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Apotheosis Player's Guide

What is a LARP?

A LARP (Live Action Role Playing) game is an event where people take on the persona of fictional characters in a high adventure setting. It is much like improvisational theater in that you have a framework created by the props and supporting characters and must develop your part as you progress through the storyline. Your character's attitudes, ambitions, and history are yours to define within the scope of the established rules and world setting.

Costuming

Costuming is an important facet to consider when playing a LARP, as it will contribute to the feel of the game for everyone. By dressing as your character would, you help create an immersive world and enhance the game for everyone. The [Culture](#) portion of the website will give costuming guidelines for each In-Play culture, which you can use to design the look of your character. These are not strict requirements, but are guidelines to help you in your decision-making.

Simulated Combat

LARP combat (also called "boffer combat") utilizes foam-covered melee weapons, packets of bird seed for spell effects, and foam dart guns to simulate the climactic encounters that you will face in the course of the game. For safety, they must meet specific requirements in order to be used at Apotheosis. A malfunctioning or an improperly constructed weapon can cause harm to you or another player. The guidelines for constructing weapons and packets can be found in the rule book.

Illumination

Oftentimes Apotheosis events take place in state parks where the illumination levels at night can be incredibly low. To facilitate safety, all players may use small glow stick lights of a brightness no greater than 10 lumens to provide ambient, non-directional light. This light is considered to exist in the game world as softly glowing paradyne energy that does not interact with any other game mechanic, but the glow stick itself is not an in-game item. As it does not interact with any other game mechanics - these lights can not be used as a method to reveal stealthed characters, for example. Players should avoid using orange or green lights, as those colors are reserved for out of play, or medically non combatant characters. (See below)

Staff and Volunteers

The work of many people goes into putting on an Event. These people can fall into one of several categories: Campaign Staff, Marshals and NPCs. Any given person may hold multiple of these roles or none at all. It is important to recognize how each role is empowered to help create the best experience for you, the player.

At the level most removed from game play are your Campaign Staff. These individuals work onsite and behind the scenes to keep the game running smoothly. These individuals are the ones that know all the details and manage the game on a day to day basis. They may also help book sites, manage logistics, plan meals, or any number of other tasks related or not directly related to game play. They are who you should approach for out of game concerns such as strangers stumbling onto site, sportsmanship violations, logistics, or any other emergency situation.

Player Coordinator

If you have a question about anything - such as how to get a copy of something, where your missing resources are, or you need a marshal for a ritual, etc.- go to The Player Coordinator. This person will be wearing a clearly identifiable *yellow* sash so they are easy to spot, and almost always in the tavern or nearby location where the most players are congregated. If the Player Coordinator doesn't have the answer to your question, they will make a note, find the person with the answer, and get you connected as soon as they can. In this way, we streamline information and allow our staff members or storytellers to keep working hard to get encounters setup. In short, when dealing with an in game related issue, first go to the Player Coordinator instead of stopping a staff member.

Storytellers

Storytellers are the ones most directly responsible for creating and executing the story of the Eldross. They are collectively responsible for plotting out the flow of events, and running the game. They are the writers and actors who will be setting the scene that you, as a player, will enact. Often a Storyteller will be playing a non-player character (NPC).

Although some Storytellers are also Campaign Staff they should not be approached during the course of an event for administrative concerns unless it is both an emergency, **and** no other Staff can be located. Doing so inappropriately could negatively impact their ability to deliver content to other players. Instead, find the Player Coordinator.

Marshals

Your most common touch point for questions while on an encounter will be Marshals. Marshals are responsible for running individual encounters. Sometimes, the Marshal will be playing a non-player character in addition to arbitrating a scene. They are volunteers who are available to answer questions about a scene, or to help arbitrate disagreements, and to clarify rules. If you

have any questions about a scene, you should always start your inquiry with your Marshal, as they are the primary source of information about the current encounter. If the Marshal is playing an NPC at the time, all effort should be made to ask the question in an in-play fashion, and the Marshal will answer in kind. If that is not possible you should attempt to be as unobtrusive as possible so as not to disrupt the flow of the game.

Marshals are empowered to make rules calls based on the given encounter, but those calls should not be considered official rules, and are only binding during the encounter itself. The Marshal is making a decision in the moment, but they also have the goal to make an encounter entertaining. Official rules questions and clarifications should be made on the Discord server or by emailing legyndsaop@gmail.com .

NPCs

Finally, there are NPCs. A Non Player Character, or NPC, is any character played on a temporary basis that is not a player's character. These exist to help fill out the world, add depth to the game, and help propel the story. While NPCs will often be played by Staff or Marshals, there will be plenty of opportunities for other players to do so. NPCing can take many forms: you may help in the kitchen to prepare meals for the game, you may be asked to play a character with a specific role and goal as part of a story for another group, or, most commonly, you will serve as an NPC on an encounter for another group with the intention of embodying a physical challenge to that group. The number one thing to remember when NPCing is that your goal is to entertain the other players.

Anyone who wishes to play the game, but not as a persistent character, can volunteer as weekend-long NPC. When you do so, you will be provided with a bed and food for that event at no cost. Staff will assign you numerous NPCs throughout the weekend to help run the game. At the completion of the event, you will receive a number of Steward Points to spend towards the enhancement of your character.

In addition to full time NPCing, you can also volunteer on a per encounter basis. This allows you to volunteer for a short term basis, earn some small benefit, and entertain your fellow players, while at the same time ensuring enough manpower to run encounters. We will never ask you to do something you are not comfortable undertaking. If you do not wish to be involved in a combat encounter, inform your Marshal, and they will assign you another role if available.

Please remember: we are all here to enjoy the game. Not all the roles are mutually exclusive and many individuals will be holding multiple roles at once. Do your best to respect the role an individual is in at any given moment. Just because someone was a Marshal in one encounter does not mean that they are always doing so. By knowing the roles and responsibilities of the various volunteers we can all help the game run smoother for everyone.

In-Play Vs Out of Play

In-Play

At the beginning of each event, there will be a short briefing, delivered by Campaign Staff, known as opening announcements. During this time, any significant in-play events will be reviewed, rules questions will be answered, and other general announcements may be made. At the completion of opening announcements, the game will begin, and we will be "In-Play." From this point forward, everything you say or do will be what your character says and does. You have left your mundane self behind and will now embody your character until the game concludes. We are all people in costume at a state park, but with a combination of excellent costuming, and a mindset that you are always your character, we can create an environment of immersion so everyone involved can feel as much as possible that they are living in the world of Eldross.

Information that is known to you, the player, is known to your character. This is primarily to minimize the amount of information you have to keep separated between what you-the-player know and what your character could know. Because Apotheosis is In-Play at all times, it is assumed that anything you hear is spoken by a character who is also in-play. It is why we ask you to keep all conversations in-play. If you are speaking in your cabin to a friend about a secret deal that you will soon make, and another player happens to pass by your window and overhears, then that player can use the information in-play. Be aware of your surroundings, and remember: You Are Always In Play. The *exception* to this is anything you learn while playing an NPC or Marshal, during a volunteer shift, or explicitly called out by another rule.

Out-of-Play

Once you arrive on-site and the game officially begins, you will portray your character with all of your choices, actions, and the consequences they bring. There is no "saved game" with a LARP. Your actions will cause others to react, and the story will unfold from this interplay. You cannot go Out-of-Play to avoid your fate: If you have just insulted someone who turns out to be a cold-blooded assassin, then your choices are those your character would have access to.

Out-of-Play conversations (talking about a game or a television program) bring people back to the real world and break this immersion we all strive so hard to maintain. Doing so in an area that is not specifically designated as Out of Play should be avoided if at all possible. If there is a time when you need clarification on a rule or descriptor, all effort should be made to ask the clarifying question in play.

If you need to go out of play there are several methods to signify that you are doing so. The easiest and most common method is to put one of your hands or a held weapon on your head with your elbow sticking out to the side. This is ideal for asking a quick question of a marshal. Alternatively you can wear a bright orange band. This is helpful for when you need to be out of

play for extended time periods such as traveling to the restroom or as an NPC before coming into play. By default, the out of game areas are the restrooms, logistics and NPC staging, and the staff cabins. If you must go out of play for extended periods, put on an orange headband and silently proceed to one of those areas. At night time, an orange ambient glow stick may be used to signify you are out of play.

Medical Non-Combatant

Some individuals are not able to engage in active combat encounters due to medical reasons. This may be due to a temporary injury, or a long term condition. These players signal such by wearing a bright green band. If you feel that you need to be a medical non combatant please let an Administrator know and wear an appropriate band. It is important to note that wearing such a band should be done for an entire event. If you need to declare yourself a non combatant, it should be done with the intent of remaining so for the remainder of the event. If you need to remove yourself from an encounter temporarily, please see the *Fate of the Party* rules below.

A person wearing a green band should never be struck in combat or touched by any means. This includes weapons, packets, nerf guns, or any other method. Active combatants should strive not to approach a medically non-combatant, and the non-combatant should make a good faith effort to avoid active combat areas. If you wish to affect someone who is medically non combatant you should approach within reach of them, point at them, and declare your effect. This can be any effect your character is capable of delivering, or it can be severe as killing them. Any other character within arms reach of the non-combat or the one delivering the effect can cancel this by stating "I stop you." At this point the non combatant should move to safety as a fight is likely to occur. At night time, a green ambient glow stick should be used to signify you are medically non combat.

Hold!

Hold is a call used to pause the game for safety reasons. If, at any time, any player feels unsafe out of play, you may state, in a voice loud enough to be heard by everyone present, "Hold." When you do so, the game immediately pauses, and everyone should freeze in place. This should only be used for issues where Out of Play safety is being threatened, such as hazardous terrain, dropped glasses, injury, or extreme emotional or mental distress.

Fate of the Party

Since Apotheosis is a Live-Action game, we as players are performing all of the actions of which our character is capable. We are also, unfortunately, constrained by our own physical limitations. At times, you may feel that out of play restrictions are preventing you from safely accomplishing a task. You may at this time announce, "Fate of the Party" or shade your eyes with your head and look down if you feel unable to speak. What this means is that you may choose not to take part in

a scene and will accept the result of how the group handles the encounter. At any point in time, once you feel that you can safely interact with the scene, you may rejoin the action, or you may sit out the rest of the encounter, at your discretion. At this point, the Marshal will inform you of your fate during the encounter, although typically it will be equal to that of the least successful party member.

There will be no judgements levied against a player who calls Fate of the Party. It should be stressed that the reason why you take Fate of the Party does not matter and will not be questioned. If your group members who choose to take the challenge succeed, then your character will also find themselves on the safe side of the narrow bridge.

For example, your group must cross a vast canyon with a raging river at the bottom using a thin board. You must balance on this board over the lake in-play, even though it is only a few inches above the ground out of play. If you feel you cannot perform this task, for whatever reason you may have bad balance, a disability that would impede you, or perhaps a real life family member lost their life in a similar circumstance you declare Fate of the Party and excuse yourself from the scene. Once the party is across, you elect to return to play and inform the Marshal. During the crossing, one of the party members was attacked by creatures and had his arm bitten off. The Marshal informs you that upon your return, you suffer the Disable Arm effect.

Character Tracking

Your character in Apotheosis is tracked by a character sheet stored on Google Drive. When you are ready to make your character or update an existing character send an email to: legyndsaop@gmail.com . Campaign Staff will begin a dialogue with you that will walk you through creation and end with your character sheet being shared with you. You will have access to view this sheet at any time, and when you wish to spend your experience points and advance your character you simply send in another email with your desired purchases.

Buybacks

Legynds understands that starting later in a LARP can leave a player feeling as though they cannot ever catch up to higher level players. In order to alleviate this problem, Legends offers a way to "buyback" missed events. To buyback, the player pays the cost of one or more past events and receives both the build and the resource point value of those events. The player does not gain any further benefits, such as trade skill revenue or downtime actions. In this way, a newer player can catch up all the way up to maximum level. Buybacks are paid for on a per-event basis within the current season, at half the cost of the event. Once the first event of a new Season has begun, new players coming into that season must buyback entire previous seasons as an entire season package. If a player wants to do buybacks from a previous season who played some of the events in that season, they may pay only the remainder of the difference in that Season's cost. A list of past events and their costs can be found on the Legynds website.

What to pack

In order to get the most out of your time at Apotheosis, you must know what to bring with you. If you have never attended a LARP before, it can seem a bit overwhelming, and even if you have, there are a few items you might want with you that are not typical for most games. This should not be taken as an exclusive list but rather a jumping off point for your preparations.

Clothing

First and foremost, you are going to want something to wear. Always check the forecast before you leave and make sure you have clothing appropriate to the weather. If you intend to play a PC for the event, this should be your character's costume, and if you are an NPC, you should strive to wear all black, preferably with ample pocket space.

Physreps

Every item that your character possesses will require a physical representation, or physrep. These mundane items will represent the crafted and enchanted items your character will use in the course of their adventures. In order to use an in-play item, you must have and actively interact with that item's physrep. Given the creative skills of our players, there are not strict guidelines as to what type of physrep must be used for each item. Item cards will describe the item, and you should strive to represent it with an item that closely matches the description on the card while evoking the in-game culture that the item is from. If an item diverges too far from the description on the card, or the culture it is intended to represent, Campaign Staff may ask you to use a different phys rep and will provide further guidance on how the item can be better portrayed.

Sleeping Gear

Apotheosis events will take place primarily in state parks. While these locations provide beds, other items are not included. You should bring your own sheets, pillows, sleeping bags, cots, air mattresses, or other sleeping paraphernalia.

Ambiance & Comfort Items

You might also want to consider bringing items to enhance the game itself. These can be items that increase your comfort or those that improve the game atmosphere. Cabin and building decorations can greatly increase immersion and improve everyone's experience. Some items you may want to consider bringing for your cabin include: chairs, fans, snacks, garbage bags, ambiance lighting, and other decorative props.

Hygiene Items

Everyone needs to stay clean. Remember to bring your personal hygiene gear with you. While not a complete list, you should consider bringing the following: soap, shampoo, dental supplies, bath towel, deodorant, baby powder, corrective eyewear, combs & brushes, bug spray, & sun block.

What Not to bring

Our state parks have laws and policies that should be followed. These policies are listed on their parks rules and regulations page. Bringing any of the following items to site could result in disciplinary action, up to expulsion from the event and banning from future events.

- Illegal drugs are not allowed anywhere on site or in your vehicles.
- Alcohol. We ask that you not bring alcohol to the site.
- If we suspect anyone is under the influence of any substance we have the right to ask them to leave.
- Smoking is not allowed indoors, in group shelters, or on porches, and will be limited to designated areas that will be marked on site.
- Real Weapons. If you have a carry permit and decide to bring a weapon on site, we ask that you keep the weapon locked in your car.
- Fire. We will abide by state park rules; keep fire in a fire ring and never leave fire unattended. Firewood will be brought in and not taken from the site.

3 DAY EVENT PACKING LIST

You won't need everything on this list, but it is a guid to make sure you bring everything you will want.

Clothing

◯ Long johns/warm under clothes

◯ Extra Socks

◯ Undies

◯ Jeans/pants

◯ Warm shirts/sweaters

◯ Pajamas

Toiletries

◯ Deodorant

◯ Shampoo/Conditioner

◯ Brush

◯ **Towels** and wash cloths

◯ Mirror

◯ Soap

◯ Toothbrush/toothpaste

◯ Makeup essentials

Costume - Consider a Bin for this

◯ Weapons

◯ Boots or inplay shoes

◯ Pouches / scabbards

◯ Belt

◯ Cloak or warm coat

◯ Shirts and pants

Costume and more

◯ Spell packets

◯ Pen and paper

◯ Makeup Kit

◯ Wings, glasses, etc.

◯ Props

◯ Crafting docs, rituals etc.

◯ Ritual Circle

◯ Shoes

Bedding

◯ **Pillow**

◯ Sleeping bags

◯ Or **Sheets** and blanket

Other

◯ Ear Plugs

◯ Bedroom slippers

◯ Hat and gloves

◯ Phone charger

◯ Travel Coffee Mug

◯ Refillable water bottel

◯ Flip flops for shower

◯ Personal Medications

LEGYNDS APOTHEOSIS

2024

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 Elonia, 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 Elonia.

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

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

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

Then something happened that changed everything. Over one hundred and sixty five years after it vanished into the Nexus, the storm subsided and the land of Chrossus returned. Its people were vastly changed, and no longer claimed any central authority over Eldross. They called themselves the Ashari, and they 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 two expeditions have been launched into the Nexus (though 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 of 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.
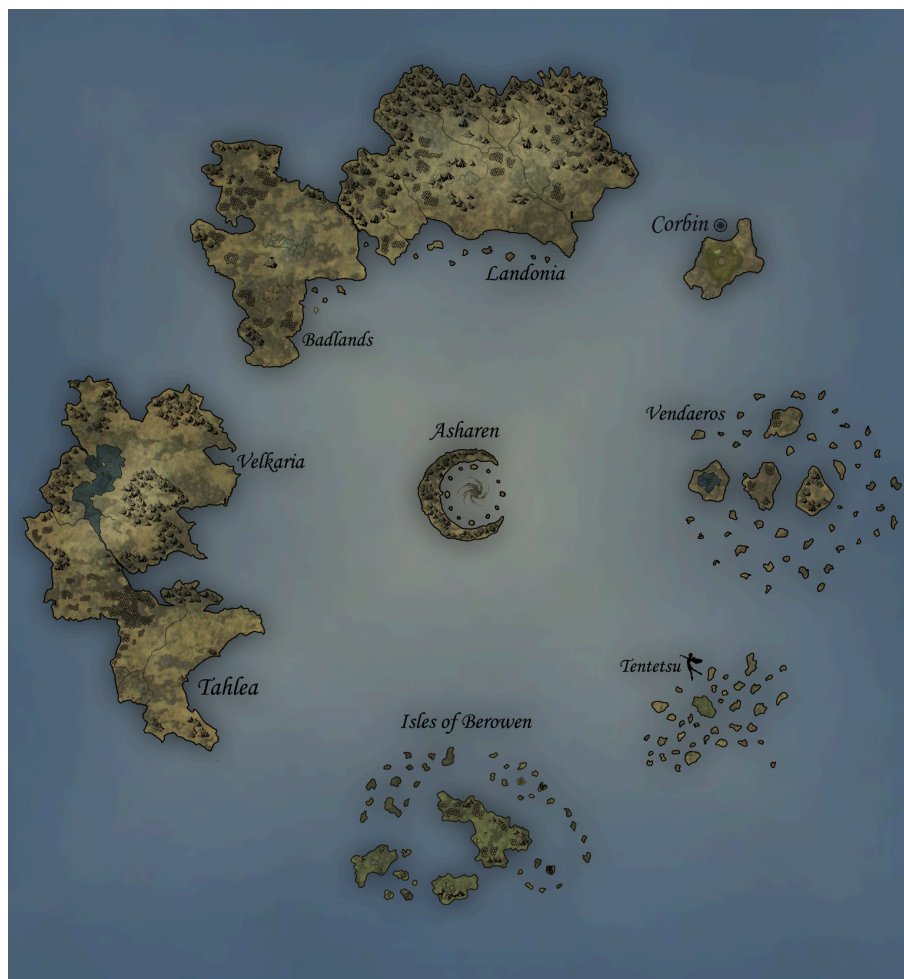
Character Creation Step 1: Culture

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. Start by choosing one of the nine cultures:

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 Mechramancy. 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 Machinamancy, 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 *Sídhe*, 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 gender, but choose one when they come of age. They use the magic of communality and attraction, called Alluramancy. The Incarna 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 player may choose one Cultural Training ability for their character. More can be purchased with 90 Steward Points or 270 Resource Points each season.

