a box. Nothing is in the box, so the player informs the marshal they have the Search skill, and the marshal gives them a secret note, representing a hidden compartment they located.

Example 3: A player sees a Tracking icon, because they have the Tracking skill, the marshal informs them that there are large beast tracks leading up to a cave wall and apparently disappearing into the wall.

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.

Example 1: The players enter an area marked out of play as a cave with special tape. The marshal informs them they may use their Hide in Shadows skill, and that there may be other enemies they can sneak up on from the shadows.

Example 2: A player might use Cover tracks when entering a cave. The marshal informs them that they have gone into the cave undetected, and that enemies will now not follow them into the cave.

Example 3: The players are required to steal an item from a village and take it with them. The guards will search them on the way out, and only a player might hide the item in a pouch using the smuggle skill, making the pouch immune to the search and keeping the item undetected.

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 encounters.

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. *There are some rewards in the game that may only be purchased with Steward Points.*

Task	Steward Points per Hour	Task Description
Cultural Enhancement	5	Using a Trade skill in play at a fixed location instead of going on encounters. <i>Examples:</i> giving a concert, running a tea shop, etc. <i>Must be approved first.</i>
Minimum Volunteering	10	This is the base volunteer for "monstering", playing social NPCs, assisting an encounter marshal, marshal training, 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 pack up.
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.

Crafting

Trade Skills

Trades allow the player to make the specific products and sell them for in-game money, or just use them for their benefit. 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). Items are crafted with resources, and the specific resources needed to craft an item must be found in play, or by purchasing a Background.

Trades	Produces
Apothecary	Poisons, Potions
Armor Smith	Armor (Includes Shields)
Brewer	Wine, Beer, Spirits
Chef	Foods, Desserts
Engineer	Clockwerks, Airships, Sailing Ships, Devices.
Entertainer	Music, Painting, Drawing, Poetry, Dance
Maker	Totems, Toys, Tools, Jewelry
Tailor	Clothing, Hats, Leather Goods, Paradyne Robes
Weapon Smith	Melee Weapons (Specialized based on specific cultural weapon)

Campaign Trades	Allows
Pilot	Piloting Airships
Gunner	Firing large artillery
Helmsman	Steering nautical vessels
Navigator	Navigating while sailing ships and airships

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:

Level	Title	Reputation	Total Steward Point /Resource Points	Quality of Goods	Starting Tahle	Tahle Earned per Event
1	Apprentice	Gain 1	30/90 (initial buy)	Basic Crafted	3	1
2	Journeyman	Gain 1	90/270	Well Crafted	6	2
3	Master	Gain 1	180/*	Master Crafted	9	3
4	Grand Master	Gain 1	270/*	Supernal	12	4

* May not be purchased with Resource points

Gear and Item Rules

Items have four classifications: Basic Crafted, Well Crafted, Master Crafted and Supernal. If a character uses multiple items that duplicate an effect or an ability from crafted items, these effects and abilities do not stack. They may overlap and stack with Skills and Vestments, but crafted item effects/abilities do not double up or accumulate.

Phys Reps

Every crafted item must have its own physical representation (phys rep; essentially a prop). These phys reps must be pre-approved by the admin both for safety, and by a Culture Consultant or the Creative Director to make sure that it fits the art direction of the culture and the game. There may be some ambiguity to certain items, for example what exactly defines a Hat. Often such phys reps are specific to a culture, and if there is any question at all, or if you are unsure about a phys rep, make sure not to invest time or money into the phys rep, then show up with it on site only to find out it does not meet approval requirements.

Crafting Documents

Almost every crafting trade skill will have its own in game document that is required in order to make an item from that skill. Engineering requires Plans, Maker requires Schema, Apothecary, Brewing and Cook require recipes, and clothing requires Patterns. Armor and Weapons all use the same material requirements and do not require documents, unless the player wishes to craft such items using rare materials, in which case Secrets are required. Each of these documents must be stamped with the official Legynds Apotheosis stamp, and signed by an Admin. These documents may be copied in play by anyone who has the Trade skill to make the item.

Enchanting Items

Enchanted items have been enhanced by Ritual Magic. Master Crafted items may be enchanted with one Lesser Enchantment Ritual each. There are no restrictions on what type of Lesser Enchantment rituals can be used on an item based on the materials used. In order to add a Greater Ritual, an item must be Supernally crafted.

Supernal Items

Supernal items are those made by taking a master crafted item and adding a very rare essence material to it. Weapons and Armor may have a very rare Essence added that does not have an opposing Paradyne to the rare material in the Secret used to craft it. Only Supernally Crafted items may be enchanted with Greater rituals, and only if the material in the item has exact matching paradynes to the Greater Ritual being used. Supernal Items may have up to 1 Greater Enchantment per Very Rare Essence added. When a Supernal item becomes enchanted with a Greater ritual, it gains Paradyne Points equal to the rating used when casting the ritual.

Armor

There are many kinds of armor pieces, but they all meet the same resource requirements for crafting, as follows:

Armor Type	Crafted	Well Crafted	Master Crafted*
Each Single Piece	1 common ore or wood	1 uncommon ore or wood	1 rare ore or wood

*The Armorsmith must know the Smithing Secret for each rare material in order to craft with it.

Secrets and Special Armor*

Special Armor	Resource	Enchanted by
Arc Brass Armor	Arc-Brass only	Machinimancy
Ironwood Armor	Ironwood only	Gaiamancy
Platinum Armor	Platinum only	Arcamancy
Frostwood Armor	Frostwood only	Malefimancy
Dragon Armor	Petrified Bone only	Necromancy

*These items may be Supernally crafted by adding in a very rare essence.

Armor Abilities

A player may wear any combination of armor pieces allowed by their style, but duplicate effects from different Armor pieces do not stack. For example, a player wearing two pairs of crafted armor that both give +1 to their Armor total will only grant +1 Armor.

Armor Type	Crafted	Well Crafted	Master Crafted
Any piece or pair of pieces that covers two regions total	+1 Armor	+1 Armor, Reduce x1	+1 Armor, Reduce x1, Dodge x1

Weapons

Weapons are limited by the style being used. A player only gains the benefit of weapon abilities per encounter. The Flurry style allows for two weapons, and thus the player may gain two different abilities per encounter. Basic Crafted Weapons use common resources, Well Crafted use Uncommon resources, Master Crafted use Rare Resources, and Supernal use Very Rare resources. Supernal weapons may be enchanted, but the Weaponsmith must know the Smithing Secret for each material in order to craft with it.

There are several type of weapons, and they all meet similar resource requirements for crafting, as follows:

Armor Type	Crafted	Well Crafted	Master Crafted*
Large	1 common ore, 2 common wood	1 uncommon ore, 2 uncommon wood	1 rare ore, 2 rare wood
Small or Medium	3 common ore	3 uncommon ore	3 rare ore
Bow	2 common ore	2 uncommon ore	2 rare ore
Thrown Weapon	2 common wood	2 uncommon wood	2 rare wood

*The Weaponsmith must know the Smithing Secret for each rare material in order to craft with it.

Secrets and Special Weapons*

Special Weapon	Weapon Type	Resource	Enchanted by
Dragon Blade	Medium	Petrified Bone only	Necromancy
Scintilium Blade	Medium	Scintilium only	Lumimancy
Arc Glaive	Large	Arc-Brass only	Machinimancy
Ensis Blade	Medium	Ensenium only	Any Primary School
Ironwood Trident	Large	Ironwood only	Gaiamancy

*These items may be Supernally crafted by adding in a very rare essence (see below)..

Weapon Abilities

Weapon Type	Crafted	Well Crafted	Master Crafted
Large	Disable<Leg> x 1	Disable<Leg> x 1, Disable<Arm> x 1	Disable<Leg> x 1, Disable<Arm> x 1, Parry x1
Small or Medium	Slow x 1	Slow x 1, Bleed x1	Slow x 1, Bleed x1, Parry x1
Bow	Disable<Limb> x 1	Disable<Limb> x 1, Weakness x1	Disable<Limb> x 1, Weakness x1, Parry x1
Thrown Weapon*	Disable<Arm> x 1	Disable<Arm> x 1, Disable<Leg> x 1	Disable<Arm> x 1, Disable<Leg> x 1, 5 Damage x1

*Although a player may carry multiple phys reps for thrown weapons, these bonuses apply to the total uses per combat.

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 may only be per encounter as listed. Once used, they may be “refilled” only after the end of the encounter (meaning their per encounter abilities reset). Both Poisons and Potions must be imbibed, except for Blade Poison, which may be applied to melee weapons and throwing daggers. Poisons and Potions require recipes to craft.

Item	Crafted (Minor)	Well Crafted (Major)	Master Crafted (Greater)	Enchanted by
Blade Poison*	Poison x1 per encounter	Poison x2 per encounter	Poison x3 per encounter	Malefimancy
Healing Potion**	Heal x1 per encounter	Heal x2 per encounter	Heal x3 per encounter	Alluramancy

*Blade Poison may not be used or applied by a character with 4 or more Astra Paradyne points or 4 or more Weave Paradyne points. This Poison must be applied to a blade on a 3-count by an Apothecary who is also able to craft the item of the level being used.

**Healing Potions will not affect a target with 4 or more Umbra Paradyne points. Must be imbibed on a 3-Count.

Clothing and Jewelry

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.

Item	Crafted	Well Crafted	Master Crafted	Enchanted by
Paradyne Robes	Faction Item specific to Pattern	Crafted ability + <i>Relationship Item specific to Pattern</i>	Well Crafted Abilities + <i>Social Style Item specific to Pattern</i>	<i>Magic specific to Pattern and Paradyne</i>
Mad Hats	Faction Item (Political Factions)	Equitable Relationships	Logical Style	Arcamancy
Silk Protective Clothing	+1 Armor	Reduce x1	Dodge x1	Alluramancy
Headdress	Social Style Item x1 per encounter	Social Style Item x2 per encounter	Social Style Item x3 per encounter	Must share a paradyne with the mats used.

Airships

There are many airships in Eldross, and an Engineer must have the proper plans to make each type. There are different airships from different cultures, all with different stats.

Clockwerks

Clockwerk enhancements are generally used to augment bodily operations.

Item	Crafted	Well Crafted	Master Crafted	Enchanted by
Clockwerk Limb	Resist Disable <Limb> x1 for 2 Damage	Resist Disable <Limb> x1 for 1 Damage	Resist Disable <Limb> x1	Machinimancy

Tools

Tools are generally used to improve other skills. Tools require Schema to make.

Item	Crafted	Well Crafted	Master Crafted	Enchanted by
ArkTech Goggles	Lowers the Aethyr Sight Meditation to a Meditation-8.	Lowers the Aethyr Sight Meditation to a Meditation-5.	Lowers the Aethyr Sight Meditation to a Meditation-3.	Mechramancy

Totems

Totems are represented with an appropriate form of wooden statue. They must be crafted for a specific owner, and the effects work only for that owner and only if they are bearing the totem.

Item	Crafted	Well Crafted	Master Crafted	Enchanted by
Animal Totem	Heal x1 per encounter (Requires Wyld 4 to use).	Heal x1 per encounter . Phantom Heal at 0 Health (Requires Wyld 8 to use).	Heal x1 per encounter . Phantom Heal at 0 Health. Phantom Revive followed by Heal (Requires Wyld 12 to use).	Gaimancy

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 qualifying 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.

Item	Crafted	Well Crafted	Master Crafted
Blood Wine	Phantom +1 Health(U8)*	Phantom +2 Health (U12)*	Phantom +3 Health (U16)*
Savigne Blue Wine	Phantom Resist Fear(A8)**	Phantom Resist Bleed (A12)**	Phantom Heal (A16)**

*Characters are only affected who have at least the number of Umbra Paradyne points listed.

**Characters are only affected who have at least the number of Astra Paradyne points listed.

Devices

There are all sorts of oddball devices made with Engineer, such as Guns, Bombs, Traps and Locks. Locks are not picked with traditional lock purposes (for legal reasons) but generally use a code or combination of some sort. More advanced devices are capable of resurrecting mortals (though with possible side effects). 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. All Guns must be crafted, and a player may only use a gun phys rep once it has been crafted. Guns, Traps and Bombs require Plans to make.

Item	Crafted	Well Crafted	Master Crafted
Trap (Explosive)	5 Damage	10 Damage	15 Damage
Bomb (Thrown)*	5 Damage x1	5 Damage x1, Repel x1	5 Damage x1, Repel x1, Fear x1
Gun	5 Damage	5 Damage, Bleed x1	5 Damage, Bleed x2

**Although a player may carry multiple phys reps for bombs, these bonuses apply to the total uses per combat.*

Resources

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

*May not be purchased with Resource Points

Fauna

Aether Kraken	Rare
Bear	Common
Beeswax	Uncommon
Brogen Gruui	Uncommon
Cow	Common
Fire Lizard	Common
Flame Beetle	Uncommon
Fowl	Common
Glowlight Silk	Rare
Green Tree Snail	Common
Haddock	Common
Honey	Common
Jerrosa	Uncommon
Landonian Pork	Uncommon
Luminescent Oyster	Rare
Plague Wolf Fur	Rare
Prana Fish	Uncommon
Reindeer	Uncommon
Sheep	Common
Snake Venom	Common
Spike Fish	Uncommon
Spinner Silk	Uncommon
Squid	Uncommon
Wolf	Uncommon