Asharen

Gifted Alchemancer	Your Alchemancy 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. You gain 1 Renown with the Asharen Librarians.
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. You gain 1 Renown with the Aethyrcasters.
Ensis Crafter	You may start as a Master Weaponsmith, with a specialization in Ensis Blades.You start with the smithing Secret of Chrossus. You gain 1 Renown with the Aethyrcasters.
Royal Tailor	You may start as a Master Tailor, with a specialization in Robes. You start with the Pattern for Alchemancer Robes. You gain 1 Renown with the Aethyrcasters.
Vortex Sailor	You gain +1 to the Helmsman skill, and 1 Renown with the Stormborn Navigators.

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 1 Miner hireling with Mining-2.
Saboteur	You may start as a Master Engineer, with a specialization in Devices. You start with Plans for both a Gun and a Bomb. You gain 1 Renown with the Badlands Maker's Guild.
Tinkerer	You may start as a Master Maker, with a specialization in Tools. You start with a Schema for Aethyr Goggles.You gain 1 Renown with the Maker's Guild.
Airship Pirate	You gain +1 to the Navigation skill, and 1 Renown with the Corramere faction.
Carny	You may start as a Master Entertainer, with a specialization in Performance. You start with a Work of your choice. You gain 1 Renown with the Neverthriving.

Berowen

Gaiamancy Adept	You cast Gaiamancy rituals with a -1 difficulty rating.You may buy Nature without buying Alteration, and Gaiamancy without buying Lesser Alchemancy.
Trident Training	You gain a Disable Leg x1 per combat when fighting with the Overpower style.
Ironwood Armor Training	You may wear Heavy Armor without buying a combat 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 2 Wayfinder hirelings and 2 mounts.
Totem Carver	You may start as a Master Maker, with a specialization in Totems. You start with a Schema for Animal Totems.You gain 1 Renown with the Totem Carvers.
Trident Crafter	You may start as a Master Weaponsmith, with a specialization in Ironwood Tridents. You start with the Secret of Ironwood. You gain 1 Renown with the Carvers.
Marauder	You have +1 to the Gunner skill when firing Ballista or Grappling guns on a ship or airship.You gain 1 Renown with the Wild Marauders.
Artisan	You may start as a Master Entertainer, with a specialization in Art. You start with a Work of your choice. You gain 1 Renown with the Carvers.

Corbin

Machinamancy Adept	You cast Machinamancy rituals with a -1 difficulty rating. May buy Machinamancy or Purity schools without a primary school requirement.
Arc-Glaive Training	You may fight with a Large Weapon without purchasing the Overpower style.You gain a Disable <limb> x1 per combat with this weapon only.
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 1 Builder hireling with Building-1. When this hireling takes the Build action, it reduces the cost to build an improvement by one resource (one minimum).
Clockwerk Engineer	You may start as a Master Engineer, with a specialization in Clockwerks. You start with Plans for a Clockwerk Limb.You gain 1 Renown with the Fabrikators.
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. You gain 1 Renown with the Fabrikators.
Clockwerk Repair	You may deliver the Heal effect to any target that has a Clockwerk body part, x1 per encounter.
Corbin Geistmaster	You may start as a Master Brewer, with a specialization in Spirits. You start with the recipe for *Geistschlager*. You have 1 Renown with the Order of the Maskineri.

Landonia

Arcamancy Adept	You cast Arcamancy rituals with a -1 difficulty rating. You may buy Mind without buying Alteration, and Arcamancy without buying Lesser Alchemancy.
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 ask for an additional clue when using the Ingenuity skill.
Pettifogger	Gain a Power 2 Logical Statement at the start of each social encounter.
Industrialist	You start with 1 Builder hireling with Building-2.
Aerial Inventor	You may start as a Master Engineer, with a specialization in Airships. You start with the Plans for a Landonian Explorer. You gain 1 Renown with ALOYE.
Platinum Crafter	You may start as a Master Armorsmith, with a specialization in Platinum Armor. You start with the Secret of Platinum. You gain 1 Renown with ALOYE.
Mad Hatter	You may start as a Master Tailor, with a specialization in Hats. You start with the Pattern for Mad Hats. You gain 1 Renown with ALOYE.
Columnist	You may start as a Master Entertainer, with a specialization in Literature. You start with an Work of your choice. You gain 1 Renown with the Northern Motherland Party.

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. You gain 1 Renown in the Shaddah.
Frostwood Crafter	You may start as a Master Armorsmith, with a specialization in Frostwood Armor. You start with the Secret of Frostwood. You gain 1 Renown in The Merchants of Airgead.
Sky Seer	You have +1 to the Navigation skill. You gain 1 Renown in the Sky Seers Guild.
Gardener	You start with 1 Gatherer hireling with Gathering-2.

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.
Hive Counselor	Gain a Power 2 Tactful Statement at the start of each social encounter.
Skyland Farmer	You start with 1 Gatherer hireling with Foraging-2.
Potion Crafter	You may start as a Master Apothecary, with a specialization in Potions. You start with the Recipe for Healing Potion. You gain 1 Renown with the Eusocial.
Silk Crafter	You may start as a Master Tailor, with a specialization in Clothing. You start with the Pattern . for Silk Protective Clothing. You gain 1 Renown with the Eusocial.
Jatai Warrior	You gain +1 to the Pilot skill when on a Tentetsu airship. You gain 1 Renown in the Winged Protectors.
Honey Maker	You may start as a Master Chef, with a specialization in Foods. You start with the Recipe for Honey Cakes. You gain 1 Renown with the Eusocial.

Velkaria

Necromancy Adept	You cast Necromancy rituals with a -1 difficulty rating. You may buy Shadow without buying Alteration, and Necromancy without buying Lesser Alchemancy.
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 Bone. You have 1 Renown with the Skullbreaver Coven.
Blood Brewer	You may start as a Master Brewer, with a specialization in Wine. You start with the Recipe for Blood Wine. You have 1 Renown with the Skullbreaver Coven.
Skullbreaver Pirate	You have +1 to the Helmsman skill. You gain 1 Renown in the Skullbreaver Coven.
Shadow Shipwright	You may start as a Master Engineer, with a specialization in Sailing Ships. You start with the plans for a Shadow Sloop. You have 1 Renown with the Skullbreaver Coven.

Vendaeros

Lumimancy Adept	You cast Lumimancy rituals with a -1 difficulty rating. You may buy Radiance without buying Alteration, and Lumimamancy without buying Lesser Alchemancy.
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 Blades. You start with the Secret of Scintilium. You have 1 Renown with the Mercantile Guilded.
Chateau Savigne Winemaker	You may start as a Master Brewer, with a specialization in Wine. You start with the recipe for Savigne Blue Wine. You have 1 Renown with the Mercantile Guilded.
Vendaeros Skyknight	You Gain +1 to the Pilot skill when on a Vendaeros Skyrider airship.You gain 1 Renown in the Astral Skyknights faction.
Pastry Chef	You may start as a Master Chef, with a specialization in Desserts. You start with the Recipe for Kenoche. You have 1 Renown with the Mercantile Guilded.

Step 2: Lineage

Choose a 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.

Landed: All Incarna start with an estate.

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 Paradynes. 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. Playing an Incarna means a commitment to makeup. Their abilities, which can be powerful, are in fact a counterbalance to the heavy commitments required to wear that makeup. 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. Each Incarna has four required makeup Vestments that must be worn by the player in order to play the Incarna character. The player is free to wear more if they so choose, but will only gain the vestment abilities once build has been spent.

Purchasing Vestment Abilities

Vestments abilities are character powers purchased with Build Points that are physically represented by the player wearing the appropriate makeup and costuming. Even when purchased, the character only gains these abilities if the player is wearing the makeup and/or phys reps required. Also, a player may only purchase Vestment abilities from their Incarna type.

Required Vestment makeup must be worn, even if no abilities are purchased. The Optional Vestments allow access to Advanced Vestment powers, also purchased with Build. They of course must be worn to get the advanced power. A player may purchase any Vestment ability with a x1 per encounter or x1 per combat use up to **two** times each, gaining a second use.

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.

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, Impressive Appearance, Cliff Walker
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 or blue spectacles.	Piercing Gaze, Mental Gaze, Precise Vision, Empathic Gaze

Lesser Powers (Weave +2)

Weave Sight: You gain the *Sense Weave* ability on 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.
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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Imposing Appearance: You may use your Motivation skill on a second Hireling or Crew.
Cliff Walker: You gain Highland Walk (for campaign encounters). In all other encounters, you may avoid the effects of falling from any high place (marshal discretion), 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
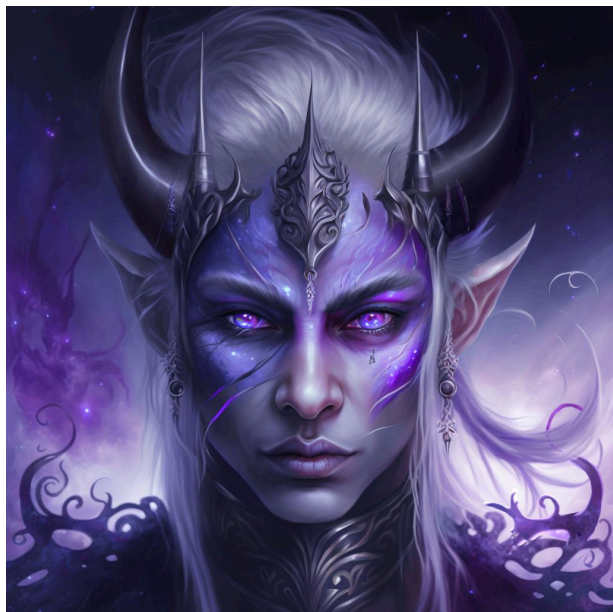
Required Vestments

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, Aethyric Appearance, Aethyr Walker
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, or similar colored gems or obvious dots around the eyes.	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,you may sense (but not see) beings or objects Phased Out within line of sight or earshot.
Aethyric Hearing: Your Tracking Meditation count is only a Meditation-5.

Ocularum*:* You gain the *Sense Tempus* ability on a 3-count.
Sigils of Chrossus*:* You may reuse one of your Power 2 Logical Statements, x1 per encounter.
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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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Aethyric Appearance: You may use the Measure Once Cut Twice skill on a second crew or Hireling each time you use this skill.
Aethyr Walker: You gain Aethyr Walk (for campaign encounters). In all other encounters, you may enter a Phased Out state for 10 steps or a 30-count (whichever comes first), 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 Aethyr Sight skill count is lowered by a 3-Count.
Nethyric Sight: You may ask the marshal to reveal the location of a single hidden trap in the 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 orange brown tones or 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, Majestic Appearance, Water walker
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, or green/ citrine gems or obvious dots around the eyes.	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: You gain the *Sense Wyld* ability on 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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Majestic Appearance: You may use the Skill Mentoring skill on a second Crew or Hireling.
Water Walker: You gain Forest Walk and Water Walk (for campaign encounters). In all other encounters, you may stand in or on water for 10 steps or a 30-count (whichever comes first) before sinking or suffering its harmful effects, 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.

Grymm

Badlands of Ondras
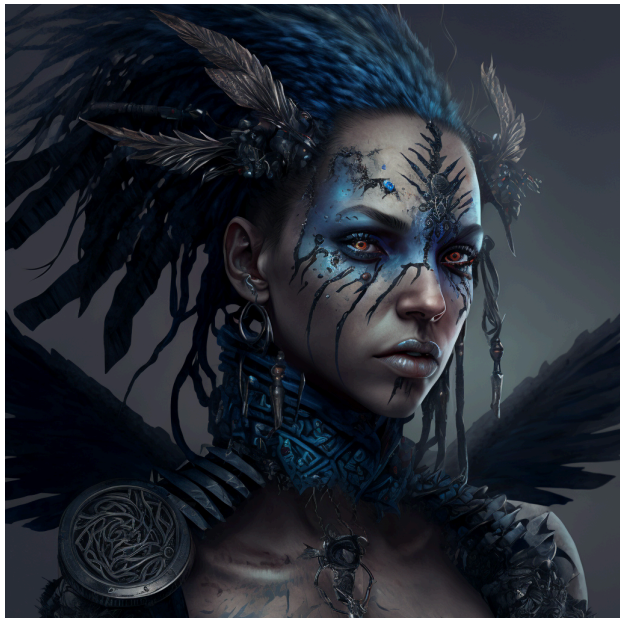
Required Vestments

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, Imposing Appearance, Flame Walker
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, or similar colored (or black) gems or obvious dots around the eyes.	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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Imposing Appearance: Remove all dice penalties to an action when using the Lucky skill.
Flame Walker: You gain Flame Walk (for campaign encounters). In all other encounters, you may stand in lava or fire for 10 steps or a 30-count (whichever comes first) before suffering its harmful effects, 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.

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, Angelic Appearance, Miasma Walker
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, or similar colored gems or obvious dots around the eyes.	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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Angelic Appearance: When you use the Craft Savant skill while taking an action with Hirelings, lower the cost of the item or improvement by 2 (minimum 1).
Miasma Walker: You gain Miasma Walk (for campaign encounters). In all other encounters, you may stand in steam or similar burning hot air for 10 steps or a 30-count (whichever comes first) before suffering its harmful effects, 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 Ground Delivered Disease effects (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, Malefic Appearance, Wild Walker
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, black or dark green gems (or obvious dots) around the eyes.	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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Malefic Appearance: When using Risk Mitigator, instead of rerolling all of the dice, only reroll the failed dice.
Wild Walker: You gain your choice of Forest Walk or Ice Walk (for campaign encounters). In all other encounters, you may stand in frozen conditions (Ice Walker) or hostile forest environments (Forest Walker) for 10 steps or a 30-count (whichever comes first) before suffering its harmful effects, 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, Spritely Appearance, Spirit Walker
Bright neon colored contacts, or similarly colored gems or obvious dots around the eyes.	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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Spritely Appearance: When using the Coordination skill, increase the number of Hirelings or Crew that may assist you to three.
Spirit Walker: You gain Mist Walk (for campaign encounters). In all other encounters, you may enter Spirit Form on a 3-Count (Entering Spirit Form-1…) and stay in that form for 10 steps or a 30-count (whichever comes first). You must then come out of Spirit Form on a 3-Count (Coming Out of Spirit Form-1…).

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*:* Your Aethyr Sight skill count is lowered by a 3-Count.
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, Ghastly Appearance, Night Walker
Red contacts, or red gems or obvious red cast around the eyes.	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*:* You gain the *Sense Umbra* ability on 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. You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Ghastly Appearance: When using the Bleed It Dry skill, increase the number of sources to three.
Night Walker: You gain Deep Walk (for campaign encounters). You may hide in the shadows, following the rules for the Hide in Shadows skill x1 per combat. You do not count as having or using the Hide in Shadows skills for any abilities that require it.

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 the Move in Shadows skill, or 5 steps when using the Night Walker vestment, following the rules for the Move in Shadows skill.
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 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, Intimidating Appearance, Glide
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, or gold gems or obvious dots around the eyes.	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: You gain the *Sense Astra* ability on 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.You may skip over one hex when moving in a campaign encounter. Use x1 per encounter.
Intimidating Appearance: When using the Get To It! Skill, up to four Hirelings, Crew or transports may be targeted.
Glide: You may skip over two hexes when moving in a campaign encounter, x1 per encounter. In all other encounters, you may avoid the effects of falling from any high place, 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.

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, Renown 1 with that House and your all-important family name, and a chance to use it. You have an estate in your homeland.	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 Renown 3 with that House. You have an estate in your homeland.	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. You have an estate in your homeland, but it's remote…	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 Renown 3 within that faction.	Mortal only
Mortal Family	You are from a mortal family, clan or tribe in your culture. Choose one from the list of your culture. Your family sent you off to make a name for yourself. You have a starting Renown 1 with the family and 10 additional starting credits.	Mortal only
Commoner	You were born of common blood, with no known family. You have had to fend for yourself, and 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
Asharen	Aeteras	Tempus
Badlands	Minheim-Grymm	Umbra-Weave
Berowen	Silvas	Wyld
Corbin	Arc-Seraph	Astra-Weave
Landonia	Harcon	Weave
Tahlea	Faeryn-Shol	Umbra-Wyld
Tentetsu	Brayeth-Gale	Astra-Wyld
Velkaria	Ulthas	Umbra
Vendaeros	Eres	Astra

Noble Houses

Culture	House	Paradyne
Asharen	Qkrendros, Qketraris, Lhorisia, Mandosia, Valisia	Tempus
Badlands	Your House name is lost to history. Choose a Mortal Family. You have chosen to live with this family as their resident Incarna noble.	Umbra-Weave
Berowen	Torn, Samka, Menawi	Wyld
Corbin	Aliaine, Ashcloth, Leigh, Seilaris, Leoza, Sebatal, Kayson	Astra-Weave
Landonia	Beaumont, Wickham, Gates, Davenport, Mortimer, Thatcher	Weave
Tahlea	Solanaceae, Hemlock, Grey, Teague, Auran, Issian	Umbra-Wyld
Tentetsu	Mossgreen, Fiddle, Maplebloom	Astra-Wyld
Velkaria	Draven, Litharian, Ironshadow	Umbra
Vendaeros	Osmiere, Argos, Wenmont	Astra

Families, Clans and Tribes

Culture	House
Asharen	Azimara, Farrokh
Badlands	Duskfang, Viper, Cragsmoor, Bloodsong. Saber, Cleave, Aegus, Spearheart
Berowen	Berowen Family, Heralia Family, Valsung Family, Farutah Family, Kar'turah Family
Corbin	Burkhardt, Kocht
Landonia	Fernsby, Berrycloth, Rowlingson, Whipple, Prescott, Hogwood
Tahlea	Ashyr, Otan
Tentetsu	Eguchi, Yokoni, Hoyoshi
Velkaria	Bonedigger Tribe, Silverwood Tribe, Little Bear Tribe, , Swerdyn
Vendaeros	Delveaux, Aubert, Mercier

Cultural Background Feature

Feature	Description	RP	SP
Contact*	Start with a single approved NPC contact from your culture.	50	15
Established**	Start with 1 Renown in an approved faction of your choice from your chosen culture, or the culture from World Traveler.	50	15
Foreign Contact*	Start with a single approved NPC contact from a culture other than your own culture.	100	30
Important Contact*	Start with a single approved important NPC contact from your culture.	100	30
Well Established**	Start with 3 Renown in an approved faction of your choice from your chosen culture, or the culture from World Traveler.	100	30
Important Foreign Contact*	Start with a single approved important NPC contact from a culture other than your own culture.	200	60

*May buy up to four different contacts total between all Contacts.