Elemental

Essense of Essential Ash	Very Rare
Essense of Mechra Magma	Very Rare
Essense of Malefic Mud	Very Rare
Essense of Elemental Ice	Very Rare
Essense of Radiant Gas	Very Rare
Essense of Arc-Lighting	Very Rare
Essense of Radiant Mist	Very Rare
Essense of Luminous Dew	Very Rare
Essense of Wyld Water	Very Rare
Essense of Umbral Earth	Very Rare
Essense of Astral Air	Very Rare
Essense of Weave Fire	Very Rare

Flora

Aetera's Breath	Rare
Ashweed	Common
Barley	Common
Black Cocoa Beans	Uncommon
Black Primrose	Rare
Black Snakeroot	Common
Blackheart Berries	Uncommon
Blood Grapes	Uncommon
Cannibal Flower	Rare
Corbin Potato	Common
Corbin Purified Water	Common
Deadly Nightshade	Rare

Flora, continued

Denoctus Root	Common
Derdaghe Apples	Uncommon
Frostwood	Rare
Frostwood Lichen	Common
Fusion Roses	Rare
Gloom Flower	Uncommon
Glowort	Common
Grapes	Common
Hops	Common
Ironwood	Rare
Kronnus Grapes	Rare
Lavender	Common
Luminous Moss	Rare
Mangrove Wood	Common
Nethyrshrooms	Uncommon
Night Grapes	Uncommon
Oak Wood	Uncommon
Pectarnauds	Rare
Pickney Weed	Common
Rice	Common
Roses	Common
Savigne Ice Grapes	Rare
Skyland Silk	Uncommon
Slideshroom	Rare
Spike Fruit	Common
Starfire Ivy	Common
Steam Salt	Uncommon
Vysicle	Uncommon
Water Hemlock	Uncommon
Wheat Flour	Common

Rocks and Minerals

Amethyst	Uncommon
Andesite	Uncommon
Arc Brass	Rare
Brass	Uncommon
Chrossus Marble	Common
Citrine	Uncommon
Copper Ore	Common
Corbinite Stone	Common
Diamond	Rare
Emerald	Rare
Ensenium	Rare
Garnet	Uncommon
Gold Ore	Rare
Iron Ore	Common
Living Crystal	Rare
Obsidian	Rare
Petrified Bone	Rare
Platinum Ore	Rare
Quicksilver	Uncommon
Ruby	Rare
Saltpeter	Common
Sapphire	Rare
Scintilium	Rare
Silver Ore	Uncommon
Sulfur	Common
Tin	Common
Tourmaline	Uncommon
Zinc	Common

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 hirelings 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.

Campaign Maps

Campaign maps are composed of a series of hex shaped tiles, that will be designated by the scenario ahead of time. Large hex areas of the map are used for sailing ships or flying airships, and are broken down into smaller groups of up to 6 hexes when acting on ground. In order to get to locations where characters and their hirelings may generate resources and build structures, characters will have to travel in ships or airships on the larger maps.

The Tabula Mundi

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 a living campaign 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.

Campaign Phases

Campaign Turns are executed in a series of phases. 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 encounter. Turns are further broken down into phases: Upkeep > Income > Actions > Threats > Results.

Upkeep Phase

Upkeep must be paid every six turns during the upkeep. If not paid, the improvement becomes dormant and cannot be used until paid. Resources must be in the same hex as the improvement to pay for upkeep.

Income Phase

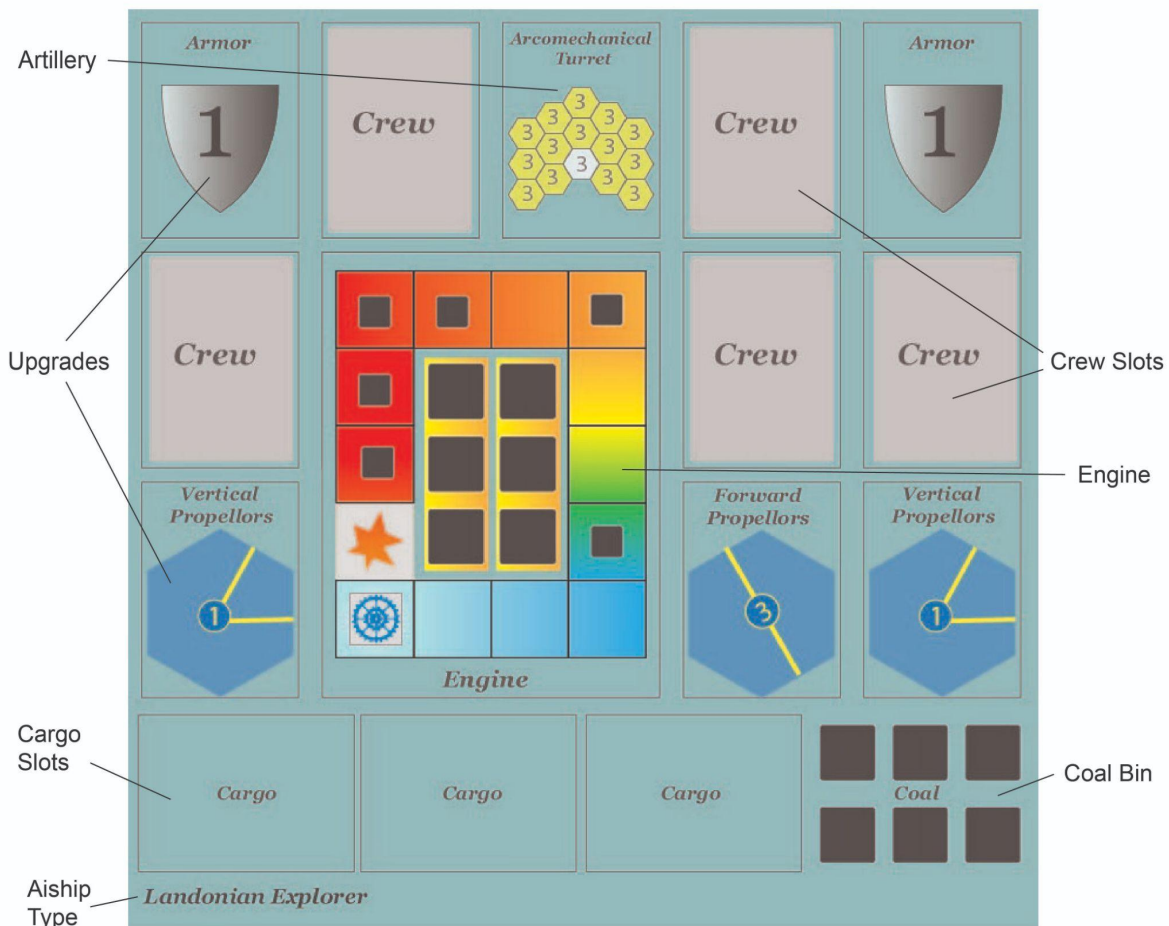
Any resources earned from Improvements or Sources happen during this phase.

Actions Phase

Players may assign actions to Characters or Hirelings during the activation phase (listed below). Each Hireling may be assigned one action per turn. Hirelings may take crew actions if they are in a crew slot on a ship, but they are always unskilled. Characters may not take hireling actions.

Airship Campaign Rules

Parts of the Ship



Crew

Hireling Crew have a variety of skills, listed on their card, as well as a Health total and Attack rating. There are two types of attacks, ranged and melee, indicated by the icon next to the attack value (bow for ranged and sword/shield for melee). Player crew use their Campaign Trade skills, convert other skills as follows:

Health = Armor + Health.

Melee Attack = Highest rating of non Ranged Combat skill.

Ranged Attack = Highest rating of Ranged skill or Battlemagic skill divided by 2 (round down).



Cards and Tokens



Upgrade Cards



Structures



Damage Counters



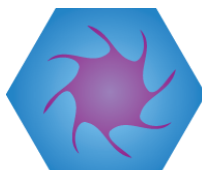
Hide Tokens



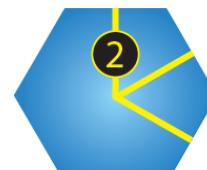
Search Cards



Maelstrom Cards



Maelstrom Tiles



Navigation Tiles

Dice



The Gear indicates a Success on any skill or combat attempt (4 sides).



The Sail is not a success, but subtracts from the Steam pressure raised when flying (1 side).



The Maelstrom: when the player's ship is in a Maelstrom hex, it counts as either a sail or gear (player's choice: 1 side). It may also have other applications described in specific rules.

Activations

During the Actions Phase, each character crew (or Hireling) takes an activation, starting with the character who has initiative, then taking activations in initiative order. During each player's turn, they assign some of their crew to a single action, after which those crew are considered engaged. Once the player has assigned an action to their crew, they execute that action per the action rule and then their activation ends. A player may choose to pass and not assign any actions to their crew. If all of their crew are engaged, that player must pass.

Game Turns

A Turn is composed of many player activations. A Turn ends when all players have passed without any player taking any actions. Once the Turn ends, all players Unengage their crew. A new Turn begins, and the first activation will begin with a new initiative roll.

Initiative

Initiative is determined by rolling one die for each rating of the Captain's Flying Skill. The highest number of Sails rolled goes first, followed by the next highest and so on. If there is a tie, the player who rolled the most maelstrom symbols wins. Reroll any remaining ties.

Activation Summary

1. Choose an Action you wish for your crew to take.
2. Choose up to two crew to take that action. Engage those crew (flip them over).
3. Roll the dice and make any allowed rerolls.
4. Execute the specific action rules based upon the die roll results.

Actions

Actions are the activities your crew are assigned to accomplish everything in the game, from flying your ship to searching. Only one action may be taken by a crew per Activation. Once a crew has been assigned an action, it is engaged - flip the crew card over to show that it is engaged. Engaged crew may not take actions on a player's Activation. Once the assigned action has been completed, the player's Activation ends. A player may also choose to end their Activation by passing and thus not assign actions to their crew, leaving some crew unengaged, and thus available to react.

Action Rolls

Action successes are determined by rolling a set of skill dice. When an action is executed, the player adds one or more dice into an action pool, based upon the number of crew and any supporting skills they may have for that action (see the supporting skills table below). A crew member with a supporting skill will add one die per rating of the skill, and will contribute one reroll to the dice pool. A crew member without a supporting skill will contribute a single die to the pool, and no reroll. Thus a crew with a rating 1 will only roll one die, but will be allowed to reroll that skill. Once the pool is created, roll all the dice. After the roll for the action is made, make any rerolls allowed and then add up the number of successes on the dice, indicated by the Gear icon. Details about the results can be found in the skill descriptions.

Combining Crew

Two crew members may engage in the same action, thus increasing the chance of success. Engage both crew members and roll the dice. If both have a supporting skill for the action, there are two rerolls.

Character Actions

Only characters and NPCs may take these actions (not hirelings):

Claim: To Claim an objective, make a skill roll equal to or greater than the Victory Point total listed on the eyot. If you succeed, take one of your unused flags and place it on the objective. You are now the owner of that objective location. If another player lands on this objective they may take this action and if successful will replace it with their own flag, and you lose the objective to the opponent.

Find: In order to detect a hidden ship, the player must roll a number of successes equal to the ship's Hide rating.

Fire Guns: A gun may be fired at any single target within the range of the gun. The gun's range is indicated by the hex diagram with the gun, with the white hex acting as the ship's current hex. Any ship within the yellow hexes is a legal target. Make an action check to fire. For each success, apply the damage to the target listed in the corresponding hex on the gun's range. Thus 2 successes at 5 damage would be 10 damage. Two guns may be fired in the same action, but a crew member may be assigned to only one gun.

Seek: Locate a hidden ship. The success number must equal the Stealth number of the hidden ship.

Fly: Flying is the heart of the game, and thus has many additional special rules (see Flying your Airship). In summary, a player lays down Navigation tiles and adds up the total of all the numbers on those tiles. In order for the flying action to succeed, the number of successes must equal or exceed this total.

Hide: When a ship is hidden, it cannot be seen by other ships until its crew take a Fly action, Fire Guns action, Search action, or the ship is seen with the Find action. When a crew takes the Hide action, the ship gains a Hide rating equal to half the value of the successes rolled, *rounded down*. Place a Hide token on the ship to indicate its Hide rating. Hidden ships cannot be fired upon or boarded.

Navigate: Draw one Navigation tile for each success. Keep any unused tiles.

Repair: May flip over one damaged ship Upgrade for each success (including a damaged engine), or lower the steam pressure on the engine by one per success (or any combination of the two).

Search: Used to search an eyot when in an eyot space. Draw one Eyot card per success.

Upgrade: May add one Upgrade to your ship (see the Upgrade section for more info). Requires 1 success per each 2 Tali credit cost of the Upgrade or the action fails.

Cast a Ritual: Ritual casting is allowed if components are present. A character may cast one ritual as an action.

Reactions

Some actions may be taken during another player's Activation as a reaction to that player's actions.

- If a player takes the Fire Guns action against another player, the player being fired at may take a Fly action using one Navigation Tile only. In order to do this reaction, the player must have an available Tile and at least one unengaged crew to take the fly action. The original player's Activation continues as normal.
- If a player ends their Fly action within the gun range of another player, that player may take the Fire Guns action as long as they have at least one available crew to take the action. This is done as soon as the Fly action is resolved, and before any Maelstrom cards are drawn. After the shot is taken, the original player's Activation continues as normal.