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

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
Campaigner	Campaign and Trade Skills
Mage, Warden	Battlemagic
Negotiator	Social
Rogue	Adventure
Ritualist	Ritual Magic
Warrior, Warden	Combat

Subclasses

Mage Subclasses

Name	Associated Battlemagic School	Connected Schools
Flame Weaver	Fury	Mind, Shadow
Illusionist	Glamour	Radiance, Nature
Mentalist	Mind	Purity, Fury
Purifier	Purity	Radiance, Mind
Radiant Mage	Radiance	Glamour, Purity
Shadow Mage	Shadow	Fury, Sorcery
Sorcerer	Sorcery	Shadow, Nature
Wylder	Nature	Sorcery, Glamore
Manipulator	Choose one Primary battlemagic school to be your associated school (from Mind, Radiance, Nature, Shadow)	Choose two primary schools to be your connected schools (from Mind, Radiance, Nature, Shadow)

Negotiator Subclasses

Name	Associated Style
Charmer	Charming
Debater	Logical
Diplomat	Tactful
Overseer	Assertive

Ritualist Subclasses

Name	Associated School
Alchemancer	Alchemancy
Alluramancer	Alluramancy
Arcamancer	Arcamancy
Gaiamancer	Gaiamancy
Lumimancer	Lumimancy
Machinimancer	Machinamancy
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

Campaigner

Level	Ability
1	*Trade Skill Specialization:* May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2, and 2 Build Points for Ranks 3 and 4. May buy any Campaign skills. May buy skills from one Basic Social skill block, one Basic Combat skill block and one Basic Adventure skill block. Gain a Hireling of your choice.
2	*Well Rounded:* May buy skills from all Basic Adventure and Basic Social skill blocks.
3	*Merchant Repute:* Earn 2 Renown in a Merchant Faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Trade Skill Efficiency-1:* You may use one of your Encounter x1 skills twice during a campaign turn.
6	*Very Well Rounded:* May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. *Basic Ritual Magic Training:* May buy Lesser Alchemancy.
7	*Trade Focus-1:* You may Learn one Secret of your choice. Gain a Hireling of your choice.
8	*Merchant Repute:* Earn 4 Renown in a Merchant Faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Trade Skill Efficiency-2:* You may use a second of your Encounter x1 skills twice during a campaign turn.
11	*Trade Focus-2:* You may Learn a second Secret of your choice. Gain a Hireling of your choice.
12	*Enchanter:* May buy Enchantment skills from Lesser Ritual magic schools without the prerequisite skills. Paradyne restrictions still apply.
13	*Merchant Repute:* Earn 8 Renown in a Merchant Faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
15	*Trade Skill Efficiency-3:* You may use a third of your Encounter x1 skills twice during a campaign turn.
16	*Advanced Combat Training:* You may buy skills from one Advanced Combat block.
17	*Trade Focus-3:* You may learn a third Secret of your choice. Gain a Hireling of your choice.
18	*Merchant Repute:* Earn 16 Renown in a Merchant Faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Master Enchanter:* May buy Enchantment skills from Greater Ritual magic schools without the prerequisite skills. Paradyne restrictions still apply.

Mage

Level	Ability
1	*Battlemagic Specialization:* 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	*Well Rounded:* May buy skills from all Basic Adventure and Basic Social skill blocks. May buy skills from one Basic Campaign skill block. May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2.
3	*Magical Repute:* Earn 2 Renown in a Magical Faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Battlemagic Efficiency-1:* Choose a subclass. Your rank-5, 6 and 7 spells are increased to x3 per combat in your subclass Associated Battlemagic school. You gain Battle Respite (*<Associated> Battlemagic School*) on a Meditation-10.
6	*Very Well Rounded:* May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. May buy skills from one Advanced Campaign skill block. May buy any Trade skill at Rank-3 for 2 build points (requires the level-2 prerequisite). *Basic Ritual Magic Training:* May buy Lesser Alchemancy.
7	*Battlemagic Focus:* Your Alteration Battlemagic Meditations are lowered by 2.
8	*Magical Repute:* Earn 4 Renown in a Magical Faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Battlemagic Efficiency-2:* Your rank-5, 6 and 7 spells are increased to x3 per combat in a Connected Battlemagic school of your choice in your subclass.You gain Battle Respite (*<Connected> Battlemagic School*) for that school on a Meditation-10.
11	*Ritual Magic Training:* May buy Invocation and Imbuement skills from up to four Lesser Ritual magic schools. *Improved Combat Training:* May buy skills from all Basic Combat blocks.
12	*Improved Spellblast:* 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	*Magical Repute:* Earn 8 Renown in a Magical Faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture
15	*Battlemagic Efficiency-3:* Your rank-5, 6 and 7 spells are increased to x3 per combat in another Connected Battlemagic school of your choice in your subclass.You gain Battle Respite (*<Connected> Battlemagic School*) for that school on a Meditation-10.
16	*Expanded Ritual Magic Training:* May buy Invocation and Imbuement skills from up to four Greater Ritual magic schools. *Advanced Combat Training:* You may buy skills from one Advanced Combat block.
17	*Battlemagic Hyper Focus:* Your Alteration Battlemagic meditations are lowered by 1 more (total of 3).
18	*Magical Repute:* Earn 16 Renown in a Magical Faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Battlemagic Efficiency-4:* Your rank-8 spell is increased to x3 per combat in your Associated subclass school as well as your Connected subclass schools chosen in Battlemagic Efficiency 2 and 3.

Negotiator

Level	Ability
1	*Social Specialization:* May buy any Social skills. May buy skills from one Basic Combat block and one Basic Adventure block. May buy Lesser Orations.
2	*Well Rounded:* May choose skills from all Basic Adventure and Basic Combat skill blocks. May buy skills from one Basic Campaign skill block. May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2.
3	*Social Repute:* Earn 2 Renown in a Political Faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Social Efficiency-1:* Choose a Subclass. At the start of an encounter, you gain an additional Power 2 statement from the style associated with your subclass.
6	*Very Well Rounded:* May choose skills from one Advanced Adventure skill block and one Advanced Combat skill block. May buy Greater Orations. May buy skills from one Advanced Campaign skill block. May buy any Trade skills at Rank-3 for 2 build points (requires the level-2 prerequisite).
7	*Fancy Clothing:* 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	*Social Repute:* Earn 4 Renown in a Political Faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Social Efficiency-2:* At the start of an encounter, you gain an additional Power 3 statement of your choice from the style associated with your subclass.
11	*Battlemagic Training:* May buy skills from up to two Battlemagic schools. *Extremely Well Rounded:* May buy skills from a second Advanced Combat skill block and a second Advanced Adventure skill block.
12	*Impressive Trinket:* 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	*Social Repute:* Earn 8 Renown in a Political Faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture
15	*Social Efficiency-3:* At the start of an encounter, you gain an additional Power 5 statement from the style associated with your subclass.
16	*Ritual Magic Training:* May buy Imbuement skills from up to three Lesser Ritual Magic schools.
17	*Even More Fancy Clothing:* 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	*Social Repute:* Earn 16 Renown in a Political Faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Social Efficiency-4:* 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	*Ritual Magic Specialization:* 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	*Well Rounded:* May buy skills from all Basic Adventure skill blocks, all Basic Social skill blocks and one Basic Combat skill Block. May buy skills from one Basic Campaign skill block. May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2.
3	*Magical Repute:* Earn 2 Renown in a Magical Faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Ritual Efficiency-1:* Choose a subclass. You have -1 difficulty rating on rituals from the school associated with your subclass.
6	*Very Well Rounded:* May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. May buy skills from one Advanced Campaign skill block. May buy any Trade skills at Rank-3 for 2 build points (requires the level-2 prerequisite).
7	*Alter Fate-1:* You may replace one card in your Ritual deck with any card of your choice that you possess.
8	*Magical Repute:* Earn 4 Renown in a Magical Faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Ritual Efficiency-2:* You have -1 difficulty rating on rituals from a single non Alchemancy school of your choice connected to the school associated with your subclass.
11	*Improved Battlemagic Training:* May buy skills from a third Battlemagic school.
12	*Alter Fate-2:* You may replace a second card in your Ritual deck with any card of your choice that you possess.
13	*Magical Repute:* Earn 8 Renown in a Magical Faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
15	*Ritual Efficiency-3:* You have -1 difficulty rating on rituals from another non Alchemancy school of your choice adjacent to the school associated with your subclass.
16	*Highly Improved Battlemagic Training:* May buy skills from a fourth Battlemagic school. *Extremely Well Rounded:* May buy skills from a second Advanced Adventure skill block and a second Advanced Social skill block
17	*Alter Fate-3:* You may replace a third card in your Ritual deck with any card of your choice that you possess.
18	*Magical Repute:* Earn 16 Renown in a Magical Faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Alter Fate-4:* You may replace a fourth card in your Ritual deck with any card of your choice that you possess.

Rogue

Level	Ability
1	*Adventure Specialization:* May buy any Adventure skills. May buy skills from one Basic Combat block and skills from one Basic Social block. May buy Lesser Ploys.
2	*Well Rounded:* May buy skills from all Basic Social skill blocks and all Basic Combat skill blocks. May buy skills from one Basic Campaign skill block. May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2.
3	*Adventuring Repute:* Earn 2 Renown in an Exploration Faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Adventuring Efficiency-1:* Choose a subclass. Your subclass Basic Adventure skills that require Meditation are lowered by 2, and that are "x1 per challenge" skills gain one additional use per challenge.
6	*Very Well Rounded:* May buy skills from one Advanced Combat skill block and one Advanced Social skill block. May buy Greater Ploys. May buy skills from one Advanced Campaign skill block. May buy any Trade skills at Rank-3 for 2 build points (requires the level-2 prerequisite).
7	*Adventuring Flexibility:* All of your subclass Basic Adventure skills with uses of "x1 per encounter" gain one additional use per encounter.
8	*Adventuring Repute:* Earn 4 Renown in an Exploration Faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Adventuring Efficiency-2:* Your subclass Basic Adventure skills that require Meditation are lowered by an additional 1 (3 total), and with uses of "x1 per encounter" gain one additional use per encounter.
11	*Battlemagic Training:* May buy skills from up to two Battlemagic schools. *Extremely Well Rounded:* May buy skills from a second Advanced Combat skill block and a second Advanced Social skill block.
12	*Backstab:* You gain a single 5 hit attack that 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	*Adventuring Repute:* Earn 8 Renown in an Exploration Faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture
15	*Adventuring Efficiency-3:* Your subclass Advanced Adventure skills that require Meditation are lowered by 2, and that are "another use per challenge" skills gain one additional use per challenge.
16	*Ritual Magic Training:* May buy Divination skills from up to three Lesser Ritual Magic schools.
17	*Improved Backstab:* Your backstab is raised to a 10 hit attack. The call is "10 Damage".
18	*Adventuring Repute:* Earn 16 Renown in an Exploration Faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Adventuring Efficiency-4:* Your subclass Advanced Adventure skills with uses of "x1 per encounter" or "another use per encounter" gain one additional use per encounter.

Warden

Level	Ability
1	*Warden Specialization:* 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	*Warden Versatility:* 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. May buy skills from one Basic Campaign skill block. May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2.
3	*Combat Repute*: Earn 2 Renown in a Military or Magic faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Warden Efficiency-1:* Your Alteration Battlemagic Meditations are lowered to by 2.
6	*Very Well Rounded:* 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. May buy Lesser Katas. May buy skills from one Advanced Campaign skill block. May buy any Trade skills at Rank-3 for 2 build points (requires the level-2 prerequisite).
7	*General Armor Focus*: Your Refit skill Meditation Counts are lowered by 2.
8	*Combat Repute*: Earn 4 Renown in a Military or Magic faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Warden Efficiency-2:* Your rank-5 spells are increased to x3 per combat in your subclass schools.
11	*Extremely Well Rounded:* 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. *Warden Ritual Magic Training:* May buy skills from Lesser Alchemancy and one Ritual Magic school associated with your subclass.
12	*General Combat Focus:* Your Battle Respite skill Meditation Counts are lowered 2.
13	*Combat Repute*: Earn 8 Renown in a Military or Magic faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
15	*Warden Efficiency-3:* Your rank-6 spells are increased to x3 per combat in your subclass schools.
16	*Improved Warden Ritual Magic Training:* May buy skills from all Lesser Ritual Magic schools associated with your subclass and one Greater Ritual Magic school associated with your subclass.
17	*Battle Hardened:* You always have +1 Armor point.
18	*Combat Repute*: Earn 16 Renown in a Military or Magic faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Warden Efficiency-4:* You gain -1 difficulty rating in all rituals associated with your subclass.

Warrior

Level	Ability
1	*Combat Specialization:* May buy any Combat skills. May buy skills from one Basic Social Block and skills from one Basic Adventure block. May buy Lesser Katas.
2	*Well Rounded:* May buy skills from all Basic Adventure and all Basic Social skill blocks. May buy skills from one Basic Campaign skill block. May buy any Trade skills with build points at 1 Build Point for Ranks 1 and 2.
3	*Combat Repute*: Earn 2 Renown in a Military Faction of your choice.
4	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
5	*Combat Efficiency-1:* Choose a Subclass. All of your skills with uses of "x1 per combat" gain one additional use per combat in the style associated with your subclass.
6	*Very Well Rounded:* May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. May buy Greater Katas. May buy skills from one Advanced Campaign skill block. May buy any Trade skills at Rank-3 for 2 build points (requires the level-2 prerequisite).
7	*Armor Style Focus*: Your Refit skill Meditation Count in your subclass is lowered by 2.
8	*Combat Repute*: Earn 4 Renown in a Military Faction of your choice.
9	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
10	*Combat Efficiency-2*: Your Battle Respite skill Meditation Count in your subclass is lowered by 2.
11	*Battlemagic Training:* May buy skills from up to two Battlemagic schools. *Extremely Well Rounded:* May buy skills from a second Advanced Adventure skill block and a second Advanced Social skill block.
12	*Battle Hardened:* You always have +1 Armor point.
13	*Combat Repute*: Earn 8 Renown in a Military Faction of your choice.
14	*Cultural Training:* Choose one Cultural Training ability from your starting culture
15	*Combat Efficiency-3:* All of your skills with uses of "x1 per combat" gain another additional use per combat in the style associated with your subclass.
16	*Ritual Magic Training:* May buy Invocation skills from up to three Lesser Ritual Magic schools.
17	*Combat Flexibility:* Your Battle Respite skill and Refit skill in your subclass are both lowered by 1 more.
18	*Combat Repute*: Earn 16 Renown in a Military Faction of your choice.
19	*Cultural Training:* Choose one Cultural Training ability from your starting culture.
20	*Combat Efficiency-4:* 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.

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 and Lesser Skills	1
Advanced Skills and Greater Skills	2
Alteration Battlemagic	1
All other Battlemagic	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 paradynes, 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

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 challenge
3	Evade	x1 per encounter
4	Sidestep (1)	x1 per challenge

Advanced Agility Skills

Rank	Skill	Uses
5	Agile (2)	Another use per challenge
6	Spring (2)	Another step per challenge
7	Double Back	x1 per encounter
8	Sidestep (2)	Another use per challenge

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 encounter

Advanced Interaction Skills

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

Scouting Skills

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

Advanced Scouting Skills

Rank	Skill	Uses
5	Exploration	x1 per encounter
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 per event

Advanced Stealth Skills

Rank	Skill	Uses
5	Move Unseen	x1 per use of Camouflage
6	Move in Shadows	x1 per use of Hide in Shadows
7	Smuggle	One item at a time in a smuggler's pouch.
8	Illusionary Disguise	x1 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 the following based on the environmental challenge:
- An additional step when facing agility challenges. The second purchase gives a second step.
- A "do-over" when facing balance challenges. The second purchase gives a second do-over.
- 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
This skill allows the character to hide within natural terrain, within arms reach of a large tree or bush, or behind a concealing object. A concealing object must be roughly 9 square feet or larger (like a 3x3 wall). The player enters the hidden state after a Meditation-10, and indicates they are hidden with their hands crossed over their chest. Once hidden, the character must remain completely still and attempt to be completely quiet or they are exposed. Entering man-made buildings or open, clear terrain such as a road will also expose the character. When leaving the state (including when exposed) the character must count "Coming out of Hiding-1, Coming out of Hiding-2, Coming out of Hiding-3". 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 cannot be seen and is immune to all physical attacks. If the character is ever able to move while using this ability, they must remain within arms reach of a large tree, bush, or concealing object.

Cover Tracks
The character is able to limit his or her ability to be tracked by declaring that their tracks have been covered. They cannot cover other characters tracks; just their own 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
The character may attempt to outrun aggressors; if the player makes it to a chosen location approved 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 for the rest of 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. 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 exposed. 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. If the shadow moves or is removed, or a bright light source comes within 5 feet of the character, the character is *exposed*. Exposed characters must come out on the same 3-Count. During this count and while in the hidden state, the character is immune to all physical attacks (weapons and packets) and cannot be seen.

Illusionary Disguise

The character can make themself 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". In the case of locks using a key, the lock can be opened on a 60-Count, lowered by 10 per clue used.
In addition, this skill allows the player to use the *Pickpocket* rules for stealing in game items. The second purchase allows the player to add a second clothespin to the target.

Magical Tracking

Allows the character to follow the magical tracks of another being. These will generally (but not always) be from creatures that have been phased out.

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, Wyld or Weave. Specifics will vary, but the skill could detect if someone had cast a Ritual recently, for example. Sense may also be used to detect the presence of a player using Camouflage or Hidden in Shadows within 10 feet. Sense will not expose the hidden player, or let the sensing player know their exact location- only that there are one or more hidden players. A count may be begun whenever the player using this skill sees an appropriate sense icon, or when they see a person using the Phased Out hand signals.

Sidestep (1-2)

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 which may hold one item. This pouch may not be searched or affected by the *Pickpocket* rules, 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 its related skill; for example, a player might see the Aethyr sight icon, then ask a marshal to describe what is seen.

Ploys

Ploys are individual Meditations to enhance one's ability in adventure encounters.They take one minute to perform, and must be prepared between encounters. Thus, they may not be prepared in the middle of an encounter, as they require quiet and focus, unable to be obtained in the chaos of adventuring. Ploys give abilities which may be used *only once* in an encounter, thus allowing the character to save them for an opportune moment. Preparing a Ploy works just like a Meditation, with the exception that the player may draw plans or use gestures to indicate they are walking through a plan or some sort.

Learning Ploys
A character learns the ability to perform Ploys of a specific rank, and there are four Ploys learned for each rank.

Lesser Ploys

Rank	Skill	General Description
1	**Subterfuge**	You Go First…, That Was Close!, Danger Sense, Whoops!
2	**Strategy**	Come With Me!, Here's How You Do It!, Getaway, Scouting Partner
3	**Tactics**	Help Me Out, Grab My Hand, Look over There, Nothing To See Here
4	**Intel**	Eavesdrop, Work It Out, Sniff Out The Trail, Master Of Disguise

Greater Ploys

Rank	Skill	General Description
5	**Sabotage**	Oops!
6	**Team Stratagems**	I Gotcha!
7	**Group Tactics**	All of Us Are Smarter Together
8	**Survivalism**	Someone Has to Make it…

Campaign Skill Blocks

Basic Tradecraft

Rank	Skill	Uses
1	Trade Specialization-1	x1 per encounter
2	Lucky	x1 per encounter
3	Trade Specialization-2	x1 per encounter
4	Golden Bullet	x1 per encounter

Advanced Tradecraft

Rank	Skill	Uses
5	Measure Twice Cut Once	x1 per encounter
6	Bleed it Dry	x1 per encounter
7	Risk Mitigator	x1 per encounter
8	Craft Savant	x1 per encounter

Basic Oversight

Rank	Skill	Uses
1	Required Training-1	x1 per encounter
2	Required Training-2	x1 per encounter
3	Required Training-3	x1 per encounter
4	Required Training-4	x1 per encounter

Advanced Oversight

Rank	Skill	Uses
5	Get To It!	x1 per encounter
6	Skill Mentoring	x1 per encounter
7	Motivation	x1 per encounter
8	Coordination	x1 per encounter

Campaign Skills

Bleed it Dry
You may source a second resource of the same type (Flora, Fauna, Non Living) from the same hex.

Coordination
You may have two Hirelings or Crew assist you in an action instead of one, once per campaign encounter.

Craft Savant
May craft one Improvement, reducing the component cost by 1 to a minimum of 1 in a campaign encounter. This may be combined with Specialization reductions. May also craft one non-structure crafted item with this cost reduction x1 per event.

Get To It!
One of your Hirelings, Crew or Transports doubles its movement for the Turn.

Golden Bullet
Automatically succeed on one die roll. If multiple dice are being rolled, only one die is affected. You may declare this to be used under conditions of your choice when using a downtime action.Only one Golden Bullet effect can be used per action, per person (max 2 for combined action).

Lucky
Negate one dice penalty applied to one of your Action or one of your Crew or Hirelings actions in a campaign encounter. If there are multiple penalties applied to the action, only one of them is removed.

Measure Twice Cut Once
Increase any of your unskilled actions rolls, or one of your Crew or Hirelings unskilled action rolls from one dice to two dice.

Motivation
You can double one of your Crew or Hirelings skills during a campaign encounter (may not exceed Rank 4).

Risk Mitigator
Declare a reroll trigger to any one action roll before the dice are rolled in a campaign encounter. If the action fails, all of the dice are rerolled.

Required Training (1-4)
Increase a Crew or Hireling's skill by one level (maximum of 3) for the encounter. Multiple purchases allow for a different Hireling to be affected.

Skill Mentoring
Raise a skill rank on a Hireling or Crew by +3 for one Action (you may exceed maximums).

Trade Specialization (1-2)
You may choose a Specialization for one of your known Trade skills.The second purchase allows a second specialization. In order to choose a specialization for Armorsmith or Weaponsmith, you must first know the Smithing Secret for the resource associated with that specialization (i.e. secret of Frostwood if you wish to choose Frostwood Armor, etc).

Trade Skills

Trades allow players to make crafted items and use them for their benefit. Players may even set up shop and sell their goods or services from an in-game store and gain steward points doing so. Items are crafted with resources, and the specific resources needed to craft an item are listed on its specific crafting document.

Trades	Specializations
Apothecary	Poisons, Potions
Armor Smith (includes Shields)	Ironwood Armor, Platinum Armor, Arc-Brass Armor, Frostwood Armor, Dragon Armor, Scintilium Armor, Obsidian Armor, Ensis Armor, Protective Silk Clothing
Brewer	Wine, Beer, Spirits
Chef	Foods, Desserts
Engineer	Clockwerks, Airships, Sailing Ships, Devices
Entertainer	Art, Performance, Literature
Maker	Totems, Toys, Tools, Jewelry
Tailor	Clothing, Hats, Leather Goods, Robes, Sails
Weapon Smith	Ensis Blades, Ironwood Tridents, Arc-Glaives, Scintilium Blades, Obsidian Blades, Dragon Blades, Mal Blades, Platinum Blades, Stinger Blades

Campaign Trades	Allows
Pilot	Piloting Airships
Gunner	Firing large artillery
Helmsman	Steering nautical vessels
Navigator	Navigating while operating Sailing Ships and Airships

Buying Trade Skills

In addition to class level abilities, characters may learn Trade skills by spending Resource Points and Steward Points. When a new skill is learned, characters start with a Title of Apprentice. Steward / Resource points may be spent to increase the Rank as follows:

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

* May not be purchased with Resource points

Trade Skill Maximums

These limits apply only to Trade skills purchased with resource points. Trade skills purchased through class level abilities may exceed these limits.

Character Level	Max Trade Skills	Max Trade Skill Ranks
1	3	9
2	4	12
3	5	15
4	6	18
5	7	21
6	7	23
7	7	25
8	7	26
9	7	27
10	7	28

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	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	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	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	x1 per combat
4	Refit	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/School*)
May reset all skills in the current style (or school) 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 Heavy 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 Heavy Armor.

Offhand Parry
Gain a single *Parry*.

Push Onward
Gain a single *Reduce*.

Quick Foot
Gain a single Dodge.

Ranged Weapon
May fight with guns, bows, crossbows, bombs and throwing daggers in one hand. May fight with a one handed weapon in the other hand. May wear Heavy 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.

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.

Taunt
May deliver the Taunt effect with the one handed weapon.

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

Kata

Kata are individual Meditations to enhance one's ability in combat.They take one minute to perform, and must be prepared between encounters. Thus, they may not be prepared in the middle of an encounter, as they require quiet and focus, unable to be obtained in the chaos of adventuring. Kata give abilities which may be used *only once* in an encounter, thus allowing the character to save them for an opportune moment. Preparing a Kata works just like a Meditation, with the exception that the player may perform martial art-like moves during the Meditation.

Learning Kata

The character learns the ability to perform a Kata of the specific rank, and there are four Katas learned for each rank.

Allies

A kata user may designate up to six players as allies at the beginning of any encounter. Many kata affects will either only affect those allies, or will not affect allies. The player using the kata should make this clear in the encounter preparation stages, so that all players as allies know what effects occur based on the Katas used.

Lesser Kata

Rank	Skill	General Description
1	**Defensive**	Body Guard, Florentine Defense, Muster Strength, Deflect
2	**Recovery**	Aimed Shot, Focus Strike, Refit Armor, Riposte
3	**Attack**	Piercing Strike, Florentine Attack, Counter Strike, Smashing Strike
4	**Hybrid**	Protection-Flurry, Flurry-Ranged, Ranged-Overpower, Overpower-Protection

Greater Kata

Rank	Skill	General Description
5	**Coordinated Defense**	Stand Strong
6	**Coordinated Recovery**	Hold the Line!
7	**Coordinated Attack**	Barrage
8	**Crowd Control**	Bring It!

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. Make a flattering remark which the NPC legitimately finds genuine. If the statement has influence, the NPC has -1 Threshold to the next statement in the encounter. Must use the Keyword "Admire".

Direct Approach
May use a Power 3 Special Statement. Make an Agenda Statement. If the Agenda Statement fails, the Agenda Total is not reset. Must use the Keyword "Direct" as well as the Keyword "Agenda".

Knowledgeable
May use a Power 3 Special Statement. Make 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 in the Tactful style. After an attempt at an Agenda Statement has failed, you may negate the penalty for that failed Agenda Statement. Must use the Keywords "Too Soon".

Apologize
May use a Power 3 Special Statement in the Tactful Style. After an Insult has been made, you may negate the penalty for that Insult. Must use the Keyword "Apologize".

Calculate
May use a Power 5 Relationship Statement. This statement will not have influence unless the Relationship Type is Equitable. Must use the Keyword "Equitable".

Debate
May use a Power 3 Special Statement. Make a counterpoint to something said by the NPC. If the statement has influence, this Logical Statement may be reused once in the encounter. Must use the Keyword "Debate".

Delightful
May use a Power 5 Relationship Statement. This statement will not have influence unless the Relationship Type is Friendly. Must use the Keyword "Friendly" in context.

Dominant
May use a Power 5 Relationship Statement. This statement will not have influence unless the PC is Dominant in the Relationship. Must use the Keyword "Dominant" in a context indicating the PC is in charge.

Dominate
May use a Power 4 Impact Statement that must use the current Relationship Type as a Keyword, followed by the Keyword "Dominant" indicating the PC should be recognized as the authority. This statement will not have influence unless the current Relationship Type is correctly stated. If the statement has influence, the PC becomes Dominant in the relationship.

Flatter
May use a Power 3 Special Statement. Make 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 Keyword "Adore".

Humble

May use a Power 5 Relationship Statement in the Tactful Style. This statement will not have influence unless the NPC is Dominant in the Relationship. Must use the keyword "Dominant" in a context indicating the NPC is in charge.

Label

May use a Power 3 Special Statement. Make an objective observation about the NPC's emotional state. If the statement has influence, gain a Power 2 Logical Statement for the encounter. Must use the Keywords "Seems Like" (Ex: "It seems like that is really frustrating for you.")

Likable

May use a Power 4 Impact Statement that must use the current Relationship Type as a Keyword, followed by the Keyword "Friendly". This statement will not have influence unless the current Relationship Type is correctly stated. If the statement has influence, the relationship becomes Friendly.

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 using the Keywords "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 Keyword "Equitable". This statement will not have influence unless the current Relationship Type is correctly stated. If the statement has influence, the relationship becomes Equitable.

Placate

May use a Power 4 Impact Statement that must use the current Relationship Type as a Keyword, followed by the Keyword "Dominant" indicating the NPC should be recognized as the authority. This statement will not have influence unless the current Relationship Type is correctly stated. If the statement has influence, the NPC becomes Dominant in the relationship.

Recover

May use a Power 3 Special Statement in the Tactful Style. After a Faux Pas has been committed, you may negate the penalty for that Faux Pas. Must use the Keywords "Faux Pas".

State My Opinion

May use a Power 3 Special Statement. May render a strong opinion on any subject without causing a Faux Pas. Must use the Keywords "State My Opinion".

Take My Advice

May use a Power 3 Special Statement. May offer unsolicited advice to the NPC on the subject at hand without causing an Insult. Must use the Keywords "Take My Advice".

Orations

Orations are "announced" statements that may be used *only once* per encounter. If the player has the necessary social style, they may deliver a 10 word sentence (or combination of sentences), followed by the effect, which must be clearly enunciated and easily heard by everyone around them. If the sentence is spoken in an awkward or unclear way, or spoken too quickly, the marshal may call "flub". The spirit of the rules is that these statements are the powerful words of the Orator and have a visible effect on the target, so attempting to rush or metagame their delivery should result in failure. The burden is on the Orator player to deliver these statements in a convincing way. Though this rule may seem subjective, it is surprisingly obvious to those around them when roleplayed properly or not.

The delivery method is "announced" and the player must obviously face the target, using their hand gestures for the social style being employed. If this statement is interrupted by any damage or effect, the Social Statement fails. Announced Orations that deliver effects may be countered by defensive effects.

Learning Orations
The character learns the ability to perform Orations of a specific Rank, and there are four Orations learned for each Rank.

Lesser Orations

Rank	Skill	General Description
1	**Inspiration**	Validate, Confidence Booster, Equipment Check, Laughter Is The Best Medicine
2	**Counseling**	Trauma Therapy, Pull Yourself Together!, Don't Get Emotional, I'm Better Company
3	**Influence**	You Can't Die Now!, Get In Their Head, Overwhelming Confusion, Seduce
4	**Manipulation**	Guilt Trip, Intimidating Command, Boring Conversation, Witty Insult

Greater Orations

Rank	Skill	General Description
5	**Group Motivation**	Rousing Speech
6	**Group Counseling**	Group Trauma Therapy
7	**Power Words**	Words of Condemnation
8	**Public Speaking**	Calm Down

Paradynes and Principalities

Paradynes are interpretations of the fundamental forces of the Multiverse at work. Paradyns are philosophical world-views that can manifest into reality and magic. Paradynes are sometimes fundamentally opposed to each other, leading to conflict and disharmony, like dissonance in music. Paradynes are strengthened when there are enough voices in a song in consonance, agreement and harmony. *The Paradyns are Wyld, Weave, Astra, Umbra and Tempus.* It is from these Paradynes that Magic flows. Principalities are fundamental principles on which the multiverse operates. The Principalities are *Aethyr*, *Nethyr*, *Omni* and *Void,* and in fact *Paradyne* is itself a Principality.

Tempus

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

Astra

Astra is the Paradyne that is the source of power for creation through Lifeforce from the Spirit. It is the Paradyne of light, day, life, harmony, air 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, earth 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, clockwerks, patterns, mind, order, fire 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, water, nature, primal force and the Elementals.

Aethyr

Aethyr is the expression of the creative force in the balance between the interaction of Void and Lifeforce in motion. It acts like a medium through which souls may travel in a conscious state. It is the principality of higher consciousness, ideas and immaterial potential.

Nethyr

Nethyr is the expression of the entropic force in the balance between the interaction of Void and Lifeforce in motion. Like Aethyr, it acts like a medium through which souls may travel, though it is much more difficult and turbulent. Travel in this medium occurs mainly while within the dream state. It is the principality of primal consciousness, of dream and nightmare.
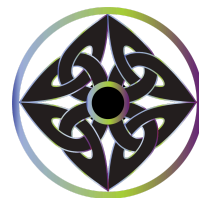
Omni

Omni is the sum of all collective Lifeforce, absent of Void. It is the expression that Lifeforce exists in all things, from the smallest pebble to the wisest being. It is the harmony that unifies all life into song.
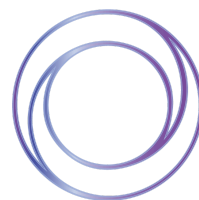
Void

Void is the great empty nothingness. It is the absence of song. It is an ever present background force that acts like an all-consuming vacuum, ever drawing magic and matter into it.

Battlemagic Skill Blocks

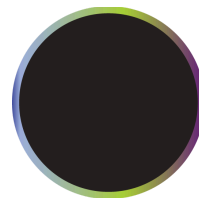Battlemagic uses spell packets as thrown projectiles to generate effects. Battlemagic effects are bought in skill blocks (allowed by class) after first buying the Tempus block to Rank-4. Some classes, such as Mages, may buy multiple schools.

Schools of Battlemagic

There are nine schools of battlemagic. There are five primary schools of battlemagic: Alteration, 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. A Secondary school can only be purchased if it is connected to one of the Primary schools that has already been purchased first. A secondary school's Rank may not be purchased to a higher Rank than that in the Primary school.
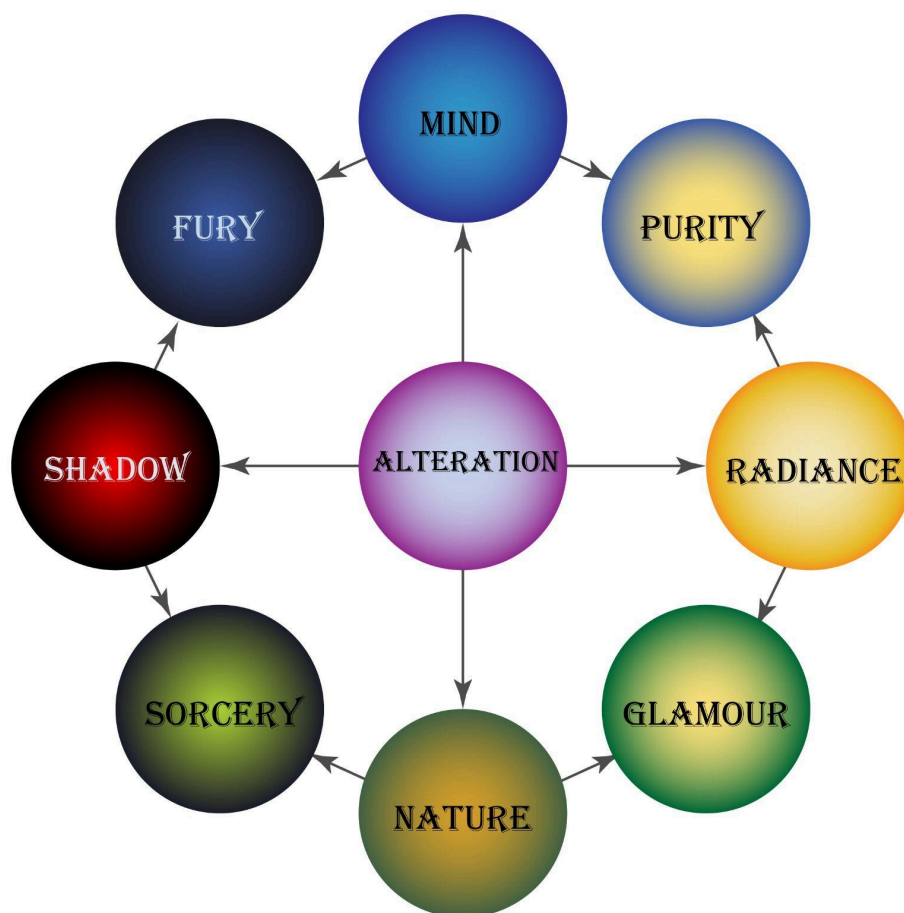
Alteration Battlemagic (Tempus +2)

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.

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

Fury *(Umbra +1, Weave +1)*

Rank	Skill	Description	Uses
5	**Ash Cloud**	May call the **Weakness** effect. "With the power of Fury, *Weakness.*"	x2 per combat
6	**Smoke Blast**	May call the **Repel** effect. "With the power of Fury, *Repel.*"	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, *Massive, Massive, Massive, Massive*".	x2 per combat
8	**Magma Burn**	May call the **5 Body** effect. "With the power of Fury, *5 Body.*"	x2 per combat

Glamour *(Astra +1, Wyld +1)*

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

Mind *(Weave +2)*

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

Nature *(Wyld +2)*

Rank	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)*

Rank	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)*

Rank	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)*

Rank	Skill	Description	Uses
5	**Disease**	May call the ***Disease*** effect. "With the power of Shadow, *Disease*"	x2 per combat
6	**Intimidate**	May call the ***Fear*** effect. "With the power of Shadow, *Fear.*"	x2 per combat
7	**Shadow Blast**	May call the ***Repel*** effect as a double effect. "With the power of Shadow, *Repel, Repel*"	x2 per combat
8	**Wither Limb**	May call the ***Disable <Limb>*** effect as a double. "With the power of Shadow, *Disable <Limb>, Disable <Limb>*"	x2 per combat

Sorcery *(Umbra +1, Wyld +1)*

| Rank	Skill	Description	Uses
5	**Mockery**	May call the ***Taunt*** effect. "With the power of Sorcery, *Taunt.*"	x2 per combat
6	**Freeze**	May call the ***Slow*** effect. "With the power of Sorcery, *Slow.*"	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, *Body, Body, Body*".	x2 per combat
8	**Poison Spray**	May call the ***Poison*** effect. "With the power of Sorcery, *Poison.*"	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.
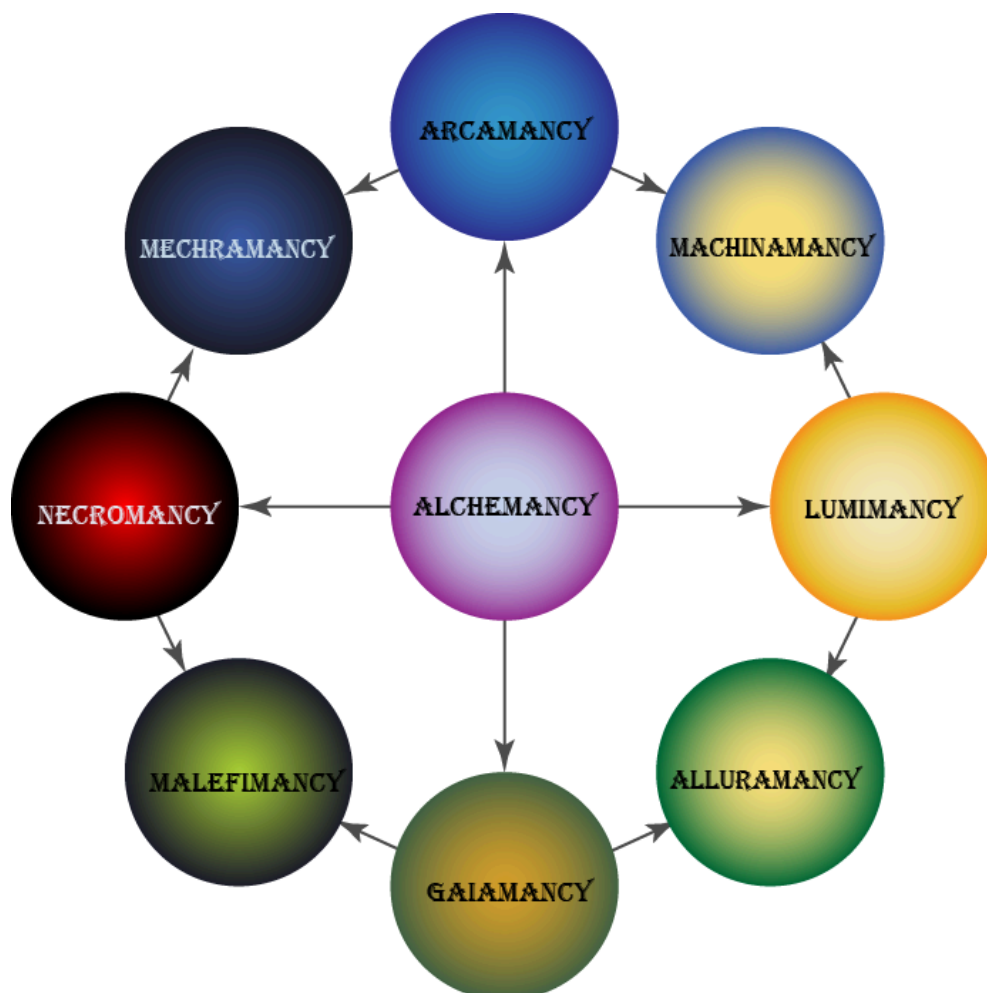
The Primary Schools

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 Ranks. 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 lifeforce and the spirit is the source of Lumimancy, and allows for infusing spiritual energy into the body so that it may heal. Socially it is revealed in a sort of spiritual light, containing aspects of authoritarianism, harmony, obedience, and moral righteousness. 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 Alchemancy (Tempus +2)

Lesser Alchemancy is the basis of ritual magic, and must be learned in order to learn other ritual schools. Lesser Alchemancy 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 Alchemancy (Tempus +4)

Greater Alchemancy 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 Alchemancy 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 Paradynes +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 Paradynes with the goal of enhancing or altering the state of the target.