Skills

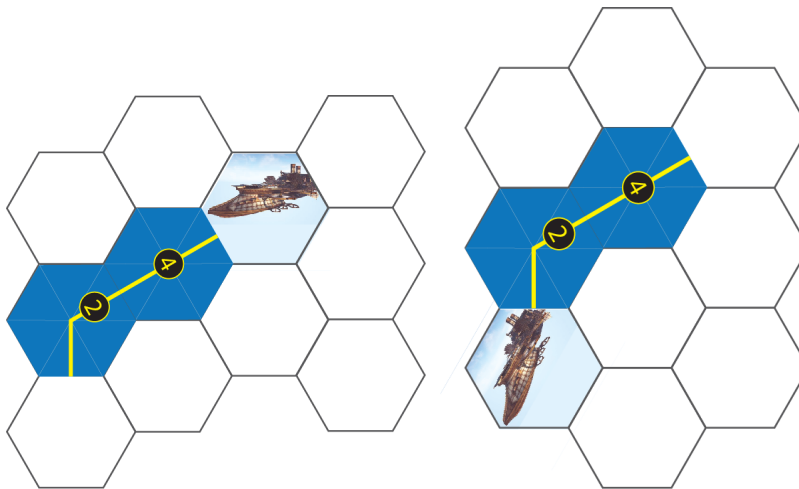
Skills support actions, increasing the chance of success:

Action	Supporting Skill
Fire Guns	Gunner
Fly	Pilot
Navigate, Find	Navigator
Hide	Interloper (translates from Stealth Adventure skills: 1 per 2 full ranks, i.e. Rank 7 would be Interloper 3).
Search, Claim	Scout (translates from Scouting Adventure skills: 1 per 2 full ranks, i.e. Rank 7 would be Campaigner 3).
Upgrade, Repair	Engineering

Flying the Airship

Laying Down a Flight Path

Flying begins by rotating your ship in any direction in order to choose the next hex you will fly into. Lay down navigation tiles in the hex adjacent to the fore of your airship, with the line touching the fore of the ship. You may then add any number of Navigation tiles you possess, forming a single connected line. This is your flight path. Each navigation tile has a number on it (the flight rating). Once you have finished plotting your flight path, add up all the numbers on the navigation tiles. This is the target number of success needed to complete the action.



In the example above, the Navigation tiles total 6 (4+2). In order to fly the ship, the player would choose the Fly action, then Engage enough crew to attempt to make the action successful. Thus if they chose a crew with Flight rating 4 and another crew with Flight rating 5, they would roll 9 skilled dice. The action would succeed if at least 6 successes were rolled.

Making the Fly Action Check

Once you have laid down navigation tiles and created a flight path, create a pool of dice by engaging the crew of your choice, then make the action check by rolling all the dice in the pool. If you meet the target flight rating total, your ship moves to the hex at the end of the flight path, with its aft to the last tile. If you fail the roll, the ship will drift (see Drifting). Whether or not you fail or succeed, you must then apply pressure in the engines.

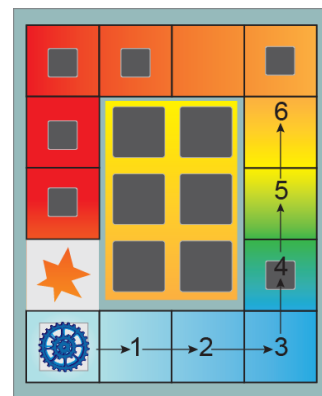
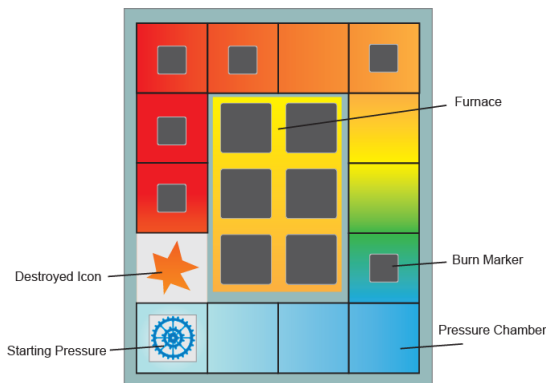
Drifting

If you fail to meet the necessary total for a Fly action, or if the engine becomes damaged by the pressure from the Fly action, the skill fails and the ship drifts off course. Remove all the Navigation tiles and then have the player to your right draw a random Navigation tile. That player must then lay down the new Navigation tile and create a new flight path, any way they choose as long as the new path is a legal flight path. Your ship must then follow that flight path.

Ship Facing

All ships have a forward facing direction, indicated on their ship base. Maintaining facing is very important, as each gun on a ship has a specific set of hexes in which an opponent may be targeted. The only time a player may rotate their ship is at the beginning of a Fly action, so they may not rotate their ship before a Fire Guns action, for example. At the end of a Fly action, the ship always ends up facing in the direction where the final Flight Path is pointing.

The Engines



At 6 Navigation total, the pressure marker starts at the first space and ends up on the 6th space.

Pressure in the Engines

Moving forward with the Fly action requires the use of the engines. Every engine has a pressure marker, which starts out on the first square of the engine space (marked with the gear). Once a Fly action has been taken, the pressure total on the engine must be increased by moving up the pressure marker by the value of the Flight rating total. The pressure marker is moved starting at the gear marker in the lower left hand corner of the engine, then moves counterclockwise through the pressure chamber squares on the outside of the engine. For example, if the Flight rating total was 6, then the pressure marker would be moved up 6 spaces. This happens whether or not the Fly action was successful

Burning Coal

When the Engines are used and the pressure marker is moved, each time the marker lands on or passes a burn marker, coal will be burned. Burn markers are the dark gray boxes found along the pressure chamber. When coal is burned, remove one coal from the engine furnace (the dark gray boxes surrounded by the pressure chamber squares). If a burn marker is passed

and there is no coal left in the engine, the pressure maker is moved, but the Fly action fails. Coal that is discovered throughout the game should be placed on the gray squares in the engine, or in the appropriate location in the cargo hold.

Damaged Engines

If the pressure token is moved when it is on the last pressure space, it is moved onto the damage icon at the top of the engine and the engine is now damaged. Damaged engines cannot be used until they are fixed with the repair action. If a Fly action was the cause of the pressure counter being moved to the broken symbol on the engine, the Fly action fails and the ship is drifting. Damaged engines never have pressure raised or lowered by cards or other effects.

Navigation Tiles

Whether you draw navigation tiles with the Navigate action, or use ones from your ship, they can be used to form a connected flight path in any way you choose. At the end of your Activation, discard any tiles used in your flight path that you drew with navigation, but you may save any tiles you did not use.

Clear Sky Tiles

These tiles will have yellow lines with a number that represents their flight cost. They will always require engine pressure to be raised equal to the flight rating.