Greater Ritual Magic (Paradyne +4 or Paradynes +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 Paradynes 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

Machinamancy

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	Glamore
Invocation	Greater Alluramancy Familiar
Enchantment	Manifest Alluramancy Anchor Point

Arcamancy

Divination	Consult Archamancy'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

Machinamancy

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

Malefimancy

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

Mechramancy

Divination	Consult Mecrhamancy'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

Faction Rituals

Though starting rituals are always available, many rituals can only be obtained by association with a magical faction that controls their use. Raising one's Renown (and thus Rank) in a faction will give the player greater access to the rituals controlled by that faction. Downtime actions are a common way to interact with a faction to raise in rank and obtain more rituals. A magical faction will not approve of a character copying factions rituals and giving them out to non faction members, so be warned!

Merchant Rituals

Similar to faction rituals, merchant organizations and factions control some of the rituals that can be found in the world. These can be obtained by interacting with merchant factions, such as NPC's who come to sell goods, special auctions, and downtime actions.

Familiars

Familiars function by the same rules as mortals, except that when they are reduced to 0 or health killed they are gone until summoned again (though, some familiars may be enhanced where they can be returned). They are treated as puppets for purposes of game mechanics (see Puppets).

Lesser Familiars

Type	Health	Abilities	Improved
Tough	**3**	May take damage for the caster if the caster wishes, but once the caster decides to do this, the rest of the damage taken for the encounter must go to the familiar until it is killed. May not go more than 3 feet from the caster, and only walks as if under the slow effect.	+2 Health
Quick	1	May fly up to 15 feet from the caster.	+5 steps
Magical	2	Has the level 5 Battlemagic skill that contains the same Paradyne combination as the ritual magic used to cast it. May only walk and only go 5 feet from the caster.	Level 5 and 6
Stealthy	1	Has the Hide in Shadows and Camouflage skill. May only walk and only go 10 feet away from the caster.	+5 feet

Greater Familiars

Type	Health	Abilities	Improved
Tough	5	May take damage for the caster if the caster wishes, but once the caster decides to do this, the rest of the damage taken for the encounter must go to the familiar until it is killed. May not go more than 5 feet from the caster, and only walks as if under the slow effect.	+3 Health
Quick	1	May fly up to 30 feet (or 10 steps) from the caster.	+10 steps
Magical	3	Has the level 6 Battlemagic skill that contains the same Paradyne combination as the ritual magic used to cast it. May only walk and only go 5 feet from the caster.	Level 6 and 7
Stealthy	2	Has the Hide in Shadows and Camouflage skill. May only walk and only go 20 feet away from the caster.	+10 feet

Ritual Circles

Circle Basics

Ritual circles are magical constructs of force that may be created with at least 1 Rank 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. Circle occupancy is caster plus one other individual maximum.

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 Paradynes 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 rating 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. 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 assistants, one for each paradyne symbol. In order to assist with a ritual, the assisting character must have at least one skill in the ritual skill block being used, and of the same school of magic.

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 caster can affect the casting time (not assistants). 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 on the 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 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 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 they repeat 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 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 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. Ritual targets are always delivered by touch, and thus within touch range, unless the ritual states otherwise.

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 caster flipped the **Void** card. A ritual always fails if the caster flips the **Void** card. Enough assistants 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.

Continuous Rituals

Any ritual which has "continuous" in its description means that the player must stay in their circle and continue to chant. After each 10 chants at normal talking speed, the player may then announce out loud the delivered effect.

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, but only by the Ritualist class level abilities. 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(right arm, left arm, right leg, left leg, torso) twice in a row, thus alternating 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 go into system shock. This means you 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.

Puppets

Sometimes players have abilities that require them to have a puppet, such as familiar rituals. In this case, the player is responsible for carrying the puppet, and following any rules restrictions listed in the ritual that created the puppet. In all cases, no one should ever strike a puppet in combat. Instead, hit the player holding the puppet. The player with the puppet will be aware of how to apply these attacks to the puppet. In some similar cases, various NPCs may be represented with a puppet carried by a marshal. The same rules apply- target the person holding the puppet, and the marshal will know how to apply these effects to the puppet stats. Note that puppets follow the rules of social engagement, and will often be used in encounters for just that purpose.

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. Any character can gain armor points simply by wearing the appropriate phys rep, within the limit set by their current fighting style. Armor points are returned to full at the end of a combat, limited by the style being used (if any).

Base Armor

To determine your base armor value (the amount of armor provided by your physreps) count the number of locations covered and then for every two locations gain 1 armor, up to 2 points for Light Armor (which anyone can wear) or up to 8 points for Heavy Armor, which requires the purchase of Rank 1 in any combat skill. There are 20 potential locations: chest, back, head, face, neck, shoulders, forearms, upper arms, pelvis, upper legs, lower legs, feet or hands.

Armor Type	Maximum Points
Light Armor	1-2 points
Heavy Armor	3-8 points

Summary

- 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).
- For every two locations covered, gain 1 Armor point.
- Individual physreps may cover multiple locations, and you may have multiple phys reps on a location, but each two locations covered only contributes to one armor point regardless of how many phys reps cover that location (no stacking).
- Your total base armor value is limited by your fighting style, regardless of how many locations you have covered.

Examples

- Two bracers, each covering a forearm, would count as 1 Armor point.
- A mail jerkin (covering chest and back) counts as 1 Armor point.
- A front breastplate (chest only) and a gorget (neck) would count as 1 Armor point
- A coif (head and neck) with a helm (also head) would count as 1 Armor point.
- A coif, a gorget, a pauldron, and a vambrace would count as 2 Armor points.

The quick way to calculate Base Armor is to add up all the regions on your body that are covered. Then for every two regions, count 1 Armor point. Next, check the maximum points in the Armor Type category for the armor skill you are using, and only count points up to the maximum allowed.

Crafted Armor

By obtaining crafted armor, players can also gain additional points of armor that may exceed base armor value, as well as other defenses that can be used to negate attacks. To learn more, see the section *Item crafting Rules: Armorsmith*.

Armor Suits

Players may receive the benefit of multiple crafted armor pieces by having them combined into an Armor Suit. An Armor Suit is a collection of multiple Master Crafted pieces of armor combined to enhance their effect, and provide greater protection in the form of Armor points that may exceed Base Armor value.

For every two master crafted pieces of armor in a suit, the wearer gains an additional point of armor that can exceed the cap imposed by their armor skill, up to the *Suit Bonus Limit* for their skill. This is in addition to the defensive abilities provided.

Armor Skill	Maximum Master Crafted Suit Bonus
Light Armor	+2 Points
Heavy Armor	+4 Points

An armor suit will have its own card in addition to all of the individual armor cards for the pieces in that suit. If at any time a character is not wearing all of the physreps for the suit, then its entire bonus is lost (although the abilities provided by one crafted piece that is being worn would still apply). Note that this does not affect Base Armor calculations, which are still determined on armor coverage worn at any given time. Suits are made with the Armorsmith skill and follow all of the standard crafting rules. See *Armorsmith* for more information.

Armor Suit Example

Name: Yarel's Family Heirloom Armor

Head: Platinum (Coif)
Neck: Platinum (Gorget)
Chest: Platinum (Chain Shirt)
Back: Platinum (Chain Shirt)
Left Shoulder: Platinum (Chain Shirt)
Right Shoulder: Platinum (Chain Shirt)
Left Forearm: Platinum (Bracer)
Right Forearm: Platinum (Bracer), Armor of Resolve

Base Armor 4
+4 Bonus Armor
Reduce x1
Dodge x1
Resist vs Attract x1

In the above example the Card lists the pieces that are the components of the suit, as well as the material that they were made of, and any effects they provide. Since there were 8 pieces, this suits maximum bonus is +4 armor on top of that granted by Base Armor coverage. The types of armor listed out in parentheses have no game effect, but are simply noted as a short description of what the appropriate phys rep presented looked like. If a character was wearing this suit and no other armor reps, and possessed the Heavy Armor ability, they would have a total of 8 armor, 4 from their base coverage, and 4 from their bonus.

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.

Shield 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).

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 ½ of soft padding.

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

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

Daggers and 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. 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.

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.

Delivery Methods

Ranged: Packets, bombs, gun projectiles, spell packets, thrown weapons, arrows. Negated by Dodge.
Melee: Melee Weapons. Negated by Parry.
Area Delivered: These effects emanate from a point within a radius. Negated by Sidestep.
Ground Delivered: These effects cover an area of the ground or solid surface. Negated by Spring.

Announced: These effects are delivered by simply pointing at the target and announcing the effect. These are primarily for Orations.
Mass: When spoken in front of another effect, everyone who heard the effect must take it ("Mass Slow!").
Marshal Delivered: Some effects are delivered by a marshal, and will be explained by the marshal on an encounter.

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.

Support Effects

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

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.
Cancel <effect>	Removes the named effect from the target.
Diagnose	You may say, "Diagnose, what is your Health Total, and what effects are you under?". The player must respond t
Heal	Returns all Health points. Does not work on a dead character.
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.
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. You may skip over one hex when moving in a campaign encounter.
Repair	Return all lost Armor Points and lost defenses to Armor, or return a destroyed item to use.
Revive	Brings a Dead character to 1 Health.
Resurrect	Brings a mortal character in Spirit Form back to life at 1 Health. The character is in System Shock afterwards.
Sense <Paradyne>	Reveals if there are any Paradyne points or items with Paradyne Points of the named type on the target being.

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.
Bleed	Target takes 1 damage whenever they take a step.
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").
Damage	Damage may have a number associated with it (5 Damage); that number is subtracted from Armor then Health. Damage may have a Paradyne associated with it; the Paradyne will be replaced with the word damage, such as "Astra."
Destroy< item>	Target named item is rendered useless, and loses all abilities. Repair will return this item to a working state. If the target has multiple types of the same item, they may choose which item is affected.
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. For a Disabled leg, you may take a knee, or pivot on the disabled leg.
Disease	The character may not run, jog or walk quickly (only a normal walk), and will enter a Mortally Wounded state after 1 minute.
Dissipate	A Dead Incarna or Risen ends their death count and immediately goes into Spirit Form.
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 10 steps away from the source of the Repel. Effect ends when the steps have been taken.
Slow	The target may only take one step every three seconds, and may only attack with weapons or packets every three seconds. These actions must occur simultaneously.
Sunder	Target may not throw or use packets or any effects or abilities that require packets.Target is unaffected by the Heal effect.
Taunt	Target may only attack the source of the Taunt when they are within 5 feet of the being that delivered the taunt.
Weakness	The target may not call effects with weapons (base hits only).

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.

Dodge	User may negate a single ranged weapon or packet effect
No Effect	The effect does not work on the target
Parry	User may negate a single melee effect.
Resist <effect>	User may negate a specified named effect
Reduce	An *effect* is taken as a 1 damage.

Phased Out

Some abilities allow a character to become "phased out". Beings that are phased out are moving somewhere within the Aethyr (or Nethyr). When phased out, the player should put both hands above their head in a crossed manner. While in this state, the player may only walk at slow pace, and cannot move through physical obstacles. In this state, they are immune to Melee and Ranged delivered effects only. They cannot be seen by other characters without an ability that allows them to do so. Leaving this state requires a 3 count, "Phasing in-1, Phasing in-2, Phasing in-3" until the state is ended. During this time, the players can see and hear the being, though still not affect them with melee or ranged attacks.

Social System Rules

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 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 means the NPC will not engage in a social encounter at all.

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 RT 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.
- 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 words 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:

<div align="center">

"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…"

</div>

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.

<div align="center">

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

</div>

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

Social Negotiation versus Players
Though players may not use social skills against other players, in some rare cases an NPC can use their Social skills against a player. When this is done, the Player counts as having a Threshold of 0, but may use any of their social skills as a reaction statement against the same style of statement. The Power rating of the social skill used as a reaction statement sets the Threshold against that statement. Thus if an standard Assertive Statement was used against a player by the NPC (Power 2), the player could use their Assertive Statement as a reaction statement to set a Threshold of 2 against that statement. Thus reaction statements are always in favor of the player. A player's standard Difficulty rating is 4. This number may be modified by other factors based on the encounter. A player who loses a social encounter will have to enact the stated Agenda. In all cases, a player may never be influenced to directly attack another player or NPC in combat, nor may they be forced to hand over *personal* items or resources (they might however be influenced to return a stolen item).

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 Ranks, 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 on 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 marshall 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.

Searching, Stealing & Picking Pockets

There are numerous methods of taking items, each of which has its own rules and restrictions. The number one thing to remember when taking items is that you should always respect another player's property. Never time items that are clearly not tagged in game items, and when you do take items treat the phys rep with the utmost care and respect.

Searching

The most common method of getting items is through searching another being. This is done by performing a 10-count (searching one, searching two, etc.) over a *dead or mortally wounded body*. The duration of this count may be modified by game abilities, most commonly the Search and Full Search Adventure skills. At the completion of the count the target must hand over all game owned items including, currency, item cards, and resource phys reps. Personal phys reps are kept by the target, although they may not be able to use them without the tags that were taken. At no point should you physically touch the target, or take an item off their person yourself. If you wish to take items from a still active person, you must use the Pick Pocket rules outlined below.

Stealing

In addition to items on another's person you may wish to take things that are not currently being held or interacted with. In order to take an unattended object (stealing) you simply pick up the phys rep, and walk off with it. Once the item is in your possession you must immediately head take the item to an administrator on duty to log your theft. If you are non in an encounter, this is the individual working logistics. If you are in an encounter, this may be the marshal running the encounter, or if the item is unrelated to the encounter in question they may direct you to take the item to logistics immediately following the encounter's conclusion. In no instance should you take longer than 15 minutes to do so. Failure to present the stolen item in a timely fashion will result in a sportsmanship warning. You may not use the item until its theft has been logged.

Once you have notified the administrator, they will review the stolen item, log its theft, and determine its final disposition.

- If the phys rep is resources or currency, they will simply log the details of the theft.
- If the phys rep is a carded item, they will issue you a new tag, approach the player it was stolen from to let them know the item was taken, remove the tag from their possession, and if the phys rep belongs to them, return the rep.
- If the item is a non tagged object of game or story significance they will log the theft and likely allow you to keep the item.
- If the item is a non tagged prop with no game or story significance, they will return the phys rep to its owner and let them know that the object it represents was stolen.
- If the administrator determines that an item was stolen improperly, they will return the item to the player or location it was taken from.
- In no instances will the victim be informed who took the item outside the use of in game abilities that would allow them to make such a determination

Keep in mind that the Administrator making the call may have access to information you do not, and there are many objects in the world of Eldross with strange and mysterious properties. In all cases the Administrator's ruling is final and may not be contested at game. If you feel a decision was made in error, please send an email after the game is concluded.

Most importantly, it is important to know when and where items may not be stolen from. All cabins or rooms in which players sleep are considered safe places, and no items may be taken from such locations. Likewise an in-game store or group table, noted by the presence of an official sign printed by the game, is also considered a safe space that may not be stolen from. This safety extends to the surface of the table, and underneath it and all chairs surrounding that table. Stealing from these locations will result in a sportsmanship warning.

Finally, you are responsible for the care and well being of all phys reps you have stolen. You should do your best that they do not come to any harm or suffer any damage. Splintered Dreams Productions assumes no liability for any material loss suffered while the item is in your possession. That being said, we do advise players not bring any item into play that would cause undue burden to lose. Repeated harm to other player's property will result in a sportsmanship warning.

Picking Pockets

If you wish to steal from an active and awake character you must pick their pocket. This is not done by actually taking items off their person, but rather through the use of a clothespin to indicate that you have stolen from your victim. Not just anyone is skilled enough to pick pockets. In order to use these mechanics they must be enabled by an ability to do so, either a ploy, skill, or ritual (such as the Lockpicking skill).

In order to pick someone's pocket you must attach a clothespin to them without being noticed. If at any time they see you do so, you fail to take their item, and they know you made the attempt. If they notice the clothespin attached to their person before a marshal sees and verifies that it is there, they notice that someone attempted to steal from them and are able to stop it, but not necessarily who did it. If they do not notice the clothespin before the marshall verifies its placement, their pockets have been picked.

When you intend to pick a pocket you can either notify a marshal in advance, typically by going to logistics and notifying them, or wait until after you have placed the clothespin to do so. This is important as the theft does not succeed until the marshal sees the clothespin on the target, but it also leaves open the opportunity for spontaneous theft. Once the marshal sees the clothespin on the target, the theft is successful even if the target notices it and removes it before the marshal informs them.

Once the attempt is confirmed, the marshal will approach the victim and let them know their pocket has been picked. At this point the marshal will take a random tagged resource, or up to 4 credits from the target, along with the clothespin. They will then, at a later time, give those items to the player who completed the PickPocket attempt. The marshal will then log the theft with logistics.

Cultural Advancement

Players can increase the social status of their character (called Cultural advancement) through certain types of encounters as well as downtime activities.

Renown and Rank

Rank indicates how high a character has advanced within a specific faction. Renown are points that are rewarded to a character that can be spent to increase Rank in a faction. Rank Titles are earned when a player's Renown has reached a high enough total for that Rank (listed below). A character might have a great deal of Renown within a faction of Necromancer's, for example, allowing them higher access to resources available to that faction. Renown is earned for organizations and orders only, through participation in events specific to those factions that have been listed in culture packets. A player has a Renown associated with each faction they have assisted or done work for.

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 / Lady
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

Factions

Factions are organizations within a culture that are dedicated to certain activities and goals within that culture. Each faction will have one or more of these designations:

- **Merchant:** these factions are involved in crafting and the buying and selling of goods.
- **Political:** these factions run governments or engage in social behaviors to influence the people of the land. They have the ability to influence other factions. Houses are usually highly political factions.
- **Military:** these factions are involved in protecting the culture or in enforcing law when necessary.
- **Exploration:** these factions are usually involved with exploration inside and outside of the homeland, often through airships and naval ships. They also may participate in espionage for the political factions.
- **Magical:** these factions handle ritual magic and to some degree, how it may interact with crafting.

The Higher the Rank a character has within a faction, the more goods and services they have access to from that faction. *Example:* A character has 10 renown in the Tahlean faction "The Merchants of Airgead", giving them Rank-3 within that faction. Thus they have access to any resources the faction may have for Rank-3 members.

Each faction designation will have a rating of 1-4, which defines its influence in that arena. A faction will have access to goods such as ritual or crafting documents, based upon twice its designation rating. *Example:* The designation of The Merchants of Airgead is (Merchant-4). Thus, the faction will have merchant goods available to anyone of rank 8 or lower. If the faction rating was (Merchant-1), the faction would only have merchant goods available to them up to Rank-2, thus characters with Rank-3 would already have access to everything the faction had available.

Cultural Enhancement

Cultural Enhancement is when players use their trade skills (as their character) in a roleplaying manner during the events in a way that adds entertainment for other players but does not require staff resources. This can include almost anything a player can think of that a Trade skill might be used for, such as running a shop or giving a live performance. Cultural Enhancements are rewarded with Steward points. All Cultural Enhancement requires prior concept approval and coordination with the staff. While the player is providing enhancement they may not go on modules or scenarios. If they do, their cultural enhancement has been abandoned and will not earn SP reward. Cultural Enhancements can only be performed during defined "Business Hours" as determined by staff and according to the event schedule and should not interfere with the operation of Tavern for meals. After the event, the player is responsible for submitting their SP request with the amount of time they were able to successfully execute the Cultural Enhancement. No SP will be rewarded if the action was not approved by staff.

Types of Cultural Enhancement

Performances
Performances are a live act and can vary widely - The player is given a great deal of creative freedom. Examples of a Performance include:

- A musical performance
- A reciting of poetry
- A demonstration where manifestos and political literature are read
- An artist doing live drawing or painting, such as caricatures
- Original songs or cover of songs that exists in the real world

This is not an exhaustive list- be creative! Performances should match thematic elements of a specific country, culture, or Paradyne. An approved performance earns 5 Steward points per 15-minute block. Performances are different from running a Shop in that they are more physically intense and require active participation.

Published Literature
Literature can be any original content of multiple pages printed and shared during events which is approved for distribution by staff. Examples include a short story, a newsletter of current events, a historical account, etc. and should be accurate and relevant to the game world. Anything intended to be Satire or Fictional must be labeled as such to avoid causing Out of Play confusion about core game story concepts. An author can use a pseudonym or write anonymously as long as this is recorded and approved by staff. Approved Literature that is printed and shared with a wide audience during events will earn 5 Steward Points. This can be done once per event.

Running a Shop
Any skill that produces a carded item may be used to run a shop. An Art Gallery or a Museum display would also be considered a "shop". Shops are passive Culture Enhancements that require time but do not require intense activity. The player may decide what they want to name the shop and what they will sell. Upon approval, staff will set aside an appropriate space based upon the event location. In smaller venues, this will often mean having a table setup that the player may decorate with props. On a larger site, the player may be able to set up their cabin as a storefront. Staff may have to limit space for Shops on a first-come, first-serve basis. Steward points are earned by sitting at that location for the duration of the approved time during business hours, taking minimal breaks, and not engaging in encounters just like a real job! Running a shop earns 5 Steward Points per hour. After the event, one must submit the total hours worked for SP.

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	SP per Hour	Task Description
Cultural Enhancement	5	Using a Trade skill in play at a fixed location (like a table or shop) instead of going on encounters. *Examples*: giving a concert, running a tea shop, etc. *Must be approved first.*
Minimum Volunteering	10	This is the base volunteer for "monstering", playing social NPCs, assisting an encounter marshal, marshal training, etc.
"Staff/Expert" Volunteer	15	Marshaling (after being trained in one of the game systems).
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, transporting company supplies from storage to the event site and/or back.
Event Staff Task	12	Check-in, weapons certifier, kitchen help.
Event Staff "Lead"	15	Responsible onsite lead (i.e kitchen lead)

Item Crafting Rules

Crafted Items are made from trade skills by resources gathered at events or during downtime. They offer effects and abilities that may stand on their own or augment purchased skills. If a character uses multiple items that duplicate an effect or an ability from any 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.

Items have four tiers classifications: Basic Crafted, Well Crafted, Master Crafted and Supernal. Each classification will list its own set of abilities. These abilities do not accumulate, but instead only the abilities for that item's classification are gained. For example, a Crafted sword gives the user Slow x1 per combat. A Well Crafted sword offers a Slow x1 and a Bleed x1. This does not accumulate (you do not gain Slow x2). Only the abilities listed at that crafting tier are gained, so the Well Crafted sword abilities are Slow x1 per combat, Bleed x1 per combat.

Phys Reps and Item Cards

Once crafted, an item card will be created for the item containing all of its abilities. The card must be signed and officially stamped by a Legynds Staff member. 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 crafting documents. 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.

Smithing Secrets

In order to craft armor or weapons with rare materials, the player must have the "Secret" for that material. The Secret is a written document that can be taught to another player by giving them a copy of the document. Secrets also allow the player to substitute the rare material associated with that Secret for other types of materials, such as using Frostwood to make a sword that would normally require ore.

Supernal Items

Supernal items are those made by taking a master crafted item and adding a very rare essence resource to it. Weapons, Armor and Works may have a very rare essence added that has the same exact Paradynes to the resources used to craft it. Only Supernally Crafted items may be enchanted with Greater rituals. Supernal Items may have up to one Greater Enchantment each.

Enchanting Items

Enchanted items have been enhanced by Ritual Magic. Master Crafted items may be enchanted with one Lesser Enchantment Ritual each. In order to add a Greater Enchantment Ritual to an item, that item must be a Supernal Crafted item and contain an essence that shares an exact Paradyne match to the Enchantment ritual. When a Supernal item becomes enchanted with a Greater ritual, it gains Paradyne Requirement Points equal to the rating used when casting the ritual. A Supernal Item can only have one Greater Enchantment.

Paradyne Requirement

If an item lists a *Paradyne Requirement* value, in order to use the item or interact with it in any way, the character must have an equal or greater number of Paradyne points of the type listed for the item.

Paradyne Resistant

If an item lists a *Paradyne Resistant* value, the character may not have equal to or greater than the Paradyne points in the value(s) listed in order to interact with the item in any way. For example, an item with "Paradyne Resistant (8 Astra)" could not be used by a character with 8 or more Astra Paradyne points.

Specializations

When a character chooses a Cultural Training that grants a Trade skill, it may come with a specialization. Each Specialization has a named item type associated with a specific skill, such as Armorsmith (Ironwood Armor). Once per event, any crafted item of the named type may be crafted using one less resource (minimum of one). Specializations naming a smithing item (see the table below) specifically use one less of the associated resource. At least one resource must always be used If an item only requires one resource, then two items can be made from the resource. In cases where a large item is made of several parts (such as an airship) players may work together and each can use their specialization bonus on one of the parts.

Specialization Resources for Smithing

Special Item	Associated Resource	Enchanted by
Dragon Blade, Dragon Armor	Petrified Bone	Necromancy
Scintilium Blade, Scintilium Armor	Scintilium	Lumimancy
Arc Glaive, Arc-Brass Armor	Arc-Brass	Machinamancy
Ensis Blade, Ensis Armor	Ensenium	Any Primary School
Ironwood Trident, Ironwood Armor	Ironwood	Gaiamancy
Obsidian Blades, Obsidian Armor	Obsidian	Mechramancy
Mal Blades, Frostwood Armor	Frostwood	Malefimancy
Platinum Blades, Platinum Armor	Platinum	Arcamancy
Stinger Blades, Protective Silk Clothing	Glowlight Silk	Alluramncy

Armorsmith

The basic unit of crafted armor is the *piece*. A piece of armor provides coverage to a single location determined at the time of creation, and requires 1 ore, wood, or hide to craft. In order to use a *rare* crafting material, and thus make a Master Crafted piece, the craftsman must know the appropriate Smithing Secret for the resource.

Shields, while they do not provide additional armor, are also crafted with the armor smithing skill and follow the same rules outlined above.

Armor Type	Crafted	Well Crafted	Master Crafted
Each Single Piece	1 common ore, wood or hide	1 uncommon ore, wood or hide	1 rare ore, wood or hide
Shield	2 common ore or wood	2 uncommon ore or wood	2 rare ore or wood

An armor card will have an item description, and a list of the regions it covers. These are common examples:

Armor Piece Examples	Regions Covered	Resources to Craft
Helm	Head	1
Full Helm	Head and Face	2
Face Mask	Face	1
Gorget	Neck	1
Coif	Head and Neck	2
Front Breastplate	Chest	1
Full Breastplate	Chest and Back	2
Mail Jerkin	Chest and Back	1
Long Mail Jerkin	Chest, Back, Pelvis	3
Short Mail Shirt	Chest, Back, Upper Arms	4
Long Mail Shirt	Chest, Back, Upper Arms, Pelvis	5
Full Mail Shirt	Chest, Back, Upper Arms, Arms	6
Long Full Mail Shirt	Chest, Back, Upper Arms, Forearms, Pelvis	7
Open Mail Coat	Back, Upper Arms, Forearms, Upper Legs, Pelvis	8
Closed Mail Coat	Back, Chest, Upper Arms, Forearms, Upper Legs, Pelvis	9
Mantle	Shoulders, Back	3
Mail Skirt	Pelvis	1
Glove / Gauntlet	Hand	1
Bracer	Forearms	1
Greave / High Boot	Lower Leg	1
Leg Guard	Upper Leg	1
Pauldron	Shoulder	1
Pauldron with Armguard	Shoulder, Upper Arm, Lower Arm	3

The phys rep used for an armor piece must be sufficiently sturdy and not simply clothing. They must also be of a nature appropriate to the material used to craft it. That is to say, a piece crafted with ore would require a phys rep that appears to be metal, hide would require leather, and wood would require the appearance of wood. Each phys rep should be presented to the Administrator processing logistics at the time of its creation for approval. They will issue a tag that lists the material it was created from, as well as the location it covers, and any other abilities it possesses. If your phys rep covers multiple locations you will need to craft a suit of armor (see below). If there is any question as to the suitability of a given phys rep please send an email to confirm with logistics before purchasing a potentially expensive piece of gear.

Crafted 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. The exception is Master Crafted Armor Suits (see below).

Armor Type	Crafted	Well Crafted	Master Crafted
Any one Armor Piece	+1 Armor	+1 Armor, Reduce x1	+1 Armor, Reduce x1, Dodge x1

Shield	Crafted	Well Crafted	Master Crafted
Any	Repel x1 when shield struck by a melee weapon	Repel x2 when shield struck by a melee weapon	Repel x3 when shield struck by a melee weapon

Master Crafted Armor Suits

When master crafted armor pieces are layered that are made from the *exact same resources*, additional Armor bonuses are gained.

The bonus is +1 Armor Point for every two master crafted pieces of armor in a suit that can exceed both Base Armor and the cap imposed by their armor skill.

In order to create a suit of armor, a character must possess Master rank in armorsmith and the Smithing Secret for every rare material used in the construction of each piece to be incorporated. Next they present the tags for each of the pieces to the crafting staff who will collect them and issue a card for the full Suit. This card will include all the information that was on the individual piece cards, as well as the bonuses provided by the combined suit. Additionally a master smith may add or remove pieces to a suit in order to enhance its protective ability. To do so they simply need to present the card for the suit, as well as the cards for the individual pieces to the crafting staff and a new card will be issued. Crafting or improving a suit does not require any additional materials beyond the pieces that make it up, although the craftsman must possess the Smithing Secret for every material used in its construction. Once a piece of armor has been incorporated into a suit, it may no longer be used individually outside of the suit.

Weaponsmith

Weapons are limited by the style being used. A player only gains the benefit of weapon abilities per encounter. Basic Crafted Weapons use common resources, Well Crafted use Uncommon resources, Master Crafted use Rare Resources, and S al use Very Rare resources. The Weaponsmith must know the Smithing Secret for each rare material in order to craft with it.

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

Weapon 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 wood	2 uncommon wood	2 rare wood
Thrown Weapon	2 common ore/wood	2 uncommon ore/wood	2 rare ore/wood

Large Weapon Abilities

Crafted	Well Crafted	Master Crafted
Disable Leg x 1	Disable Leg x 1, Disable Arm x 1	Disable Leg x 1, Disable Arm x 1, Parry x1

Small and Medium Weapon Abilities

Crafted	Well Crafted	Master Crafted
Slow x 1	Slow x 1, Bleed x1	Slow x 1, Bleed x1, Parry x1

Bow Abilities

Crafted	Well Crafted	Master Crafted
Disable<Limb> x 1	Disable<Limb> x 1, Weakness x1	Disable<Limb> x 1, Weakness x1, Parry x1

Thrown Weapon Abilities*

Crafted	Well Crafted	Master Crafted
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.

Blade Pairs

Blade Pairs refer to a pair of Master Crafted weapons that are made of the exact same rare materials, and have been issued their own separate card to go along with the two blade weapon cards. A Blade Pair allows the player to gain the benefits of both weapon's crafted abilities when using the Flurry style, something not normally allowed with crafted items.

Apothecary

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 Ingested Poisons and Potions must be imbibed. Poisons and Potions require Recipes to craft.

Blade Poison

Blade Poison may be applied to melee weapons and throwing daggers on a 3-Count by an Apothecary who is also able to craft the item of the Rank being used. Blade Poison is Paradyne Resistant (4 Astra, 4 Weave).

Crafted	Well Crafted	Master Crafted
Poison x1 per encounter	Poison x2 per encounter	Poison x3 per encounter

Healing Potion

Healing potions must be imbibed on a 3-Count. Healing Potions are Paradyne Resistant (4 Umbra).

Crafted	Well Crafted	Master Crafted
Heal x1 per encounter	Heal x2 per encounter	Heal x3 per encounter

Chef and Brewer

The skills Brewer and Chef allow players to make their own out of game edibles and then serve them. These skills are used during a Cultural Enhancement, and all qualifying characters eating the food gain the effects of the food for the next encounter they are on. A normal portion of food must be eaten, not simply a taste. Chefs and Brewers work from recipes. Players who create their own special out-of-game recipes can make them actual in-game recipes by submitting the concept to the Campaign Director in advance of publication within the game.

Blood Wine

Blood Wine will make any character with Astra paradyne points ill, and has a Paradyne Requirement:
Crafted 8 Umbra, Well Crafted 12 Umbra, Master Crafted 16 Umbra.

Crafted	Well Crafted	Master Crafted
Phantom +1 Health	Phantom +2 Health	Phantom +3 Health

Savigne Blue Wine

Savigne Blue Wine will make any character with Umbra paradyne points ill, and has a Paradyne Requirement:
Crafted 8 Astra, Well Crafted 12 Astra, Master Crafted 16 Astra.

Crafted	Well Crafted	Master Crafted
Phantom Resist Fear	Phantom Resist Bleed	Phantom Heal

Engineer

Clockwerks

Clockwerk enhancements are generally used to augment bodily operations, but can often be used to aid skills.

Clockwerk Limb

Clockwerk Limbs require an appropriate worn phys rep, and also are allowed to count for armor coverage.

Crafted	Well Crafted	Master Crafted
Resist Disable <Limb> x1 for 2 Damage	Resist Disable <Limb> x1 for 1 Damage	Resist Disable <Limb> x1

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.

Airships and Seaships

There are many airships and sea going vessels in Eldross, and an Engineer must have the proper plans to make each type. Ships have their own special type of card that have slots to hold crew or upgrades. Each ship has a *configuration,* which means that the card determines what upgrades may fit on that ship. When it is used, an upgrade card is placed on the slot with the exact upgrade configuration used in that slot (i.e. armor card, sail card, etc). If a player wishes to change the configuration of a ship, they will need to reconfigure that ship by paying the cost to make a *well crafted* version of the upgrade. This changes the actual card, so a new custom card must be issued.

Example: A Landonian Explorer is configured for an Archomechanical Turret. The player wants to change that to a Heavy Flame Cannon. Thus it would cost 30 credits to reconfigure the ship (cost of a WC Heavy Flame Cannon). Then the player would be issued a new card.

Tailor

Clothing

Crafted clothing abilities work when used with an appropriate matching costuming phys rep. Any number of clothing items may be worn, and their abilities may not duplicate. Some clothing has special abilities, and these items require a Pattern to create. Clothing abilities generally allow Social encounter bonus: either an increased Rank bonus when interacting with a faction, increase Power to a statement when in a specific type of Relationship, or a bonus when using a specific social style.

Silk Protective Clothing

Crafted	Well Crafted	Master Crafted
+1 Armor	+1 Armor, Dodge x1	+1 Armor, Dodge x2

Entertainer

The Entertainer skill allows players to make their own art and performance works, then display them or give a performance. These skills are used during a Cultural Enhancement, and all qualifying characters experiencing the work will gain the benefits for the *next* encounter they go on.

Works

Works are produced by the Entertainer skill and produce their effects only when delivered in the way specific to that Work. Players do not make up the effects or rules for the tag, only the form the work will take. All works must thematically match the land or paradyne it originates from and its known cultural history. A character can make or perform a Work from anywhere and are not restricted by their character origins. I.E. "This is a song from the Badlands, being performed by a wandering minstrel who was born in Asharen". Other players and NPCs may have an IG reaction to, say, a Velkarian who sings a song praising Astra but mechanically there is nothing preventing it. Because LARP is a game of shared imagination and the world becomes what we can imagine it to be, Works of fiction, fantasy, and propaganda or satire must be marked as such to avoid confusion with actual game events and staff created stories. All works will be representative of the artist's views and creativity and should not be taken as historically accurate cannon within the game. Creators are encouraged to research the game world and read history, culture packets, and magical descriptions for inspiration. The colors and symbols associated with a Paradyne can be found in the magical diagram in the rulebook and for Tarot cards please reference pinned files in the Ritual channel on discord. All Tarot cards must include a name or title and a paradyne symbol. All Works should be submitted to the Campaign Director in advance of publication within the game. Each Work is unique to the creator, and can only be shared or copied with the Creator's consent. The creator must be the one to produce, deliver, or perform the Work. A Work can deliver an effect through a brief Performance or Visual Effect (by viewing, reading) and can be done before or during an encounter (see below). Works can be interrupted with damage and game effects. A Work that delivers an effect can be used once per encounter. Passive Works, such as Ritual Tarot Cards, can be used multiple times. A work being performed for SP follows the rules for "Cultural Enhancement".

For each Work, the performer must choose a name for the Work, and its associated theme (see table below). They will then be issued a card for that Work with its name, theme or ability in the case of Magical works. When that Work has been properly delivered, the ability or themed effect takes place.

Theme	Effect
Inspiration	Announced "Theme Self Cancel Weakness" x1 on the next encounter
Angst	Announced "Theme Self Cancel Taunt" x1 on the next encounter
Outrage	Announced "Theme Self Cancel Fear" x1 on the next encounter
Intellectual	Announced "Theme Self Cancel Sunder" x1 on the next encounter
Regenerative	Announced "Theme Self Cancel Poison" x1 on the next encounter
Therapeutic	Announced "Theme Self Heal" x1 on the next encounter

Note that similar theme effects do not stack.

Fans

Entertainers may designate a limited number of players to be part of their fan base. These players must be named and recorded by the Entertainer, then submitted to the staff. The players in a fan base may be changed by the Entertainer once at the start of an event. Each fan can be affected by multiple works but has to put in the time for each work. An Apprentice may have 6 fans, a Journeyman 12 fans, a Master 24 fans, and a Grand master 48 fans.

Delivery of Works

Works must be delivered under specific conditions and settings. It is not enough to simply pass out

Form	Examples	Effect Delivery
Visual Art	Painting, Drawing, Sculpture	When a fan views the piece for 5 minutes studying or commenting on it in an organized gallery setting, before an encounter.
Magical	The Wonder Worker, Ultra-Kronos Ritual Cards	When performing a ritual, the card is flipped. Can be used on an encounter.
Written	Manifesto, Political Article, Short Story	To fans who read it uninterrupted and thoroughly before an encounter, minimum 5 minutes.
Verbal	Poetry, Rousing Speech	When spoken aloud to all fans who hear for 5 minutes in an organized uninterrupted reading before an encounter.
Music	Singing, Playing an instrument	When one or more songs are performed to all fans who hear it (minimum 5 minutes). Can be used on an encounter at Marshal's discretion.