Wind Tiles

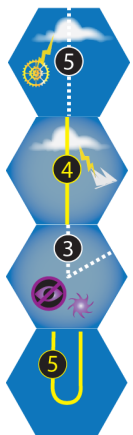
Some Navigation tiles have white dashed lines on them, representing wind. When using the Fly action with any Navigation tiles with white dashed sail lines, roll your skill pool dice as normal. If you succeed, any Sail successes on the die are deducted from the total you are required to raise engine pressure. You may only do this for a number of sky sailing results up to the total value of wind tiles in the flight path. Thus, if you had a wind tile with a Flight rating of 4, you could only apply up to four Sail results to reduce engine pressure.

Maelstrom Tiles

Maelstrom tiles may be used in your flight path, but may only be placed as the last tile in the Flight path and must be adjacent to another Maelstrom tile. While on a Maelstrom tile, all Maelstrom symbols rolled may be chosen to be gears or sails!

Special Tiles

Certain tiles have unique effects, listed here:



In addition to acting as a success and adding pressure to the engine, a ship that flies through this tile takes one damage per Success roll.

A ship that flies through this tile takes one damage per Sail roll.

A ship that flies through this tile will end its Fly action hidden if any Maelstrom symbols were rolled, with a target number equal to those symbols that were rolled.

A tile with this shape on it will allow the player to do a 180 degree turn and end up in the hex where they started. As with all navigation tiles, this tile cannot overlap other navigation tiles or Maelstrom hexes.

Ship Tiles

Navigation Tiles on your ship may be added to your flight path. At the end of the Activation, return them to your ship face down. They must be repaired with Repair before they can be used again, indicated by turning them face up.

Maelstrom Tiles

The Maelstrom is a swirling Aethyric storm, covering many connected spaces on the board. It is especially difficult to fly in the Maelstrom, but adventures abound! The Maelstrom is entered with the flying action, just like any other space. However, you may not place Navigation tiles on a Maelstrom hex! Make your Fly skill roll as normal, but as soon as your ship moves into a Maelstrom hex, immediately draw a Maelstrom card and complete the instructions on the card.

If your ship is on a Maelstrom Tile at the start of your Activation, you must first draw a Maelstrom card before assigning any actions to your crew. After resolving this card, you may lay navigation tiles and fly out of the Maelstrom Tile. If you are ever forced to move while in the Maelstrom, turn your ship with its aft facing the hex that it came from.

While in the Maelstrom, the Maelstrom die symbol on the die counts as wild, meaning the player rolling may choose to have it be either a sail, a success or leave it and count it as nothing.

Boarding

Whenever one player's airship moves into the same hex with another player's airship, they may declare that they wish to initiate a boarding. When a boarding is initiated, each Captain makes an initiative roll. If the player wishing to board wins, the enemy ship is boarded, and combat may be initiated. See the section below for a more in depth explanation of how Combat works in the campaign system.

Assigning Ship Damage

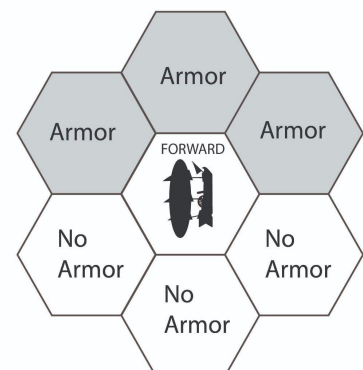
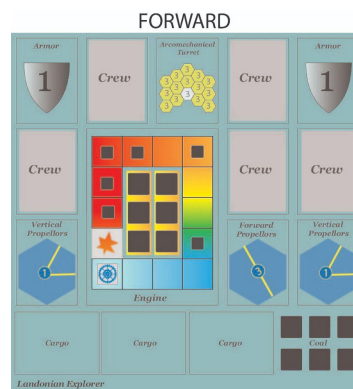
When a ship is assigned damage, the player who's ship is taking the damage may decide where to apply it. Damage may be applied to ship Upgrades, the engine, or the crew. If damage is applied to an Upgrade, that Upgrade is immediately flipped over. If the damage is applied to the crew, assign wounds to the crew distributed in any manner.

Armor

Armor absorbs damage equal to its value on the Upgrade card whenever the ship takes damage. Any remaining damage must then be assigned per the assigning damage rules. Thus, a ship with a 2 Armor Upgrade that takes 8 damage would absorb the first 2 points, then 6 more would need to be assigned to the ship. After armor has absorbed its damage, the armor Upgrade may be assigned a single point of damage just like any other Upgrade. It will then be flipped over as you would for any other damaged Upgrade, and it will no longer absorb damage until repaired. Armor Upgrades which have been flipped over may be repaired with the Repair action like any other Upgrade.

Armor and Facing

Armor will only offer protection against weapon damage when it is on a ship slot relative to its facing in the hex it is in. Thus if an Armor upgrade was on the top center slot of a ship, it will only protect attacks from the top. Armor on the corner of a card covers two diagonal adjacent hexes, and armor on the side of a card protects the two side hexes.



The Ship's Hold

There are two different types of places in the ship's hold: cargo space and the coal room (with the gray squares). Ship Upgrades, coal and crew discovered during the game may be placed into cargo space in the ship's hold. Coal may only be stored in the coal room. Any other item or crew can be placed into the coal room, but all coal there must be removed (thrown overboard). Flags, Upgrades and Tali credits do not need to be

stored in the hold. Anything in the hold may be moved out of the hold into any empty spot or by trading it with another crew or Upgrade, at any time during the player's Activation. Everything in the hold is known to all players, so other than engaged crew, should be left face up. Crew in the Hold may not take actions, though they can be assigned damage. When a crew is placed into the hold, it becomes engaged. Upgrades in the hold may not be used, and if assigned damage are removed from the game. Damaged Upgrades may be moved into the hold, but may not be repaired while there. Coal in the coal room may not be burned, though it can be moved into the engine at any time during the player's Activation.

Ship Upgrades

Ship Upgrades are either purchased at a shipyard or found by cards drawn during the game. Once purchased or found, Upgrades must be placed into the ship's hold. If there is no room in the hold, an item in the hold may be removed from the game to create room. Once in the hold, an Upgrade may only be added to the ship using the Upgrade action. Upgrades added this way must be placed into an empty Upgrade slot on the ship. If no slot is available, an Upgrade may be removed from the game in order to make room. Empty slots may also be created by selling Upgrades at a Tradehouse, or trading them to another player (per the Trading rules). Upgrades that are sold are removed from the game. If an Upgrade action fails, the Upgrade will stay in the hold.