Crafting a Work

Works cost 1 Rare, 1 Uncommon, and 1 Common of any type of the Entertainers choice.

Ritual Cards

The following ritual cards may be crafted as works by any player with the Entertainer skill. Each card may replace the existing card of its associated type, and still acts as that type in addition to its other abilities.

Card Name	Association	Effects When Flipped in a Ritual
The Untamed Beauty	Wyld	Ignore Weave card results.
The Wonder Worker	Weave	Ignore Wyld card results.
The Shining Queen	Astra	Ignore Umbra card results.
The Darkest Lord	Umbra	Ignore Astra card results.
Ultra Kronos	Tempus	Doubles all time values of the Tempus card results.
The Prime Principality	Omni	Doubles all numbers of the Omni card results.
The Empty Empress	Void	Counts as 2 Void effects if flipped by an assistant.
The Chimera	Aethyr	Return any one card you have flipped to the deck and shuffle.
The Eldritch Ones	Nethyr	Flip an additional card (raise the Rating by 2).

Maker

All maker items require Schema to craft.

Tools

Tools are generally used to improve other skills.

Aethyr Goggles

Crafted	Well Crafted	Master Crafted
You may look at the top card of the Maelstrom deck before drawing, once per turn, and discard it if you choose. Lowers the Aethyr Sight Meditation to a Meditation-8.	*You may look at the top two cards of the Maelstrom deck before drawing, once per turn, and discard one of them if you choose.* Lowers the Aethyr Sight Meditation to a Meditation-5.	*You may look at the top three cards of the Maelstrom deck before drawing, once per turn, and discard one of them if you choose. Put the others back in any order.* Lowers the Aethyr Sight Meditation to a Meditation-3.

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.

Animal Totem

Crafted	Well Crafted	Master Crafted
Heal x1 per encounter to the owner. Paradyne Requirement (4 Wyld).	Heal x1 per encounter to the owner. Phantom Heal to owner at 0 Health. Paradyne Requirement (8 Wyld).	Heal x1 per encounter to the owner. Phantom Heal to owner at 0 Health. Phantom Revive followed by Heal to the owner. Paradyne Requirement (12 Wyld).

Jewelry

Jewelry items usually have Social effects. Headdresses, for example, give +1 Power to one statement when interacting using a social style (determined by the crafter), with uses increased per encounter at each crafting rank. The player can use whatever phys rep is appropriate for their character.

Resources

Rarity	Cost in Tahle	Cost in RP
Common	1	20
Uncommon	2	40
Rare	4	80
Very Rare	8	160

Essences

Elemental	Type	Paradyne
Essense of Elemental Ash	Essence	Umbra-Weave
Essense of Mechra Magma	Essence	Weave-Umbra
Essense of Malefic Mud	Essence	Umbra-Wyld
Essense of Elemental Ice	Essence	Wyld-Umbra
Essense of Radiant Gas	Essence	Astra-Weave
Essense of Arc-Lighting	Essence	Weave-Astra
Essense of Radiant Mist	Essence	Astra-Wyld
Essense of Luminous Dew	Essence	Wyld-Astra
Essense of Wyld Water	Essence	Wyld
Essense of Umbral Earth	Essence	Umbra
Essense of Astral Air	Essence	Astra
Essense of Weave Fire	Essence	Weave
Essence of Aethyr	Essence	Tempus

Fauna

Common Fauna

Fauna	Type	Paradyne	Abundant Terrain
Bear	Hide	Umbra	Forest, Mountains
Cow	Hide, Meat	Astra	Hills, Plains
Hen Eggs	ADM	Astra	Hills, Plains
Fire Lizard	Hide, Meat	Umbra-Weave	Lava, Desert, Underground
Fowl	Meat	Astra	Hills, Plains, Forest
Green Tree Snail	Meat	Wyld	Forest, Jungle
Haddock	Meat	Astra-Weave	Sea
Honey	ADM	Astra-Wyld	Forest, Hills, Plains
Landonian Pork	Meat	Weave	Hills, Plains
Sheep	Hide, Meat	Tempus	Hills, Plains, Mountains
Snake Venom	ADM	Umbra-Wyld	Swamp, Rivers, Forest, Jungle

Uncommon Fauna

Fauna	Type	Paradyne	Abundant Terrain
Beeswax	ADM	Astra-Wyld	Forest, Hills, Plains
Brogen Grui	Meat	Astra	Sea
Flame Beetle	Meat	Weave-Umbra	Lava, Desert, Canyon
Jerrosa Pellet	ADM	Weave	Forest, Hills, Plains
Prana Fish	Meat	Wyld	Lakes, Rivers
Reindeer	Hide, Meat	Umbra	Tundra
Spike Fish	Meat	Umbra	Sea
Spinner Silk	ADM	Wyld	Forest
Squid	Meat	Tempus	Sea
Widow Silk	ADM	Umbra-Wyld	Swamp, Forest, Underground
Wolf	Hide	Astra-Weave	Plains, Hills
Skyland Silk	ADM	Astra-Wyld	Forest, Hills, Plains

Rare Fauna

Fauna	Type	Paradyne	Abundant Terrain
Aether Kraken	Hide	Tempus	Magic
Glowlight Silk	ADM	Wyld-Astra	Hills, Forests
Luminescent Oyster	Meat	Astra	Sea
Plague Wolf Fur	Hide	Astra-Weave	Hills, Plains
Draconid Hide	Hide	Wyld	Plains, Forests
Raven's Feather	ADM	Weave-Umbra	Deserts, Hills
Jerrosa Fur	Hide	Weave	Forest, Hills, Plains
Reaper Hide	Hide	Umbra	Tundra, Mountains, Hills
Wraithbone	ADM	Umbra-Wyld	Tundra, Mountains, Hills
Nethyr Kraken	Hide	Tempus	Magic, Sea

Non Living

Common Non Living

Non Living	Type	Paradyne	Abundant Terrain
Chrossus Marble	Stone	Tempus	Hills, Mountains
Coal	Mineral	Weave	Hills, Mountains
Copper	Ore	Weave	Hills, Mountains, Underground
Corbinite Stone	Stone	Weave-Astra	Hills, Mountains
Iron	Ore	Umbra	Hills, Mountains, Underground
Saltpeter	Mineral	Umbra-Weave	Hills, Mountains, Underground
Sulfur	Mineral	Umbra-Weave	Hills, Mountains, Underground
Tin	Ore	Astra	Hills, Mountains, Underground
Zinc	Ore	Astra-Weave	Hills, Mountains, Underground
Salt	Mineral	Umbra-Wyld	Desert, Lakes
Limestone	Stone	Astra-Wyld	Lakes, Hills
Granite	Stone	Wyld	Hills, Mountains

Uncommon Non Living

Non Living	Type	Paradyne	Abundant Terrain
Amethyst	Gem	Umbra-Weave	Mountains, Lava, Canyons
Andesite	Gem	Umbra-Weave	Mountains, Lava, Canyons
Brass	Ore	Astra-Weave	Special, Alloy
Citrine	Gem	Astra-Weave	Hills, Mountains,Underground
Garnet	Gem	Umbra-Wyld	Hills, Mountains, Underground
Quicksilver	Mineral	Tempus	Mountains, Lava
Silver	Ore	Weave	Hills, Mountains
Tourmaline	Gem	Astra-Wyld	Hills, Mountains, Underground
Gypsum	Mineral	Umbra	Desert, Plains
Sunstone	Stone	Astra	Hills, Mountains
Red Spinel	Gem	Umbra	Hills, Mountains, Underground
Sand	Mineral	Wyld	Desert, Sea, Lakes
Sandstone	Stone	Wyld	Hills, Mountains

Rare Non Living

Non Living	Type	Paradyne	Abundant Terrain
Arc Brass	Ore	Astra-Weave	Special, Alloy
Plague Stone	Stone	Astra-Weave	Hills, Mountains
Diamond	Gem	Astra	Hills, Mountains,Underground
Emerald	Gem	Wyld	Hills, Mountains,Underground
Ensenium	Ore	Tempus	Hills, Mountains
Gold	Ore	Weave	Hills, Mountains, Rivers
Living Crystal	Rock	Wyld	Hills, Mountains, Underground
Obsidian	Stone	Umbra-Weave	Lava, Mountains, Canyons
Petrified Bone	Stone	Umbra	Desert, Tundra,Underground
Platinum	Ore	Weave	Mountains
Ruby	Gem	Umbra	Hills, Mountains, Underground
Sapphire	Gem	Weave	Hills, Mountains,Underground
Scintilium	Ore	Astra	Hills, Mountains
Onyx	Gem	Umbra-Wyld	Hills, Mountains,Underground
Moss Agate	Gem	Astra-Wyld	Hills, Mountains, Underground

Flora

Common Flora

Flora	Type	Paradyne	Abundant Terrain
Ashweed	Plant	Umbra-Weave	Lava, Desert
Banana	Plant	Astra-Wyld	Jungle, Plains
Barley	Plant	Weave	Plains
Black Snakeroot	Plant	Umbra-Wyld	Swamp, Forest
Corbin Potato	Plant	Astra-Weave	Plains, Hills
Denoctus Root	Flower	Wyld	Plains, Hills
Frostwood Lichen	Plant	Umbra-Wyld	Tundra, Forest
Glowort	Plant	Tempus	Mountains
Grapes	Plant	Astra	Hills, Plains
Hops	Plant	Weave	Hills, Plains
Lavender	Plant	Wyld-Astra	Plains, Hills
Mangrove Nuts	Plant	Wyld	Forest
Maple Tree	Wood	Astra	Forest, Plains, Hills
Mangrove Wood	Plant	Wyld	Forest, Sea
Pinckney Weed	Plant	Weave	Mountains
Rice	Plant	Astra-Wyld	Plains, Lakes, Rivers
Rose	Flower	Weave	Hills, Plains
Spike Fruit	Plant	Wyld	Forest, Plains, Hills
Starfire Ivy	Plant	Wyld	Forest, Plains, Hills
Wheat	Plant	Wyld	Hills, Plains
Ash Wood	Wood	Weave	Forest
Dead Wood	Wood	Umbra	Tundra, Forest

Uncommon Flora

Flora	Type	Paradyne	Abundant Terrain
Black Cocoa Beans	Plant	Wyld	Jungle, Plains
Blackheart Berries	Plant	Umbra	Forest
Blueberries	Plant	Weave	Hills, Plains
Blood Grapes	Plant	Umbra	Hills, Mountains
Derdagne Apples	Plant	Astra	Forest
Fusion Grapes	Plant	Weave	Hills, Plains
Gloom Flower	Flower	Astra-Weave	Magic
Nethyrshroom	Plant	Tempus	Mountains
Night Grapes	Plant	Umbra-Wyld	Hills
Oak Wood	Wood	Wyld	Forest
Ohi'a Wood	Wood	Umbra-Weave	Lava, Desert
Steam Flower	Flower	Weave-Astra	Magic
Vysicle	Plant	Wyld-Astra	Forest, Jungle
Water Hemlock	Plant	Umbra-Wyld	Rivers, Lakes

Rare Flora

Flora	Type	Paradyne	Abundant Terrain
Aetera's Breath	Flower	Tempus	Plains, Hills, Mountains
Black Primrose	Flower	Umbra	Magic
Cherry Tree	Wood	Astra-Wyld	Hills, Plains, Forest
Cannibal Flower	Flower	Umbra-Weave	Desert, Plains, Canyons
Deadly Nightshade	Plant	Umbra-Wyld	Forest, Swamp
Fusion Rose	Flower	Weave	Plains, Hills
Ironwood	Wood	Wyld	Forest
Kronnus Grapes	Plant	Tempus	Hills, Plains
Luminous Moss	Plant	Wyld-Astra	Hills, Forest, Underground
Pectarnauds	Plant	Astra-Wyld	Swamp, Underground
Savigne Ice Grapes	Plant	Astra	Hills, Plains
Slideshroom	Plant	Umbra-Wyld	Forest, Swamp, Underground
Frostwood	Wood	Umbra-Wyld	Forest, Tundra
Plague Flower	Flower	Astra-Weave	Magic

Campaigning

The Campaigning is a way for players to explore new territory and claim land and estates for resource gathering, either on ground or through airship or naval travel. 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 their characters and 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" live action manner.

Campaign Maps

Campaign max 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 operating sailing ships or 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.

Campaign Turns

Campaigns are executed in a series of turns. One turn might take some time to execute, and the results of that turn (or series of turns) may take time to process, so players should expect a limited number of turns in an encounter.

Actions

Actions are the activities your character and hirelings are assigned to accomplish everything in a campaign during a turn, from building to gathering. Each turn, a player or hireling may take one action each. A Turn is thus composed of multiple actions. A Turn ends when all players and hirelings involved in the campaign have taken an action.

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 any supporting skills they may have for that action (see the supporting skills table below). A supporting skill will add one die per rating of the skill. Having a rating in the skill will contribute one reroll to the dice pool (not per rating, just one reroll). 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.

A player or hireling without a supporting skill can still try to execute that skill, and will roll only a single die, with no reroll (this is called an unskilled attempt). Thus a hireling with a rating 1 will only roll one die, but will be allowed to reroll that skill attempt.

Combining Actions

Two players or hirelings may engage in the same action, thus increasing the chance of success. Their dice will be combined into one dice pool. If both have a supporting skill for the action, there are two rerolls.

Ground Campaigns and Estates

Ground campaigns are used to secure land, build on that land, and harvest the land for resources. This is an excellent way to generate resources for players. The land can either be a player's estate, or it can be new unexplored land (often found through airship exploration).

Skills

Campaign skills are unique to the campaign system, though they can be converted from other skills. This conversion exists so that players can use campaign skills, but hirelings cannot learn player skills. Skills support actions, increasing the chance of success:

Action	Supporting Skill
Forage	Foraging (Converts directly from the highest of Apothecary, Brewer)
Prospect	Prospecting (Converts directly from the highest of Armorsmith, Weaponsmith)
Hunt	Hunting (Converts directly from the highest of Chef or Tailor)
Build, Transport	Building (converts directly from the highest of Engineering or Maker).
Infiltrate	Interloper (converts from Stealth Adventure skills: 1 per 2 full ranks, i.e. Rank 7 would be Interloper 3).
Search	Campaigner (converts from Scouting Adventure skills: 1 per 2 full ranks, i.e. Rank 7 would be Campaigner 3).
Take Watch, Engage	Soldiering (converts from the highest Combat skill: 1 per 2 full ranks, i.e. Rank 7 would be Soldiering 3).

Actions

Build: May build one Improvement in a campaign tile. The successes required are equal to the number of resources required to build that structure.

Engage: The Soldier may force one threat per success in its campaign tile to engage the Soldier.

Forage: May gather one Flora resource per success from a campaign tile they are in. May forage the tile they are in to find a desired specific source for Flora.

Hunt: May gather one Fauna resource per success from a campaign tile they are in. May hunt the tile they are in to find a desired specific source for Fauna.

Infiltrate: The Hide action gives a Hide rating equal to half the value of the successes rolled, *rounded down.* Hidden players or hirelings cannot be seen without a skill. May not move, may not ride a transport.

Prospect: May gather one Non Living resource per success from a campaign tile they are in. May prospect the tile they are in to find a desired specific source for Non Living resources.

Search: Used to search a campaign tile. Draw one search card per success.

Take Watch: May reveal one threat per success in a one campaign tile radius.

Transport: May operate a Transport this turn. Movement is equal to two plus the number of successes.

Movement

During the action phase, a hireling or player may move one hex in any direction for each value of movement they have. Unless noted otherwise, a character or hireling has a movement of 1. If they are on a standard mount, they have a movement of 3.They may take this movement at any time during their action.

Carrying Resources: Players may carry any number of resources. A hireling may carry up to 4 resources.

Each Hex is designated with one or more terrain types, 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, they will enter the Hex and stop. In the next turn they may then move out of the hex.

Terrain	Move	Walk
Canyon	4	Highland Walk
Desert	2	Desert Walk
Forest	2	Forest Walk
Hills	2	Highland Walk
Tundra	2	Ice Walk
Jungle	3	Forest Walk
Lake	4	Water Walk
Lava	5	Flame Walk
Magical	4	Aethyr Walk
Mountains	3	Highland Walk
Plains	1	None
River	3	Water Walk
Sea	5	Water Walk
Swamp	3	Water Walk
Underground	2	Deep Walk

Sources

Sources are permanent locations on a hex that generate a specific type of resource. Locating a source requires the right skill, depending on the type of source being located. Common sources require 1 success, uncommon 2 successes, rare 4 successes, and very rare 8 successes. Resources are generated from sources by taking the appropriate action and getting success in the same ratio. A player can attempt to locate a specific source, and the chances of finding that source will be affected by terrain and the paradynes of the region. Once a source has been located, a structure can be built there to generate a larger volume of resources when the gather or prospect action is taken. For example, a Mine built on a source for Platinum would always generate Platinum. Essences can only be sourced using the Sense skill. Sense <paradyne> will act as a rating-3 skill for sourcing that essence with a related paradyne.

Initial Sourcing Bonus

On the action a source is discovered, an initial bonus of one resource per success is granted. For example, if a Prospect action were taken to locate an uncommon source (requiring 2 successes), and 4 successes were rolled, the source would be successfully located and the action would produce four uncommon resources.

Source Limitations

Each campaign hex is limited to one source of each type (Flora, Fauna, Non Living). Once a source has been located, it lasts until that source is exhausted, meaning it has a limited number of resources that it will provide. A common source will generally provide 160-200 resources; an uncommon 80-100; a rare 40-50; very rare 20-25.

Terrain and Sourcing

Resources have a listed terrain type where they are abundant. If a player wants to locate a source on a type of terrain where that resource is not abundant, there is a minus one skill die penalty to the sourcing roll. Paradynes also affect a resource's location in that each culture is located in an area where one or more specific Paradynes are vastly prevalent. Attempting to source a resource in which one the Paradynes of the resource does not match the Paradyne region will give a minus one penalty to the sourcing roll; if no Paradynes are shared, there is a minus *two* penalty. More specific information can be found in culture packets that can help to know what resources are available in various lands.

Hirelings

Hireling	Role
Builder	Builds improvements and controls transports. Improvements are buildings, structures, transports and the like. Has Building-1, Health 1.
Gatherer	Discovers flora resources. Has Foraging-1, Health 1.
Hunter	Discovers fauna resources. Has Hunting-1, Health 1.
Miner	Discovers mineral and rock resources. Has Prospecting-1, Health 1.
Wayfinder	Explores surrounding hexes, moves through difficult terrain. Has Interloper-1 and Campaigner-1, Health 1.
Soldier	Looks for threats and fights enemy threats, protecting other hirelings. Health-2, Armor-2, Melee Attack 2. May be equipped with crafted armor and weapons.

Purchasing Hirelings

A player may purchase up to four hirelings for the following costs:

Hirelings	Cost in Steward Points
First Hireling	10
Second Hireling	20
Third Hireling	40
Fourth Hireling	80

Improvements

Improvements are structures that can be found when using the Search action from the search deck. Any structure placed on a hex may be used by anyone who is in the same space as the structure. No more than one structure of a type may be placed on the same hex, and there can be no more than six structures on any campaign hex. Structures have crafting levels just like normal crafted goods.