Airship Campaign Combat Rules





Whenever physical combat using the standard Apotheosis rules are not possible or allowed, the following combat rules should be used. Combat is initiated either by a boarding, or by one set of combatants attacking another on ground. In either case, the same procedure should be followed:

1. The player who initiated the attack (or the boarding) chooses a crew member to fight and places it on the table. The player being boarded (the defender) then chooses a crew member to face off with the attacking crew member and places it next to the attacking crew. These two crew are now locked in combat.
2. Any crew with a ranged icon make a single ranged attack. This is done exactly like a skill roll. For each success, add a damage counter on the opposing crew member. If either of the crew members receives damage equal to its Health, it is dead and removed from combat.
3. If both crew are still alive, they each make melee attacks. This is done exactly like a skill roll, and is either unskilled (no melee icon) or skilled (indicated by a melee icon). Melee attacks repeat until one crew member receives fatal damage, and then it is removed from the combat. Note it is possible for two crew members to each do fatal damage to each in an attack.
4. After a crew receives fatal damage, any player that lost a crew chooses a new crew member to push forward and fight. The opponent may then push forward a new crew to be locked in combat with the new crew, or may choose to have any crew that has already been in combat push forward to be locked in combat with the opponents new crew.
5. Combat continues until both sides agree to a disengagement, or when one side has lost all its crew. Return the survivors to their ships and engage them.

Retreat: boarding is dangerous business, and at any time if both players involved in the boarding agree to end it, they may stop the boarding and return any crew fighting back to their ship (engaged). Any manner of trade can be agreed to in order to stop the fighting, such as one player handing over gold or coal to the other. This is up to the players involved!

Hireling Campaign Rules

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. All hirelings can be used as additional crew on an airship, though they only make unskilled rolls.

Hireling	Icon	Role
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.

Purchasing Hirelings

A player may purchase up to four of each hireling type for the following costs:

Hirelings	Cost in Steward points*
Builder	20
Gatherer	40
Soldier	30
Wayfinder	10

*May not be purchased with Resource Points

Hireling Actions

Hireling	Action	Description
Gatherer	Gather	May gather a resource from a campaign tile they are in, based on the scenario.
Gatherer	Prospect	May prospect the tile they are in to find a desired specific resource source at a 60% chance for a Common, 30% chance for Uncommon, and 10% chance for Rare.
Builder	Build	May build one Improvement in its campaign tile.
Builder	Transport	May operate a Transport this turn.
Wayfinder	Wayfinding	Wayfinder may identify features of the land as well as vegetation, weather, creatures, tracks and hazards in its campaign tile.
Wayfinder	Infiltrate	The Wayfinder may not be attacked or seen except with special means. May not move, may not ride a transport, and may not carry anything this turn.
Soldier	Take Watch	May reveal all threats in a one campaign tile radius.
Soldier	Engage	The Soldier may force one threat in its campaign tile to engage the Soldier in the Threats phase.

Movement

During the action phase, a hireling may move one hex in any direction. If they are on a mount, they may move 2 hexes, and if on a transport, may move 3 hexes. They may take this movement at any time during the actions phase.

Carrying Resources: A hireling may carry one of any resource while moving. Transports may carry up to 10 resources and one hireling.

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 ability 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 (various Flora or Fauna)
- Stone
- Ore
- Wood
- Tahle Credits
- Magical Resources


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


Improvements are structures that can be found when using the Search action from the search deck. Any structure placed on an eyot may be used by anyone who is in the same space as the structure. If the eyot is owned by a player, then so is the structure, and different rules may apply to the use of the structure (below). No more than one structure of a type may be placed on the same eyot. Improvements may not be interacted with in an Activation if the player passes that Activation.


Bridge: Acts as a road, but may span a river or ravine. 


Farm: Produces **food** in a hex that contains good soil & extends an apothecary source to 3 events. Each Tier produces an additional resource. Creates 1d4 of Food per turn. 


Fortress: Defensive structure with a cannon. Whenever an airship, character or hireling enters this or an adjacent hex, the structure fires off a 3 damage shot at Gunner 2. If a player owns this structure, they choose whether or not the Fortress fires. If the owner is in the same space as the Fortress, it will act as Armor with a value of 4. May hold 12 characters or Hirelings who may not be attacked. 

Lumber Mill: Produces **Wood** in a hex that contains trees & extends a wood source to 3 events. Each Tier produces an additional resource. Creates 1d4 of wood per turn. 


Mine: Produces **Ore** in a hex that contains rocks & extends a mining source to 3 events. Each Tier produces an additional resource. Creates 1d4 of Ore or Stone per turn. 


Quarry: Produces **Stone** in a hex that contains rocks & extends a mining source to 3 events. Each Tier produces an additional resource. Creates 1d4 of Stone per turn. 


Road: Makes movement in a hex normal, ignoring terrain penalties. 


Shipyard: Produces ship and airship and upgrades at the **crafted** level. Can take the Repair action once per turn on a docked ship. 

Smithy: Produces **basic crafted** level armor and weapons. 

Stable: May produce a horse for 3 food. Horses may be added to any Hireling to increase their movement by 1 hex. This gives the hireling an upkeep of 1 food per 6 turns. 

Transport: May transport 10 units and 1 person. Movement 3. 

Trade House: Buys and sells resources. Once per Activation, you may sell any undamaged item for its listed production cost or resource for its listed retail cost. If another player owns the structure, you pay them. You may also buy any available resource at the Tradehouse for twice its retail value, or any available crafted item for twice its production value. 

WatchTower: Grants one Take Watch action (2 hex radius if a soldier is present). May hold 4 Hirelings or characters who may not be attacked. 

Upkeep Costs

Improvement	Cost	Upkeep
wood Mill	2 Wood and 2 Stone	1 Stone and 1 Food
Quarry	3 Wood and 1 Stone	1 Wood and 1 Food
Mine	3 Wood and 1 Stone	1 Wood and 1 Food
Farm	2 Wood and 1 Stone and 1 Ore	1 Wood and 1 Food
Smithy	2 Wood and 2 Stone and 1 Ore	1 Wood and 1 Ore and 1 Food
Fortress	2 Wood and 2 Stone and 1 Food and 1 Armor 1 Weapon	1 Armor 1 Weapon and 1 Food
Watchtower	2 Wood	1 Wood
Road	1 Wood and 1 Stone	1 Stone
Trading House	2 Wood and 2 Stone and 10 Credits	1 Wood and 1 Stone
Bridge	2 Wood and 2 Stone	1 Wood and 1 Stone
Transport	2 Wood and 1 Ore and 1 Horse	1 Wood and 1 Food
Stable	1 Wood and 1 Stone and 2 Food	1 Wood and 1 Food
Shipyard	2 Stone and 2 Wood and 2 Ore	1 Stone and 1 Wood and 1 Ore

Narrative and Story in *Legynds: Apotheosis*

Storyteller Stewards Program

Storytellers

Storytellers are responsible for maintaining a small number of storylines, at least one of which targets a character group. Storytellers are part time staff for this period of one year, spending their event volunteer shifts running encounters for their storylines. Storytellers are strongly encouraged to play characters during this time. Storytellers undergo Apotheosis narrative training and apprenticeships before they are certified. Storytellers work under Narrative Architects.