Improvement	Use
Bridge	Acts as a road, but may span a river or ravine.
Farm	Produces flora resources in a hex that contains edible resources appropriate to farming. Gain an additional roll per crafting level of the structure for each hireling / character. Allows four Hirelings to take on action together.
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.
Garden	Produces flora resources in a hex that contains herbs appropriate to gardening. Gain an additional roll per crafting level of the structure for each hireling / character. Allows four Hirelings to take on action together.
Hunting Lodge	Produces fauna resources in a hex that contains animal resources that can be hunted. Gain an additional roll per crafting level of the structure for each hireling / character. Allows four Hirelings to take on action together.
Lumber Mill	Produces Wood in a hex where a source has been located. Gain an additional roll per crafting level of the structure for each hireling / character. Allows four Hirelings to take on action together.
Mine	Produces rocks or minerals in a viable hex where a source has been located. Gain an additional roll per crafting level of the structure for each hireling / character. Allows four Hirelings to take on action together.
Quarry	Produces stone in a viable hex where a source has been located. Gain an additional roll per crafting level of the structure for each hireling / character. Allows four Hirelings to take on action together.
Road	Makes movement in a hex normal, ignoring terrain penalties.
Shipyard	Produces sailing ship or airship upgrades at the crafted level. Draw one upgrade card per round when any character, crew or hireling is at the shipyard and you may choose to purchase the upgrade for its listed cost. Can take the Repair action once per turn adding three dice on a docked ship. May salvage a permanently destroyed ship as a downtime action for half of its resources.
Smithy	Produces basic crafted level armor and weapons.
Stable	May produce a mount.
Transport	May transport 20 resources and 2 people.
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.

Improvement Costs

A structure that requires a general resource (wood, stone, etc) may use any resource of your choice of that type. Crafted structures are made from commons, Well Crafted from Uncommons, and Master Crafted from rares.

Improvement	Cost
Bridge	2 Wood and 2 Stone
Farm	2 Wood and 1 Stone and 1 Ore
Fortress	2 Wood and 2 Stone and 2 Ore
Garden	2 Wood and 2 Stone
Hunting Lodge	3 Wood and 1 Stone
Lumber Mill	2 Wood and 2 Stone
Mine	3 Wood and 1 Stone
Quarry	3 Wood and 1 Stone
Road	1 Wood and 1 Stone
Shipyard	2 Stone and 2 Wood and 2 Ore
Smithy	2 Wood and 2 Stone and 1 Ore
Stable	1 Wood and 1 Stone and 1 Flora
Transport	2 Wood and 1 Ore and 1 Horse
Watchtower	2 Wood

Structure Points

Improvements have a number of points that represent their durability. They can be destroyed if their structure points are reduced to zero. For each 10 damage points they take in a single attack or the Destroy effect, they lose 1 structure point. These can be repaired by taking the Repair action. By default, an Improvement has structure points equal to the number of resources used to make it.

Airship and Sailing Ship Campaigns

 In an airship encounter, players work together, sometimes with hirelings, to pilot an airship into unknown territory, seeking adventure and treasure. Airship campaigns can be executed as a group in downtime actions, or at an event as a special type of encounter. These campaigns must be done in person. They can be combined with Ground Campaigns.

Parts of a Ship
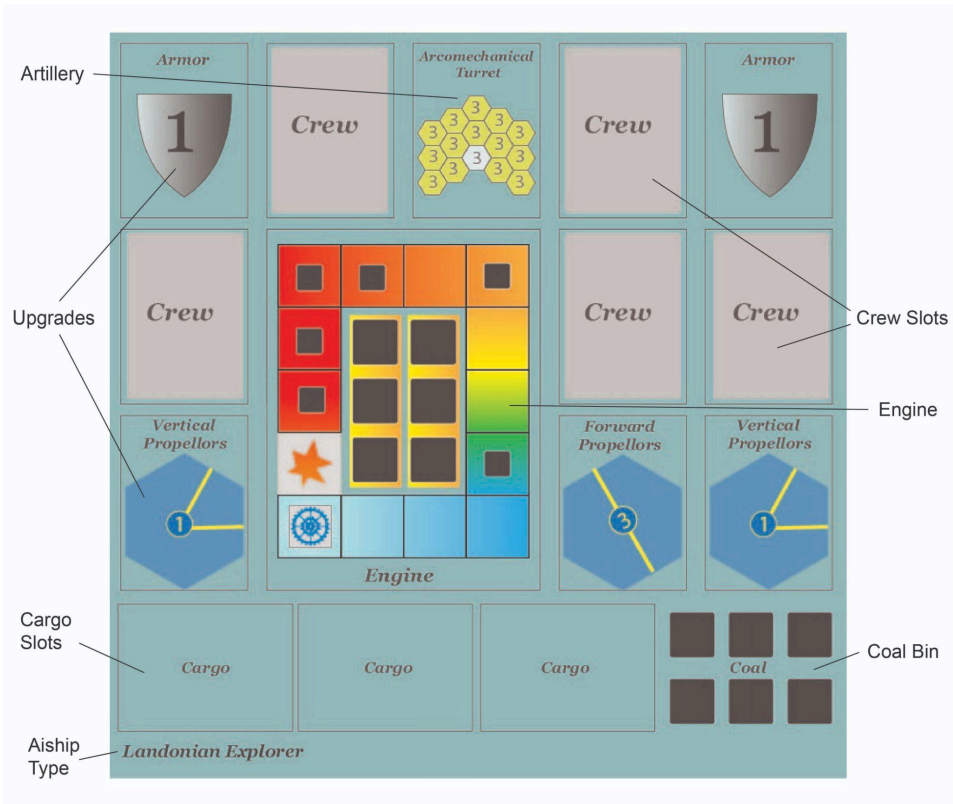
Cards and Tokens

Upgrade Cards
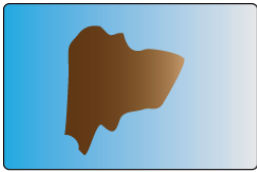
Search Cards

Maelstrom Cards
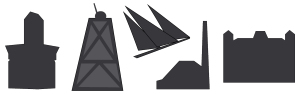
Structures
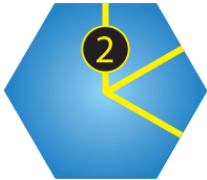
Navigation Tiles
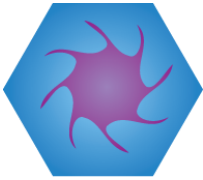
Maelstrom Tiles

Damage Counters

Hide Tokens

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.

Crew

Players and Hireling crew will have a crew card that represents them, having a variety of skills and stats listed on their card. Player crew use their Campaign Trade skills, convert other skills as follows:

Health = Armor + Health.

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).

Melee Attack = converts from the highest rating of non Ranged Combat skill: 1 per 2 full ranks.

Ranged Attack = converts from the highest rating of Ranged Combat skill: 1 per 2 full ranks.

Landonian Engineer

Campaign Airship Trade Skills — Engineer: 4 / Navigator: 1

Health — 5

Attack — 2

Flying Skill — 4

Campaign Airship and Sailing Ship Skills

Skills support actions, increasing the chance of success:

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

Actions

Actions

Actions are the activities your crew are assigned to accomplish everything in the game, from flying your ship to searching. They work like normal campaign actions, with a few extra rules. 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.

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.

Turns

Once a Turn ends, all players un-engage 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.

Action Descriptions

Each character or hireling may take the following actions on a turn while on an airship:

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

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.

Fly: Flying is how an airship is moved, 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 titles. 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).

Sail: Sail uses the same rules as Fly, but with a few exceptions (listed in the Flying your Airship section).

Seek: Locate a hidden ship. The success number must equal the Stealth number of the hidden ship. Seek can also be used on an airship to see objects in a number of flight hexes equal to the success roll.

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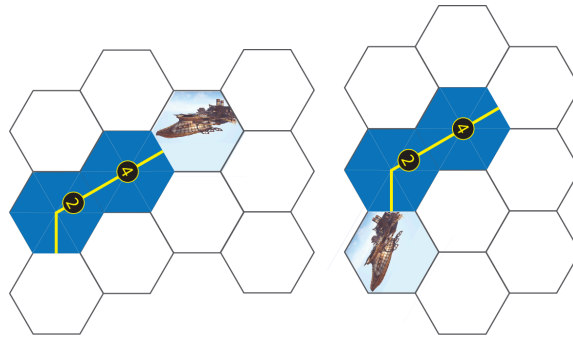

Reactions

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.

Flying your 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 and Sail Action Check

Once you have laid down navigation tiles and created a flight or sail 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 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.

Sailing Ships: When using the Sail action, "sail" rolls also count as successes! Sail configuration will also affect the rolls.

Drifting

If you fail to meet the necessary total for a Fly or Sail action, or if the engine becomes damaged by the pressure from these actions, 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.

Airship Drifting: The player who took the action must lay down the newly drawn Navigation tile and create a new flight path by placing the tile in a randomly generated location by rolling the skill die. On a Gear, the tile may be placed in either of the two hexes adjacent to the hex where the Navigation tile was originally placed. On a Sail, the tile will be placed in either of the two hexes adjacent to hex directly behind the ship. On a Maelstrom roll, place the tile in the hex behind the ship. The player then places the tile any way they choose so long as the new path is a legal flight path. Then the ship must rotate, then follow that flight path. The tile must be placed so a legal move can be made.

Sailing Drifting: This works the same way as airship drifting, except that on a Gear or sail roll, the randomly drawn tile is placed in the hex in front of the ship. On a Maelstrom roll, the tile may be placed in either of the two hexes adjacent to the hex where the Navigation tile was originally placed.

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 Airship 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. Sailing Ships *never* rotate unless forced to by drifting.

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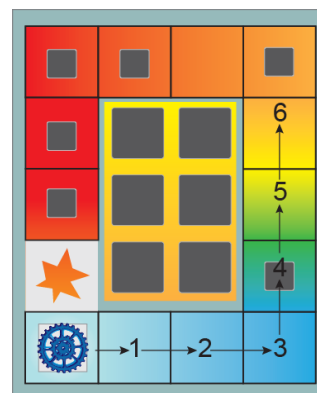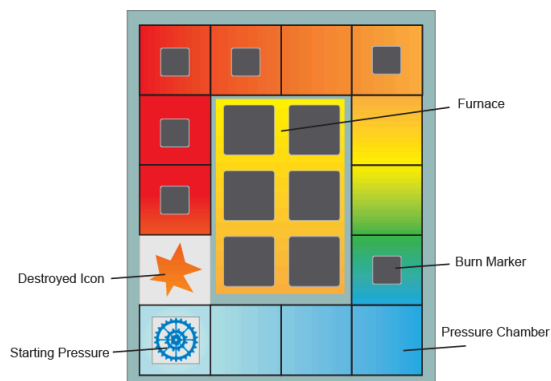
At 6 Navigation total, the pressure marker starts at the first space and ends up on the 6th space.

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.

Flying and Sailing without Engines

It is possible to attempt a flying roll with no engines (or broken engines). Doing so requires the number of successes to be met, but the pressure must be reduced to zero through Sail dice results. This is not easy, as it requires enough dice to meet the flying total, and enough sails to reduce pressure to zero. For example, a target number of three would require 3 success rolls and 3 sail rolls to succeed without drifting. For sailing ships, it is easier since Sail rolls count as successes.

The Wind

The wind can play a big role in some campaign encounters. If the wind is being used, there will be an arrow indicating its direction. If a ship drifts and the random tile placement allows for multiple options, the tile will always be placed in the hex on the side of the ship where the arrow points (away from the wind). When using the Sail action, the following bonuses apply based on the sails used on the sea ship:
Square Sail: +1 die per sail upgrade if the wind is behind the sail.
Lateen Sail: +1 die per sail upgrade if the wind is in front of the sail.

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

The Maelstrom is a swirling Aethyric storm, often covering many connected spaces on the board. It is especially difficult to fly or sail 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. 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!

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 sail or 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.

Special Tiles

Certain tiles have unique effects, listed here:
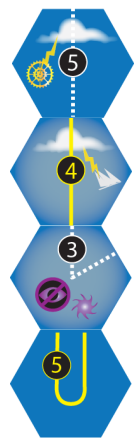
In addition to acting as a success and adding pressure to the engine, a ship that flies through this tile takes one damage per Success roll.

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.

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. 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.
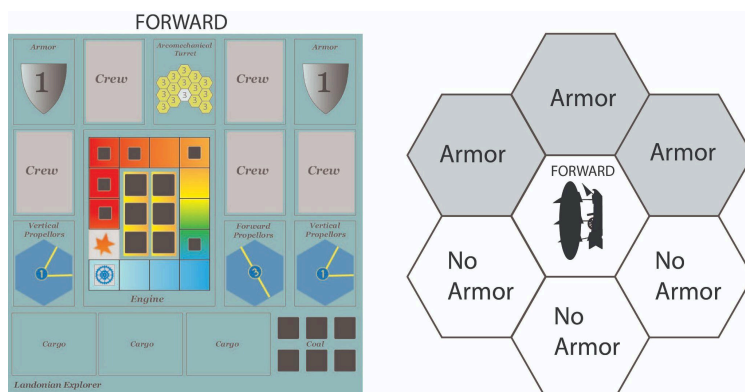
The Ship's Hold

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 makes 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.

PARLEY!

Whenever a ship is boarded by an enemy NPC crew, one player from the boarded ship may attempt to Parley, using social skills. Before the first crew attacks in the boarding, a Parley roll may be made with one skill die per each two Ranks of the highest social skill the player has (rating 7 would mean rolling 3 dice, etc.). The Captain of the boarding crew must roll dice equal to their Attack rating. If the number of Parley successes *exceeds* the Attack roll, the boarding ends.

NPC Crew

Non-player character crew members can be found in play, but not purchased with steward points.

Crewman	Role
Engineer	Helps repair the ship and helps fly. Has the Engineering skill.
Gunner	Operates guns and helps fly. Has the Gunner skill and Pilot skill.
Navigator	Helps navigate and fly. Has the Navigator skill and Pilot skill.
Quartermaster	Helps search and Fly. Has the Campaigner skill.

Total Ship Destruction

If a ship loses all of its crew to wounds (or has no crew left on board) and all of its tiles are flipped from damage, the ship is permanently destroyed and falls from the sky or sinks (in the case of a sea ship). The ship card should be turned over in this case, and the ship cannot be used.

Downtime Activities

Downtime activities allow players to continue play between on site events. They are usually handled over email, but some require a video call or even an in person get together. Each player may choose *one* of the following:

Culture Journey

Players can choose to book passage to go to land where they are from (home culture) in order to carry out various tasks or to interact with a faction where they have **Rank**. The journey is assumed to be by either sailing ship or airship, and may have a small Tahle fee associated with it, as it is handled by a powerful NPC faction and is essentially danger free. Once arriving, a player may:

   a. Trade with merchants using your **Rank**. Cultures will have goods that are specific to their region and favored Paradynes.
   b. Interact with a faction where the player has **Rank** to appeal for an agenda. Social skills are usually not necessary, depending on the "ask". Common asks are for access to purchase plans or rituals that the regular merchants of the land do not have, as they are property of the faction. The faction may require a favor or duty in return, and probably always will ask for payment of some sort.
   c. Use your **Contact** with an NPC to gain information, ask a favor, or have them seek out a highly specific item or document. This action is intended for a highly specialized "ask".
   d. Attempt to raise **Renown** with a faction by offering something to the faction, or doing something useful for the faction. This normally earns 3 Renown, but may earn more depending upon narrative choices (such as returning a cultural item).

Groups of players choosing a Culture Journey will travel together, but may interact individually or as a group when reaching their location.

Manage an Estate

Estates are areas of land controlled by a player during downtime (between events) in order to gain resources or add improvements to that land. An estate Downtime Action is a one turn action (using the Campaign rules) taken by a player using their own skills and abilities, as well as assistance from all available hirelings.. Players can go to their estate, or have another player remotely control their hirelings through the ground campaign rules. This activity uses the ground campaign system rules with the intent of building up a resource base, to build structures, and explore their estates. Estates come from Incarna Backgrounds (thus they have been granted land to manage).

Estate Size

Characters from a Ruling House have a six hex size estate, Noble House characters have a four hex size estate, and Forsaken players have a two hex tile sized estate. Mortals do not start with estates, but it is possible to establish them with campaign encounters. Estates can be expanded by using the campaign system if nearby land is available. Players that do not have an estate can attempt to create one by taking available land using the campaign rules.

Narrative and Story in *Legynds: Apotheosis*

Campaign Staff

Campaign Director

The campaign director oversees the overall direction and theme of the campaign and its many storylines, and is responsible for coordinating campaign staff and the encounters they run.

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. There are generally no more than three narrative architects at one time. Narrative Architects report to the Campaign Director.

Staff Storytellers

Storytellers are responsible for writing, running and maintaining a number of encounters. Full time Storytellers are staff and do not play characters. Players can be storytellers if they organize and participate in a Storytellers Guild (see below). Storytellers undergo Apotheosis narrative training and apprenticeships before they are certified. Storytellers work under Narrative Architects.

Marshals

Marshals are staff and players who have been trained in the rules and correct way to set up and run various aspects of gameplay. Trained players may spend their volunteer shift as marshals.

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.

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.

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.

Storyteller Stewards Program

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.

Guild Storytellers

Player Guild Storytellers are responsible for maintaining a small number of storylines for their guild. These Storytellers are able to play characters during this time.

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.

Encounters

Encounter is a general term that encompasses anything written and run as a contained entertainment singular event. Encounters generally last from 30 minutes to an hour, though some may run longer. 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.

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.

Scenario

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).

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.

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.

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.

Declare Your Fate

If an encounter runs too far over its scheduled time, a marshal may announce "Declare your Fate". This is a staff phrase to end an encounter due to time constraints or in standoff situations. At this point, PCs can choose to leave their circle and face consequences or a final combat, or fail the encounter and accept "Fate of the Party".

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 of Eldross.

Credits

Playtester and Design Contribution

We want to thank all those who participated as playtesters in multiple sessions at any of our events up through the first year of beta development, and to the many of you who contributed your design ideas and playtest evaluations. We could have never done it without your help in our rigorous testing and iteration process. Thank you for sticking with us through our growing pains!

Adam Ross, Adam Gerstin, Adelaide Saunter, Alan Dobbs, Angie Dodson, Anita Lastinger, Ashley Carson, Ashley Tomaselli, Ben Norton, Ben Sandfelder, Brent Parmelee, Bri Starr, Carsen Brown, Chadwick Moore, Christiana O'Brian, Chris Dodson, CJ Jutto, CJ Gould, Dillon O'Brien, Donovan Sadler, Dylan Coffey, Eric Urbas, Ethan Wood, Gabby Gerstin, Greg Tomaselli, Jared Carson, Jay Lastinger, Jessie Jennings, Jessie Smith, Jojo Byrum, Jon Near, Josh Phillips, Kami Austin, Katherine Kerfoot, Kendel Lotze, Kenneth Nichols, Kevin Ray, Kevin Toole, Kristy Bourgeois, Kyle Roberts, Lee Harshbarger, Lee Smith, Lilith Harshbarger, Mark Fabian, Mark Zohn, Matt Goodson, Matt Meldrum, Mckell McIntyre, Mike Witherell, Naomi Creamer, Richard Glosson, Richard Kerfoot, Rob Marshall, Ruth Houghton, Saleem Halabi, Sean Mulhall, Seiler Hagan, Steven Shearon, Teresa Meldrum, Tim Davies, Tina Harshbarger, Zack Marshall.

Content Designers

The following players contributed as writers or content creators in the development of our many cultures, world history and game lore.

Chris Dodson: Creative Direction
Anita Lastinger, Sean Mulhall: Vendaeros Culture
Adam Gerstin, Chris Dodson: Velkarian Culture
Adelaide Saunter: Badlands Culture
Angie Dodson: Landonia Culture, Tentetsu Culture
Mckell McIntyre: Multiverse History, Paradyne Conceptualization.
Mckell McIntyre, Chris Dodson, Sean Mulhall: Eldross History
Ryan Brown, Chris Dodson: Tahlea Culture, Corbin Culture
Steven Shearon, Dillion O'Brien, Chris Dodson: Berowen Culture