Storyteller Guilds

A storyteller guild is a small player team supporting 1-3 stories that have been outlined in partnership with Story Architects. These members will write stories and encounters to take place over the course of a season, or over a year. Storyteller guilds outline the kind of entertainment they will be able, interested, and willing to deliver to a set number of players or player group. The stories should attempt to connect player histories and goals, to the storytellers story, within a sandbox canvas provided by the narrator sponsor. They work with the Story Architects and Culture consultants. Guilds generally have one or more groups of target players that they are assigned to entertain. Thus several guilds operating at once in a season can entertain many groups with customized personal entertainment.

A storyteller guild requires:

- At least 1 certified and approved Apotheosis trained Storyteller.
- At least one 1 cast member certified as a Social encounter marshal.
- At least one 1 cast member certified as a Combat encounter marshal.
- At least one 1 cast member certified as an Adventure encounter marshal.

The minimum number of players in a guild is 3, with one of each person trained as a marshal in the Social, Adventure, and Combat arenas. This is because the team will sometimes be running one of each of these types of encounters in different locations at the same time.

The positions of Apotheosis trained Storyteller can be held by any of these three core guild members. It is recommended that a guild have at least 4 members, so that each person can focus on a specific area. It is possible to have guild members trained in multiple areas, so long as the guild always has at least one combat, one social and one adventure marshal on site when running encounters for their shift.

Storyteller guilds provide a list of themes, and entertainment types, for interested players to sign up for. With limited capacity. Larger storyteller guilds may accommodate larger player sign ups.

Example

The Vanguard Storytellers Guild

Members: John Smith, Jane Doe, and Ralph Rek.

Engagement: Roleplay and Culture focus: prepared foods; Social Negotiation Heavy, Combat light, Adventure average.

Combat Marshal: Ralph Rek.

Social Marshal: John Smith and Jane Doe

Adventure Marshal: Jane Doe.

Stories:

- Open Title (Story TBD with interested players) - 1 Year Story tied to Velkaria and Vendaeros cultures.
- Open Title (Story TBD with interested players) - 1 year story tied to a target group and their character histories.
- "The Great HourGlass" - 1 year story, tied to the Ashari Culture.

Narrative Architects

Narrative Architects are responsible for planning the overall story and core campaign narratives. They oversee storytellers and storyteller guilds, approving content and helping them to integrate their storylines within the Apotheosis narrative engine. This position is full time for at least one year; the advised maximum time is three years. There are generally no more than three narrative architects at one time. Narrative Architects report to the Creative Director.

Storyworld Builders

These positions are for those who create content and story world information. This includes content creation and lore such as Culture packets and in game history. Storyworld Builders are also generally the writers and authors of the material they create.

Content Consultants

These are admin or players who are highly knowledgeable in a specific content area of the game, such as experts on a specific culture. They are there to assist storytellers when they write storylines and encounters. These players help take the load off of Narrative Architects so that they are not required to spend time teaching lore to the Storytellers.

Marshals

Marshals are players who have been trained in the rules and correct way to set up and run each of the play arenas. They may spend their volunteer shift as marshals.

Combat Marshals

These players are trained in the combat rules, as well as how to properly write, run and oversee a combat encounter. They coordinate with Storytellers to seamlessly align physical conflict narrative with game play.

Social Marshals

These players are trained in the social negotiation rules, as well as how to properly write, run and oversee a social encounter. They coordinate with Storytellers to seamlessly align social conflict narrative with game play.

Adventure Marshals

These players are trained in the adventure rules, as well as how to properly write, run and oversee an adventure encounter. They coordinate with Storytellers to seamlessly align espionage and intrigue narrative with game play.

Campaign Marshals

These players are trained in the campaign rules, as well as how to properly write, run and oversee a campaign encounter. They coordinate with Storytellers to seamlessly integrate campaign narrative with game play.

Player Groups

Player groups are any number of players from 3 to 12 who wish to play together. They will share a group inventory and approved set of character histories that tie into group history. The Storytellers and Narrative Architects will work with each Player Group to focus play arenas, modules and storylines to their specific play style. Players are not required to be in a player group, but it is usually beneficial to eventually form or join one.

Encounters

Encounter is a general term that encompasses anything written and run as a contained entertainment singular event. There are six different types of encounters (all color coded). When an ability says x1 per encounter, it means from the start to finish of one of the following encounter types.

Culture

These are encounters that allow players to interact with an NPC, group of NPCs, or some aspect of the game world with the primary intent of adding narrative color and bringing the world to life. These can be used as a setup/hook for another type of encounter.

Rewards: *Renown, Rapport, Encounter Hooks, Story Content, Money, Resources*

Campaign

A campaign encounter uses the Campaign system and interacts with the game world map. It is used for players to establish a base of operations, build and maintain estates, take downtime actions, or otherwise engage in storylines that involve covering geographic areas that are difficult to reach.

Rewards: *Territorial Acquisition, Resources, Encounter Hooks, Story Content.*

Scenario (Combat, Adventure, Social)

A scenario isolates one arena of play: Combat, Adventure or Social. Players can be assured that the only type of play in the scenario will be of that type. These are short encounters that can be repeated. They may involve several stages, but will not run more than about 30 minutes. These usually run in parallel, and allow a group of players agency over which skill set they will use to complete an objective. For example, a storyline might ask the players to retrieve a specific item from a camp; the players could decide to sneak into the camp and steal the item (adventure), attack the camp guards (combat) or negotiate for the item (social).

Rewards: *Renown, Rapport, Resources, Money, Minor Story Content.*

Open Module

Modules combine scenarios into one cohesive series, using all three styles of play mixed together. Open modules are not written for any specific group, and thus may be very challenging if the group is not prepared to engage in all styles. Play scenarios may often be "weighted." For example, if a group completes adventure challenges well, later combat is much easier. Or if they fail to negotiate with an NPC and even end up attacking and killing the NPC, and then walked through the traps setting them off, they would face the worst possible odds in the ensuing combat. Very difficult modules will be "gated", meaning that if one scenario is failed, the characters simply do not progress.

For example, if an NPC had to be convinced to lead the players somewhere (social), then if the players failed they would not progress (though they could possibly try again another time). Modules take more time, planning and logistics to run than other encounters and are more rare. They will often take an hour or more.

Rewards: *Could be any.*

Targeted Module

These are modules that have been written with a specific player group in mind, that is generally following a specific storyline. They are customized in the sense that the skills, preferred playstyle and goals of the characters in the group are heavily taken into account. In order to get this type of entertainment, a group will need to officially register as a player group, and will work with a story architect to guide their entertainment.

Rewards: *Could be any.*

Town Encounter

This is a large-scale encounter that is intended to involve everyone in the game at once. It may divide the town into groups according to chosen playstyle. Players do not have to participate, but they should be aware that while one of these is running, no other staff provided entertainment is available.

Rewards: *Could be any.*

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.